

Towns and Locations in the Active AOR (Oct. 5)

- Kilen
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Kilen

Kilen is a harbor town located on the central island of the Vandros-7 archipelago. It is known for its strategic port and a large water treatment plant, which supplies potable water to the surrounding areas. Kilen has a significant United Earth Government (UEG) presence due to its importance in supporting both local settlements and UEG operations on the planet.

Geography

Kilen is situated along a natural harbor, protected by rocky outcrops that provide shelter from harsh weather conditions. The town is surrounded by dense pine forests and rugged hills, characteristic of the central region of Vandros-7. The climate is generally cold, with long winters and brief, mild summers.

Economy

The economy of Kilen revolves around its harbor and the water treatment plant. The harborfront area is the hub of local trade, with fishing boats, freighters, and UEG patrol vessels regularly docking. Kilen also hosts a small market square, where goods such as locally caught fish, salvaged equipment, and various supplies are bought and sold. Despite the UEG's efforts to regulate commerce, rumors persist of black-market activities, particularly involving salvaged technology.

The water treatment plant is the largest of its kind on Vandros-7. It processes water from nearby glacial streams, making it safe for human consumption. This facility is heavily guarded due to its importance to both the local population and the UEG forces on the planet.

UEG Presence

Due to its strategic location, Kilen has a significant UEG security presence. The *Kilen Command Center*, located near the harbor, serves as the operational headquarters for UEG forces in the region. The UEG conducts regular patrols within the town and enforces strict security protocols, particularly around the water treatment plant and key transport routes.

The UEG's efforts in Kilen are focused on maintaining control of the harbor to monitor maritime traffic and prevent the spread of insurrectionist activities from other parts of Vandros-7. Checkpoints are established on main roads leading in and out of Kilen, and curfews are sometimes enforced to ensure the security of both the town's infrastructure and its residents.

Strategic Importance

Kilen is considered a key asset for the UEG on Vandros-7. Its harbor serves as a critical logistics point, facilitating the movement of supplies and personnel to other locations on the planet. The

water treatment plant is vital for providing potable water to UEG forces, local settlements, and industrial operations. Due to these factors, ONI (Office of Naval Intelligence) has flagged Kilen as a priority for protection and monitoring, citing concerns that any disruption to its operations could have far-reaching implications for the UEG's stability on Vandros-7.

Storestranda

Storestranda is a small coastal town on the eastern shore of Vandros-7's central island. It is primarily a fishing community, with the majority of its residents involved in the local fishing industry. Storestranda has a reputation for its historical grievances with the UNSC and UEG over taxation policies, which many townspeople view as unfair and burdensome.

Geography

The town is located along a rocky coastline, characterized by narrow beaches and steep cliffs. Storestranda includes the nearby sub-towns of **Lillestranda** and **Tuppen**, both of which are small fishing hamlets situated to the north and south, respectively. The surrounding area is dotted with small inlets and bays that provide sheltered waters ideal for fishing, making the region one of Vandros-7's more productive coastal areas.

Economy

Storestranda's economy is centered around fishing, with local fleets primarily catching cold-water fish species found in the surrounding seas. Small fish processing facilities and docks line the waterfront, and the town's market is known for selling fresh seafood to both locals and traders from other parts of the archipelago.

In recent years, the townspeople have expressed dissatisfaction with the UNSC and UEG taxation imposed on their trade. These taxes, which are part of broader efforts to fund the war against the Covenant, are seen by many in Storestranda as unfairly targeting smaller, independent communities. This sentiment has led to occasional unrest and a general wariness of UEG officials visiting the town.

Sub-Towns

- **Lillestranda:** A small fishing village located a few kilometers north of Storestranda. Lillestranda has a more remote feel, with most of its inhabitants living in wooden cottages along the shoreline. It relies on Storestranda for trade and access to essential services.
- **Tuppen:** Positioned to the south of Storestranda, Tuppen is similarly reliant on fishing but is known for its rocky cliffs and rugged terrain. The hamlet is home to a tight-knit community that prides itself on its self-sufficiency.

Local Sentiment

The residents of Storestranda have long harbored discontent with UNSC policies, particularly regarding taxation and resource control. These sentiments have grown over time, fueled by the perception that the UEG prioritizes larger settlements and industrial operations at the expense of

smaller communities. Despite this tension, the town remains relatively peaceful, with most of its focus on maintaining its traditional way of life centered around fishing.

Midjordet

Midjordet is a small town on Vandros-7, originally established as a barracks settlement to support nearby military operations. In recent years, it has transformed into a community primarily inhabited by lumber workers. The town gets its name from the nearby *Midjordet Lumber Yard*, which, while located closer to Kilen, remains the primary employer of Midjordet's residents.

Geography and Layout

Midjordet lies on the edge of dense pine forests, typical of Vandros-7's boreal belt. Many of the original structures have been repurposed as housing, workshops, and storage facilities for the lumber industry. The forests surrounding Midjordet provide a constant supply of timber, which is processed at the lumber yard before being transported to Kilen's harbor for shipment.

Economy

The town's economy is centered around forestry and timber processing. Most residents work at the *Midjordet Lumber Yard*, where they are involved in felling trees, sawing logs, and preparing wood for export. The lumber yard has close ties to the UEG's industrial operations on Vandros-7, as timber is a valuable resource for building and maintaining infrastructure across the planet.

Due to its relatively isolated location, Midjordet has a self-sufficient character. Small businesses provide basic goods and services to the local workforce, and a communal canteen, housed in a former barracks building, serves as a gathering place for residents.

Local Sentiment

The residents of Midjordet generally harbor mixed feelings towards the UEG and UNSC. On one hand, they benefit from the steady employment provided by the lumber industry, which owes much of its existence to UEG contracts. However, many still recall the town's military roots and feel that their community has been neglected in favor of larger settlements like Kilen.

There is also growing frustration among workers over the taxes and levies imposed on timber production. The perception that their labor fuels UEG interests, while they receive minimal support in return, has led to simmering discontent. Although open unrest is uncommon, the mood in Midjordet can be tense, particularly during discussions about the UEG's broader policies on Vandros-7.

Strategic Importance

Midjordet itself holds little direct strategic value, but the nearby *Midjordet Lumber Yard* is crucial for maintaining timber supplies to Kilen and other UEG operations. While there is no permanent

UEG military presence in the town, patrols occasionally pass through to ensure the lumber yard remains secure and production continues uninterrupted. The town's residents are generally cooperative, but the UEG keeps a watchful eye on potential signs of dissatisfaction, given the broader insurrectionist activities on the planet.

Bygda

Bygda is a growing suburban town situated to the west of Kilen on Vandros-7. The town is geographically defined by a deep ravine that runs through its center, giving Bygda a unique layout. Its recent growth is primarily due to the nearby granite mine, which has become a significant economic driver for the area.

Geography and Layout

Bygda is divided into two main districts, separated by the ravine. A series of bridges connect the districts, facilitating the movement of people and goods between the residential areas and the town center. The terrain around Bygda is hilly and forested, characteristic of the central island's boreal landscape, with the granite mine located on the outskirts of the town.

The older part of Bygda is concentrated on the eastern side of the ravine, featuring traditional-style homes and small shops. The west side, more recently developed, contains modern housing complexes. The granite mine has spurred the construction of new roads and facilities, attracting workers and their families to settle in the area.

Economy

The economy of Bygda is largely supported by the granite mine, which provides building materials for construction projects across Vandros-7. The mine has created a surge in local employment, resulting in a steady influx of new residents and the expansion of public services, such as schools and medical facilities.

The town's growth has also encouraged small businesses to thrive, particularly those catering to the mining workforce. Markets, restaurants, and retail shops are becoming increasingly common.

Local Sentiment

Bygda's residents have generally welcomed the economic prosperity brought by the granite mine. However, the rapid development has created some tensions. Long-time inhabitants of the older eastern district express concerns about the town losing its traditional character due to the influx of workers and the construction of new, modern housing on the west side.

Additionally, there is some apprehension about UEG oversight and potential taxation on mining activities, similar to what has been imposed on other towns like Storestranda. While open dissent is rare, discussions about UEG policies can stir unease among residents, especially those who fear that increased regulation could impact Bygda's newfound prosperity.

Strategic Importance

While Bygda itself holds limited strategic military value, the nearby granite mine is important for the UEG's infrastructure projects across Vandros-7. The town's growth has been monitored by UEG authorities, who view its economic potential as beneficial for maintaining stability in the region. Patrols from Kilen occasionally visit Bygda to oversee security and ensure that mining operations continue uninterrupted, particularly given the town's proximity to known areas of insurrectionist activity.

Langgrunn

Langgrunn is a modern industrial town located at the northwestern tip of the central island on Vandros-7. It serves as a key economic hub for the region, featuring a large power plant situated to its south. Langgrunn is strategically important, as it hosts the only road connection linking the central island to other parts of Vandros-7.

Geography and Layout

The town's layout reflects its industrial nature, with wide streets designed to accommodate heavy transport vehicles and an array of warehouses, factories, and processing plants. The southern outskirts of Langgrunn are dominated by the large power plant, which provides electricity to both the town and surrounding areas.

The road network in Langgrunn includes the main arterial highway that connects the central island to the rest of Vandros-7. This route is heavily monitored by UEG forces, as controlling the movement of goods and personnel is crucial for maintaining order on the island.

Economy

Langgrunn's economy is primarily driven by its industrial sector, including manufacturing, materials processing, and energy production. The power plant, located just south of the town, is one of the largest on Vandros-7 and plays a vital role in supporting both the local industries and UEG operations across the island.

The town has several logistics companies that handle the transport of goods, taking advantage of Langgrunn's road connection to the mainland. This accessibility has made it a focal point for trade, allowing materials from other parts of Vandros-7 to be processed or shipped out via Kilen's harbor.

Local Sentiment

The residents of Langgrunn are generally more supportive of UEG presence than other towns on Vandros-7, largely due to the economic benefits that the industrial boom has brought to the area. High employment rates in the factories and power plant have resulted in relative prosperity, fostering a sense of civic pride in the town's modern infrastructure and role as an economic powerhouse.

However, there are underlying concerns about overreliance on UEG policies and the possibility of future taxes on energy production. Some workers fear that increased UEG oversight could lead to stricter regulations and reduced autonomy for local industries. While overt dissent is uncommon, there is a cautious sentiment among the population, particularly regarding potential government interventions that could disrupt their livelihoods.

Strategic Importance

Langgrunn is of strategic importance to the UEG for several reasons. The town's industrial facilities and power plant are critical to maintaining the region's infrastructure, while its location on the northwestern tip of the island gives it control over the sole road connection between the central island and the rest of Vandros-7. This makes Langgrunn a key logistical node, and as such, it is closely monitored by UEG security forces.

Regular patrols and checkpoints are maintained along the main highway to prevent insurrectionist activities and ensure the smooth flow of goods and personnel. ONI has flagged Langgrunn as a priority site, given its economic and logistical significance, as well as its potential vulnerability should unrest in other parts of the island escalate.

Langgrunn Energi (Power Plant)

The **Langgrunn Power Plant** is a large power generation facility located on the southern outskirts of *Langgrunn*, a modern industrial town on the northwestern tip of Vandros-7's central island. It is one of the most significant power plants on the planet, supplying electricity not only to Langgrunn and its industrial operations but also to other settlements on the island, including Kilen and Bygda.

History and Operations

Constructed in the late 2520s, the Langgrunn Power Plant was originally a UEG-funded project aimed at bolstering the planet's infrastructure to support its growing industrial base. The facility uses a combination of traditional fossil fuels and more advanced energy sources. This hybrid system allows the power plant to meet the high energy demands of Vandros-7's expanding industrial sector.

The power plant employs a large workforce from Langgrunn and neighboring towns, making it a crucial economic asset. It is operated by a conglomerate known as *Vandros Energy Services*, which is nominally independent but heavily regulated by the UEG to ensure the power supply is not disrupted.

Inter-faction Tensions

The Langgrunn Power Plant has become a focal point of tension between the *UEG*, the *Iron Star Union*, and the *Steel Hands*. As the only major power facility on the central island, control over the plant is seen as essential for asserting dominance in the region.

- **UEG Control:** The UEG maintains a significant security presence around the power plant, including checkpoints on the access roads and patrols within its perimeter. They view the facility as a critical asset in sustaining UEG operations on Vandros-7, particularly given its role in powering military installations, industrial complexes, and vital infrastructure. The UEG has warned that any attack or sabotage on the power plant would be met with a severe response, underscoring its strategic importance.
- **Iron Star Union:** The *Iron Star Union* regards the power plant as a symbol of UEG oppression and a potential bargaining chip in their struggle for independence. Some members of the Union argue that the plant should be seized to disrupt UEG operations and force negotiations. However, their current lack of access to the central island's road network and the plant's heavy security have prevented them from mounting a direct attack. Despite this, Union sympathizers have been known to carry out minor acts of sabotage, such as damaging power lines and disrupting fuel shipments, in an attempt to

weaken the UEG's grip on the region.

- **Steel Hands:** In contrast, the *Steel Hands* view the power plant as an essential asset that must remain under UEG control to ensure the stability and prosperity of the central island. Their ideological opposition to the Iron Star Union's methods has led them to support UEG efforts to secure the plant. The Steel Hands have reportedly provided intelligence on potential Union activity near the power plant, strengthening their relationship with the UEG while further deepening the divide between the two former allies.

Local Sentiment

The power plant's presence has divided opinion among the residents of Langgrunn and nearby towns. While many appreciate the economic opportunities it provides, others are wary of the tensions it has brought to the region. Workers at the plant are acutely aware of the facility's strategic importance and the risks posed by potential conflict, creating an atmosphere of anxiety and uncertainty.

Local rumors suggest that the plant's managers have begun stockpiling supplies and reinforcing security measures in anticipation of possible attacks. This has only fueled speculation among the population about the escalating conflict between the UEG and the insurrectionist factions on Vandros-7, casting a shadow over daily life in the otherwise prosperous town.

Strategic Importance

The Langgrunn Power Plant is crucial to the UEG's ability to maintain control over Vandros-7's central island. Its power output is vital for the continued operation of industrial facilities, military installations, and civilian infrastructure across the region. Consequently, the UEG has prioritized the plant's defense, viewing it as a linchpin in their efforts to suppress insurrectionist activities and ensure the uninterrupted flow of resources.

ONI analysts have expressed concern that, should the Iron Star Union ever gain access to the plant, they could use it to leverage their demands or, worse, shut down power to key UEG-controlled areas. As a result, the plant remains one of the most closely guarded installations on the island.

Prestejorded

Prestejorded is a large island on Vandros-7, known for its granite quarrying operations and agricultural activity. It serves as the gateway to the northwest archipelago, strategically situated between the industrial town of Langgrunn and the planet's largest port, Mehland Havn. The island is connected to the central island by a major highway, making it an important transit point for goods and materials.

Geography and Layout

Prestejorded features a diverse landscape, with rocky granite hills and patches of arable farmland. Scattered across the island are several small villages primarily inhabited by quarry workers and farmers. The highway running from Langgrunn cuts through the western part of Prestejorded, providing a direct route to Mehland Havn, which facilitates the transport of granite and agricultural goods.

Economy

The economy of Prestejorded revolves around its granite mining and farming operations. The granite mine employs a large number of the island's residents, producing building materials for both local use and export to other parts of the archipelago. The farms, though small, contribute to the island's self-sufficiency and supply fresh produce to nearby towns.

The island's connection via highway to Langgrunn and Mehland Havn makes it a vital part of the local economy, serving as a corridor for goods traveling to and from the central island. The proximity to the major port has led to increased traffic on the highway, making Prestejorded a critical transit point for regional trade.

Local Sentiment

The people of Prestejorded generally maintain a sense of rugged independence, shaped by their reliance on quarrying and farming. Most residents are more concerned with their daily work and livelihoods than with the broader political conflicts on Vandros-7. However, there is an underlying resentment towards UEG policies, particularly those that affect taxation and regulation of mining operations. Many feel that the profits from their hard labor are siphoned off to benefit larger towns, leaving little investment in local infrastructure or services.

Despite these sentiments, open support for insurrectionist factions like the Iron Star Union is minimal on Prestejorded. The island's residents recognize the importance of the highway and trade routes for their economic survival. There is, however, a degree of wariness towards the UEG's increasing presence, with some fearing that tighter control over the island's transit routes might impact their freedom of movement and trade.

Strategic Importance

Prestejorded holds strategic value due to its location between Langgrunn and Mehland Havn. The island's highway is the only direct road connection off the central island, making it a key artery for transporting goods, including granite and agricultural products, to the northwest archipelago. As such, the UEG has an interest in maintaining security on the island to ensure the uninterrupted flow of resources.

ONI has flagged Prestejorded as a potential hotspot for insurrectionist activity, given its economic significance and the local population's mild discontent with UEG policies. While there is currently no permanent military presence on the island, UEG patrols frequently monitor the highway and nearby villages to prevent any attempts by insurrectionist factions to disrupt operations or seize control of this critical transit route.

Langoya Radar Station

The **Langoya Radar Station** is a large, semi-functional electronic warfare (EW) facility located on the southern part of the northern archipelago on Vandros-7. Although originally constructed and operated by the UEG, the station is currently under the control of the *Iron Star Union*, an insurrectionist faction on the planet. A nearby town, named **Langbygd**, serves as a logistical hub for the Union's activities in the region.

History and Operations

The Langoya Radar Station was built in the late 2510s as part of the UEG's early warning and defense infrastructure. At its peak, it housed advanced radar, communication jamming, and signal interception equipment to monitor and control space traffic and potential insurgent activities. However, in recent years, the station fell into partial disrepair due to the UEG's shifting focus to more immediate fronts in the ongoing Human-Covenant War.

In a bold move, the *Iron Star Union* seized the station during a coordinated operation, exploiting its strategic location to disrupt UEG communications and monitor UNSC movements in the northern archipelago. Despite its degraded state, the radar station still offers the Union valuable electronic warfare capabilities, giving them a tactical advantage in the region.

Geography

Perched on the coast overlooking the southern coast, the radar station offers an expansive view of the surrounding waters and islands. The nearby town of **Langbygd**, has been transformed into a support base for the station. The Iron Star Union has fortified key access points to the facility, setting up checkpoints along roads leading to the radar station to control movement in and out of the area.

Current Status

Under Iron Star Union control, the Langoya Radar Station operates with limited but strategic effectiveness. The Union's technicians have managed to restore some of the station's electronic warfare capabilities, allowing them to intercept UEG communications, monitor naval traffic, and disrupt signals in critical areas. The Union has also set up anti-air and anti-vehicle defenses around the site to deter potential UEG assaults aimed at recapturing the facility.

The radar station has become a crucial intelligence-gathering and command center for the Iron Star Union's operations in the northern archipelago. Its control allows the Union to coordinate movements, plan ambushes, and maintain a degree of situational awareness that significantly hampers UEG efforts in the region.

Strategic Importance

The Langoya Radar Station is now a linchpin in the Iron Star Union's electronic warfare capabilities on Vandros-7. Control of the station provides the Union with a means to intercept UEG communications, disrupt UNSC operations, and secure their presence in the northern archipelago. The station's location near key maritime routes also allows the Union to monitor naval traffic, posing a significant challenge to UEG forces attempting to maintain control of the region.

ONI has identified the radar station as a high-priority target for a UEG operation, given its potential threat to both local and broader security interests. However, any attempt to retake the station would involve navigating the fortified defenses established by the Union and the complex local sentiment in the surrounding town of **Langbygd**.

Ellisoya Disciplinary Barracks

Ellisoya Disciplinary Barracks is a former penal facility on Vandros-7, situated on an isolated island between the northern archipelagos. Historically, it served as a holding site for military deserters, low-level defectors, and individuals sentenced to hard labor. These detainees were often put to work in the mines scattered across the archipelago. The current status of Ellisoya is unknown.

Geography and Layout

Ellisoya is located on a small, rocky island surrounded by treacherous waters, chosen for its natural inaccessibility and isolation. The barracks complex itself is fortified, consisting of a series of utilitarian structures built atop the island's cliffs. The facility includes prisoner housing blocks, guard towers, and administrative buildings.

Access to the island was historically limited to a small dock and a single patrol boat operated by UEG personnel, ensuring strict control over the movement of prisoners and staff.

Historical Use

The barracks was established as a UEG military correctional facility, intended to house individuals convicted of various offenses, ranging from desertion and low-level insurrection to misconduct and dereliction of duty. Sentences typically involved hard labor, with prisoners dispatched to work in the granite and metal ore mines scattered across the archipelago. This system provided a cheap labor force for resource extraction operations, bolstering Vandros-7's economy.

Prisoners were subject to strict discipline and constant surveillance, with the barracks notorious for its harsh living conditions and grueling work assignments. The reputation of Ellisoya as a "dumping ground" for the UEG's unwanted elements added to its fearsome status among the military personnel stationed on Vandros-7.

Current Status

The present status of Ellisoya Disciplinary Barracks is shrouded in mystery. With the rise of insurrectionist activity across the archipelago and the spread of the Iron Star Union's influence, communication with the island has become sporadic. The UEG has not publicly commented on the facility's condition, leading to widespread speculation about whether it remains under UEG control, has fallen into Union hands, or has been abandoned altogether.

Rumors persist among the local population and military personnel regarding the fate of the prisoners once held on Ellisoya. Some suggest that the Union may have repurposed the barracks for their own use, possibly as a training camp or detention center for captured UEG personnel. Others claim that the prisoners were left to fend for themselves when the facility was abandoned, transforming the island into a lawless enclave.

Strategic Importance

Ellisoya's isolated location and robust infrastructure make it a potentially valuable asset for whichever faction holds it. The island's natural defenses and limited access points provide a fortified position that could be used to monitor naval movements in the surrounding waters. If the Iron Star Union has indeed taken control of the facility, it could serve as a base for launching operations against UEG forces in the archipelago.

ONI has flagged Ellisoya as a point of interest but has so far been unable to confirm its current state or occupants due to the island's isolation and the Union's control of nearby waters. Plans to investigate the island are reportedly under consideration, although the risks involved make such an operation highly complex and potentially dangerous.