



Earth - The Terrans Pre-game - Day 10/20

Earth is as it ever was - a mass of seething political bodies vying with each other for the domination of the populace.

For hundreds of years successive attempts have been made to form a global government. Democracies, dictatorships, religious autocracies have all failed to do this. A loose capitalism is found across the world's continents, each operating with autonomy, under vague alliance and equal representation in Beijing, alongside the other representatives of the Sol governments.

The glory days of Earth are over. Resources are next to exhausted, the most vigorous research institutes are found elsewhere and lives tend to be short and unexceptional for most. A strong military tradition is perhaps the most defining feature of the world in 2874. Since the raging wars of the first years of colonization the planet has kept abreast of technical developments in death dealing only. Though not particularly adept in developing new designs and methodologies, the stockpiles of grey goo interplanetary missiles and giant death robots maintained on the homeworld are sufficient to defend against... well, probably something or someone, it hasn't been clear for centuries...

One thing Earth does generate is emigrants. The 'blink' drive ships took Earth workers and colonists to the Oort cloud, the asteroids, and now, the new stars. The risk of the new often seems worth taking to the young of the Earth, withering overwrought husk and cradle of mankind.