

NEW HOPE

**No longer the city of tomorrow.
Live in the city of the future... TODAY!**



Image : unknown artist

Presented by : [The PAForge](#)

This is a 'teaser' of what will one day be a complete campaign supplement for the Masters of the Earth setting.

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Introduction

In the near future, the world is a dark place. The endless streams of pollution into the land, water and air have finally created an environment unhealthy for its inhabitants. The nations of the world, under the leadership of the United Nations began an ambitious plan to restore the Earth's environment. But it would require vast resources and the cooperation of billions.

New Hope was part of a pilot project by nearly all the major industrial nations of the world. Each nation was tasked by the United Nations to build one underground city and one underwater city to showcase a new world plan to move the entire population of the world into the controlled environments that these cities represented. This would enable the surface of the world to be restored to its natural wonder.

The controlling facility A.I. tasked with building New Hope in the United States began its task in earnest in the year 2109, a year after, the Black Days began its course as described in the Campaign Intro document. Merely because there was no further human intervention in its day to day operations did not in anyway dissuade the A.I. from continuing the master plan. Through the course of years, decades and now centuries the A.I. constructed the vast levels of the facility and now maintains it meticulously for the day when its charges will come to inhabit its self sustaining communities.

The city lies in the United States in the state of Kansas near the Republican River approximately 50 miles south of the Kansas, Nebraska state line. This city embodied all the nations hopes for the future. Nothing was spared in the creation of this city. All the latest technologies and several created by scientists especially for use in New Hope, were used in its construction.

This document lays out the basic structure of New Hope. Details can be left up to the imagination of individual GM's.

For those GM's who prefer a less than pristine city to hold large scale or long term adventures in, you can simply dictate that the wars and plagues that ravaged the surface world of humans, also reached the city. Other suggestions include, a mad A.I. that has been creating new life in its labs to inhabit its city and biomes, or perhaps indicate that each level had reactors to provide power and each of these had a containment breach when their coolant source (fresh water) was cutoff due to pump failures.

You could say that earthquakes have breached the walls of many of the levels and that the A.I. did not have the resources to repair them, causing ruins. Maybe those same earthquakes caused some of the many caverns that the enduring walls of the levels long held at bay, to finally breach them and give access to long hidden subterranean creatures that now use the city, setting up residence.

Maybe, the city was occupied by a small select group prior to the end and these humans now use New Hope as a base to bring the Empire of Man to the surface world and reestablish the rule of man over the twisted denizens that now inhabit the region.

Use your imagination...I provided a location, its up to you to find a way to use it.....ENJOY!

NOTE : It is likely that I haven't quite got the scaling down right for the internal structures of the city. This is something I will check when I get around to making the final draft of the New Hope campaign supplement.

New Hope

Height 600m
Radius 2km

Ground Level

Level Information

Each level is separated by at least 50m of bedrock. Each level's walls are covered in the metal known as endurum. Endurum is a super-hard, super-resilient liquid metal technology invented a few years before the end.

Although in my own imaginings of this city all the cities utilities, services and traffic flow through the central elevator tube, it doesn't have to be that way if you as a GM decide so. You could have other access points or penetrations and paths from one level to another.

Level	Function
Level 0	Recreation and Receiving
Level 1	Manufacturing and Large Scale Services
Level 2	Community A
Level 3	Preserve : Biome A (Dry)
Level 4	Community B
Level 5	Preserve : Biome B (Temperate)
Level 6	Community C
Level 7	Preserve : Biome C (Wet)
Level 8	Community D
Level 9	Preserve : Biome D (Oceanic)
Level 10	Preserve : Biome E (Arctic)
Level 11	Agriculture
Level 12	Agriculture and Reclamation
Labs	Research and Cryo-Storage
Core	Power and Control
Water Plant	Fresh Water Plant and Water Storage

New Hope extends as deep as 5650m underground. Rumor has it that many of the levels lie adjacent to natural caverns and passages that go even deeper into the earth.

Height 500m
Radius 4km

Power Source

Each level could have its own reactor requiring its own fresh water conduit. Merely draw in the conduits if you so desire. In the current depiction, the sole power source is provided by the Fusion Reactor located at the Core level

Height 305m
Radius 2km

Elevator System

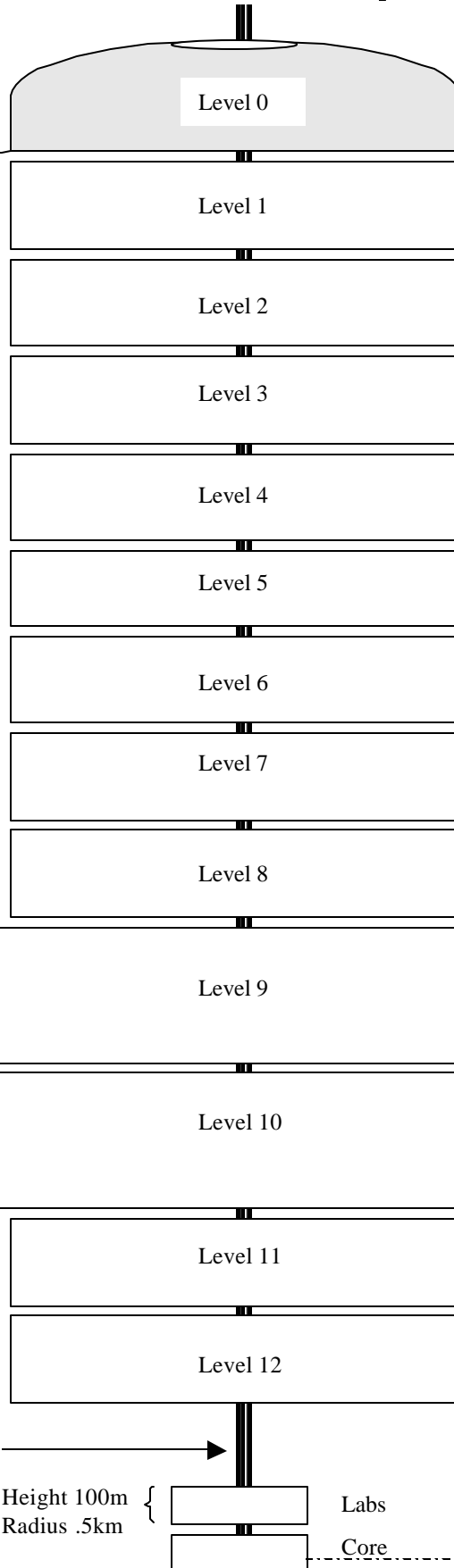
Height 100m
Radius .5km

Labs

Core

Fresh Water Plant

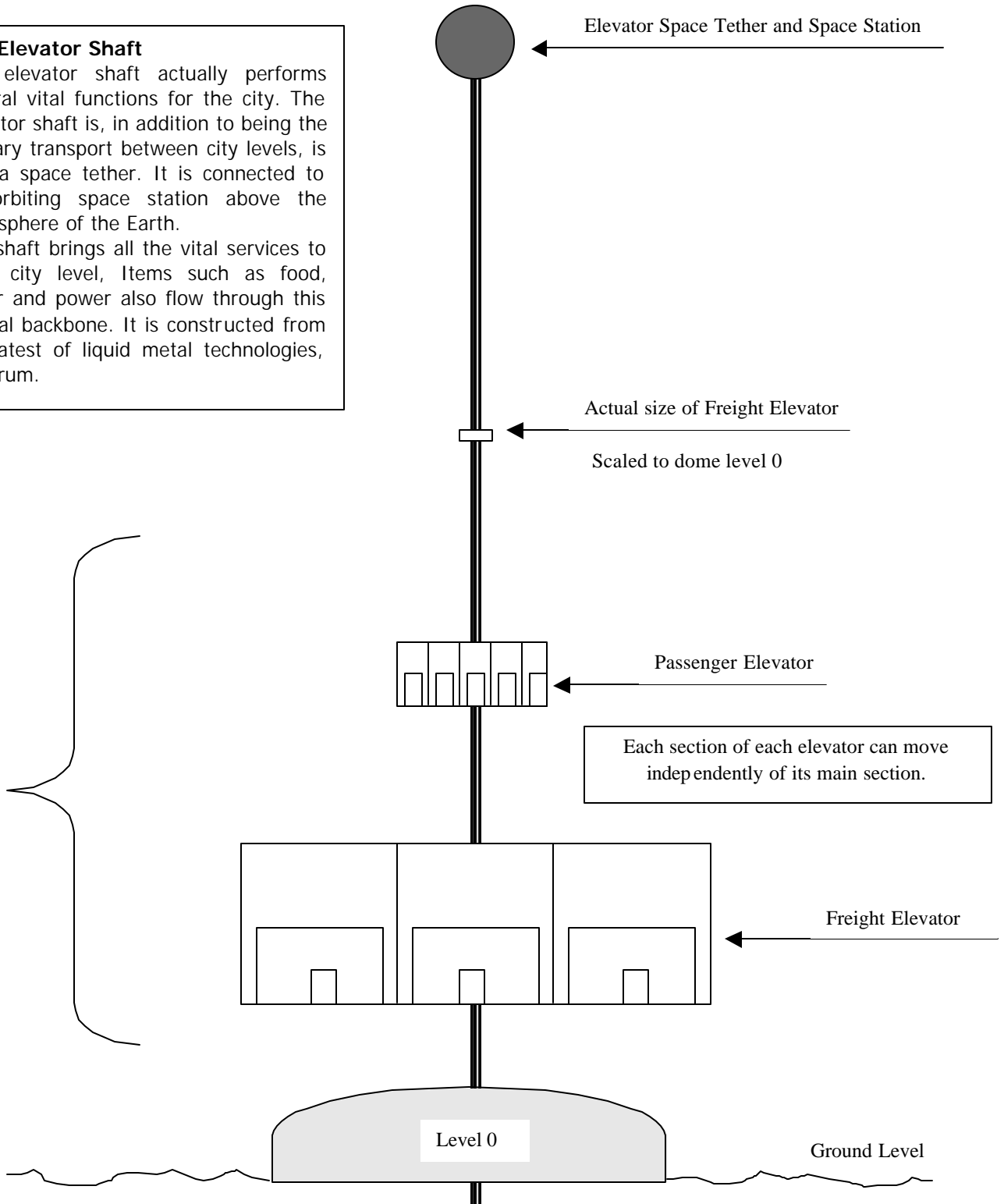
Fresh Water Conduit



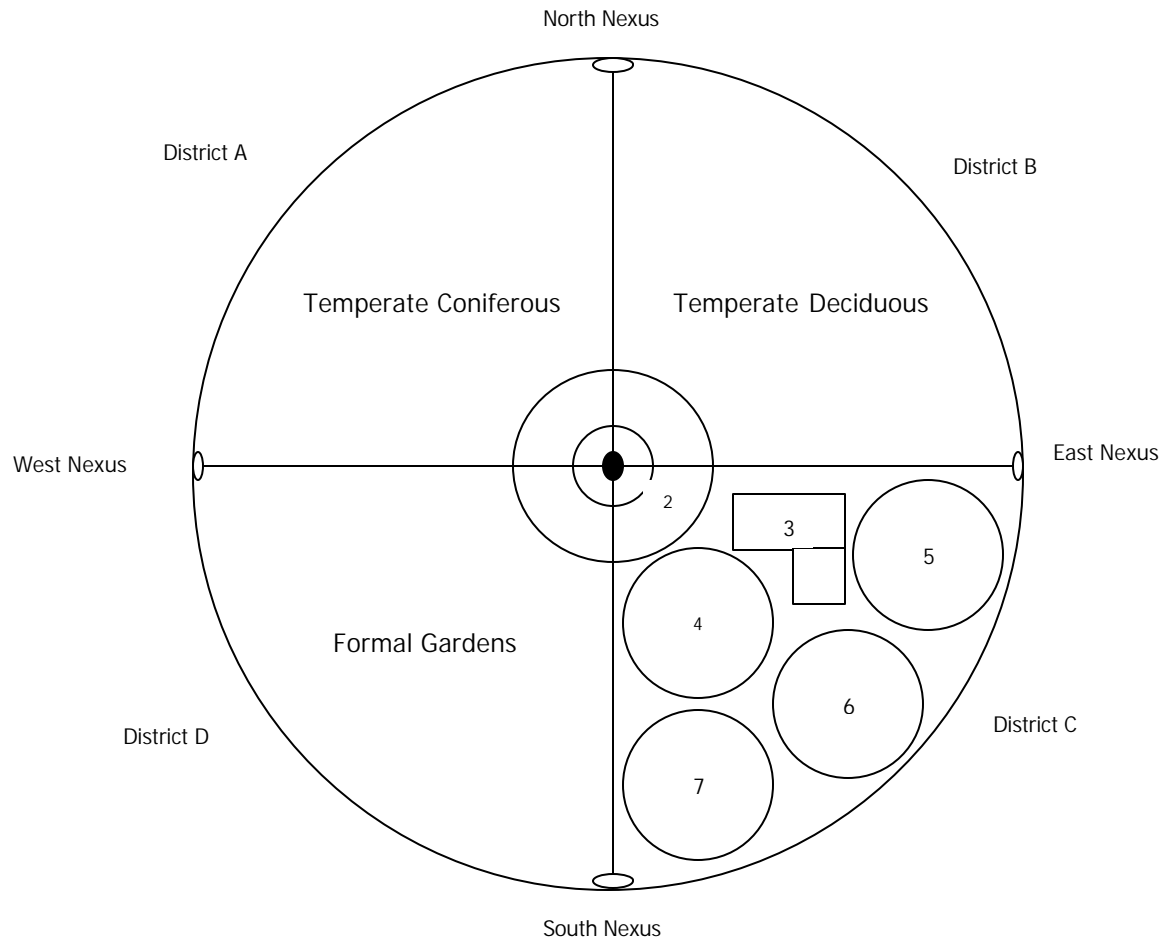
New Hope Elevator

The Elevator Shaft
The elevator shaft actually performs several vital functions for the city. The elevator shaft is, in addition to being the primary transport between city levels, is also a space tether. It is connected to an orbiting space station above the atmosphere of the Earth.
The shaft brings all the vital services to each city level. Items such as food, water and power also flow through this central backbone. It is constructed from the latest of liquid metal technologies, Endurum.

This Section Appears Larger Than Actual Size
NOT TO SCALE



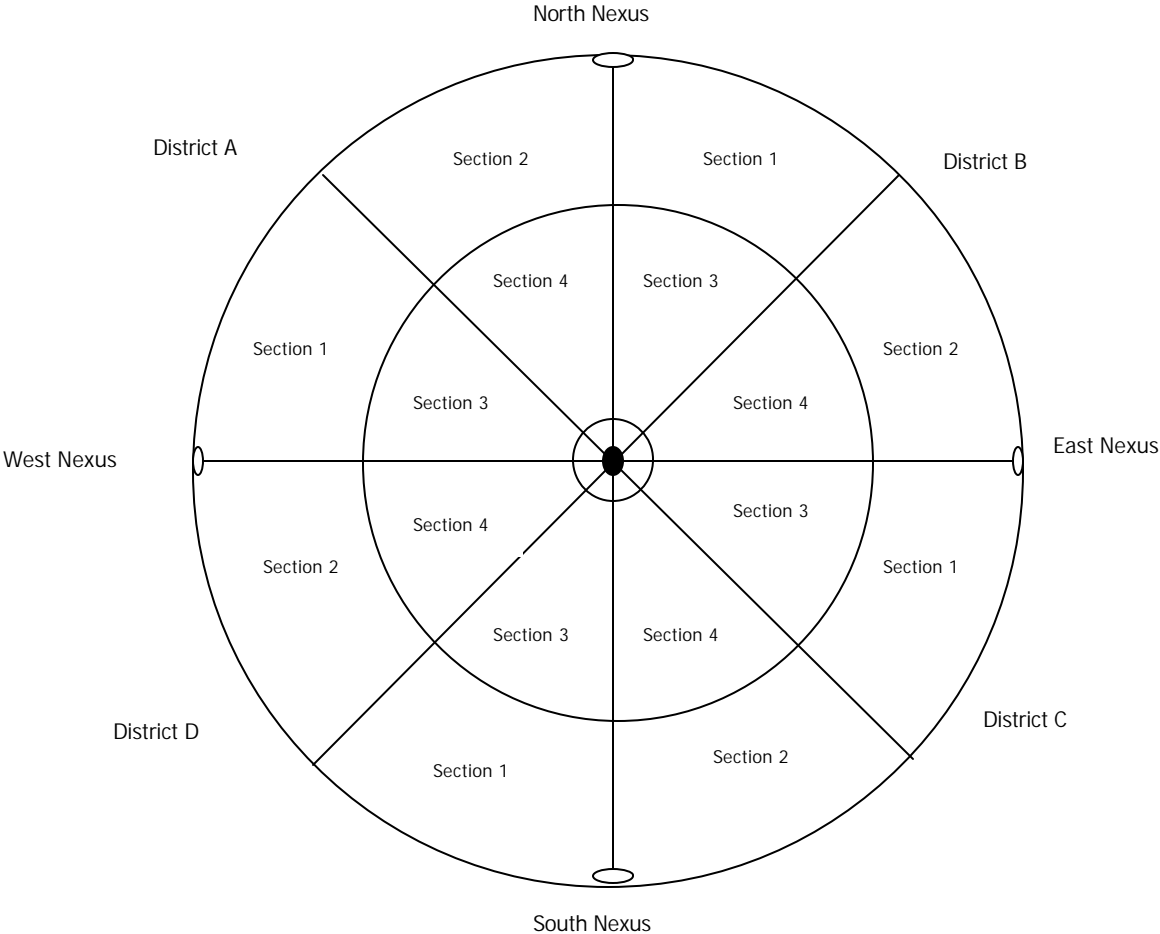
Level 0 : Recreation and Receiving



#	Function
Center Nexus	Goods and Personnel Receiving (also contains the Orientation Center)
2	Sorting and Temporary Storage
3	Special Ceremonial Events Building
4	Sports Center
5	Thrill Rides
6	Multimedia Center
7	Fly Zone (low gravity winged flying)

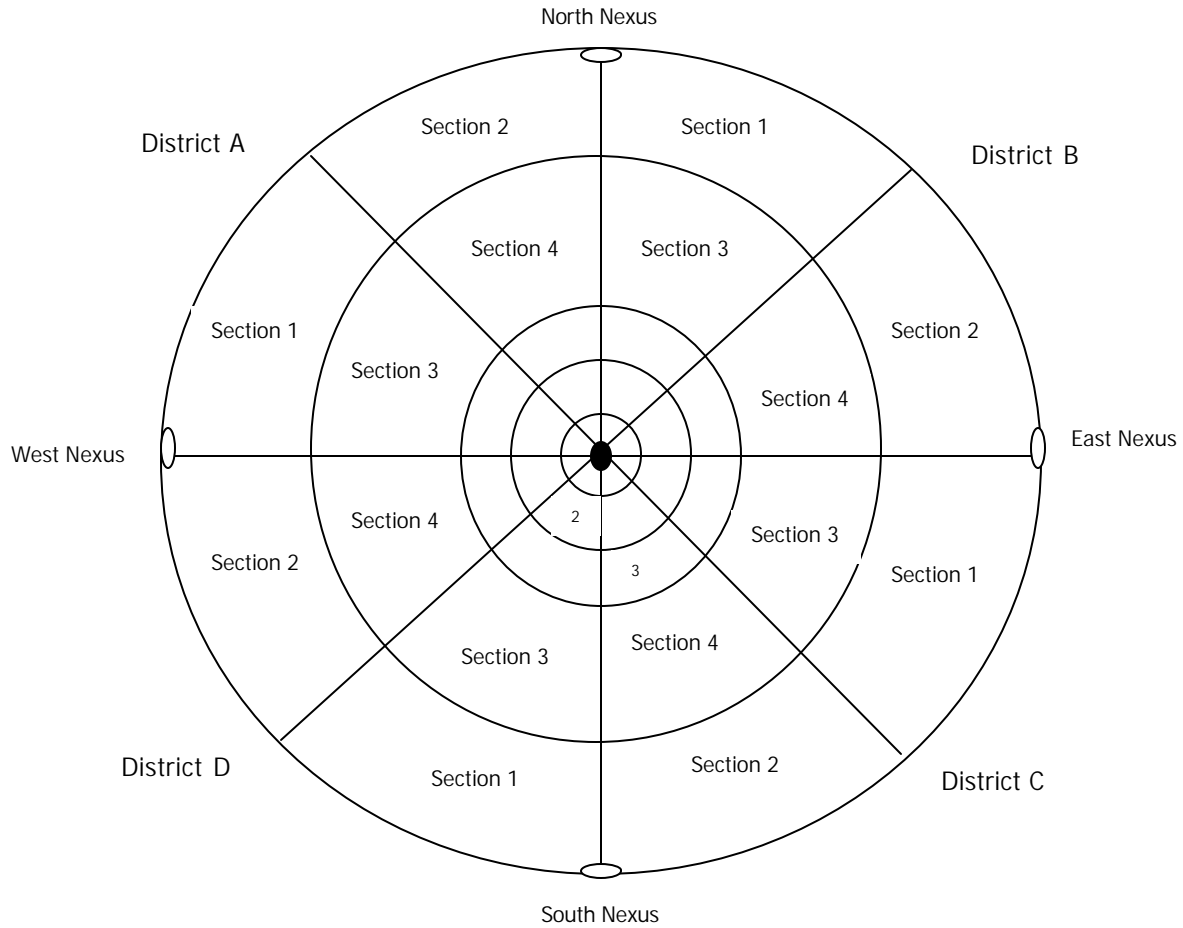
The open space areas have extensive trails and picnic areas. Each of the temperate open area Districts also contain campsites accessible by reservation only.

Level 1 : Manufacturing and Large Scale Services



District	Section	Function
A	1	Appliance Repair
	2	Robotics Repair
	3	Vehicle Repair
	4	Systems Repair
B	1	Electronic Component Manufacturing
	2	Electronic Component Manufacturing
	3	Electronic Component Manufacturing
	4	Parts Storage
C	1	Mechanical Component Manufacturing
	2	Mechanical Component Manufacturing
	3	Mechanical Component Manufacturing
	4	Parts Storage
D	1	Composite Materials Manufacturing
	2	Composite Materials Manufacturing
	3	Assembly Section 1
	4	Assembly Section 2

Levels 2, 4, 6, 8 : Community



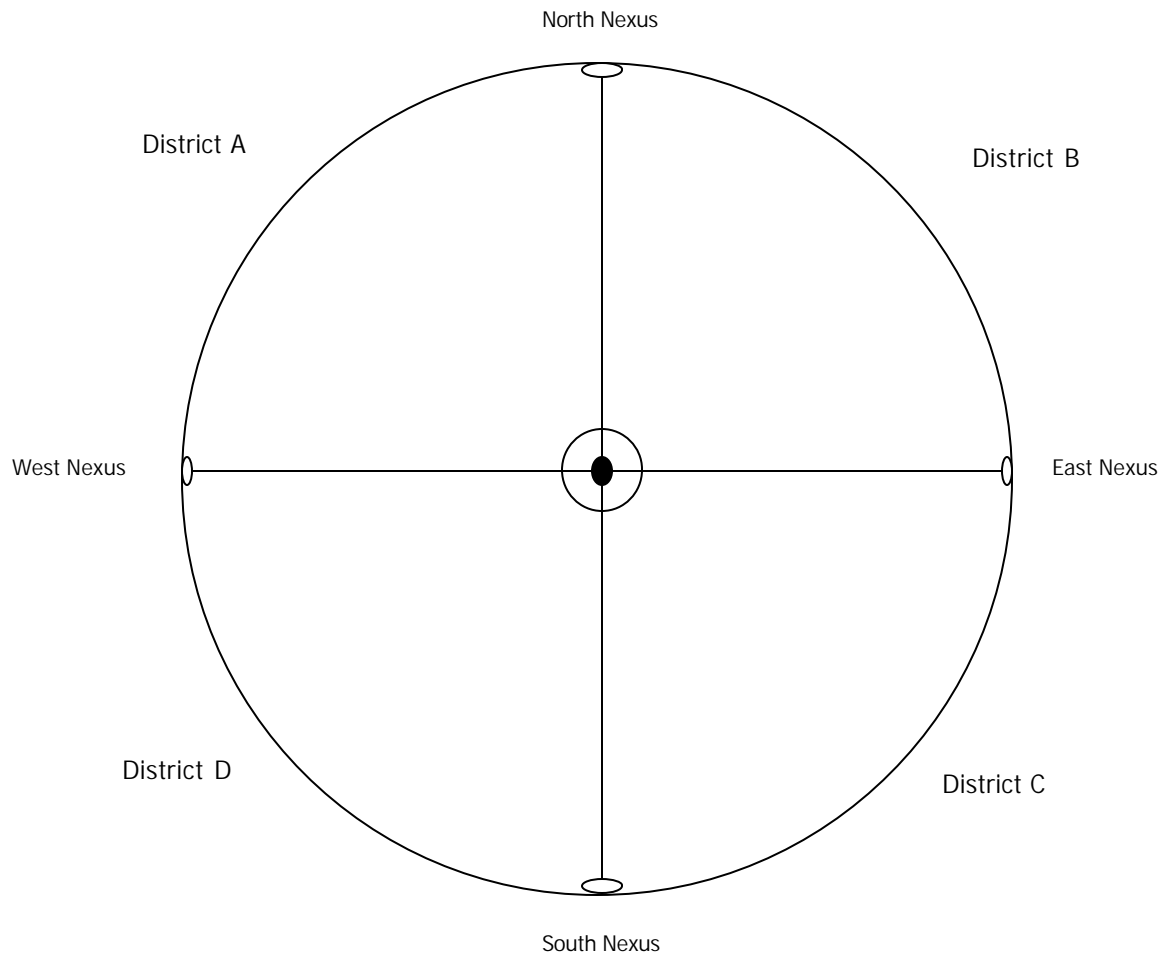
1	The Center Nexus (The Center)
2	Parks and Open Space
3	Goods and Services
North	North Nexus, District A and District B
South	South Nexus, District C and District D
East	East Nexus, District B and District C
West	West Nexus, District A and District D

Each Community level is divided into Districts and Sections by a transit system and by function. The transit stations are called, Center Nexus, North Nexus, South Nexus, East Nexus and West Nexus. The center holds the elevator shaft system, which is surrounded by the Center Nexus, which houses the security, power and control functions for each community level. Next is the Parks and Open space district, which is itself surrounded by the Goods and Services District. The outer Districts are devoted to housing and are divided into Sections. At any time a citizen of New Hope knows where he or she is or where some other location is merely by stating its level, its district and its section. (see Level Addressing System below)

Table: Level Addressing System

Location	Designation	Community	Industrial	Biome	Misc.
Level	0-12, Lab, Core or Water	√	√	√	√
District	A-D	√	√	√	√
Section	1-4	√	√	-	√
Block	1-?	√	√	-	-
House	1-8	√	-	-	-

Levels 3,5,7,9,10 Preserves : Biomes A to E



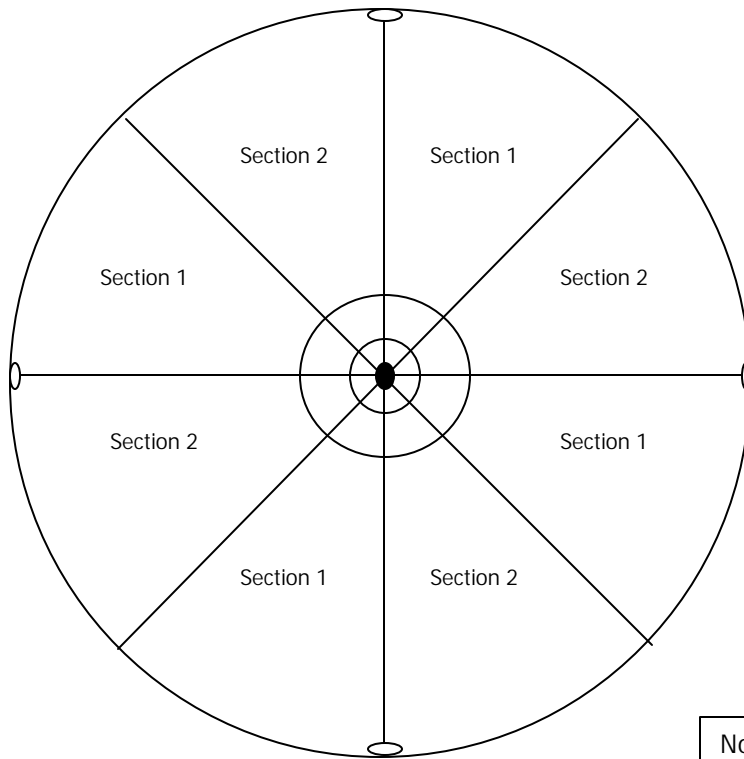
The Center Nexus contains the administrative, robotic and scholastic facilities required to maintain the facility. In oceanic biomes, it appears as a large floating island. The districts may or may not physically divide the biome levels into specific climate zones depending upon the specific level and biome.

Each preserve supports both animal and plant life that can be historically found in similar environments. These systems are artificially maintained, even when given space or natural social requirements have not been met for a particular inhabitant by the biome environment itself.

The biomes are not generally accessible to the public except for tours and pre-located view-points where the animal and plant life can be observed but not interfered with. Escorted access is granted for students and teachers who specialize in some aspect of biological studies.

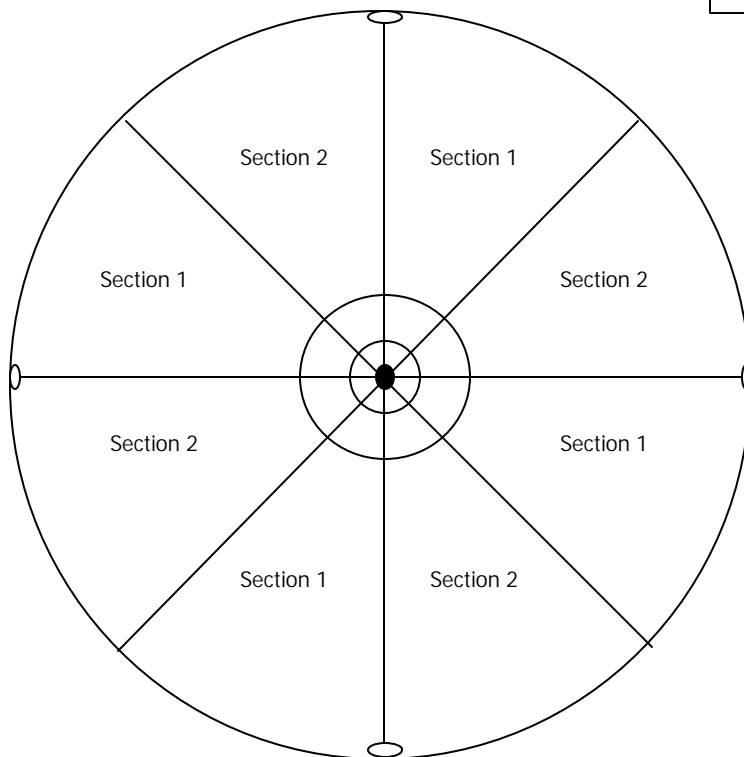
Note : Biomes D and E are roughly twice the size of the other Biomes to support larger animals common to those environments. In addition, both levels have very large access points between them and both animals, plants, and the environment are viewed and maintained as a single biome in most ways. Sea water is passed between these access points and so currents and water movement are maintained to enhance the natural feel and health of the environment.

Levels 11 and 12 : Agriculture and Reclamation



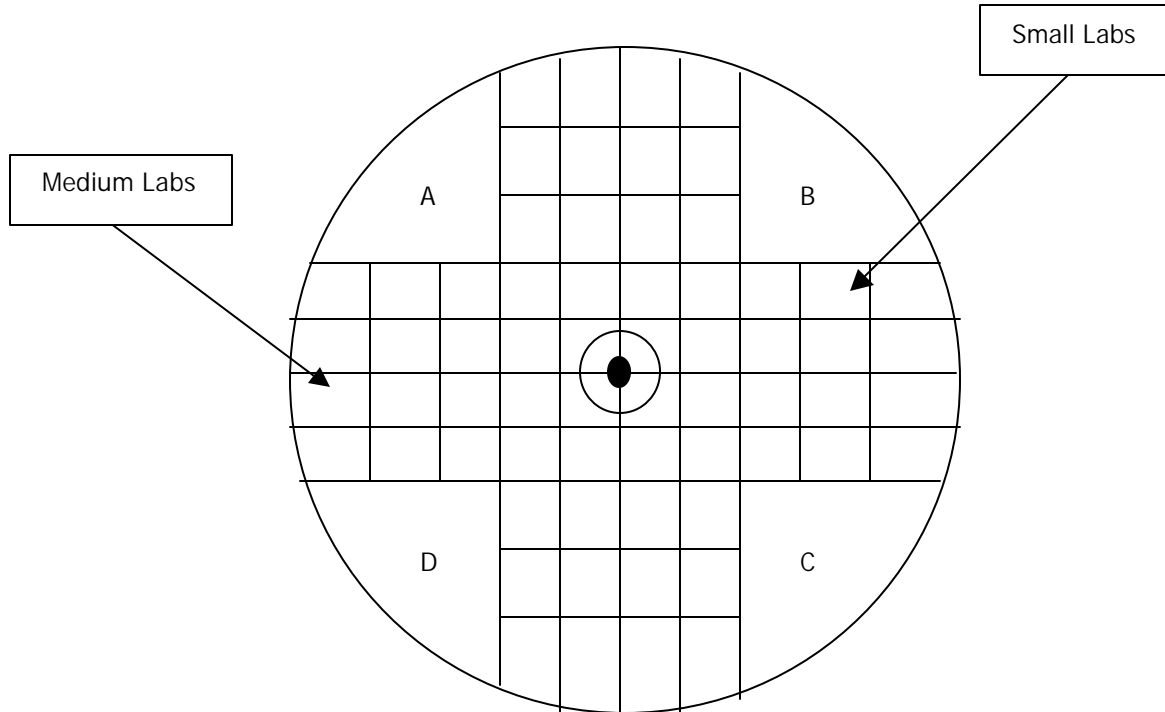
Level 11		
District	Section	Function
A	1	Edible Plants
	2	Edible Plants
B	1	Edible Plants
	2	Edible Plants
C	1	Edible Plants
	2	Edible Plants
D	1	Bioreclamation
	2	Food Processing

Note: The area immediately surrounding the Center Nexus are the seed processing centers, green houses and equipment facilities required to maintain the food production chain.



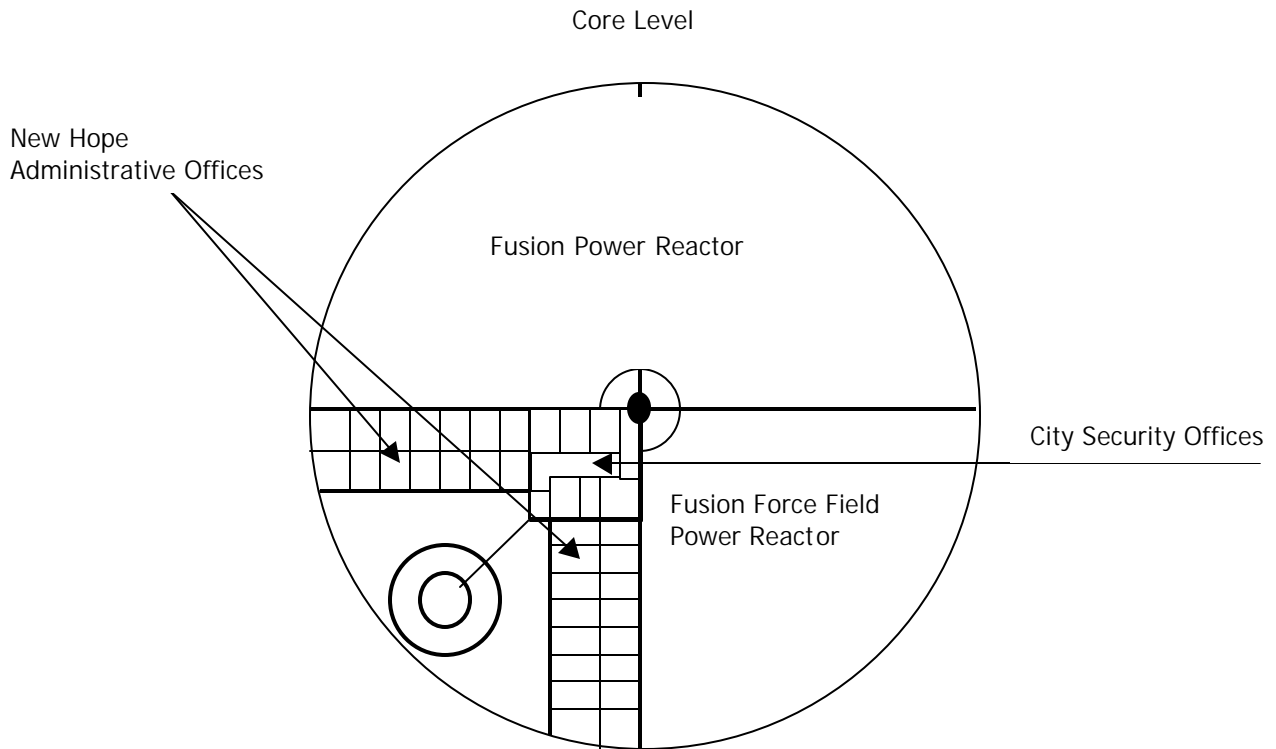
Level 12		
District	Section	Function
A	1	Edible Plants
	2	Edible Plants
B	1	Meat Products
	2	Meat Products
C	1	Meat Products
	2	Meat Products
D	1	Bioreclamation
	2	Food Processing

Lab Level



Large Lab	Function
A	Cryogenics
B	Android Production
C	Large Biological Science
D	Large Electro-Mechanical Science

Unlike other levels, because of its substantially smaller size, each lab or space is divided by a long wide corridor that foot and small vehicle traffic may travel on between lab sites. There is but one Nexus, the Center Nexus, which connects the Lab level with other levels.



The Core

The Core contains all of the power and command and control functions for the city. This is also where the controlling Artificial Intelligence resides. The A.I. is housed in a circular cavern not accessible except through a dedicated passage with security checkpoints and forcefield containment areas at both ends. The A.I.'s cavern has its own small fusion reactor that powers its own security systems from the end of the passage leading to the security offices and into its own structures and systems. From this point the A.I. is able to access any sensors, imaging or robotic systems throughout the city. Every system is hooked into its network and the A.I. may control any function or subfunction of any system in the city at any time, provided the network link is still active.

The Fusion Force Field Reactor powers only the security apparatuses throughout the city. It has its own dedicated conduits and control systems to enhance security and safety throughout each level. In an emergency, the controlling A.I. can use this reactor to power other systems as needed, though in a limited capacity. It is estimated that this reactor alone can only supply enough to power approximately 60% of all the city's daily requirements when completely inhabited.

The Fusion Power Reactor supplies all other power requirements of the city. In an emergency, the controlling A.I. can re-route power from this reactor to its security systems. This reactor is capable of supplying up to 200% of the city's daily power requirements when fully inhabited.

In addition, on the level 0 dome is a broadcast power receiver capable of accessing the broadcast power grid. The city normally accesses this power source for 50% of its power, thereby enabling it to power down most of its reactor systems for maintenance purposes at any given time.

The Center Nexus houses the robotic units and supplies for the reactors as well as the manual control systems. This area also acts in a security capacity and as a hazard containment zone. The heavy lines depict reinforced endurum walls for hazard safety. The walls are reinforced by forcefields their entire lengths and heights.

The lines between the administrative offices are actually wide hallways.