

Factions

Bertex.Nexus Civil Bureaucracy

30,000
Benign

The local regulatory government that keeps the lights on, the water flowing, and the sewers drained in the city around the starport. Its jurisdiction extends out about 5-10 miles and includes the harbor, but it does not include rural agricultural areas.

Stockmark Corporation

20,000
~malign

A retail and consumer products shipping company which handles non-specialized goods. They do a lot of business on Bertex but very little elsewhere in the quadrant since this is really the only large population center in this area of space. Roughly 60% of the goods sold on Bertex are locally produced with the rest coming in via shipping from the Maxar quadrant.

Galactic Telephone and Telegraph

20,000
Benign

Actually a mostly-volunteer group that aids messaging, these people are more like a network of subspace ham radio operators than a company. They do have a loose org chart overseeing the collection and distribution of tips and contributions, partly of money but more specifically surplus communications gear.

Meng Ling

15,000
Benign

This is mostly a cooperative group of small businesses serving a predominantly ethnic Chinese customer base. The group operations are about half as profitable and not as cost-effective as the free market, but they have a very committed loyal set of participating businesses and customers whose philosophy is more focused on community than capitalism.

Jugalo Beast

10,000
Benign

Actually a weird smallish company based just on Bertex, JB specializes in energy products like fuel refiners, various power plant technologies, and transmission lines for distributing power to remote communities. Note that since the planets in this quadrant are relatively young there's no fossil fuel activity, and the only nuclear plants allowed are fusion plants which are more expensive but have practically no waste discharge.

The Fallow

8,000
Benign

As per discussions with Ken, these are roughly akin to a "space Amish" group, distrustful of technology but somewhat willing to engage with the

parts of it that are especially useful for creating a simple life. So they will have very little in the way of energy equipment or automation but they're quite advanced in botany, animal husbandry, and nutrition. Ironically their diet gives them a slightly elevated chance for psionic talents but they're more opposed to using them than the "spacemen" (their version of "English" as a description of people who reject their philosophy). Interestingly their life view isn't inherently tied to any single religion - they embrace a wide variety of communities of faith though they reject atheism.

Bertex.Rural Agricultural Co-op

5,000
Neutral

Though technically labeled as a co-op this is far more like a dictatorial monopolistic management board that operates food storage, processing, shipping and the equipment used for those tasks. They use heavy handed tactics to enforce control over agriculture with no competition, so to some extent it's possible to deal directly with farmers markets for food but any large standing transactions are going to attract attention and interference from BRAC "regulators".

Xilinx

5,000
Neutral

This is the local branch of a multi-quadrant corporation that specializes in high-tech manufacturing - chips, computers, sensors, etc.

Dark Star Group

2,500
Malign

The is a private security firm that provides mercenary services and weapons trade (not all of which is legal since energy weapons and radioactive substances are restricted). This group is considered malign since they have basically no ethical qualms about using force to take things that they want.

Exploratory Guides

2,500
Benign

This group runs education and assistance for prospectors, scientists, and surveyors. To the extent there's anyone helping to keep people from having to call Riggs for rescue services, these are the people doing that.

Kraaken Corporation

2,000
Neutral

A local branch of a multi-quadrant investment group that specializes in long term projects like terraforming, fuel and mineral production, and the setup (but not long term operation) of mid-level manufacturing. There are several places in this quadrant that they're evaluating as their next terraforming development project but no decisions have been made yet.

Imperium Scout Command

1,500
Benign

This is the only real representation of the Galactic Imperium in this quadrant. The Scout Command maintains offices for attache officers who interface with the other branches of a central government whose attention is almost always focused on bigger problems than a backwater nebula. The Scouts usually have between 8-10 Courier vessels active in the quadrant with 3 of those permanently based on Bertex as a quick reaction force.

Junior Scouts

1,000
Benign

A youth organization with an educational civic focus. They don't run camps but in other respects they're the very familiar organization with badges and cookie sales and training in basic life skills.

Bumble Corporation

1,000
Neutral

This is the local branch of a multi-quadrant corporation that focuses on computing and science projects.

Steckles Ltd

500
Neutral

A shipping company based in this quadrant but whose business involves importing goods from the Imperium core via the nearby Maxar quadrant.

Merch

500
Malign

A criminal network that focuses on stealing and selling other people's stuff, sometimes on specific request. They're not a very widespread group since the things they're interested in are almost entirely limited to the populated areas of Bertex.

Riggs Rescue Force

200
Benign

These are the quadrant's lifeboat and rescue force. Based at Riggs, they don't save everybody but all of the distress calls that do get answered are because of the dedicated people who run this group. The service is subsidized by the Imperium but not exorbitantly so they're always looking for deals and volunteers.

Charge

100
Neutral

A very small group that caters specifically to identifying and serving psionic individuals. This is a tiny fraction of the population (at most 0.002%) who are distrusted and shunned in regular society where people fear what is difficult to understand.