

Solar Purge Weapons Manufacturers:

Each arms firm has unique specializations in both weapons produced and their available perks.
(see Weapons Perks spreadsheet)

AzTek

- Weapons division specializes in liquid injection systems
 - Flamethrowers
 - Grenade Launchers (Explosive Liquid Payload)
- Built through merger of Azure Inc. (Earth's largest private water company) and TekNition Stellar Investments in 2057
- Foundational Megacorp in the 2071 Secondary Jupiter Lunar League
- Official HQ is on Jovian Moon Europa, but are unique in that they operate on nearly every inhabited body in Human space
- Hold an effective monopoly on non-planetary water sources and transport
- "The AzTek Station" became a sight so common during the early days of Human expansion that its presence dictated the long-term intention of terraforming in the minds of colonists (although this rarely finalized without other economic/population-bearing reasons)
- By 2100 AzTek ships represent one third of all piracy reports
- AzTek's lobby in was instrumental in "the stability of human space" clause in the Earth Central Exchange Charter 2119
- In 2243 they are over 70% owned by Aesrenan interests

Chatka Collective

- Specialize in explosives
 - Rocket Launchers
 - Burst Rocket Launchers
 - Grenade Launchers
 - Burst Grenade Launchers
- [Kamchatka Peninsula is in Siberia just past the Bering Strait]
- In 2243 it is the only surviving Nezvadtzen (independent administrative center [Nezavisimyy Administrativnyy Tsentri]) of the former New Soviet Confederation (2048-2117) and since Exchange Records began in 2119 remains one of the only areas on Earth with an above average Life Expectancy Index
- Does not trade on the Earth Central Exchange
- Internally they eschew all technological advancements after 2088; drone-sonar crabbing is a major cultural tradition
- The Polar Ring Project (2044-2051, cited as one of the last great successes of national governments) prevented further icecap melting but made the Bering Strait an international hotspot
- During the later years of the New Soviet Confederation the Kamchatka Peninsula became a major military industrial center (Kamchatka Nezvadtzen) to support military buildup at the Bering Strait

- After the collapse of the Confederation in 2117 prosperous (now truly independent) administrative centers continued to support large populations; the residents of the Kamchatka Peninsula created a collectivist microstate which became specialists in ballistics and intercontinental super-artillery; in 2243 it encompasses the entire Bering Strait region
- Maintain a geosynchronous docking platform for material shipments and exports - travel back and forth to the ground and to the docks is strictly controlled
- Have a fairly friendly relationship with WolfWorks, although their goods are contraband for members of the Collective

EZ & G (Evans / Zager & Gainsbourg)

- Make only burst weaponry, as they are specialists in ship-mounted weapons
 - Burst Rifles
 - Burst Rocket Launchers
 - Burst Grenade Launchers
- [Zager & Evans were one-hit-wonders, while Serge Gainsbourg was a superstar his entire life; also the obvious gaming reference]
- [Medieval naming theme - halberd, poleaxe, epee, morningstar, flail, etc.]
- Produced through a merger of Gainsbourg Defence Contracting (a major rival of Olorun Legionary Defence Solutions) and the Evans / Zager Group, a weapons and munitions powerhouse from the last days of independent terrestrial nation-states
- Corporate slogan is "Vorteil durch Technik" - "Advantage through Technology"
- [Audi's real life slogan is "Vorsprung durch Technik" - leading/being ahead through technology]

Kadru

- Specialize in single-shot weaponry
 - Sniper Rifles
 - Pistols
 - Crossbows
 - DMRs
- [The Razor of 23rd century warfare; Kadru was "the mother of 1000 nagas" in Hindu myth]
- Founded in 2156 out of a single decommissioned factory ship
- For the first 30 years of operations their weapons were considered by serious military agencies to be a laughingstock with useless cosmetic features
- Their low price point and flashy design however led to steady sales amongst fringe groups and small PMCs not normally needing long-range arms, as well as in the personal armories of young image-obsessed jr. executives working in conflict zones
- In 2197 they purchased the Moon Sinpoe outright, quickly building the capital city Aruna [literally, 'red' or 'tawny', the color of Sinpoe's soil; Aruna and Garuda are the two sons of Kadru's sister (vs her 1000)]
- Allowed to trade on the Earth Exchange in 2198 by joining the Jupiter Lunar League

- By the start of the 23rd century their new Yaksha series began to see use by Megacorp subcontractors on top rated jobs, and Kadru factory ships are a regular sight in high conflict areas
- By the Human-Aesrenan War (2214-2234) Yaksha rifles enjoy a 30+% market share and the Kadru brand name is synonymous with high quality specialist arms at a competitive price point
- Their corporate flagship 'Garuda' still maintains its own arms factory on regular company standards
- In 2243 they are over 60% owned by Aesrenan interests

Nazuna Group (齋グループ)

- Produce all weapon types, but cannot roll high-tier perks
- [三菱 is 'mitsu'/three 'bishi'/rhombus]
- [齋 - 'nazuna' is a water chestnut traditionally symbolized by 3 rhombuses, shares a radical with 菱 - 'hishi']
- foundational Megacorp with over three hundred years of history before the 2071 Secondary Jupiter Lunar League
- Involved in robotics, weapons, shield tech, starship manufacture & arms, consumer products, agriculture, construction, energy production, mining, and finance
- Openly aided the Human Resistance during the Human-Aesrenan War, but did not support the Martian Rebellion of 2235
- Their AI division was not shut down immediately in 2234 - all of their AI research facilities were destroyed by Aesrenan forces during a coordinated simultaneous attack during the first days of 2236 over company holidays
- Divisions include:
 - Nazuna Stellar Designs - modular starship parts
 - Nazuna Atomic Cells - interstellar sublight fuel cells and planetary generators
 - Nokin Optical Lenses [Nikon] - specialty in beam weaponry
 - Colonial Investment Engineering Labs - bank specializing in colonial expedition loans
 - Nazuna Chemical Holdings - weapons division specializing in flame/ice throwers
 - Nazuna Logistics - shipping (major rival to Zheng Armored Transit) and real estate
 - Sei-K Education [Seikei University (Japanese Yale) was founded by Mitsubishi]
- Now over 70% owned by Aesrenan interests, but the number of human shareholders are in the high single digits

Olorun Systems

- Specialize in High-Capacity, Mid-Range Automatic Weapons
 - SMG
 - LMG
- Foundational Megacorp in the 2071 Secondary Jupiter Lunar League
- Consolidates Earth-based mining under its jurisdiction through control of the African Union (2050-2119) until the establishment of the Earth Exchange in 2119

- During the 2140s Earth's mineral and fossil resources were completely exhausted
- Their corporate AI conceived space mining, PMC and weapons divisions which could remain solvent regardless of outcome (including alien contact)

Olorun Arms

- Specialty in full-range combat
- SMG/LMG combo is standard on Olorun Legion operations

Olorun Legionary Defence Solutions

- Stryker's parents were in Olorun Legion XIII on Merope in the Gliese 682 system

Olorun Stellar Resources

- Engage in asteroid mining and salvage operations, but its influence in Olorun Systems is rapidly waning due to lack of available materials and Aesrenan primacy

Vecu Armaments

- Produce Only Aesrenan Sonic Crossbows
- [Vegoia/Vecu is the Etruscan nymph/sybil who inscribed the Etruscan religious mystery texts dictated by the child sage Tages]
- Arms company controlled by the Aesrenan House of Vecu
- 900 year history of producing top tier Aesrenan bowguns - official suppliers of the Royal Army
- During the Human/Aesrenan War (2214-2234) their weapons began to appear in Human space, but remain notoriously expensive and hard to come by
- Managed by Count Vecu Taeges "The Younger" - 25 years old (15 in Human equivalent) in 2243

Wolf Works Syndicate

- Specialize in High-Powered Ballistic Weaponry
 - Assault Rifles
 - Burst Rifles
 - Pistols
- Entirely owned and operated by Walter Wolf, the richest Human alive
- In the 2120s a loophole in stellar property law allowed Aziah Wolf to found the Wolf Worlds holding company and lay claim to all unclaimed star systems named for her ancestor, the pre-stellar astronomer Max Wolf
- By the time this was seriously contested during the later years of the Space Rush, the wealth generated by these holdings made the Wolf family fortune the largest in Human space
- Maintain offices on a completely urbanized Arche, one of Jupiter's smallest and outermost moons; 75% of the surface is devoted to anti-orbit and anti-atmosphere defensive weaponry and military barracks; only one building structure near the surface landing pad was accessible to the public, but was also marked off-limits as of 2225 (WetWolf is engaged in transporter-style matter transmission connected to Company Headquarters at Wolf 359)
- Companies include:

- Wolf Worlds - holding company for all Wolf star systems and associated planetary bodies
- Wolf Weather - terraforming and weather satellites
- Wolf Weapons - small and medium arms
- Wolf Water - water pumping and distribution; less than 1% market share
- WarWolf - human only PMC
- WetWolf - top secret R&D including cybernetics and jumpgate tech
- Instrumental in Human Resistance movement both publicly and privately
- Still technically a (non-foundational) member of the Jupiter Lunar League

Zheng Armored Transit

- Arms Division Specializes in Anti-Personnel Small Arms
 - Shotguns
 - Pistols
 - SMGs
- [Zheng He commanded a gigantic "treasure fleet" for the Ming Emperor consisting of 62 ships with over 27000 crew]
- Foundational Megacorp in the 2071 Secondary Jupiter Lunar League
- Specialty in shipping of highly valuable goods
- Due to constant engagement with pirates both human and alien, they produce small arms for crew members through their subsidiary Zheng Armament
- In 2243 they are 50% owned by Aesrenan interests (mostly due to a collector's fad in Human ballistic weapons)