

Well, hello reddit.

A bit of context - me and my friends are playing a TTRPG in our favourite setting. We have a total of two campaigns going on at the same time, one in which I am a player and one in which I am the GM.

In the first, I play as a character associated with Former G Wing (let's just call them G-corp for short, okay?). In the second, some of my players have linked their backstory to the Smoke War as well as Former L Wing. This led to me needing information on G-corp quite badly. I sat and thought, and well, 'why not look for information on that?'. So, as they say, 'I started digging.'

And digging up... well, a little more than 'nothing'. General information given to us in 1 Canto Limbus Company, bits and pieces from other official histories... In short, Manager Kim very much avoids the subject of the Smoky War, and old wings are the only things I've deduced. I realise, of course, that it's a lost cause to think about things that probably won't be useful for the main story, and you can get lost in the thick of it (as I often do when thinking about things that will never be useful), but still... I have an interest in this topic. And since there is no canon... You can make up your own, so I started thinking! Yes, the most thankless task is thinking... "How could G-corp have been organised? Why were they involved in the Smoke War? Why did the 3 wings (I-corp, R-corp and K-corp), the Zwei Association and a lot of free fixers come out against G-corp, E-corp, F-corp and L-corp?", and other such questions appeared one after another. And since the answers, well... There are none... I had to make up my own Head-canon...

But, before I begin, let me break out of the role I've chosen to narrate. Just for a moment, I will not detain you... For me, the Smoke War... It is not part of the story of the Rise of the Lobotomy Corporation. It's a distinctive episode in the life of the City when it lost part of its Wings. That point in history where all the evil, hatred, resentment, despair and hope exploded like a pulsar. I don't believe that every corporation, like everything in the City, was created for the sole purpose of 'breaking' humanity, no, rather the opposite. By analogy with the Long, Big and Little Bird, which became the 'Bird of the Apocalypse', the reasons for the creation of H-corp ... I see only that everything in the City is born out of the hope for a better future, dreams of the beautiful, and it is the people themselves who distort and pervert it. Thus, my philosophy is that the City is the embodiment of hopes and dreams of mankind for the best, their last refuge, which became hell only because of the fault of mankind itself. And so it is with everything that arises in this 'haven'. And so with G-corp, which in my vision was born out of a pure and naive dream..... Which I'll talk about at the end. And now, let me take on the guise of a storyteller again.

Let's start with what I've come to, related to the Smoke War, and move on to the structure of the G-corp itself as I see it:

- 1) «Why did I, R, K and the others participate against L?». The 4 pack R-corp is clear, this issue was revealed to us (it was listed as unfit for use and therefore had the threat of liquidation hanging over it. Wishing to save itself from annihilation, it accepted Diaz's conditions and became an active participant in the fighting), no questions asked. Tsvay - no questions: 'We are paid by I-corp, we fulfil our obligations'. Wadjet - no questions asked - hired by Benjamin. Free fixers - promises of life in Nests K and I. Seems pretty clear, reasonable reasons for all of them... Except for the corporations. So, why did the others agree? Let's be clear, everyone knows that 'L-Wing air pollution' is just an excuse, and there are deeper reasons. Okay, we know... not much about I: there's a Piano Man in

their neighbourhood, there was a 'common 9th rank fixer' and his wife, there are 'music streets', Salvador (the one from the Dawn Office in the Library) worked on them, and they're probably related to music/information transfer or something like that. We know a LOT more about K... \*sneers and rubs his hands together angrily\*! And if we can't answer the question 'Why would Wing I join the war?' we can't, because information is critically lacking. But with K-corp... You can try. K are medics, their main earnings are medicine and Chloroplexis (Capsules). And what did one of the corporations that participated on the L side, our dear G (you remember that it all started with her, right? Well, I hope so)? That's right! Genetics! Not cockroaches, not bugs! GENETICS! G = Genetic! For now, for a moment, let's put aside thoughts of whether WARP (the current W corp) existed. The reason K went to war against L fits logically with who their ally, G, was. Same old medicine. The reason K went to war was probably because they wanted to take over G's market as well as eliminate a competitor. WARP, in case you haven't forgotten, didn't originally have the train technology. They bought the patent on that singularity. They didn't create it. Their original singularity was 'Genetic Code Recovery.' ... By genetic code... Does that ring any bells? Exactly... Ex G crop... But let's leave that question for the future for now. On the one hand, the reason for the K is logical. But... It's a bit small, isn't it? Somehow... Something's missing, isn't it? How about scientists, hmm? A couple or three projects that K wanted to do with genetics, but they put them off indefinitely. And these scientists went over to the G-corp. You feel that now? That nasty feeling of lost profits that now someone who is your enemy is getting? And then you hear, "There's gonna be a war. And G is in it." ... And now think what pleasure K's head-management felt? Not only to eliminate a competitor, to fit into the redistribution of power in the City, the opportunity to snatch a part of technology, to get the opportunity to take away projects that should have been theirs... And personal revenge. Revenge of all Head Management on a group of scientists who thought they had the right to choose. Only, here's the catch... Most of the geneticists went to N, along with Herman... And because of that, the game turned out to be more losing than winning.

How's that for an idea? Now back to G-corp, which is the next question.

- 2) «G-corp was a corporation that provided armies of insect soldiers, hence the question... What was G-corp's policy on wars?» Using the RRR (R-corp) as an example, we can see their approach to warfare - clones who hone their skills in battles between hundreds if not thousands of versions of themselves, from which only 1 winner emerges. A sort of Battle Royale, to put it simply. But based on Gregor's flashbacks in 1 Canto we can see that, if I remember correctly, G didn't care too much about training the soldiers in any special way. In the available Smoke War artwork, we can also see literal crowds, if not hordes of men in G jumpsuits, which means that probably... "As long as our ability to fight and die exceeds that of the enemy, the war is won. The rest is just a matter of time and human resource depletion" might describe their battle tactics pretty well. Without the training of ordinary soldiers. Brute force, sweeping everything in its path. What can only be described in one way - 'Biological Catastrophe', consisting of countless hordes of soldiers that work as a meat shield and 'first wave', specialised units that linked their lives with G originally and perform strictly defined tasks and probably... Biological weapons represented not only by gargantuan millipedes, but also by viruses that could

cause genetic collapse or uncontrolled mutations. And that's me not touching on near-magical possibilities, focusing only on what can be achieved by science.

- 3) «What Troops Did G-corp Have?» A logical question that arises from theorising about the previous question. Let's take RRR as an example again - 4 units of troops: Rabbits - light infantry armed with automatic rifles and knives, Reindeers - a team that can drive entire armies crazy because of specific weapons, Rhinos - heavy infantry armed with rocket hammers, Ravens - presumably fence units that hunt traitors and/or order breakers and such. And each such army of 4 units is called a 'Pack'. Now my vision of how G-corp armies are organised: in total, G-corp probably had not just one army, but several (similar to RRR's Packs), and I would call these Armies no other than 'Legions' consisting of 'Hive'. A Legion is a huge horde of people, at least around 5,000 units of soldiers in total. Each Legion is an autonomous unit capable of surviving and fighting in isolation from the rest of the force, which is one of the main strengths of the G-Corp Army - autonomy. The other is survivability. Each Legion consists of Hives, which consist of specialised branches of the army, reminiscent of a professional army (except for the 'Cockroaches' Hive, why - later), tied to a strictly defined gene modification.
- 4) «Well, let's say they have Legions and Hives of some sort, right? So, what's a Hive? Like, what's up with them?» Actually... In my understanding there are the following narrowly specialised gene modifications, which already refer to certain hives with the same name. To begin with, I will divide the modifications into Ranks as well as Branches. Ranks come one after the other, roughly speaking if you have a 'Basic' rank modification, you can't get a 'First' rank. It's the same with Branches. In total, initially there are branches 'Soldiers' and 'Commanders', which are already divided into others, by the name will be clear what they are, believe me. Now, let's start with the 'Basic' rank:
  1. 'Cockroaches' are mass soldiers of the G Corporation, belonging to the 'Branch of Combat Modifications', representing an extremely massive, easy-to-reproduce living force, survivable and possessing enormous regeneration. They are a kind of 'Base' common to all subsequent biological modifications, often unstable and highly malleable in emotional terms, susceptible to pheromone control (yes, yes, the use of pheromones to control the emotional state of soldiers). Usually make up about 70-80% of the Legion
  2. 'Grasshoppers' - Also a "Base" modification for G-corp, but belongs to the 'Officer Modifications branch'. Possess weaker bodies compared to 'Cockroaches', but are more mentally stable, and less susceptible to pheromone mind control. Usually represent commanders for one to two hundred Roaches. Possess lower rank pheromone control, allowing them to influence only the Cockroaches.

Now let's move on to Rank One:

1. 'Mantis' - modification of the 'Soldier' type. A branch of the modification - 'Scout'. They are extremely mobile soldiers, which are the next stage of 'Cockroaches', who often went through more than one battle. Increased mobility, flexibility, as well as the ability to jump long distances with the help of rudimentary wings. Possess slightly less regeneration as 'Roaches'. Subordinate to Crickets.
2. 'Trutniks' - a modification of the 'Soldier' type. The branch of the modification is 'Provisioning'. They are more massive individuals with increased endurance and muscle mass, but with reduced chitinous cover and regenerative factor. They are used

as rough labour for fortifications, fortifications and defensive structures. Subordinate to the Crickets.

3. 'Dragonflies' are a modification of the 'Soldier' type. A branch of the modification - 'Air Support'. They are lightweight, flexible individuals with large wings that allow them to fly without problems, at the cost of less durable chitin and low weight. They are used as a force capable of attacking enemies in waves, acting as support for the assault of the Roaches. Subordinate to Crickets.
4. 'Crickets' are a modification of the Officer type. The branch is the 'Basic Officers'. They are a reinforced version of the Grasshoppers, less mobile, more survivable, with increased regenerative factor and superior to the Cockroaches in physical strength and defence. They also have more advanced pheromone control, which allows them to instil certain emotions into the minds of soldiers, amplifying them many times and directing them in the desired direction.

Second Rank:

1. 'Hercules' is a modification of the 'Soldier' type. A branch of the modification is 'Assault'. They are extremely massive, strong, survivable and durable individuals. Their only specialisation is to break through with brute force after the enemy has been weakened by hordes of 'Cockroaches'. Act as 'heavy equipment' that breaks through the defence line, allowing the rest of the Hives to break in. Subordinate to the Cicadas
2. 'Spiders' are a modification of the 'Soldier' type. A branch of the 'Saboteur' modification. They are individuals whose modifications went into the development of stealth, short-term high speed, high mobility, to the detriment of the regenerative factor and defence. They are used to target supply routes, reinforcements and important figures in the enemy camp. Subordinate to Cicadas
3. 'Cicindelidae' are a modification of the 'Soldier' type. A branch of the 'Raiders' modification. They are an ideological continuation of the 'Mantis'. Soldiers with an emphasis on tremendous speed, low regenerative factor, tremendous combat ability in the format of 'one against many' for a short time. They pay the price in rapid attrition and fatigue. Obey the Cicadas
4. 'Termites' is a modification of the "Soldier" type. The modification branch is 'Destroyer'. It is an ideological development of the 'Termite' branch, with an emphasis on improving the destructive abilities of the individual. It pays the price of extreme sluggishness, slowness, low defence and speed in exchange for immense destructive power and endurance. They are used for clearing areas chosen for defence work, as well as sweeps under cover of Hercules and Beetlebugs. Subordinate to 'Cicadas'.
5. "Millipedes" - a modification of the 'Soldier' type. The branch of previous modification - 'Drone'. It is an ideological development of the 'Truthen' branch, with an emphasis on increasing endurance, regenerative factor and speed, to the detriment of defence and physical strength. The main use of the Millipedes is cargo delivery, communication between Legions through the reproduction of the pheromone trail used by the Cicadas, which is only available during the 'capture the necessary pheromones'. Subordinate to the Cicadas.

6. 'Ants', a modification of the Soldier type. The modification branch is 'Builder'. It is an ideological development of the "Drone" branch, with an emphasis on high physical strength, endurance and medium speed, to the detriment of defence and regenerative factor. The only use is in the construction of defences, designing and commanding Drones. Subordinate to the Cicadas.
  7. 'Mosquito' is a modification of the "Soldier" type. Modification branch - 'Plague'. It is an ideological development of the 'Dragonfly' branch, as well as the whole branch is an attempt to reduce the negative effects of the 'Dragonfly' modification, as well as an attempt to create air support. Fast, low-observable, sensor-emphasised. Specialisation: Long- and short-range reconnaissance, observation of enemy movements, delivery of urgent orders and data to commanders (Cicadas, Crickets) and to remote points of the battlefield. Not intended for direct combat. They are subordinate to the Cicadas.
  8. 'Locust' is a modification of the 'Soldier' type. A branch of modification - 'Eaters'. It is an ideological development of the 'Dragonfly' branch. It is an ideological development of the 'Dragonfly' branch, as well as the whole branch is an attempt to reduce the negative effects of the 'Dragonfly' modification, as well as an attempt to create air support. Balanced flying units. Specialisation: Transport and use of biological weapons (viruses, genetic collapse agents, mutagens). An analogue of the 'Order of Lazarus', carrying disease and bioweapons in their blood. They enter a target, infect the enemy with blood or their own corpses, and leave. Have tremendous disease resistance. They work on priority targets (troop concentrations, rear bases, reserves). They are subordinate to Cicadas.
  9. 'Wasps' is a modification of the 'Soldier' type. The modification branch is 'Swarm'. Is an ideological development of the branch 'Dragonfly'. Endurance, strong enough, well-armed. Specialisation: Air Assault. Enter the rear or flanks of the enemy, land (or attack from the air), cause maximum chaos and damage, drawing attention to themselves, restraining the enemy forces. Then retreat on signal. Objective: destabilise defences before the main ground attack, destroy key installations in the rear. They are subordinate to the Cicadas.
  10. 'Cicadas' are a modification of the 'Officer' type. Branch - 'High Officers'. They are the absolute strategic leader of the entire Legion, commanding each of the Hives. The number is equal to the number of other Hives in the Legion. Responsible for planning, army morale, strategic decision making. Possess a tremendous level of pheromone control, capable of taking direct control of lower levels of modifications. With sufficient skills of subtle control of pheromones, they can inspire soldiers with necessary thoughts, as well as influence their personality and perception of reality, provoke the production of certain hormones in specific quantities.
- 5) "Hey, aren't Cicadas something very powerful? I mean, they control everyone..." No, Cicadas control isn't absolute or instantaneous for the entire army at once. It's a high-level but resource-intensive and limited control. They have their own hierarchy, which they try not to go beyond:
- Cicadas (Superior Officers, Rank 3): Command Hives of Rank 2 ("Hercules", "Spiders", "Jumping Beetles", etc.). Each Cicada is assigned to a specific Hive within the Legion. Their direct "wards" are the officers of those Hives (chosen from within that Hive).

Absolute control of soldiers' consciousness (influence on personality, perception) is a complex and energy-consuming process, requiring a focus on individual, particularly valuable/vital fighters on the field, with the Cicada itself usually in relative safety further from the front line.

- Crickets (Basic Officers, First Rank): Command Hives of Rank 1 ("Mantises", "Truthers", "Dragonflies"). Report to the Cicadas and broadcast their orders "downstairs". Control the soldiers of their Hives through pheromones.
- Grasshoppers (Basic Officer Rank): Command small groups of Cockroaches (a hundred or two). Report to Crickets (or directly to Cicadas if the hierarchy is simple). Their pheromone control is basic, affecting only the Cockroaches.

Limitations of Cicada Pheromones:

- Range: Pheromones diffuse with air currents. Their effective radius is limited by diffusion rate and wind direction. Cannot instantly cover the entire Legion.
- Direct Link: Cicadas need the relative proximity or 'repeaters' of the Millipedes to effectively control a particular soldier or lower ranking officer.

Replacement Cicadas:

- If a Cicada is killed, the "Non-Combat Support Unit" immediately proceeds to convert the most effective Cricket from its Hive into a new Cicada. The process is not instantaneous and is resource intensive, creating a vulnerability to the Hive.

- 6) "So, how do you think pheromones work? It's not magic!" Logically, it's not magic, because there was a lot of light in the City back then. Pheromone control is a biochemical control tool based on G-Corp science. Different types of officers ('Grasshoppers', 'Crickets', 'Cicadas') secrete complex cocktails of synthetic pheromones through special glands that grow enduring genetic modification. These pheromones act on the limbic system and receptors of the modified soldiers, triggering:

- Basic level ("Grasshoppers" -> "Cockroaches"): Primitive emotions (rage, fear, calm), pain suppression/enhancement, basic movement direction ("Forward!", "Halt!").
- Medium level ("Crickets" -> Rank 1 Hives): More complex emotional states (determination, fanaticism, suppression of doubt), coordination of actions within the Hive.
- High level ("Cicadas" -> 2nd rank Hive officers, selected soldiers): Profound effect on motivation, threat/alliance perception, temporary suppression of personality for absolute obedience (extremely energy-consuming for the Cicada and traumatic for the target).

BUT! There are also limitations. Pheromone control requires receptor compatibility between the soldier's receptors and the officer's pheromones. Can be disrupted by strong chemical agents, abnormal fields, physical damage to the officer's glands or the soldier's receptors. Efficacy decreases with distance and under unfavourable atmospheric conditions (strong wind, rain, dense buildings)

- 7) «Whoa! Hold on! You said viruses! And about the "Non-Combat Support Division"! From where? Which ones? Who? Are there any unmodified ones in there?!»

The development, production, storage and dispensing of biological warfare agents (viruses, bacteria, mutagens, toxins) is handled by the "Non-Combat Support

Department". These are unmodified or minimally modified G-Corp scientists and technicians. Their tasks are:

- Field Genetic Engineering: Emergency modifications of soldiers, "upgrading" survivors, creating specialists for a specific task.
- Genocode Extraction: Extraction of genetic material with valuable mutations or information from dead (or specially selected) soldiers/opponents. The process is lethal to the donor.
- Bio-Chemical Weapons: Developing, preparing and maintaining reagents for biological weapons, which are then given to the Hives (mainly Locusts) for use.
- Support Officers: Maintenance and repair of pheromone control systems in Cicadas, Crickets, Grasshoppers. Replacement of dead Cicadas (by converting Crickets).

Bio-weapons are viruses/agents that cause:

- Rapid lethality (neurotoxins, haemorrhagic fever).
- Genetic collapse (DNA destruction, mutation).
- Uncontrollable, crippling mutations (creating a "living terror" in enemy ranks).
- Epidemics that weaken the enemy in the long term.

Delivered and applied primarily by the Locust Hive (aerial spraying blood/dropping of corpses). Possible spot application by saboteurs ("Spiders") or contamination of water/food sources.

- 8) "Yeah... Well, let's say it's like that. How do they do in tactics there, strategy? What about the combat role of the Hives?" Legion tactics are based on the doctrine of 'Biological Catastrophe' (suppression by numbers, survivability, attrition) and Hive synergy.

Examples of synergy:

- Standard Assault on a Fortified Position

- Mosquitoes: Reconnaissance of position, identification of weak points, air defences, command centres.
- Cicadas/Crickets: Coordination, launching a pheromone 'wave' on Cockroaches (rage, fear suppression).
- Cockroaches (Wave 1): Massive frontal attack, aim is to tie up the main enemy forces in combat, force them to waste ammunition, identify firing points. High casualties are planned.
- Dragonflies/Wasps: Simultaneously with the 'Roaches' attack - rapid flank/air strikes on targets identified by the Komarovs (air defence, artillery, command posts). Retreat after a strike.
- Hercules/Termites: After weakening the defence with a wave of Cockroaches and air strikes, go for breaking through key points (gates, gaps in walls) by brute force and destruction.
- Raccoon Beetles/Wasps: Lightning-fast bursts into the gaps formed by Hercules, clearing the beachhead inside, deepening the breach, wreaking havoc.
- Locusts: Use bioweapons to target enemy reserve concentrations or rear facilities behind defences identified by Komaras.
- Spiders: Operate behind enemy lines, cutting off avenues of approach for reinforcements, mining waste, and destroying logistics.

- Roaches (Waves 2, 3...): Constantly build pressure at the front, preventing the enemy from regrouping against a breakthrough.
- Ants/Trutniks: On the captured bridgehead, under the cover of Mantis and remnants of Hercules, begin to immediately build fortifications, consolidating the success.
- Millipedes: Provide supply to advancing waves, evacuation of valuable genocodes (via Division scientists), delivery of orders.
- Cicadas/Crickets: Constant morale control, coordination of all elements of the attack, suppression of panic/retreat by pheromones.
- Defence:
  - Spiders: Entangle approaches with traps (booby traps, pits, sticky traps).
  - Cockroaches/Hercules: Main "wall" on the defensive line, hold the attack.
  - Crickets/Cornets: Pheromone stimulation of the defence (resistance, rage), fear suppression.
  - Mantises/Riding Beetles: Counter-attacks on the flanks of the penetrating enemy, elimination of saboteurs.
  - Dragonflies/Wasps: Quick strikes on the rear and communications of the attacker.
  - Mosquitoes: Observing enemy manoeuvres, targeting Locusts (if using bioweapons) or their own assault teams.
  - Termites/Ants: Repair fortifications, erect barricades directly during combat.
  - Goliaths (if any): Artillery support, destroying heavy targets.

9) «Where are the sergeants? Who commands the grassroots groups within the Hives?»

The Legion's command system provides for grassroots command units. Specially distinguished soldiers within each Hive (regardless of rank) are given the informal status of "field commander" (notional name, there is no official term). Such a commander leads a small unit of up to 10 individuals. These units are the basic tactical unit on the battlefield. "Field commanders" are directly subordinate:

- For Roaches (Base Rank) to Grasshopper officers.
- For Hives of the First Rank ("Mantises", "Chickadees", "Dragonflies") - officers of "Crickets".
- For Hives of Second Rank ("Hercules", "Spiders", "Mosquitoes", etc.) - to the officers of the "Cicadas" assigned to that Hive.

Thus, the hierarchy of command permeates the entire Legion structure, ensuring manageability at the tactical level.

10) "Non-combat support departments? How is their survival, loyalty, and mental stability ensured, given their critical importance and vulnerability?"

"The Non-Combat Support Division (hereafter referred to as the Division) is both a key element and operational vulnerability of the Legion.

Placement and Security: the Division is never deployed on the front lines. It is located as far away from the immediate combat zone as possible, in prepared and concealed positions. Guarding is provided by elite Legion fighters allocated from the following Hives:

- "Spiders" (Second Rank, Saboteur branch) - for covert surveillance, trap setting, and anti-sabotage activities.



- Mosquitoes (Second Rank, Plague branch) for aerial reconnaissance and early warning of threats.
- "Millipedes" (Second Rank, Pestilence Branch) - for rapid evacuation of the Division in the event of a critical threat.
- This allocation of forces reduces the Legion's frontline combat capability, but is a necessary measure.

Mental Stability: Given the high level of stress and moral strain, Division staff are subjected to intensive psychopharmacological support. Uses:

- "Moonstones" (MDM Enterprise, M-Corp) to stabilise consciousness.
  - A wide range of psychotropic medications (from mild tranquillisers to heavy neuroleptics and stimulants) including non-regulated substances (alcohol, drugs).
- Aims to suppress reflexivity, fear and ethical conflicts and maintain functionality.

Loyalty: This is ensured by strict personnel selection. Only those who have passed a multi-level security check, demonstrate absolute loyalty to G-Corp and/or have a personal dependence on the Corporation (financial, drug, fear-based) are allowed to work in the Department. Priority is given to antisocial or ambitious types whose psychological stability is inherently high.

No Modifications: Division personnel do not undergo significant gene modifications (except perhaps minimally for survival in the field). The main reason is the unpredictability of further mutations in complex knowledge carriers (as shown in Canto 1 Limbus Company). The risk of degradation or loss of a scientist's unique skills is considered unacceptable compared to the risk of their physical vulnerability, which is compensated for by security.

#### 11) «How are Legion logistics (people, resources, energy) provided in an autonomous and protracted war?»

Legion autonomy is provided through the use of subspace portals. Remember my hints about WARP? Their singularity of "recovery by genocode" is a bit too much like what G-corp was supposed to be doing, isn't it? And they bought the train patent from who? From a corporation that no longer exists. And who says there wasn't a Wing with teleportation before WARP? Why don't they fight on the L and G side? The soldiers of the Millipedes Hive are uniquely survivable and resistant to the stressors of subspace transitions. They are key operators and "stabilisers" of portals on the Legion side, providing constant communication through subspace.

Through the network of portals is carried out:

- Supply of "human resources" (recruits, prisoners) for modification into "Roaches" and subsequent distribution to the Hive.
- Delivery of food, water, medicine, ammunition, construction materials, energy batteries/reactors.
- Evacuation of valuable genetic samples (via the Division) and severely wounded "officer" personnel (if possible).

Emergency measures: In conditions of acute resource shortages (especially food), it is allowed to utilise the biomass of the fallen (both their own and alien) to feed bioreactors or, in extreme cases, for direct consumption. Cannibalism is not taboo in the City, but simply the law of the various Wings.

- 12) «Is it possible for a soldier to transition between different branches of modifications (e.g., from Combat to Provision) after passing the Base Rank?»

The transition possibilities are strictly limited by stage and branch. The 'Cockroach' modification (Base Rank, Combat Modifications branch) is purely a starting point. It has a minimal but universal genetic template suitable for development into any of the First Rank branches ('Mantises' - Reconnaissance, "Drones" - Provisioning, 'Dragonflies' - Air Support). Once a soldier has been modified into a specific First Rank Hive (e.g. Mantis or Carpenter), their genetic path is hardwired within their branch. Further evolution is only possible deep within its branch. Transitioning a soldier from one specialised First/Second rank branch to another is biologically impossible without catastrophic risk and unnecessary expenditure of Division resources. Genetic changes for different branches are fundamental and incompatible for a reverse conversion. The choice of a branch at the First Rank stage determines the entire further 'career' of a soldier.

- 13) "Yeah... And how is the mental stability and loyalty of the Cicadas ensured, given their workload and power?"

The Cicadas' mental stability is addressed systematically by the Non-Combat Support Division:

Pharmacological Control: the Cicadas are subjected to intensive and constant psychopharmacological correction, similar but more powerful than that of the Division's personnel. Actively administered:

- "Moon Stones" (M-Corp) to stabilise higher nervous activity and suppress emotional outbursts.
- Specialised cocktails of neuroleptics, antidepressants and stimulants developed by the Division to suppress empathy, fear, doubt and enhance cold calculation, concentration and sense of power.

Peer Review and Error Correction: Cicadas' strategic decisions are open to analysis by other Legion Cicadas and supervising officers of the Division. Gross errors are corrected through direct intervention by senior Division officers or collective pressure from the Cicadas. The Division's pheromone systems may be used for emergency intervention in cases of obvious inadequacy.

Ensuring Loyalty: Cicadas' loyalty is ensured by a combination of factors: pharmacological dependence on stabilisers, a sense of exclusive power and importance, a rigid selection system (similar to the Division), and an awareness of absolute dependence on G-Corp/Division resources and support. The fear of becoming "ineffective" and being replaced (with potential "disposal") is a powerful deterrent.

- 14) «How are Legion tactics effective against threats such as L-Corp anomalies, R-Corp elite troops, or Association saboteurs?»

The Biological Catastrophe doctrine provides adaptations and specific countermeasures: Against L-Corp Anomalies (Assumed Enemy): It is important to remember that at the time of the Smoke War, L-Corp was not Lobotomy Corporation with its fine-tuned containment system. It was still a laboratory, so... Well, the most they could do was release an anomaly to 'have fun'. So even if they were used, the tactics included:

- Massive exposure to "consumables" ("Cockroaches") to identify patterns of behaviour or areas of anomaly damage.

- Application of space stabilisation technologies (possibly from allies with teleportation) to contain the effects.
- Spot strikes with bioweapons ("Locusts") or special forces ("Spiders", "Hercules") on a suspected source or vulnerable zone identified by intelligence ("Mosquitoes") and the Division.

Against Elite Troops (R-Corp and others):

- Superiority in Numbers and Survivability: The doctrine of 'As long as our ability to fight and die is superior to the enemy, we will win' was applied directly. Casualties were not counted if it resulted in the exhaustion and destruction of an elite enemy ('Valthorn').
- Psi suppression ('Reindeers' R-Corp): 'Cicadas' used their pheromone control to suppress alien influences on masses of 'Roaches' (less susceptible due to primitive nature) or to directly counter enemy psi operators.
- Special Forces and Bioweapons: Against elite units, Rank 2 Hives (Hornet Beetles, Wasps, Hercules) and bioweapons (Locusts) are used.

Against enemy Saboteurs:

- Specialised Hives: "Spiders" (the "Saboteur" branch) were created for counter-sabotage, covert surveillance and hunting.
- Reconnaissance: The Komars provided constant aerial surveillance of the rear and approaches to Legion and Division positions.
- Rapid Response: Mantis and Raccoon Beetles were used as rapid response teams to identify threats in the rear.
- Key Security: Division and key Cicada positions were heavily guarded by Spiders and other special forces.
- Key Principle: G-Corp doctrine does not deny tactical flexibility or the use of special forces. 'Roaches' and casualties are tools to bind, wear down, and expose weaknesses. Specialised Hives and bioweapons are the decisive blow. Refusing to count casualties among the rank and file ("expendable") is the basis of strategy, not a sign of tactical stupidity.

15) "Yeah, let's say. But, we were shown a huge millipede in the illustrations that showed the Smoke War. What about it?"

The giant creatures depicted in the Smoke War artwork (conventionally labelled as "Gargants") are not a separate species or natural evolution. They are the result of applying the Last Way procedure to certain categories of G-Corp personnel.

The source material used is:

- Particularly delinquent soldiers/officers: Deserters, traitors, those who failed to carry out a critical order.
- Prisoners of War with valuable genetic potential: Possessing unique resilience, strength, or other useful traits.
- "Volunteers" from disloyal elements: Faced with the choice of immediate execution or the Last Way Out.

The Last Journey procedure:

- A cocktail of experimental mutagens and catalysts developed by the "Non-Combat Support Division" is administered. These drugs dramatically accelerate and target the genetic instability inherent in modified G-Corp soldiers.

- Emergency surgical and biochemical growth induction is performed, breaking the body's natural limits. The process is accompanied by uncontrolled overgrowth of tissue, bone structures and chitinous coverings.

#### Result:

- Loss of Intelligence: The intelligence and personality of the original subject is completely suppressed or destroyed. "Gargant is a creature driven by basic instincts (aggression, hunger) and external pheromone control by Cicadas or special operators of the "Division".
- Colossal Size and Strength: The Gargant becomes a living battering ram, capable of destroying enemy fortifications and equipment and sowing panic.
- Extreme Instability and Limited Lifespan: The procedure causes irreparable damage to the biosystem. "Gargantuan" has a short functional life span (hours, less often days) due to:
  - Energy depletion.
  - Organ failure under stress.
  - Ongoing degenerative mutations.

#### Tactical Uses and Risks:

- Last Chance Weapon / Psychological Terror: Used to breach critical fortifications, defend key points at the cost of destruction, or to demoralise the enemy with the appearance of living terror.
- High Risks:
  - Expensive: Requires valuable reagents and "Division" time.
  - Unpredictable: Behaviour even under pheromones can become erratic. Mutations are possible, making the Garganth invulnerable to control or directing aggression at its troops.
  - Loss of Control = Catastrophe: An out of control Gargantuan poses a threat comparable to a powerful anomaly.
  - Unsuitable for Long Term Use: It is too costly to maintain.

#### Disposal:

- After completing a mission or upon loss of control, the Gargantuan is destroyed by massive fire (its own or alien).
- The remains are recycled by "The Division" to extract valuable biomaterials, mutated tissue or genocode. Nothing goes to waste.

The very existence of the Last Way procedure and its results is a powerful deterrent against defection and betrayal within the G-Corp. The alternative is a torturous transformation into a mindless monster followed by elimination and recycling.

16) "Hmm, let's say. Suppose... Everything you said let's say, if you put an owl on a globe, could be considered realistic. But what the hell did you do with all that?"

Detailing the structure, tactics, and features of Ex G-Corp has two main goals:

Creating a Convincing Setting for a TTRPG: A campaign where players will interact directly with the legacy of the Smoke War (through anomalies, memories, survivors) requires an elaborate, internally consistent system. This allows for:

- The Master (me): Easier generation of plots, conflicts, locations and NPS, based on clear principles of antagonist/faction structure.

- Players: Delve deeper into the darkness and uniqueness of the Project Moon world by understanding the motivations, capabilities, and limitations of the forces they face.
- Give Weight to the Past: The events of the Smoke War are no longer an abstract "horror of bygone days" but a tangible force whose logic (albeit inhuman) influences the present.

And of course, the main reason... Oh, just for the sake of rofl!

Exploring the "whys" of canon (such as the device of dead Wings like G-Corp) is an intellectual challenge and a source of pleasure for me. The process of creating headcanon, of finding logical (within the brutal reality of the City) explanations for known bits of information (artwork, hints in Gregor's flashbacks) is a creative game in itself. It's a way to "bring the City to life" in your imagination and share that vision with other people.

With you.

- 17) "Hey, are you forgetting something there? You were talking about what you think the G Corporation was born out of. Should I just say it?"

And the very last question, the answer to which I promised from the very beginning... Yes, I really should, it's just that.... I'd like to remove the image of the narrator who told you about the way the corporation works. So to speak, to go back to the person you saw in the introduction. So here it is: everything in the City is born out of dreams and hope and wanting the best. Absolutely everything, in my vision has this trace, which can be seen throughout the games of our beloved Kim Jihoon. Which begs the question, 'what was the reason for the creation of the biocatastrophe army, what was the reason for the conveyor belt of monsters, mutations, the utterly inhuman G Corporation?' It's the dream of 'Making Humanity Better.' On the one hand trite, such a common theme. The dream of a group of trans-humanists to reach a new stage of humanity through genetics, borrowing features from other organisms, adapting animal genes to humans to create Homo Novus, the next stage of evolution. The dream of a group of children from the Nest whose paths split, and came together again to fulfil their cherished dream that the City tried so hard to kill in them. And that it had failed. The people were able to break the cycle of endless hatred and anger by founding a place that was to be the starting point for the birth of a new man. Getting money from the sale of his less great ideas, sponsorship from those who wanted to make money from genetic modification, those who saw it as an opportunity to overcome the limitations of the human body without surgery or augmentation became the starting point of the foundation of G-corp. But... Is there room in the City for a lucid dream that won't be distorted over time? That will not be transformed into an instrument of suffering, profit, exploitation and hatred? In a place where even the brightest dreams become the cause of nightmares? Huh... The city lost to their personalities, but defeated their dream, their brainchild and ideal. Turning them into just another monster of the City

Well, here we go. This is my Former G headcanon, and my, if I may say so, Magnum Opus. Open to your opinion, criticism and berating me for writing so much.