

HUMBOLDT NATION!

## HUMBOLDT NATION FACTS AT A GLANCE

### *Living Free in California*

It isn't found on most maps. Its government is unrecognized. Its territory is claimed by both Tir Tarnigire and the California Free State. Nevertheless the political and social entity known as the Humboldt Nation has existed formally since 2037 and informally long before California left the UCAS. Some people consider it the freest place on earth. Some people think of it as nothing more than the pipe dream of fools and idealists, ripe for destruction.

### **Genesis**

The Humboldt Nation got its start as a political entity in the wake of the Tir invasion of 2036. In the wake of California's forced secession from the UCAS Tir forces crossed the northern border with the intent of capturing as much of Northern California as they could hold. Armored columns rolled down Highway 5 as far south as Redding and down old U.S. 101 as far as the Napa Valley. The California Free State government, facing a near simultaneous invasion from Aztlan to the south and Imperial Japan in the Bay Area, could offer up very little to block the elves advance. For awhile it looked like Northern California was going to become just another feudal estate of the Tir.

Left to their own devices the people of Northern California began a sporadic guerilla war against the occupying Tir forces. At first operations were very disjointed, but as time went on organization improved. After over a year of occupation Tir forces pulled back to the Oregon border and established an unofficial "demilitarized zone" stretching across northern California.

The government of the California Free State attempted to reassert control over the area, but had only limited success. Particularly along the coastal region it rapidly became clear that people were no more interested in being governed by Sacramento than by Portland. With bigger problems to deal with and not wanting to take any action that might encourage the Tir to "intervene" in California once again, Sacramento has been content for the last thirty three years to claim the territory, collect sporadic taxes, and run "security checkpoints" along the roads going into and out of the region to block the sale of "contraband"

The government of the Humboldt Nation did not so much develop as it accreted from an agglomeration of local movements. As such it stands as one of the stranger governing bodies of the world.

### **Getting There**

Getting to the Humboldt Nation isn't easy. The California Free State government discourages travel into or out of the region and Tir Tarnigire blockades the northern border. Geography also plays a part – there are few easy ground routes into the area.

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### **Air Travel**

Travel to and from the Humboldt Nation is over hostile airspace – either the California Free State or Tir Tarnigire. No regular air service exists. However, charter flights are available from Japan, Hawaii, and Alaska. It is also possible to hire a puddle jumper from Redding, Red Bluff, COGMA, or Orktown.

### **Road Trips**

Most people entering the Humboldt Nation do so via roads or overland. The California Free State government does not officially acknowledge that the Humboldt Nation exists, but does operate a series of “security checkpoints” on highway 299 at Willow Creek and on Highway 101 just south of Garberville. These exist primarily to make movement into and out of the area difficult and inconvenient, but not impossible. Expect long delays, capricious fines, and the occasional confiscation or arbitrary arrest.

There virtually no legitimate vehicular traffic into the region from the north, though a steady trickle of refugees does still enter the region from the Tir – mostly on foot. The Tir military keeps the northern border locked up tight, and the only vehicles traveling through that region are occasional Humboldt T-birds with very gutsy pilots.

An economical, if not particularly speedy method for entering the region is via gypsy caravans. Several gypsy bands operate in the Northern California region and will often transport passengers and their possessions in return for work. Depending on the caravan, its route, and where you get in, it may take upwards of a month to get where you are going, but at least it’s a fairly safe method of transportation.

### **Train Trips**

California Free State Rapid Transit (CFSRT) runs a daily passenger route from Sacramento to Eureka. Tickets are expensive, and there is heavy security scrutiny on the trip. The train uses old style rails instead of MAGLEV so the journey is both slow and bumpy. Expect the same sorts of security hassles as for road trips, particularly if you buy a one way ticket or are carrying more than an overnight bag.

### **Travel by Ship**

Though no direct passenger service exists to Humboldt Bay, numerous small charter boats up and down the coast can provide passage for an appropriate fee. The Humboldt Militia operates several small patrol boats so the area around the entrance to Humboldt Bay is relatively safe unless the Tir or some corporation is putting on a show by blocking the harbor.

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## ***Facts at a Glance***

### **Population**

One of the most important, and surprising, aspects to the Humboldt Nation is its openness to metahumanity. Because of this it has a higher population percentage of metahumans than most places.

Human:	49%
Elf:	12%
Dwarf:	13%
Ork:	17%
Troll:	8%
Other:	1%

### **Cost of Living**

Weapons	100%
Ammunition	300%
Explosives	300%
Accessories	100%
Armor	100%
Security/Communications	100%
Survival Gear	80%
Electronics	110%
Cyberware	200%
Bioware	150%
Magical Equipment	75%
Vehicles	150%

Guns are cheap in Humboldt Nation, but ammunition is one of the few imports into the area that is heavily taxed. Lack of industry also makes advanced electronics such as cyberware a bit more expensive, as most of it has to be imported. On the other hand magical equipment is cheap because of the abundance of telesma in the area.

### **Government**

The government of the Humboldt Nation is a fully participatory democracy, or as close to it as anyone there has figured out how to get thus far. There is no minimum voting age. Eligibility to vote is determined by a citizenship exam. Once someone passes the citizenship exam and agrees to assume the responsibilities of a resident they are able to participate in the government. This is handled primarily through the matrix, though matrix analogs and even old style keyboard computers are available for those who experience matrix vertigo or for personal or ethical reasons do not wish to access the matrix directly.

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There are very few elected officials in the Humboldt Nation. Instead legislation is introduced, discussed, and voted on directly by residents and citizens. Bills are proposed directly on the matrix, and any citizen may propose a bill. Bills are open to discussion for 72 hours. The bill's author may amend the bill at any time, but doing so restarts the clock at 72 hours. After the discussion period the bill is voted on. A bill remains open to vote for 24 hours. It takes a simple majority for a bill to pass, but an absolute majority of the population has to vote in order for the bill to take effect.

Individuals residing within the Humboldt Nation are divided into four groups, depending on their status and commitment level. These are:

*Visitor* – individuals entering HN for brief periods of time are granted visitor visas. These allow them to hold temporary jobs, access WiMa, and even participate in the government process in a limited way. Residents and citizens may be reclassified to this status if they fail to meet their civic responsibilities. Residents and citizens convicted of a felony are also reclassified as visitors when they complete their sentences.

- Temporary – stay of no longer than 6 months
- May not hold any government or civil position
- Not required to take part in civic projects
- Has voice in government debates, but may not vote
- May apply for resident status

*Ward* – wards are individuals who, for a variety of reasons, have a diminished capacity for participating in their civic responsibilities. This may be because of profound mental disability, because of minor status, or because they are serving felons. Wards have their exact status, rights, and responsibilities determined by the courts on a case by case basis.

- Permanent resident of Humboldt Nation or serving felon
- Determined to legally have diminished capacity for judgment (includes children up to 16 years of age, and individuals with severe mental disabilities) or currently serving felon.
- Participation in Humboldt Militia and responsibility to serve in civic improvement projects determined by the courts (children begin participation in Civic Improvement Projects at age 4, and begin service in the Humboldt Militia reserves at age 8. Serving felons are usually assigned to work on civic improvement projects for the duration of their sentence).
- Has voice in government, but no vote in most cases. Exceptions include felons having the right to vote on issues that pertain to the criminal justice program, and minors having the right to vote on school issues.
- May petition the courts for vote on other specific issues

*Resident* – the majority of the population of HN falls into this category. Individuals may seek Resident status if they are age 8 or over. The individual must pass a 100 question test on the history, government, and civic responsibilities of the HN

- Is or plans to become a permanent resident of the Humboldt Nation.
- Required to serve in Humboldt Militia reserves (two weeks per year)

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- May serve in civil service positions, but not elected government positions.
- Required to participate in 5 civic improvement projects per year (service averages two days per project).
- Has voice and vote in government, but cannot propose legislation

*Citizen* – approximately 35% of the population of the HN holds citizen status, a surprisingly high number given that the “perks” of citizenship include a higher commitment to public service and a slightly higher tax rate. Nevertheless it is a point of pride among many of the HN’s people to hold citizen status.

- Holds resident status in Humboldt Nation
- May hold elected government position or officer position in the Humboldt Militia.
- All members of the full-time armed forces are required to be citizens.
- Required to serve in Humboldt Militia (one day per month plus two weeks per year)
- Required to participate in 11 civic improvement projects per year (average time is two days per civic project)
- Has voice and vote in government, and may propose legislation.

## **THE HUMBOLDT MILITIA**

The Humboldt Militia is not only the military of the Humboldt Nation, but also provides much of the government’s labor force as well. Humboldt Militia members act as police, fire fighters, road repair crews, garbage and recycling collectors, and provide semi-skilled labor in many city and national works.

Being a member of the Humboldt Militia is a requirement for all residents and citizens of the HN. All members receive basic weapons, first aid, and fire fighting training. Conscientious Objector status exists, but does not exempt individuals from either training or service – it merely assures that the objector will not be placed in a position requiring that he or she actually shoot at anything or anyone.

There are three tiers to the Humboldt Militia



*Humboldt Militia Reserves* – this is the largest portion of the Humboldt Militia. Reserve units are mobilized once per year for two weeks. The first week or mobilization is for training and refresher courses. The second week may be used for additional training, or (more commonly) sees the reserve unit assigned to some sort of public service project. This can range from customs duty to garbage collection to work at the local salmon hatchery to recovery/reclamation projects.



*Humboldt Militia* – the militia proper has a higher level of training than the reserves. HN Militia units train together for one day a month, and frequently undertake large civic improvement projects such as park construction or maintenance, bridge construction or repair, or large scale construction/renovation tasks. Like the Militia Reserves they are also mobilized for two weeks out of every year. Again at least one week is spent in training, while the second is

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usually spent deployed at some required task such as police duty, fire fighting, or patrol duties.

*Humboldt Militia Regulars* – often referred to as simply “regulars”, this is the full time military of the Humboldt Nation. They include the following units



Humboldt Rangers – based in Eureka the Humboldt Rangers, despite the name, are organized along the lines of a short UCAS Marine Recon Battalion. In addition an ad hoc group of three patrol boats and a half dozen patrol and rescue helicopters salvaged from the UCAS Coast Guard are also attached.

The Rangers are deployed primarily along the northern border against Tir incursions, but patrol throughout the Humboldt Nation in search of telesma poachers and corporate incursions. Small units have occasionally been deployed outside of HN borders, primarily in the Tir. Patrol boats and helicopters patrol the coast. Members of this unit are commonly referred to as the Death Jesters.



Heavy Transport Company – because the bulk of the Humboldt Nation’s military consists of light infantry part time militia units, the military employs a full time transport unit to move them, their equipment, and their supplies around. Commonly known as the Truckers, they are based in Arcata.