



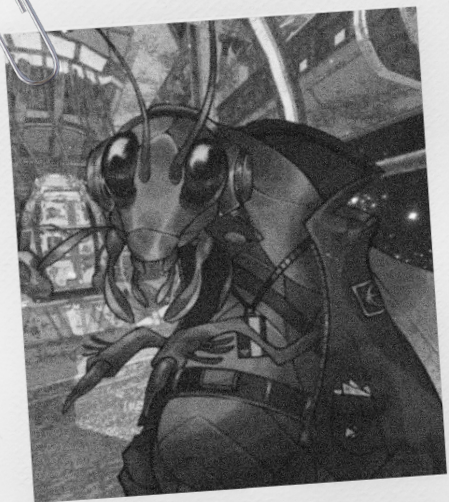
EMPLOYEE HANDBOOK

"YOUR LIFE DEPENDS ON IT!"

Roachard's Version

REVISION 43,059,248

PROPERTY OF THE SAXON CORPORATION



YOUR BOSS!

YEE NUMBER:

5632-8504

LINE MANAGER:

ROACHARD COX

APPROVED

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There's a lotta
hogwash in this
handbook, but
don't worry
yerself. Old
Roachard is
here to tell you
what's what.
Listen to me
and you'll go far.

UPON RECEIVING, OPENING, AND READING THIS OFFICIAL SAXON CORPORATION EMPLOYEE MANUAL (REVISION 43,059,248) I AUTOMATICALLY AND WITH IMMEDIATE EFFECT AGREE THAT FROM THIS MOMENT FORTH, AND IN PERMANENT PERPETUITY FORTHWITH, I AM A LOYAL EMPLOYEE OF THE SAXON CORPORATION AND ALL OF ITS SUBSIDIARIES, NAMED AND UNNAMED, OFFICIAL AND UNOFFICIAL, ACCREDITED AND UNACCREDITED, UNTIL SUCH TIME AS THE SAXON CORPORATION AND SAID SUBSIDIARIES CEASE TO EXIST. I WILL OFFER MY SERVICES TO THE SAXON CORPORATION WITHOUT QUESTION AND PERFORM MY DUTIES TO THE BEST OF, AND BEYOND THE BEST OF, MY ABILITIES.

WELCOME TO SUXON THE FAMILY

You are now part of Saxon, and Saxon welcomes you. But who are we? Well, let's start at the beginning.

Founded by siblings Maxeline and Hargroll G. Saxon on Earth in 3880, our humble little megacorp started in the air travel business before expanding to the great cosmos beyond. Under the leadership of the mighty Hamhock Saxon, adopted son of Maxeline, we made the jump to interstellar travel, and the rest is history.

Saxon is now the most successful space travel company in the galaxy, but we offer our customers so much more. Planet colonization, military support, mining, tourism, atomic power: you name it, we supply it. Whatever a person or organization needs, our best-in-class Gravity Drives will make it happen FAST.

Saxon Jump Drives are powered by our proprietary material Saxonite, which allows us to harness the power of gravity manipulation and teleportation. You'll find it in advanced weaponry and machinery too.

Saxon also offers a comprehensive terraforming package, industrializing promising new planets, moons, and even entire solar systems, then offering them to our customers as prime real estate. No space on your homeworld for that extra factory? Well, we'll get you a new one.

Cool, right? And that's only a taste of what Saxon does. We put the 'mega' in megacorporation, and thanks to millions of fine employees like you our influence in space is only growing. We can't be stopped!

We also have many wonderful subsidiaries, including

Chambered, Faradics, orhood Garden Center. As an o work for these subsidiaries vices in any capacity.

You're probably wonderin' who's in charge of Saxon these days. Well, no one knows. Not even me.
-Roachard

KEY EVENTS IN SAXON HISTORY

Part of being a good Saxon employee is knowing our history. Here are some key dates to remember.

3880

Saxon founded under the name Saxon Airlines.

3889

After a dramatic corporate restructuring, Saxon Airlines officially pivots to the space travel industry.

3891

Saxon sends its first space faring craft to another planet. Saxon is rebranded as Saxon Spaceflight.

3930

First contact with the Roachians.



Careful around Saxonite.
Something ain't right about it.

3945

Saxonite discovered. Two years later galactic copyright of the material.

3960

The Saxonite-fueled Gravity Drive marks a new era of prosperity for the company.

3975

Earth is tragically destroyed by terrorists.

3977

A Saxon strike team led by brave Roachian warriors locates and takes down the terrorists.

4085

New Atlas, a rich source of Saxonite, is discovered. Terraforming and colonization efforts begin.

'Corporate restructuring' is one way of describing killing your brother in the board room and taking control of the company. That Maxine was cold as ice.
-Roachard

Note to self:
order more SAXITos!!!!

WE NEED YOU (AND YOU NEED US)

New Atlas is a moon orbiting the planet Krask, and it's a very special place. Beneath its surface lies a bounty of pure Saxonite, and as a result the moon's inhabitants have enjoyed many years of wealth and success.

Until the outbreak.

Without warning, New Atlas was suddenly consumed by a strange fungal contagion. We only have limited information, but we know that the infection has spread to all corners of the moon. It must be stopped.

And that's where you, the newest member of the New Atlas Hazard Crew, come in. You and three fellow employees will be sent to the surface of New Atlas to investigate and eradicate this threat.

... SAXON S-1 EYES ONLY ...

MISSION DEBRIEF

CLEARANCE LEVEL: // RESTRICTED [S-1] //

RE: EXPEDITION ALPHA

- Communication with New Atlas lost. No report from local corporate HQ in 84 hours. Action required.
- Expedition Alpha initiated. 30 proven and vetted full-time employees: [12] soldiers, [5] scientists/engineers, [5] med techs, [1] computation bot.
- Squad heavily armed with latest top-tier combat tech, fully trained for terran excursions.
- 18 hours into mission, contact with Expedition Alpha lost. Vitals flatlined. Computation bot transmission module offline, unable to communicate.
- Fragmented signal received from Expedition Alpha. Heavily encrypted, requires post-processing.
- Message recovered: SCI-KILL-ROGUE
- Situation unknown. Contact with New Atlas still severed. Suggest alternate course of action. Hiring for New Atlas Hazard Crew project approved by board.

[END OF REPORT - FILED AND MONITORED]

... SAXON S-1 EYES ONLY ...

They kept this one quiet.

YOUR HOME AWAY FROM HOME

When you're out in the field, the H.U.B. (*Hub for the Undertaking of Business*) will be your safe haven. Orbiting New Atlas, this ship will allow you to regroup, rearm, and enjoy a number of board-approved recreational activities between missions. It's not just a hub; it's home!

You'll share this space with a senior Saxon associate, who will assign you jobs and monitor your progress.

To begin a task, enter the drop pod and prepare for planetary insertion. When the job has been completed successfully, the pod will return you to the H.U.B. and you can prepare for the next assignment.

We hope you enjoy your time on the H.U.B. If you have any issues with the ship or its facilities, please raise a ticket with the Employee Satisfaction Department.

Aboard the H.U.B. you will report directly to your Operation Manager. All Operation Managers are trusted employees with many years of service. You will do exactly as instructed by the Operation Manager.

Failure to comply will result in penalties. Your Operation Manager will report to Saxon every week, outlining everything your team has achieved, or not. To ensure they have good news to report, follow all directives to the letter and go above and beyond to complete all tasks.



Yeah, don't worry about that. The brass are so caught up in that lil skirmish with the Galactic Union of Workers they ain't got time to listen to my yappin'. Just do what I tell ya and you'll be swell. - Roachard

Don't tell HR I stole these.



EMPLOYEE PROFILE

PRIVATE AND CONFIDENTIAL - C294

HIRED



BRUISER

Employee ID: 1353876

Automated security bot.
Forcibly retired after incident involving altercation with superiors. Built for survivability and crowd control.

ABILITIES

HARD-LIGHT PROJECTOR: Projects a shield that stuns enemies and reflects incoming projectiles.

NOSE DIVE: Jumps while airborne to slam into the ground, emitting a shockwave that damages and launches nearby targets.

NOTES

- Self destructive. Tends to be reckless with their physical well-being. Gladly puts themselves in harm's way for the sake of their squad.

- Former life as riot control bot, and built-in riot control gear, makes them ideal for taking damage and protecting fellow employees.

CDF-349



EMPLOYEE PROFILE

PRIVATE AND CONFIDENTIAL - C236



GLIDER

Employee ID: 913268181

Former employee of Galactic Safety Commission. Built as rescue drone with limited mental faculties. Restrictions removed by Saxon. Fast and mobile.

ABILITIES

ROCKET SALVO: Locks on and fires a barrage of rockets that damages enemies and heals allies.

WINGSUIT: Can activate her built-in wingsuit jets to fly forward at immense speeds.

NOTES

- A compassionate soul whose main goal is to assist those in danger, especially fellow employees. Hasn't forgotten her roots as a rescue bot.

- Determined to finish her missions. The most bright-eyed and optimistic member of the generally quite downbeat New Atlas Hazard Crew.

CDF-352



EMPLOYEE PROFILE

PRIVATE AND CONFIDENTIAL - C693



SCRAPPER

Employee ID: 5947208

Mechanic bot accidentally left to rust on Saxon dumping planet. Built herself up from the scraps of other robots. Thrives in a support role. Eccentric personality.

ABILITIES

GRAPPLE POLE: Constructs a tall pole that any ally in the squad can grapple to.

JETPACK: Can fire jetpack thrusters while leaping into the air to gain height.

NOTES

- Being a scavenger who's used to fending for herself, she doesn't quite click with social conventions and will speak her mind, loudly.
- Has a somewhat atypical neural architecture. Can get extreme very quickly, making her ride-or-die if she likes you, harsh if she doesn't.

CDF-351



EMPLOYEE PROFILE

PRIVATE AND CONFIDENTIAL - C168



WRANGLER

Employee ID: 84259756

Former actor. Rose to fame as star of Western movies until the genre's popularity faded. Did all of his own stunts. High mobility. Really thinks he's a cowboy.

ABILITIES

ROCKET LASSO: Throws a rocket-powered lasso that can launch him forward or pull in objects.

AIR DASH: When activated, dashes rapidly in whichever direction he was moving in.

NOTES

- Hit stardom for a fleeting few years until inevitably the cowboy craze died and the residuals ran dry, leaving him out of a job.
- Yearns for a return to his glory days. Considers the New Atlas clean-up project as an opportunity for a glorious career revival.

CDF-350

PEARLS OF CORPORATE WISDOM

- Don't be a sitting duck or a fish in a barrel. Keep those legs pumping.
- Saxon automated P.A.T.C.H. systems will repair injuries on any living organism. Make sure to fall back to cover when you find yourself injured.
- Saxon combatants are entitled to, at most, a 15% retaliation in any case of Friendly Fire.
- Remember to never underestimate an enemy.
- When engaging with alien or otherwise animalistic life forms, cutting into their center has proven most effective for neutralization.
- If you ever find an autonomous ally who's been dismantled, the best way to get them back on their feet is by reattaching them.

Unless
they're a
punk ass
BITCH!!!

- Don't go into that light just yet! Each operation comes with an investment of Saxonite to revive squads that fall in battle.
- Automated combatants will have their memory banks automatically backed up to their deployment point in the event that their body is irrecoverable. (NOTE: usage of this system voids most, if not all payment for operation completion.)
- Saxon discourages all modification of weapons and equipment. You, and you alone, assume responsibility for whatever happens after voiding the warranty.



Make sure you take a good look around the H.U.B. There's a lotta weird secret stuff in that old rustbucket.





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DO NOT DISTRIBUTE
DESTROY UPON TERMINATION