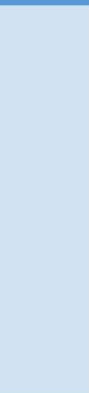




# METRO 2033: ASCENSION BACKGROUND GUIDE SSICsim 2018



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## Welcome from the Dais

Hello delegates. My name is Ryan Truong and I am the Director of the Metro 2033: Ascension committee. I welcome you to the crisis that will test the limits of your abilities as delegates as you seek a path in a Metro torn apart by human ambition, greed, and chaos. How you will achieve your ends remains a different story, but whatever you choose as a committee will affect the Metro for years to come. Will you forge a brotherhood, united in the goal of preserving humanity's greatest virtues? Or will you create a steadfast empire whose reach is matched only by the might of its members? You as a committee will have to figure out the answers, and I cannot imagine what you will be capable of doing.

There was much work put into this committee so that it would stay true to the settings and lore presented in Dmitry Glukhovsky's original book and the videogame series of the same name. Great care was undertaken to create a believable and realistic committee dynamic within the Metro universe that feels naturally at home.

While this project was initially conceived and undertaken by myself, this project would not be possible without the help of the rest of the Metro 2033: Ascension staff. James Miro Wong is acting as the crisis manager for the committee, playing an integral role in compiling information for this background guide, offering advice on how to move forward with committee mechanics, and managing the crisis room during this committee session. Kosalan Kathiramanalathan and Josef Wozalzck are both members of the crisis staff, who will be playing an active role in the crisis room by encoding delegate directives and acting for crisis updates. Last but not least, we have Diffany Wang as our moderator, being an essential part of maintaining decorum in the committee room as well as facilitating the flow of debate. Every single one of these individuals has sacrificed their time and energy into making this project a reality and I cannot thank them enough for their tireless dedication to this committee.

We hope you enjoy this committee as much as we enjoyed making it for you, the delegates. As they say in the Metro, happy hunting!

Ryan Truong  
*Metro 2033: Ascension*  
Committee Director, SSICsim 2018



## Introduction

*A War is Afoot ...*

Metro 2033: Ascension takes place ten years following WWII and the nuclear attack that sent hundreds of Soviet citizens fleeing into the Moscow Metro system. Safe from the nuclear warheads and anguished cries of their unfortunate compatriots outside, it would seem that the worst has come to pass for the residents of the Metro. Despite this temporary peace, however, sadness and shock has quickly given way to aggression and violence.

The first few years underground were headlined by relative peace and prosperity, but it didn't take long for outbursts of violence and rage to bring survivors face to face. Old foes became older and small gangs became bigger, until factions and conflict became inseparable.<sup>1</sup> Killing was no longer spurred by sudden passion or emotion, but a calculated and systematic affair, unkind to concepts of guilt or innocence.

Recognizing the threat that these skirmishes could have on the survival of the Metro, independent stations at the northern tip of the Metro banded together to form a consolidated front against the civil war to attempt to preserve their way of life. They are not the richest nor the strongest. They do not have vast amounts of territory nor all the pleasures of life. But they will fight to protect what is theirs, for they are the Coalition: the last bastion of humanity in the Metro's darkened corridors.

### Delegate Roles

Delegates will assume the role of Metro survivors from numerous neighboring stations that have been thrust into the midst of a mad bid for power amongst several competing and dangerous factions. All delegates will be members of the same faction, "The Coalition," meaning that they will share the same basic motivations but will have different ways of achieving their goals. The roles of delegates will include security advisors, community leaders, and politicians whose different experiences and occupations will offer alternate means of influencing debate. The committee will feature survivors of differing different ages, values, and backgrounds, which will encourage conversation and discourse that is diverse and varied.

As they aim to help establish a sovereign Metro community amidst the larger factions, delegates will have to carefully consider alliances and agreements with other allied stations, as well as make challenging decisions between action and inaction that will ensure prosperity, and above all... survival.

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<sup>1</sup> Dmitry Glukhovskiy, *Metro 2034* (Moskva: AST, 2009), 122.



## Background Information

Following the end of WWII, the former superpowers America and the Soviet Union (U.S.S.R.) found themselves in a bitter rivalry that would grow in aggression for the next few decades. This “Cold War” eventually escalated into World War III, wherein tensions culminated in the launch of nuclear armaments by both governments. This plunged much of the world into a nuclear fallout, destroying cities and decimating much of humanity.<sup>2</sup>

After sounding sirens, warning them to find shelter, the hallowed doors to the Metro accepted droves of Soviet citizens into the depths below before sealing the towering metal entrances to the Metro shut. The screams of those on the other end of the door eventually subsided, as well as the whistling of bombs, with the survivors taking refuge throughout the intricate Metro system and attempting to continue their lives. For a while, life went well. Small farms were erected; fungi and plants were harvested, and military caches filled with food, medicine and supplies were shared. Although extremely simple and eventually phased out, small tribal communities were formed, becoming the basis for present-day Metro communities. Early communities followed a general trend towards technocracy; experts were given leadership roles, though this dynamic slowly shifted as these initial technocrats opted to roles befitting life above ground as opposed to underground. Most stations ultimately transitioned into a form of meritocracy placing great focus on the latent skills of those in charge and how they could use these skills to better develop these communities; and small ragtag communities turned into small townships. Things were not great as above ground, but they were far from terrible, and many found comfort in the resilience of humanity in their new unnatural home. Despite the terrible circumstances that brought every single Metro dweller underground, they relished in their shared resistance.

Unfortunately, like many things in the Metro, it did not take long for this bartered peace to be disrupted. Trapped in the claustrophobic tunnel system and struggling to attain food, resources, and power, groups of survivors rallied together to form factions aimed at consolidating territory and power in the Metro. Roving gangs threatened violence on those that had plenty; marauding and taking what they pleased. Increasing threat of attacks made stations wary of one another, fearful that they would be attacked by their closest allies. Security checkpoints were set up, trade was halted, and tensions grew. Conflict grew over munitions from military bunkers and between soldiers who had been spared a nuclear fate... and it did not take long for blood to be spilled on the rails that once carried thousands of people around the city. It should also be noted that numbers of Moscow’s already existing factions found their way underground where they spread the ambitions of their people to the new inhabitants of the Metro to be born anew.

No longer a safe haven for survivors; the Metro was now embroiled in a huge civil war that would tear apart friends and sever communities. Who would rise above the rubble? Humans? Or the leftover remnants of a society long gone?

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<sup>2</sup> Metro Wiki | FANDOM Powered by Wikia, accessed August 31, 2018, [http://Metrovideogame.wikia.com/wiki/Metro\\_Wiki](http://Metrovideogame.wikia.com/wiki/Metro_Wiki).



### Timeline

- 1945: The Second World War culminates in a decisive victory for the Allies.
- 1947: Tensions between the superpowers in Europe lead to increased hostilities and a change in their relationship as benefactors.
- 1950: Tensions reach the common folk and anger erupts into action on the streets.
- 1956: Numerous proxy conflicts erupt between the U.S.S.R. and the U.S. around the world.
- 1997: Tensions escalate when technology allows sophisticated nuclear weaponry in a much greater number.
- 1999: The Soviet Union threatens the U.S. for encroaching and subverting territories that are considered part of the U.S.S.R.
- 2012: Tensions reach new highs as leaders are swapped out for more abrasive ideologies.
- 2013: WWII begins. Terror erupts in the streets as nuclear warnings go off in Moscow.
- 2023: Present Day. Conflict between large factions looms in the horizon.

### Terms and Definitions

The Metro: Conceived and built by the Soviet Union following their victory in WWII, the Metro was a testament to Soviet resilience and fortitude at the hands of aggressors everywhere. The expansive tunnel system was constructed under Moscow and was meant to stretch outwards to provide easy access to transportation both near and far. Its use, however, was highly limited as WWII forced thousands of citizens underground shortly after completion. The Metro has since become a haven for these groups, a stark reminder of the once great civilization that existed above ground.

Metro Stations: Small underground communities that exist in what used to be terminals for the Moscow Metro system. Repurposed to house people comfortably, the stations themselves have become living spaces for those trapped underground. Each Metro station is self-sufficient and practises its own form of sovereignty under the leadership of a council that protects and enforces the boundaries and reach of the station itself.<sup>3</sup> Many Metro stations specialize in a certain resource that enables them to participate in the trade economy that has flourished.

Makeshift Weapons: Makeshift weapons are made from various household parts rather than military grade machinery in a factory. Most weapons in the Metro are classified as makeshift weapons and are therefore the most commonly available, found in the arms of both local armed forces as well as merchants and travelers to ensure safety.<sup>4</sup> Because of their handmade nature, inefficient ammunition usage is commonplace due to cartridge misfires.

Military grade weapons: These are of superior quality compared to makeshift weapons. Most military grade weapons were made before the nuclear war; however, some are being produced by

<sup>3</sup> Glukhovsky, *Metro 2033* (London: Gollancz, 2011), 23.

<sup>4</sup> 111.



stations that have military grade machinery that survived the war.<sup>5</sup> These weapons are rare in the Metro system: only the most powerful or lucky stations and individuals can access them.

Filters: A colloquial term for gas mask filters, this primitive technology allows people to roam the surface with protection from radiation and dust. Though invaluable to Stalkers, filters can be their downfall if ruptured.

Stalkers: Stalkers are people trained to venture to the desolate and radioactive surface. Good hunters are prized for their livelihood and have been known to amass immense personal wealth throughout their travels. While mercenaries at heart, many Stalkers align themselves with factions that pay well for their services and offer them better opportunities for excursions above ground.

### Factions

*The Coalition: “For Humanity, Let Us Rise, Undivided in Purpose”*

A collection of small stations in the northern most tip of the Metro, the Coalition has sensed aggression from numerous external communities. It aims to preserve the nature of humanity in the Metro by fighting against those who aim to project their power and influence across the world. While the Coalition is still relatively small, it has amassed several resources through its initial population and physical geography. Delegates will decide the fate of the Coalition and whether it will go down in history as a victor or victim.

*The Red Line: “One Party, One Leader, One Ideology”*

An entire line of Metro stations controlled by a Communist police state modeled on the former U.S.S.R., the Red Line aims to uphold the classic Communist model espoused by the party and seeks to unite all people of the Metro into the proletariat regardless of their wishes. The Red Line is thus inherently hostile toward the rivalling government faction of Das Faust, backing armed resistance against them and attempting to increase their influence to quash them out of existence. Due to their history as a pre-Soviet base, those composing the Red Line’s stations tend to be former officials, soldiers, or beneficiaries of the old regime.

This faction’s military branch is the Red Army, pulled together from the scraps of the former empire. Because of the faction’s size and associated stations, it has become exceedingly important for the Red Line to protect its assets and people from threats.

The size of the Red Line’s membership also enables a secret police branch known as the KGB, responsible for espionage, intelligence, and policing duties within the Red Line. The ranks of the KGB are comprised of some of the staunch ideologues within the Red Line’s citizenry and perform the much-needed acts of surveillance and exerting.

*Das Faust: “With the Power of Gods, We Too Can Pave Our Own Destiny”*

A nationalist police state within the inner ring of the Metro, Das Faust wishes to control all power in the Metro system. It is characterized by an ideological drive to keep humanity pure of radioactive mutation and impurity, placing an intense focus on purging those who submit to the status quo without aspiring for greatness. Purity and being unirradiated are heavily valued in the

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<sup>5</sup> 142.



faction. Das Faust therefore directly clashes with the Red Line over power and ideological difference. While not as large or influential as the Red Line, Das Faust has accumulated increasing support from neighbouring stations as it assimilates them into their legion. Its technological research is notorious for being extremely strong and intricate. The Coalition must find clever methods of dealing with this faction as it is strong and focused on survival and success in its search for power.

*The Hansa: “Our Trade is Our Greatest Asset and Ally”*

The colloquial name for the Commonwealth of the Stations of the Ring Line, or the Hanseatic League, the Hansa is a confederation of stations constituting the ring of the Metro.<sup>6</sup> Drawn to the allure of a different kind of power, the Hansa opted to prioritize trading possibilities, creating trading networks giving it control over the Metro’s economy. Due to its success, the Hansa is known for its business dealings and access to wealth. Its trading role keeps it neutral toward most in the Metro, fostering familiar if not friendly relationships. There is word, however, that the Hansa is moving to consolidate more territory by buying out trade routes to a greater degree.

The size and neutrality of the Hansa enabled the construction of small “cities” important to the faction and its trading ring. Venice Station, for example, is located inside the Metro ring at the centre of a network of flooded tunnels, which has seen the development of an aquatic ecosystem of cultivated fish populations and marine flora. The station therefore holds the only large-scale fishing industry in the Metro, crucial to the Hansa.

The faction’s most integral finding by far is the Armory, the centre of weapons production in the Metro. Many weapon-making machines and employees relocated beneath the former Kalashnikov weapons factory to continue production. While other weapon factories remain functional, such as the one in Das Faust, none compare to the Armory. Everything ‘weapon’ is produced here, like grenades, mass-produced makeshift weapons, and new military grade weapons such as the AK47. The key role that the firearm industry plays in the Metro, especially in inter-factional disputes, gives the Hansa the upper hand in many bargains and negotiations.

### Resources

Living underground is no easy task. To survive in the Metro’s underground landscape, delegates will need a steady supply of resources to sustain and protect the Coalition, as well as to remain content and to keep morale up. The committee will oversee acquiring an ample supply of these resources, which are divided into three main categories (see Committee Mechanics for details on how resources will be used during committee sessions, page 14). Delegates can acquire resources through conquering, developing their own industries to manufacture and store these resources, or establishing a trade network that can sell Coalition-manufactured products.

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<sup>6</sup> Metro Wiki | FANDOM Powered by Wikia.





### *Natural Resources*

#### Fish

- Prized for rarity and taste, the only major fish populations of the Metro exist within the flooded stations of Venice, though small populations have been known to exist elsewhere.
- May become difficult to preserve due to containment difficulties.

#### Pigs

- It is said that all pigs in the Metro system are related to the surviving pigs from the Moscow exhibition right before the mass evacuation.
- Pigs are the main source of protein for Metro residents that is not radioactive ground meat, though they are only farmed at certain stations.

#### Mushrooms

- Mushrooms are an essential staple of the daily diet in the Metro.
- Mushrooms can be dried into a very basic tea that is easily exported throughout the entire Metro and can be ground into spices for inhabitants as a substitute for salt or pepper.

### *Technical Goods*

#### Medical bays

- For obvious reasons, these are an integral commodity for larger Metro coalitions, especially those with large armed forces.
- Medical bays hold medical supplies that can also be used in the field if required.
- While not specifically tied to R&D, certain medical bays offer key insight into problems that can be used to create better technology.

#### Books/technical documents

- A novel is hard enough to find in the Metro, but a technical document with useful information is worth gold. Books are rare and extremely valuable.
- Fictional books are a luxury that improves the happiness of Metro residents; non-fiction books/technical documents have useful information that would otherwise be forgotten.

#### Power generators

- Power to fuel lights are essential to survival in the Metro.
- All Metro stations have a power generator: poorer stations use hand-cranked generators, while richer stations wind turbines, oil, and water turbines to power generators.

#### Water filters

- All creatures need water. Water filters are active in all stations taking in water from the surface or rivers in the Metro tunnels.
- Many a conflict have been tied to these filters.



### Rail cars, trains, rail tanks

- Rail cars: Most stations own at least one small four-man hand-operated rail car. Richer stations may own motor-operated rail cars.
- Trains: Very few subway trains work nowadays in the Metro. Only the most powerful factions, such as the Red Line and the Hansa, own working trains.
- Rail tanks: As the name suggests, a rail tank is a battle tank on rails. Only the most militaristic factions own rail tanks, such as Das Faust and the Red line.

### Firearms/weapons

- Weapons are found in grades in the Metro: makeshift weapons and military grade weapons (see definitions on weapons, page 5).
- The wealthier powers of the Metro, such as Das Faust, the Red line, and the Hansa, as well as famous individuals, can afford the military grade gear unlike the rest of the Metro which only deals in makeshift weaponry.

### *Luxury Goods*

#### Canned food/MREs (meal, ready-to-eat)

- Preserved food stored in military ration packs or cans found in stockpiles on the surface or in unexplored Metro systems.
- Contain foods that are no longer available in the world like canned peach, corned beef, and beans, and are not commonly consumed by the average Metro resident.
- Can be used to improve the morale of residents or packed for long-term excursions.

### Shelters

- The average Metro resident lives where they can, in a relative sense of simplicity. A mat on the side of a rail track, a bed in a cave, a makeshift hut made from scrap and garbage in a station, or the wreck of a subway train may act as shelter for most in the Metro.<sup>7</sup>
- More important members of a Metro system or those of richer stations live in well-constructed huts made from metal/wood or pre-existing side rooms in a Metro station.
- Lighting is a huge issue in most stations, as the only light source is often emergency lights or the occasional candle. The environment is frequently dark, and citizens of the Metro regularly cite darkness as one of the biggest dreads of the system.

### Bullets and currency

- Over time, bullets became the Metro's standard currency. They are universally accepted as a medium of exchange, but also serve a dual purpose as ammunition for firearms. (See Committee Mechanics, Currency subsection, page 15)

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<sup>7</sup> *Metro 2033*, 26.



## Topics of Discussion

### Topic One: Survival

The basic guiding principle of the committee. The necessity of self-preservation is a fundamental goal for all delegates and should be pursued at all costs by the committee. Delegates are encouraged to focus on policies, resolutions, or actions that ensure the safety of Coalition-allied stations, with little deviation from this outlook. This can be done through active reinforcement of allied stations by bolstering defense posts or by ensuring that the populations have an ample supply of food and water to ensure their happiness and survivability.

To survive also means to be able to defend allied stations from other factions, and to ensure their wellbeing as well. Proper resource management, security allocation, and trade agreements will be vital to fulfilling this goal. Entering negotiations and partnerships with other stations and will prove helpful at maintaining greater survivability through numbers, while ruling with an authoritarian fist can ensure compliance and security.

### Topic Two: Expansion or Pacification

Survival is not the only concern of the council. Though occupying very little territory at the beginning of the committee, the location of the Coalition puts delegates in a strong position to expand their territory and influence. As previously mentioned, there will be various ways of consolidating this influence, and the manner in which the council aims to pursue this goal will affect later events and outcomes of committee itself.

Delegates wishing to expand the influence and dominance of the Coalition can opt for a more aggressive form of outreach, pushing forward and recruiting other stations to their side via force and violence. Delegates preferring pacification and relations with other stations achieve this via trade agreements, traditional means of discourse, and diplomacy. Regardless of which path is ultimately taken, delegates will have to exercise caution for their Coalition's size and reputation as it can attract both the right and wrong sort of attention. Neither path will come without its consequences.

### Topic Three: Research and Development

One of the benefits of becoming a coalition is the ability to pool collective resources aside from mere survival. Countless technological breakthroughs became the necessity of life following the arrival of people in the Metro, whether it is transportation, security checkpoints, or even makeshift weaponry that was to be prepared for life underground. Delegates will have the ability to shift some of their resources in researching technology at R&D locations within the Metro to better their existence while living underground.

Research into technologies like munition and armour improvement can give delegates an upper hand when combatting rival factions. Developing stronger trade routes that increase market reach of existing resources will ensure continued prosperity. There is also talk of places of immense wealth in the Metro, untouched by human hands presumably because of the dangerous nature of these areas. Perhaps it is worth looking into these points of interest... at least with proper gear and equipment.



## Characters

There are four types of people in the Metro: Leaders, Engineers, Traders, and Security. While trying to avoid stereotypes, these categories give greater insight into the values and preferences that delegates will have during committee. These categories also highlight a shared ability that all delegates in a category can use in personal directives, to be revealed during committee session to keep delegates on edge. Further information about character bios will be made available on the **committee wiki**.<sup>8\*\*\*</sup>

***Vlad Kusteva, Leader:*** An elderly man of humble standing, Vlad's great fortune allowed him entry into the Metro long before throngs of people rushed through the gates. He is a principled man, guided by the Church and a strong devotion to the common good. Since arriving in the Metro, he has made a living distributing reading material to disgruntled people who remember the days of living in sunlight rather than the artificial emergency light underground. As a guardian figure in his small community, he has been inducted into the council to offer what will hopefully be a voice of reason to debate.

***Sasha Baren, Leader:*** An actor turned political, Sasha was one of the most famous comedians in Moscow's entertainment scene. His plays on the folly of U.S. imperialism and the dangers of capitalism were quite popular. He was among the few cultural icons that managed to escape underground as nuclear sirens went off, running into the station as his entourage (or maybe they were just terrified people?) slowed down the guards around him. Sasha found a new audience in the damp corridors of the Metro. Entertainment was a necessity for those living underground, and plays would be for remembering the illustrious past for a stronger future. His dream ended, however, when an altercation whilst travelling in a small caravan from his home station led to a permanently disfigured arm and a missing leg. Distraught, Sasha rerouted his energy for theatre into speeches meant to rile the citizenry to a common cause.

***Eirk Grunefelder, Leader:*** Deposed in the previous political scene, Eirk was an expat of Germany that was co-opted by Soviet authorities to act as a symbol for those who wished to jump from unallied West Berlin territory to the Soviet-controlled East side. He later became a proud member of the Germans for Soviet Victory Party. He was proud of his achievements until he found himself underground at the hands of a particularly merciless group of Red Line infantrymen in the tunnels. Putting his past behind him, he aimed to use the one skill he did have to help others. His voice was loud and structured, poised and confident. He might not be able to right all the wrongs he suffered, but he could at least prevent others from making the same mistakes.

***Veronika Kazansky, Leader:*** A politician of the people, Veronika has always been surrounded by the common folk, feeling their desires with every fibre of her being. She took up partisan resistance at a young age, which led to several nights spent in the local jail houses for instigating riots. This continued into adulthood as she inspired more rebellion among locals. One solemn morning, she

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<sup>8 \*\*\*</sup> A wiki has been created specifically for this committee. It is crucial that delegates visit this wiki for additional information about their characters and for content that is not included in this Background Guide. More content will be added to the wiki closer to the conference. You can access the wiki here: <https://metro-2033-ascension.wikia.com/>



received a knock at her door and a pistol to her head: she would cooperate, or they would blow her brains out. She was forced to comply. On their way to a black car, a siren rang out overhead, much to her captors' confusion. Seizing the opportunity, she ran into the Metro, blending in with the crowds until it was safe. She eventually came to enjoy life in the Metro, inspiring the masses to revolt against their oppressors. Her resistance was key in inspiring the creation of the Coalition and has been since co-opted as a rallying cry for all members of the Coalition; rich and poor alike.

***Yuri Evangrad, Engineer:*** A former grunt in the Moscow police force, Yuri was never made for frontline duty. Despite being accustomed to the daily trivialities of filing and organising mounds of police records and intelligence, he was transferred out to the frontline on the day the bombs fell as a result of his exceptional physical test scores. He was among the many guards to abandon post and seek refuge within the Metro, and one of the few who managed to escape his commissar's bullets unscathed. Delving deeper and deeper into the underground, Yuri found solace amongst his travelling companions and eventually settled on Coalition grounds, where he found joy in the monotony of simple life, at least when he was wasn't worried about being ripped to shreds by the other hazards of the Metro. Seeking his technical skills, the Coalition adopted him into their council.

***Nadia Cragzniz, Engineer:*** A nun continuing in the service of her church despite arriving in the underground with nothing. Despite reservations, Nadia made little fuss when she was chosen to carry on the legacy of the church in the Metro, as her sisters bid her farewell from the doors of the Metro. Arriving underground with nothing, she worked to keep the community's religious values strong, letting these principles guide her in her work as a nun. When not sectioning off areas for prayer or bandaging up those that require the Lord's salvation, she upholds her morals without limit. Despite the moralistic differences she shares with certain members of the community, her understanding of religious environments as well as her achievements in charity and medicine have earned her a valuable seat on the Coalition's council.

***Anastasia Strelnikov, Engineer:*** Once a high-ranking Soviet official, she cut ties with her family after opting to marry a convicted felon to be sent to a gulag on charges of insubordination. Her decision was made mere moments before the warnings of nuclear attack came in. Fortunately, years of study in the libraries and trade on Moscow's streets gave her a plethora of skills that gained her easy entry into the Metro. She is certain her husband made it to the Metro in time and is devoted to finding him. She stumbled upon the Coalition during her quest and became an integral part of technology and trade R&D despite upper management's initial complaints. Anastasia's insight will make her a helpful voice in the torrent of opposing ideas.

***Vasily Ramius, Engineer:*** A priest turned mechanic after faith abandoned him in his time of need, Vasily quickly grew in renown as a mechanic of immaculate skill and ability, especially in servicing the bereft pieces of machinery in the Metro. Where he accumulated knowledge of these skills, he will never disclose. He never talked much, but perhaps he never really needed to do so. His rare but insightful comments are integral to the committee as he once operated as a man of faith, and more recently as a man of steel and the proletariat. His dual knowledge makes him an asset for the Coalition, where his skills are used actively to serve the community.



**Andrei Rienofski, Trader:** A stark capitalist whose libertarian views contrasted pre-Metro life, Andrei strongly believes in the free market, though he could not engage with this concept for years due to Cold War politics. Entering the Metro by sheer luck (by kindly asking for directions), he realized that the inherently chaotic environment of the Metro could potentially serve his own interests. He started proliferating large quantities of bullets, the Metro's currency, to use for his own benefit. Pragmatic, though somewhat sleazy, Andrei started his own preliminary trade network in less than three years, his success enabling him to become a financial manager for his local station who oversees stations' profit markets. His insight into trade networks makes him essential to dealing with the increasingly oppressive Hansa, and the coalition is grateful for his assistance.

**Artem Gangaren, Trader:** Artem grew up in a small village at the edge of Moscow. In trips to the big city, he marvelled in the magnificent architecture and culture that the government cultivated. He left for the illustrious Moscow after reading leaflets sent to his village detailing city planning jobs. On his way, his tram screeched to a halt as loud noises filled the air; the driver ran out on to the streets while passengers screamed. Following the crowd, Artem was shocked to find hundreds attempting to reach a massive doorway. The following hours are blurry, but Artem firmly believes it is for the best. In his journey to forget his past, he plunged himself into creative station management to improve the ergonomics of living underground. As someone that understood the needs of the people, Artem was quickly chosen as a representative for the Coalition's council.

**Anja Kusi, Trader:** A peddler for most of her life, Anja was born to poor parents during the height of the Cold War, taught to scrape by with the one thing she knew how to do: sell things really darn well. Starting as a tin salesperson, she worked her way up to managing state-owned metals shop, keen at figuring out exactly what made her customers tick. Just when she was able to finally own a proper store that would make her parents proud, the evacuation sirens went off. She left with as much money as she could carry, but it was worth little underground. Having supposedly lost both her parents and having nearly nothing, Anja only had one option: do everything over again. She managed to get back on her feet as a tin worker of relative renown, fashioning toys and tools out of metal. Having lived through thick and thin, Anja's input to the council is invaluable.

**Ivan Rokossovsky, Trader:** A prolific chef who cooked some of the most famous dishes in Europe but was forced to pick up shop and run away to the underground Metro with barely any fresh food in sight. He was once known as the King of Cuisine in the western part of Moscow, but his title quickly faded, as did many things in the Metro. Distraught, Ivan fell into a small depression that would have deepened, if not for a pious tradesman that saw capability in Ivan's speaking and presentation abilities. His experience getting the best ingredients for his dishes was not lost on him, and he quickly shifted his preferences to things more material in value. While he pledges to cook no longer; his astute sense for business and trade have made him a key asset for the Coalition in broadening their agricultural industry.



**Victor Reznikoff, Security Specialist:** A decorated veteran from the Soviet-Afghanistan war, Victor was a hero in the Soviet Union for action in Afghanistan, but his previous achievements now hold little meaning. He was among the many tasked with both opening the Metro's doors to funnel people to safety and closing them to screams as bombs approached. Seeing little opportunity in his line of work as a guide for displaced peoples due to danger posed by gang rivalry, he stuck to small stations in the north where he first came to the Metro as security for a modest price. He has since taken up helm of the security detail of the Coalition, protecting its southernmost tip from intruders that may cause harm.

**Maksim Krelmar, Security Specialist:** Maksim was just a young child when he was snuck into the Metro in the picnic basket of a family friend that managed to slip through the hordes of people. The first years without a real family unit cemented Maksim's survival of the fittest attitude, emboldening him to live a lifestyle of excitement and action. This was only compounded by the eventual death of his adoptive family at the hands of travelling gangs along the roaming the railways. Seeing the harsh reality of life in the Metro; Maksim quickly aspired to never be killed behind his back. As a member of the outer defensive guard of his home station, his input regarding the expansion of the Coalition is integral, especially with his unique set of skills meant to achieve his ends, no matter the cost.

**Mikhail Gushev, Security Specialist:** Once a member of the Soviet regime's secret police, he has since turned over a new leaf as a member of the Coalition's armed forces. In the early days of the Metro, Mikhail worked as a mercenary for the Hansa; back when the faction was struggling to gain territory and make trading connections. Knowing the intricacies and manners that accompanied years of being in the secret service, Mikhail performed well. However, as the Hansa soon turned to criminals and questionable individuals to help line their pockets for dubious reasons, Mikhail knew he had to turn away from his previous employer. In the dark of night; he left his caravan without so much as a single word. Eventually, he found himself in the company of the Coalition, where is able to practice his trade once more. He is not paid as much now, but he is glad his actions do not further divide those in the Metro. Can't really cause as much damage when they're dead.

**Anna Volkova, Security Specialist:** A skilled chemist, Anna was on the verge of a breakthrough that would give the Soviet Union a definite edge in offensive weaponry. This research, however, was cut short by the whirring of bombs overhead. Deemed a "V.I.P." by her colleagues, she was whisked into the Metro by mysterious men and held at gunpoint to reveal and develop the technologies she was working on above ground. This was no place for someone of her intellect; she took advantage of a reactive acidic compound and managed to dispatch the men when they got too close. Jumping between stations and surviving off goodwill, she eventually found a colleague working as a researcher underground, preparing weapons research for the Coalition. Anna joined, quickly becoming a pillar of developmental research in the community, gaining her an influential spot within the organization, and enabling her to continue the research she desperately wished to complete above ground.



## Committee Mechanics

The following mechanics are described specifically for the goodness of the committee and its specific contexts. Further clarification of any of these mechanics can be forwarded to the director

### Territory and Influence

Metro 2033: Ascension was developed with the mythos of the Metro universe in mind. The unique setting and mechanics of this committee will allow delegates to choose how they wish to tackle the expanse of the Metro and determine how the committee ends.

The first mechanic is the sizeable Metro system itself and what it means for the people that inhabit its corridors. The Metro is by nature a sprawling expanse, ripe for the proliferation and exploration of society.

The goal of this committee is not just to survive, but to thrive, with delegates aiming to solidify a much stronger presence in the Metro through their own means. In this way, consolidating territory by broadening Coalition influence beyond its subway stations is integral, done either through establishing ties with neighbouring stations (which will rely on a dice roll for success) or by conquering and assimilating them into Coalition territory. Either method will establish a stronger presence in the Metro that allows expansion. Coalition notoriety grows with territorial gain, and it is likely that rivalling factions will parley or wage proxy fighting against the committee, making a coherent decision-making process crucial. Delegates will have to take into account alignments, future partnerships, and their own security when it comes to reaching a decision.

A key aspect of this committee will be effectively using private directives to both enable greater individual autonomy and to channel the executive powers of each character category. Resolutions are integral to success and come from organized efforts by the entire committee.

### Alignment

A simple modifier to make delegate actions feel like they have greater influence, alignment will be a value attributed to the type of actions collectively made, negotiations and partnerships with other stations, and directives that fall outside of these realms. Alignment affects the Coalition's reputation, especially in negotiations. Before major actions are taken, the crisis team will announce the shift in Alignment that delegates must consider should they decide to follow through with their decision. This goes for any other interaction that will have repercussions on Alignment, such as allying with another large faction or being compassionate versus cruel.

### Currency

The other primary mechanic of this committee is the nature of the Metro's currency: bullets. The value of bullets cannot be understated and provides a jarring question for delegates. Delegates will have to decide whether to use bullets for an offensive or to barter with other stations.

Bullets are obtained through trade, conquering rival stations, or committee-prompted excursions to search the areas surrounding the controlled stations. As Coalition territory grows, businesses and operations can be started to generate other smaller resources that could turn a profit in local





markets. The use of this currency, however, is very limited in a closed-off environment like the Metro, so resource management will be important.

The Coalition communally shares a stock of bullets to ensure that accountability and fairness are considered regarding the use of this resource. Delegates can still earn small personal bullet stockpiles through excursions and by successful trading developments.

### Excursions

Delegates will have a small force of local fighters and cadres that can be used as the Coalition sees fit. While most are prepared for station security, others are more fit to go on excursions throughout the Metro to gather intel on rivalling factions or to scavenge for resources.

At the start of committee session, much of the Metro is still undiscovered and unknown to the Coalition. The goal of excursions is to increase the amount of uncovered stations to better move forward with Coalition plans. As the committee progresses, it will be possible to draw the attention of experienced Stalkers who may be interested in scouring areas above the Metro system as well.<sup>9</sup> These excursions may provide a greater understanding of the world above the Metro and find rarer resources not easily found in the Metro itself. Of course, those that go on excursions are not immune to the wheels of fate and may be killed. Delegates must decide which ventures merit risking some of the stations' top combatants.

Excursions will be undertaken by non-playable characters (NPCs) at the committee's request. These NPCs may be from the Coalition's local reserves or may be those who are merely enticed by motivators like bullets or prestige. Delegates must decide who to send on excursions and with which resources they should be equipped. These decisions will be ratified by a formal resolution that must be passed by the committee in order to be put into action.

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<sup>9</sup>*Metro 2033*, 49.



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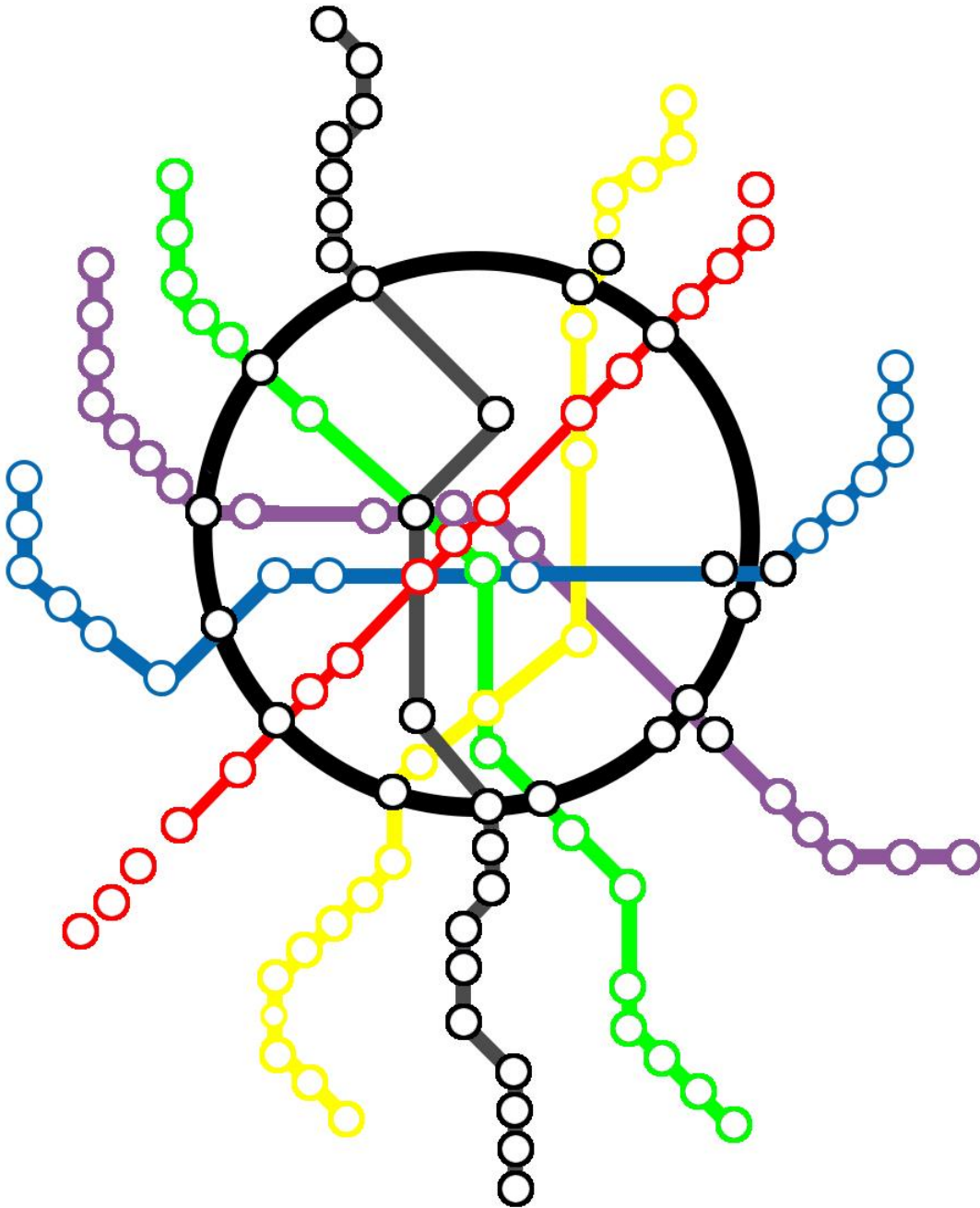
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## Appendix

10

### Beginner's Map of the Soviet Metro



<sup>10</sup> [https://metrovideogame.wikia.com/wiki/File:Post-Apocalyptic\\_Metro\\_Map.gif](https://metrovideogame.wikia.com/wiki/File:Post-Apocalyptic_Metro_Map.gif)





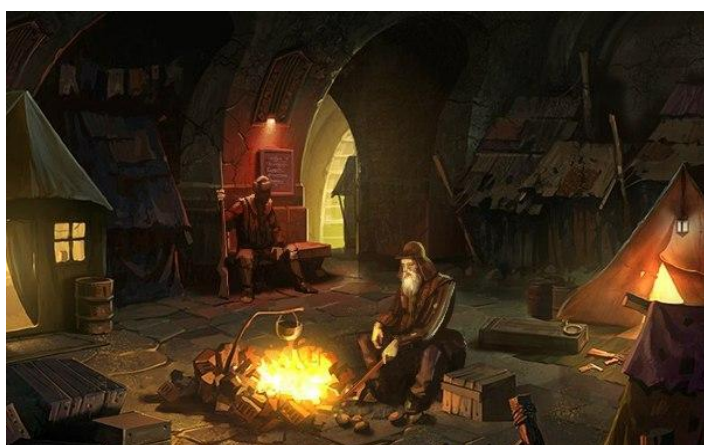
*The Red Line's Official Flag<sup>11</sup>*



*Das Faust's Emblem*



*The Hansa's Emblem<sup>12</sup>*



*A standard Metro Station<sup>13</sup>*



*The Coalition's makeshift emblem*

<sup>11</sup> Metro Wiki | FANDOM Powered by Wikia, [http://metrovideogame.wikia.com/wiki/Red\\_Line](http://metrovideogame.wikia.com/wiki/Red_Line).

<sup>12</sup> <http://metrovideogame.wikia.com/wiki/Hansa>.

<sup>13</sup> <http://metrovideogame.wikia.com/wiki/File:АЛЕКСЕЕВСКАЯ.jpg>.

