

THIRD EDITION

HEAVY GEAR



TERRA NOVA COMPANION

MANHIND'S NEW HOME

THE SCIENCE FICTION ROLEPLAYING GAME

PRODUCTION • BOOK OVERVIEW • TERRANOVAN PLANETARY BASICS • TERRANOVAN LEAGUES • TERRANOVA MAP • THE NORTHERN CITIES • THE NORTH •
NORTHERN LIFE • EXETER • FRANKLIN HARBOR • INNSBRUCK • KENEMA • KOSSUTH • LIVINGSTONE • PETROPOULIS • SESHU • SKADI • SMOLENSK •
BRENTON • VALERIA-PORT AURORA • YELE • ZAGAZIG • ASHINGTON • BATON ROUGE • CANTERBURY • DJAKARTA POINT • LYONNESSE • MAINZ • PIONEER
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AVARA • SMYRNA • BASAL • BANGWEULEU • OKAVANGO • GARDENA •



DREAM POD 9

THIRD EDITION

HEAVY GEAR®

Welcome to Terra Nova! From the corrosive white sand of the Great White Desert to the snow-capped peaks of the polar mountains, the people of Terra Nova have always faced challenges head-on and persevered. Are you ready to meet the challenges of Terra Nova? This 3rd Edition book combines the best elements from Life on Terra Nova, Into the Badlands, Paxton Gambit and all the Heavy Gear League Books. Focusing on the physical and human geography of Terra Nova, the Terra Nova Companion provides players and Gamemasters with all the information they need to navigate the planet and set a background to play their roleplaying or miniature campaign against. The sourcebook includes the following information:

- Maps and background information for all the city-states of the North and South.
- The Badland powers of Peace River and Port Arthur are detailed, including maps of the Peace River complex and the area controlled by Port Arthur.
- Profiles of notable Terra Nova personalities from all parts of the world.
- The ever present homesteads and oasis towers that occupy the territory between city-states.
- Native plants and animals revised and dual-statted for both Silhouette and the Open Gaming License (OGL).

Requires the use of the Silhouette CORE rulebook (TM) published by Dream Pod 9, Inc., or a Roleplaying Game Core Book published by Wizards of the Coast (R), Inc. You will also need a few six-sided dice, pen, and paper. Suitable for 2-6 players, aged 12 and above.



Produced and published by Dream Pod 9, Inc.

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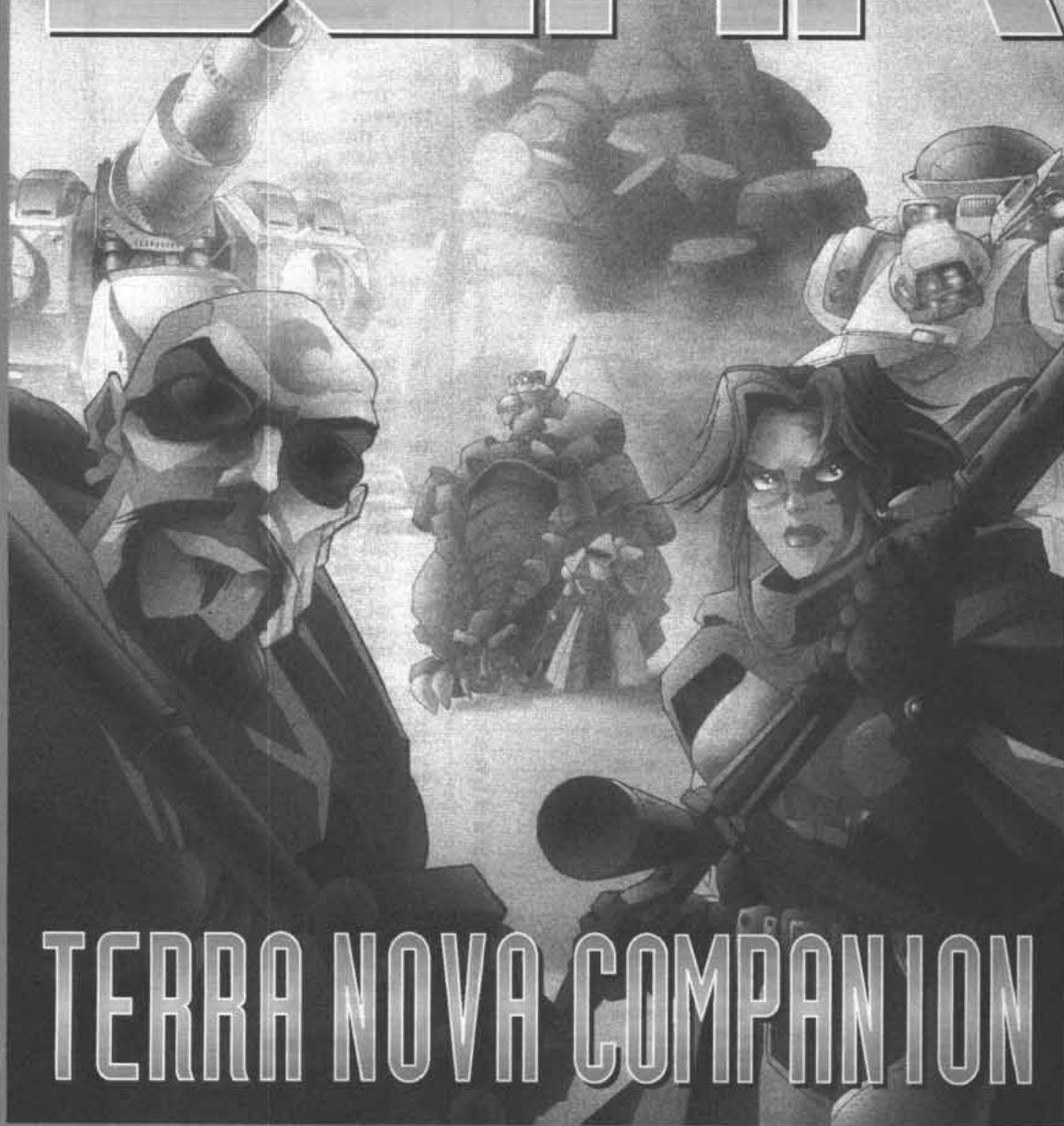
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BOB'S DEDICATION:

To all the people involved in making Heavy Gear one of the most detailed Sci-Fi universes ever created.

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Chapter 1: Introduction

Welcome to Terra Nova! From the corrosive white sand of the Great White Desert to the snow-capped peaks of the polar mountains, the people of Terra Nova have always faced challenges head-on and persevered. Are you ready to meet the challenges of Terra Nova?



Book Overview - 1.1

Terra Nova has ever been a place of contradiction and conflict, but only because its nature was set from the first moment the colonists arrived. And since those first colonists arrived, Terra Nova has changed, and grown, and experienced all manner of triumph and tragedy, and have continued to meet all challenges as though the Terra Novans of today were no different than the colonists of the past. The Terra Nova Companion details the people, places and things that make the world of Terra Nova the unique world that it is. This book combines the best of all previous books regarding the Terra Nova as a place and a people. With over of one thousand pages about Terra Nova published in *Life of Terra Nova*, *Into the Badlands*, and the *League Books*, some details were left behind: historical stories, minor personalities and powers, anecdotes, and trivia. For those that are interested in further details on Terra Nova, these books are available through the Dream Pod 9 website at <http://www.dp9.com>.

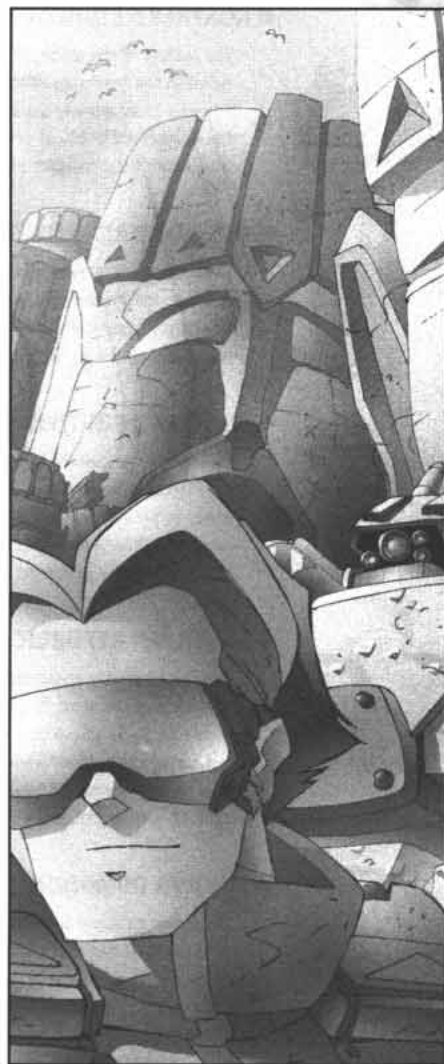
Chapter Two and Three provides details about the geography of the Confederated Northern City-States and the Allied Southern Territories, respectively. The city-states of Terra Nova have always been the center of life for the surrounding area, so the city-states of each nation are detailed with vital statistics, a visual of the city-state, a map, and a description of its features and background. Each city-state has a unique character by which it is known on Terra Nova, and they are diverse in their character.

Chapter Four covers the Earth enclave of Port Arthur. Port Arthur was formed from the remnants of the Colonial Expeditionary Force left behind when the Earth fleet withdrew at the end of the War of the Alliance. The humans and GREs that were refugees are now full citizens of Terra Nova, working and surviving as any Badlander would, and they have even been joined by many native Terra Novans who live under the Port Arthur Korps protection.

Chapter Five details the independent Badland city-state of Peace River. Located amongst the stone mesas of the Karaq Wastes, this neutral power is an economic and military powerhouse of Terra Nova. Paxton Arms is Peace River's corporate master, and business has never been better. The Peace River Defense Force protects the various interests of Paxton Arms and local homesteads.

Chapter Six looks at the people of Terra Nova from pole to pole. This chapter covers what it is like as a citizen of Terra Nova: aspects of personal interactions and the day-to-day events of peoples' lives. People are meeting the challenges of everyday life, and no where is that epitomized more than in the homesteads and oasis towers that dot the landscape. A selection of profiles about the personalities of Terra Nova completes this chapter.

Chapter Seven provides descriptions and stats (dual-statted SiICORE and OGL) for the numerous indigenous species of Terra Nova. The fauna of Terra Nova has a uniquely reptilian flavor, and the flora is equally unique from the lush jungles of the south to the plains of the north, and all points in between. Certainly one of the greatest dangers to early explorers and colonists where the unknown plants and animals.



TERRANOVAN PLANETARY BASICS - 1.2

Terra Nova orbits along the inside of the life support zone of Helios, a G5 (yellow) star officially catalogued as Eta Trimenia on the star charts. Helios lies more than 3980 light years from Earth, in the direction of the galactic core. The resulting planetary temperature average is hot but bearable in both hemispheres. Only in the equatorial belt do temperatures rise high enough to become dangerous to unprotected humans. Since Terra Nova's orbit is only slightly elliptical, and since the planet only has a 3° axial tilt, the seasonal temperature differences are very minor; Terra Nova's winters are only 5 °C cooler than its summers, on average.

Terra Nova is orbited by three moons. The largest, Hope, is only slightly smaller than Earth's Moon and circles Terra Nova at a sluggish pace, completing an orbit once every 24 Terranovan days. It has no atmosphere and is largely barren, with only a few mining and research installations on its surface. The other two moons, Faith and Charity, are small chunks of ice and rock that were probably captured by the planet's gravitational field a long time ago.

Terra Nova is the second of six planets. Starting from the star, the others are radiation-burned Hermes, the gas giants Zeus and Poseidon, and the frozen gas planets Ares and Hades. For more information on the Helios system, see the **Third Edition Heavy Gear Players Handbook**, pp. 4-5.

INTRODUCTION

1



1.3 - TERRANOVAN LEAGUES

◀ NORTHERN LIGHTS CONFEDERACY

The society of the Northern Lights Confederacy is driven by a sense of moral superiority. This haughtiness springs from the widespread belief in the teachings of the militant Sorrento Revisionist sect. The Norlights often seem to be on a perpetual crusade to ban all they perceive to be morally questionable, which can seem to be just about anything. Paradoxically, Norlights also profess a deep respect for the democratic political process. They accept freedom of expression as a basic unalienable right. Of course, nothing prevents others from using their freedom of expression to publicly denounce a person who expresses inappropriate views.

◀ UNITED MERCANTILE FEDERATION

Mercantilist life is dominated by the belief that there is no such thing as a free lunch. Every person or group is expected to earn their keep, including the government. Capitalism and competition are central to their world view. Wealth is accepted as the essence of power and the measure of a person's worth. Mercantilists are somewhat amused by the Norlight infatuation with religion. They accept the Revisionist faith, but are not often motivated by it. Mercantilists hold conservative socio-political views, but are extremely pragmatic when discussing economic issues.

◀ WESTERN FRONTIER PROTECTORATE

Westerners are defined by the clan they belong to. They are loyal to the family above all else, even above the Protectorate itself. The clan is the primary factor in determining what social status and occupation the individual will have. Their inflexible social network tends to produce individuals with arch-conservative political views. The rigidity of Western society has also produced a strong youth counter-culture which is radically liberal. These youths lash out against their elders using biting social critiques and anarchist political views. Yet, these youths retain many of the values of their elders, especially the strong emphasis on the family's honor and reputation.

◀ SOUTHERN REPUBLIC

The most valuable possession of any Republican is his individuality. They take great pride in being different from every other person in existence. While most foreigners view their society as a form of contained anarchy, Republicans find personal strength in their social diversity. They believe this diversity provides a constant renewal of ideas and concept, preventing their society from stagnating. The only universal political view held by Republicans is their belief that their league's imperialism is beneficial for all the parties involved. This belief is ingrained into them as children and is almost unshakable. Republicans act in a paternalistic manner, often interpreted as egotism and condescension, and are honestly shocked and confused when other Southerners are offended by their attitude.

◀ MEKONG DOMINION

The Mekong people are best described as being eternal pragmatics. Mekongs believe that the ends often do justify the means and have very few scruples about using whatever method is necessary to achieve their goals, though most will not cross into illegality. To the Mekong citizens, material wealth is not a goal in itself, but the social power that wealth brings is very respected. Mekong social views are equally pragmatic. They believe the old axiom, "you only live once" and savor life's pleasures at every opportunity. By Northern standards, the Mekong people are utterly corrupt and without morals. This is a flawed conclusion, however. The Mekong simply have a different system of morality based around certain rules of polite behavior and the means of gaining and losing face.

◀ EASTERN SUNS EMIRATES

Easterners are best classified into three groups: upper, middle and lower class. Each social group is clearly defined by birth and does not mingle with the other. Moving up in society is absolutely unthinkable. Upper class Easterners are complete hedonists and sensationalists. They live for the moment and most are completely amoral. To them, the world is a toy to be played with and the lower classes are merely brutes whose purpose is to facilitate the lifestyle of the upper class. Middle class Easterners are taken from their families during early childhood and brought up in a radically pro-emir environment. Not surprisingly, they are fanatically devoted to their rulers. They truly believe in the emirs' right to rule, gladly helping to suppress "traitors" who rise up against their masters. Lower class Easterners have little choice but to struggle onwards through their daily lives, hoping to avoid the attentions of their masters. Most of them are very passive, preferring to vent their frustrations through bloodsports.

◀ HUMANIST ALLIANCE

Humanist society also divides into three main groups. Preceptors take the role of benevolent father and mother figures. They are pensive and diplomatic, but capable of swift action when time is short. Preceptors prefer diplomatic solutions to problems set before them.

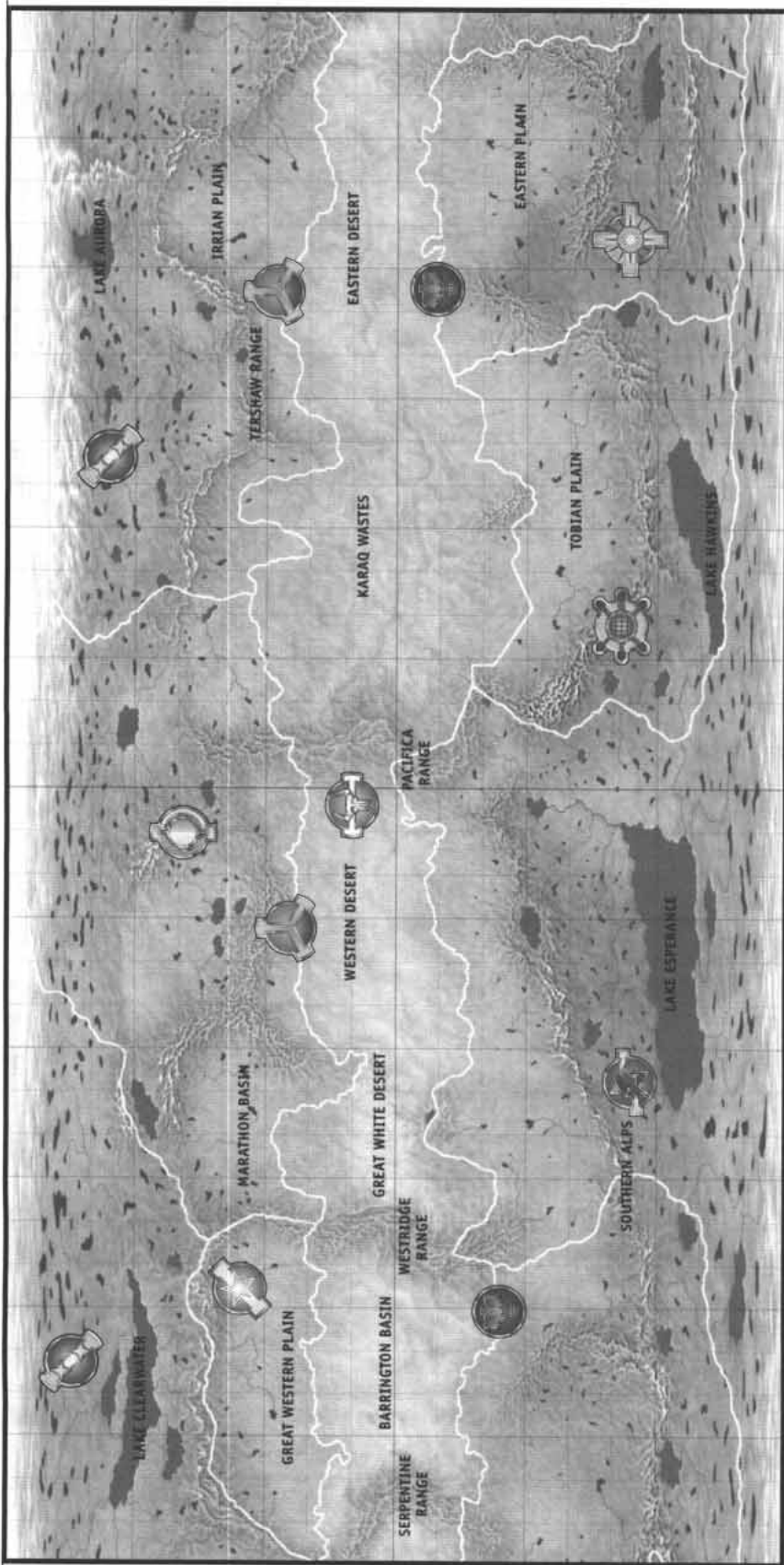
Protectors are perceived as strong elder brothers and sisters. They are naturally emotional, but display firm self-control in times of crisis. Protectors are very physical when expressing anger or affection, and are generally uncomfortable when forced to rely upon language alone. Commoners are often referred to as younger brothers and sisters, the ones who need to be cared for by other, more responsible members of the society. Humanist commoners tend to follow this ideology, sometimes acting much like oversized children. They are both emotional and physical, but are socially conditioned to dislike violence.

6



INTRODUCTION

1



Badlands



Eastern Sun
Emirate



Mekong
Dominion



Humanist
Alliance



Southern
Republic



Allied Southern
Territories



United Mercantile
Federation



Western Frontier
Protectorate



Northern Lights
Confederacy



Confederated Northern
City-States

7



Chapter 2: The Northern Cities

Terra Nova's Arctic is a vast untamed frontier dotted with occasional human communities. Many Northerners claim that the crisp, fresh air of the northern mountains is what gives them their vibrant energy and sharp wit. Southerners, they explain, get their brains parboiled by the South's oppressive heat and humidity.

The people who live among the majestic mountains and rolling plains of the Arctic pole are a hardy breed.

Northerners are a conservative lot, renowned for their industriousness and their patriotism. Highly traditional, they react to novel circumstances with stubborn determination instead of creativity. At home both in urban and rural settings, Northerners scoff at agoraphobic Southerners.



THE NORTH - 2.1

The northern hemisphere of Terra Nova was settled in the early days of colonization. Its relatively temperate climate, plentiful rivers and large forests made it attractive for corporate and private colonists. The Port Aurora spaceport was built as the second major entry point to Terra Nova and eventually grew into Valeria-Port Aurora, the most populous city-state on the planet.

After the chaos of Reconstruction, the North eventually settled into the Confederated Northern City-States (CNCS). This alliance includes three different member leagues: the Northern Lights Confederacy (NLC), United Mercantile Federation (UMF) and the Western Frontier Protectorate (WFP). Though they share many cultural traits, the Northern leagues each have their own way of doing things and have clashed in the past.

Over its 250 cycles of life, the CNCS has also established several protectorates in the deserts of the Badlands. Timmins in the Western Desert, Red Sands on the Cajun Plains and Wounded Knee on the edge of the Barrington Basin each send a single representative to the Inner Council in Valeria. The protectorates are quite diverse: Timmins is an industrial town with a reputation for low-quality knock-offs, Red Sands produces glassware, and Wounded Knee is a smuggling den controlled by ruthless cartels. In TN 1929 a protectorate was also established over Massada, the historical center of Revisionist faith, but this is officially only an accord for defense purposes — Massada has no representation in Valeria and is not considered part of the CNCS.

All the member states send representatives to an Inner Council in Valeria, where the Norlight Confederacy maintains the most seats, followed most closely by the Mercantile Federation. Councilors are usually named by the national governments (sometimes with public consultation) and are seen as relatively distant by the public. The only CNCS officials to achieve recognition across the hemisphere are Chief Justice Winston Stark, who chairs both the Inner Council and the Supreme Court, and Grand Marshal Victoria Edden-Smythe, who commands the military.

Northern Life - 2.1.1

Terra Nova's northern hemisphere is a land of fertile plains and rich temperate basins, cut by tall mountain ranges. While there is a great deal to separate Northerners from one another, from national cultures to geographic location, outsiders often look upon them as a unified whole. Indeed, they all share a great deal.

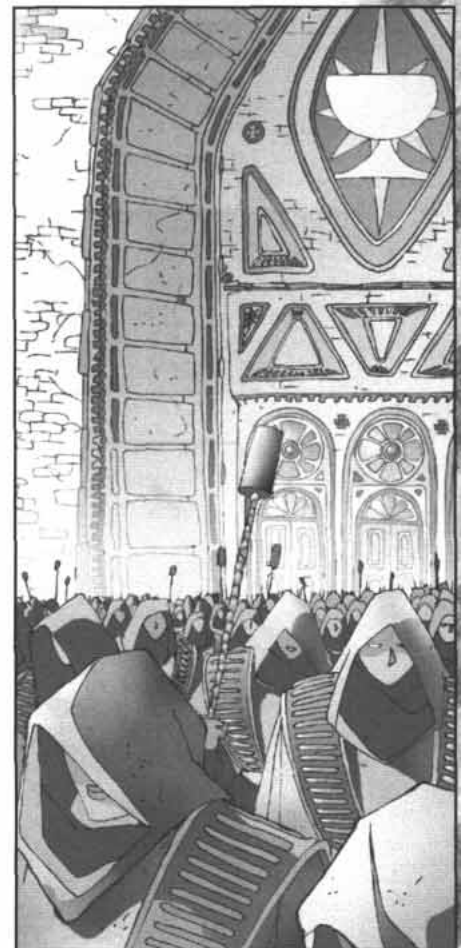
Most Northerners speak Human Anglic, a derivative of Anglo-Saxon languages and the standard language of business in the northern hemisphere. In the Norlight Confederacy, religious ceremonies are performed in Indo-Arabic, since it was the language spoken by Mamoud Khodaverdi, the Gentle Prophet. In addition to speaking Anglic, residents of the Western Frontier Protectorate have also adopted Equatorial Hispanic, an Ice Age tongue which resembles a collage of ancient Spanish, English and Portuguese.

Northerners have a standard currency, the mark. Though most daily transactions are electronic in nature, hard currency is also available for use in smaller communities (or for shadowy dealings). The notes have a standard size (15 cm x 7 cm) and are often referred to as "rainbow money" because the bills progress along the colors of the light spectrum.

The North has its rough edges as well. Almost the entire Northern border with the Badlands is made up of a series of fertile plains and although political treaties fix these borders on the map, actual markings on the ground are very tenuous and the enforcement less than adequate. Many ranchers, traders and farmers make their living right on this frontier, leading a rugged rural life away from the conveniences of the cities.

Since the War of the Alliance, the Northern frontier has become very rough. The mammoth amounts of military hardware left scattered around the Badlands has increasingly found itself in the hands of rovers, smugglers, bandits and other unsavory individuals. The Northern Guard and league police forces are hard pressed to strictly control the huge land border, so isolated communities are often subject to raids or harassment. While individual rover gangs pose a threat in the area they target, a more general problem is growing from a power struggle among the smugglers of Wounded Knee. The cartels control huge networks and the Forzi and Kolson families are locked in a bloody conflict for lucrative Northern routes.

The scattered communities that are established in homesteads in the savannahs just outside of the leagues can also suffer from the problem of unwanted Northern attention. The Peters Clan from Fort James, for example, has been locked in a long term conflict with the independent community of Karlton Ranch. These Badlanders have few people they can turn to if their Northern neighbors decide to impose their will.



NORTHERN CITIES



2

2.2 - EXETER



According to the brochures, Exeter is the only perfect place on all of Terra Nova. Its streets are clean, its people are happy, and the unemployment rate is just 1.1%. The buildings are always in immaculate condition and crime is limited to minor infractions, usually committed by teenagers or visitors. The city's pristine, white marble public buildings and the citizens' ready smiles, while pleasing at first, have been known to unnerve more than a few tourists who are accustomed to a bit more "grit." Norlight flags fly on public buildings, and religious tolerance is a fact of life. All in all Exeter is the "perfect place to live."

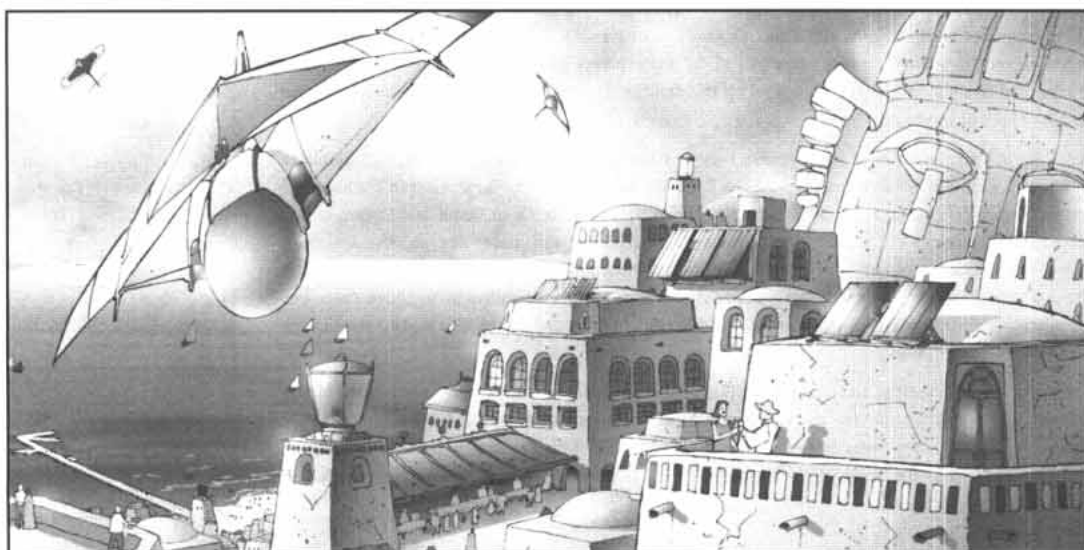
Many people have fabricated their own theories as to why Exeter has developed into this near utopia. The Northern Inquirer, among other trash tabloids, regularly has articles about mind-controlling drugs in the water supply, laser hypnosis beams from outer space or subliminal messages broadcast over local trideo stations. While these claims are considered outlandish, many people take vacations in Exeter only to see the controversial city for themselves, creating a small, but lucrative tourist boom. Several prominent sociologists and anthropologists have devoted numerous hours to study the city in an attempt to uncover how Exeter has succeeded where so many other cities have failed. Though many theories continue to circulate, both outrageous and serious, a definitive answer has yet to be uncovered. Local take all the attention in stride, taking a perverse pleasure in leading tourists on and approaching them with bogus offers to join ancient arcane orders or participate in hypnosis experiments.

Most citizens trace the "perfection" of their community to its peaceful and uniquely privileged history. Exeter began as a small colonial era farming and fishing community on the eastern tip of Lake Clearwater and actually prospered during Reconstruction. Isolated by the water and the Exeter Hills from most of the violence, the burgeoning city-state regrouped the local villages into a defensible community which engaged in trade with Franklin Harbor. Only the rise of the United Mercantile Federation in the sixteenth and seventeenth century saw a real military threat to Exeter and the city state rapidly joined the NLC to ensure its protection. The creation of the CNCS led to a great decrease in military presence and the city-state went on to escape almost all effects of St. Vincent's Plague (hence avoiding the maniacal fervor of the war), was the site of no major Judas Syndrome betrayals and was spared occupation or orbital bombing during the war of the Alliance. Historians claim that this peaceful history has created a peaceful community; conspiracy buffs claim it to be evidence for their arcane theories.

Exeter and the surrounding region are also home to an unusually high number of Stoneheads, including several of the largest in the northern hemisphere. This coincidence is the center of many theories about the city-state. The most famous was popular in the TN 1850s and held that Exeter was built atop a huge "Stonehead graveyard" that contained evidence of a race of super-aliens inhabiting Terra Nova.

Vital Statistics

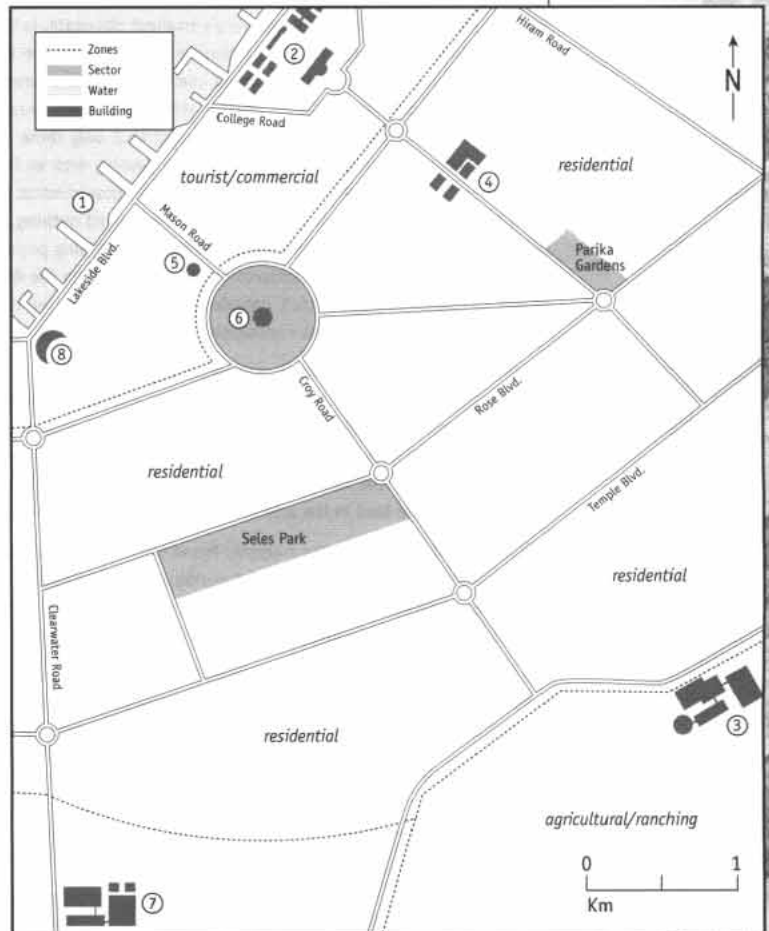
Location:	57°45' N, 111°30' W
Founding Date:	TN 990 (Joined NLC in TN 1570)
Method of Government:	Representative democracy
Head of Government:	Mayor Laurent Belli
Population:	700,000
Principal Industry:	Agriculture, dairy production, fishing





Map of Exeter

Location	Description
1. Exeter Marina	Featuring long civilian docks for sailboats and yachts, the Exeter Marina is dominated by a long boardwalk lined with shops and cafes. Tourists usually spend their evenings slowly walking along the Marina, enjoying the sights.
2. Clearwater College	The large campus of Clearwater College houses a well-respected liberal arts college. The CC School of Archaeology is especially well-respected.
3. Pride/Ex Facilities	This large processing plant produces a wide variety of "Pride of Exeter" gourmet ice-cream and dairy products for export across the hemisphere.
4. Municipal Buildings	The town hall of Exeter was recently renovated and now features a beautiful bas relief of lake scenes.
5. The Mesmro	The most infamous of "conspiracy cafes," the Mesmro thrives in the shadow of the great Exeter Stonehead. It advertizes itself as featuring a full array of mind-control lasers.
6. Stonehead Circle	A large round-about in the center of the lake district, Stonehead Circle features one of the largest Stoneheads in the hemisphere. Most theorize that the head was carved in the TN 300s by early explorers. Some feel it has been there even longer.
7. Exetech Facilities	A designer of productivity software for the modern office, Exetech maintains state-of-the-art facilities that employ over 1,500 local citizens. The grounds feature low-rise architecture, small parks and paths.
8. New Hope	Located at the southern end of the waterfront, the New Hope Compound is home to a small Blue Crescent community. The shaved heads and tattoos of the order are not an uncommon sight in the city streets of Exeter.



too good to be true ●

The people of Exeter are widely regarded as a model community. Crime is the lowest of any city-state on Terra Nova, usually limited to minor cases of teenage vandalism or tourists accidentally breaking a minor by-law. Unemployment is one of the lowest in the North and suicide is virtually non-existent. According to the local tourist office, Exeterites are the most contented people on all of Terra Nova. Some others call them lemmings who blindly follow the city leaders, happy with anything that is done to them.

Exeter has a very strong sense of community. Many citizens volunteer their time to help out with holiday celebrations, local sports matches or any number of events that encourage public pride and spirit. All Revisionists theoretically dedicate Wednesdays (the so-called Gentle Day) to peregrination, a call to community service. In Exeter, this dedication is unparalleled, with almost the entire population participating in communal activities, city maintenance and beautification. Exeter is home to a relatively large number of Jerusalemites as well as a small Blue Crescent commune. They are welcome to participate in communal activities, and many do. Furthermore, as a part of the school curriculum, children must donate five additional hours a week to the city to help in any way they can. This has developed a strong sense of responsibility and belonging which only grows as they mature.

Even though Exeter's darker side is certainly overshadowed by its content demeanor, Exeter is not a perfect city. An increasing number of teenagers are beginning to show signs of escalating rebellious behavior. Some adults blame their children's change in attitude on the increasing numbers of bars and nightclubs which try to make a buck off the tourist boom. A few of the nightclubs have catered to a more "rebellious" clientele, and are quickly coming under attack from various community groups who feel that this music and atmosphere are not good influences on their city. One of these clubs, the Host, was recently burned to the ground in a horrendous blaze. Luckily the fire occurred during the day when the bar was closed and no one was hurt. Exeter police commissioner Connie Wang has assigned to investigators to the case, but she is beginning to think they may be corrupt because the case is not progressing. It remains to be seen if the Host will reopen.



2.3 - FRANKLIN HARBOR



Franklin Harbor, the Nortlight Confederacy's smallest city-state, is located at the northern end of the gamma maglev line and south of Lake Clearwater. Originally a small settlement based around the maglev terminus, which was extended from Fort James in TN 755, Franklin Harbor quickly grew into a select community of Terra Nova's rich elite. The beautiful, peaceful slopes of the Westridge Range overlooking the waters of Lake Clearwater attracted a select group of colonists and corporate officials to the area and the intense interest drove real-estate prices up to the point that only those with substantial amounts of money could purchase land. Over the following cycles the small community began to develop into an idyllic getaway as numerous spas, mineral springs and health clubs invested in the area, eager to profit from the copious flow of marks from its wealthy citizens. When the Human Concordat withdrew from Terra Nova, Franklin Harbor's population shrunk to almost nothing, but the presence of the lake and the maglev attracted Reconstruction era settlement and the city-state became a small trading power by the TN 1490s, reaching an agreement with Western city-states for secure communication and attracting many settlers from the Badlands. By the TN 1570s, a significant Revisionist community had grown in Franklin Harbor, which provided popular support for the decision to join the NLC as a protective measure against the expansionist United Mercantile Federation.

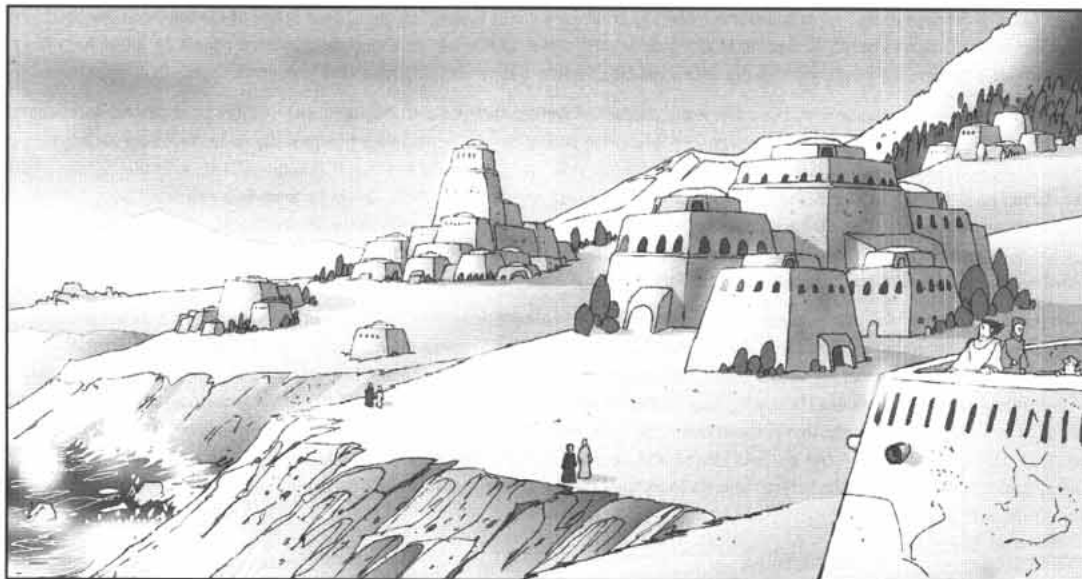
For two centuries Franklin Harbor remained a quiet community, with exclusive vacation homes providing a small, but wealthy tourist trade. In TN 1786, however, Chimera Holidays Inc., one of the North's largest resort chains, opened up the market and purchased a half kilometer stretch of land on the edge of the city, overlooking the lake. As development began on the expensive resort and people learned of the vacation spot, reservations began to flood in. Before the resort was completed, Chimera had booked the first four cycles solid, with much of the following cycles booked as well. As soon as this information reached the public, six other capitalist groups rushed to purchase land in the area and began to develop resorts of their own.

The citizens of Franklin Harbor suddenly found their peaceful retreat threatened as resorts unexpectedly besieged them. They quickly called a town meeting and passed strict zoning laws that relegated resorts and retirement communities to the eastern sector of the city stretching along the waterfront. The western waterfront was reserved for commercial outlets and residences. Essentially the city legislated itself into remaining a "small town" which profited from millions of marks in tourist revenue.

The city has faced a new challenge in recent cycles with the arrival of the Overlook Jerusalemite Commune. Transplanted from Valeria, it has been the victim of an ugly strain of discrimination. The Lake Clearwater region has always been known for its tolerance, but fevers are running high and some fear drastic measures will be taken by local Revisionists.

Vital Statistics

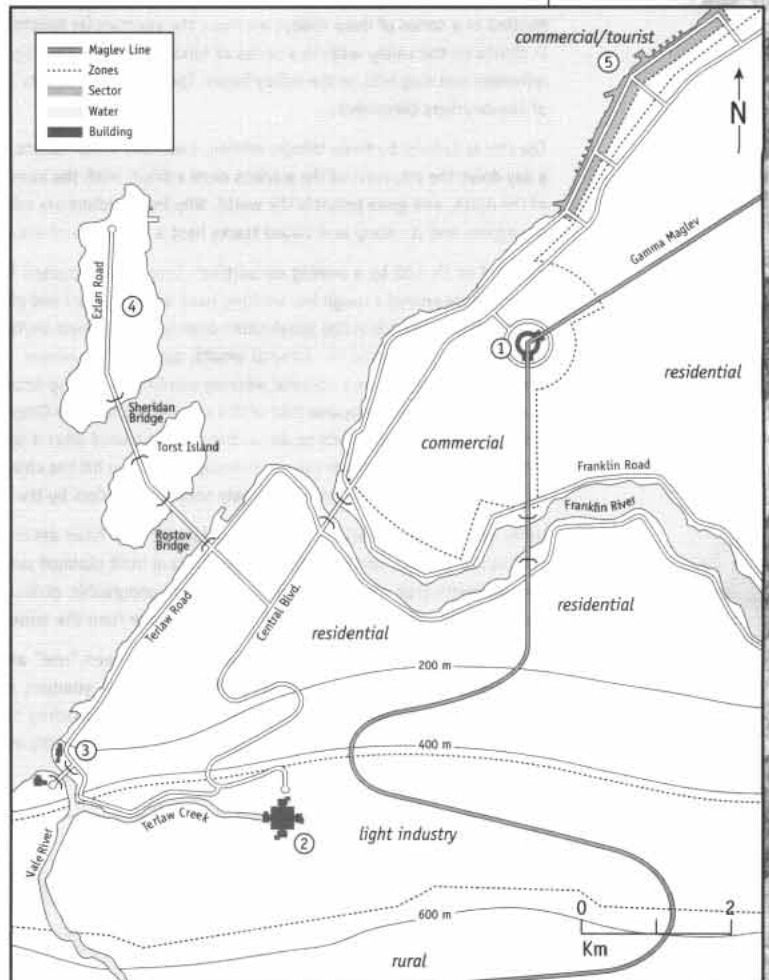
Location:	53°15' N, 158°30' W
Founding Date:	TN 755 (Joined NLC in TN 1571)
Method of Government:	Participatory democracy
Head of Government:	First Citizen Nathaniel Leeches
Principal Industries:	Tourism, health foods
Population:	100,000 plus 140,000 seasonal inhabitant





Map of Franklin Harbor

Location	Description
1. Gamma Terminal	Built on the principle of an oasis tower, the gamma maglev terminal complex houses the local offices of Terranovan TransRail (TNTR), customs facilities, and limited warehousing facilities. A smaller line leads from the terminal to a maintenance facility to the northeast of the city. The terminal was rebuilt in TN 1805 after a catastrophic maglev crash which destroyed the old station.
2. Mountainfresh Plant	In the hills to the south of the city, the Mountainfresh Water bottling plant sits near the Terlaw Spring, renowned for its purity. Mountainfresh water can be found across the northern hemisphere and is sought out by finer restaurants. The bottles of water are delicacies in the Badlands.
3. Overlook Commune	The largest Jerusalemite commune in Franklin Harbor, the Overlook community sits atop a cliff face with a spectacular view of the lake. Most members are immigrants from Valeria who have come seeking a more tolerant climate. The Vale River runs through the center of the commune and spills into the lake at Vale Falls. The commune's presence has led to considerable friction with some local Revisionists because of the increase in Jerusalemite population.
4. Ezran Island	Ezran Island Resort is the most exclusive resort in Franklin Harbor and owns the entire island outright. Linked to the mainland by Sheridan and Rostov Bridges, the island features personal bungalows, private beaches and marinas for all guests.
5. Marina/Waterfront	The main waterfront in Franklin Harbor lines the shore of the commercial district. Restaurants and shops crowd along a broad boardwalk. Slips for a variety of yachts and tour boats complete the image. Day cruises to the islands of Lake Clearwater are a popular choice among visitors, while many locals have their own small craft.



Home Away From Home ♦

The 100,000 people who call Franklin Harbor home cycle-round are in the unique position of being outnumbered by the 140,000 who have permanent homes elsewhere and use their residence in Franklin Harbor as a seasonal getaway. The cool lake weather is most attractive in the Summer and the population dips to about 130,000 during the Winter. Roughly 3,000 Franks (residents of Franklin Harbor) are employed by the resorts and live locally all cycle long, hence earning full citizenship privileges. To receive these privileges, a Frank must prove local residence for 140 days out of each cycle. This marks a clear political as well as social divide between Franks and visitors.

The divide between visitors and residents has generated no small amount of mutual resentment. Many Franks view the resorts and the thousands of tourists that come to the city each cycle as an invasion of their lives. Tourists, in turn, are often struck by how the people of Franklin Harbor are so cold and rude when one wanders out of the commercial districts which live off the tourist trade. This attitude, however, has done little to halt the influx of people coming to take advantage of the spas, saunas, mud baths and mineral springs, or those interested in swimming and fishing in nearby Lake Clearwater. Since Franks are well known for their elitist attitude towards visitors, resort staff are forced to compensate. People who travel a great deal have often commented that the resort staff in Franklin Harbor are easily the nicest and most helpful people they have ever met. Only because the resorts have been careful to hire charismatic employees has the tourist industry in Franklin Harbor continued to thrive.

Social conflict has been growing between the religious communities in Franklin Harbor as well. Jerusalemite communities have existed nearby since Reconstruction and coexisted peacefully, but the construction of a new commune using zoning for resorts has brought out latent prejudices in Franks. First Citizen Nathaniel Leecheks has been faced with trying to keep his sleepy community from fragmenting more than it already has. That he has been at all successful is largely thanks to his close friendship with Rebi Yakob Wein, an elder of the native Jerusalemite community of Franklin Harbor.

NORTHERN CITIES

2



2.4 - INNSBRUCH



Nestled in a series of deep valleys amongst the spectacular heights of the Tershaw Range, Innsbruck appears a rough and tumble city. It climbs up the valley walls in a series of terraces to meet the Saguaro forests on the slopes and plateaus, and flows down to belching refineries and slag hills on the valley floors. These twisting streets and the chaotic mix of houses, factories, and pubs reflects the nature of Innsbruckers themselves.

The city is defined by three things: mining, beer, and motor sports. Two thirds of the population rely on the mines for a living and after a day down the pit, most of the workers need a drink. With the miner's drinking came brewing, and Innsbruck is now the brewing capital of the north, and quite possibly the world. Why Innsbruckers are addicted to loud motor sports is unknown, but the city rings to the roar of engines and its many and varied tracks host a multitude of events and clubs.

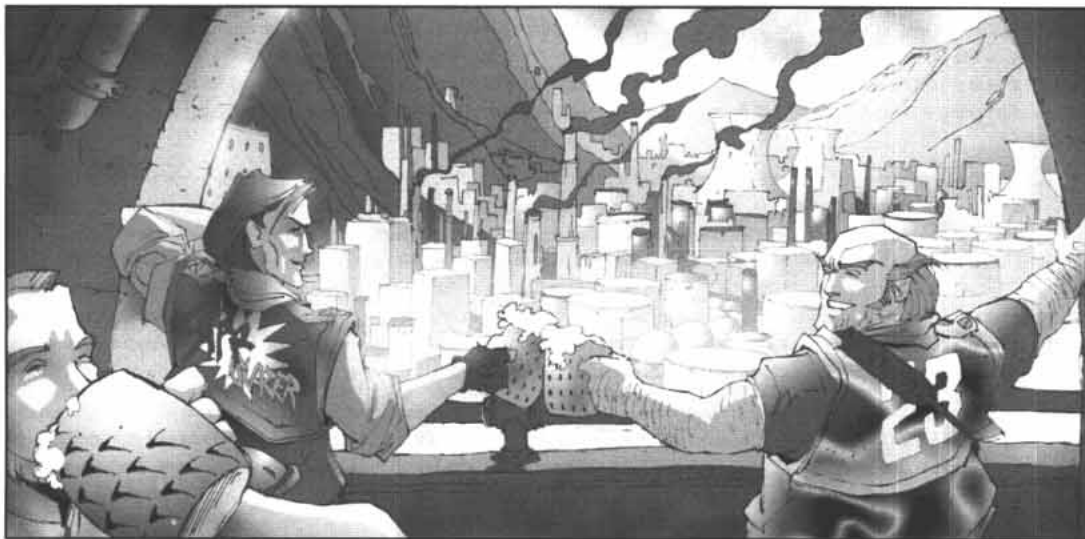
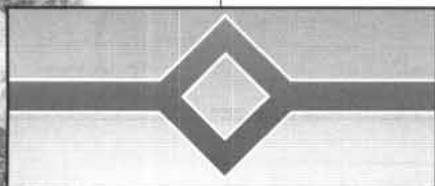
Founded in TN 530 by a mining consortium, Innsbruck attracted tough people who relied only on themselves. As they built a home, Innsbruckers proved a rough lot, working hard, drinking hard and playing even harder. The face of Innsbruck grew to reflect their tough-minded independence as the inhabitants objected to obeying anything so petty as building ordinances. The city's work ethic allowed it to prosper as it dragged the mineral wealth out of the Tershaws, but at a cost in blood. Indeed, thousands of miners died over the centuries because of poor colonial working conditions. During Reconstruction, Innsbruck was able to defend itself against its enemies (usually Kenema) and became part of the short-lived Tershaw Cooperative Alliance; Innsbruck accepted integration with the NLC in TN 1568, the first TCA city-state to do so. Innsbruck boomed after it joined because foreigners started moving to the city to secure a share of the wealth. Several other waves of immigration have hit the city-state and despite the fact that some "newcomers" have been in the city for generations, they are still largely seen as outsiders by the conservative core of the city's social scene.

While old time Innsbruckers and those migrants who have assimilated the lifestyle of the city live happily in the close, maze-like confines of the hill terraces, other Norlights have built planned suburbs on the valley floors and complain bitterly about the industrial developments that also congregate there. This geographic division reflects deeper schisms between the largely working-class "real Innsbruckers" who still derive much of their income from the mines and the more diversified community of immigrant stock.

The relatively fragile social and political balance between "real" and "immigrant" Innsbruckers is fraying at an increasing pace thanks to divisions along religious lines, especially among the younger, more radical generation. The brutal turf war between the Forzi and Kolson criminal cartels is also acerbating the problem, leading to calls for a greater control of the traditionally rough-and-tumble terraced neighborhoods. Most old-time Innsbruckers see this only as another way of controlling and restricting them, creating additional tensions.

Vital Statistics

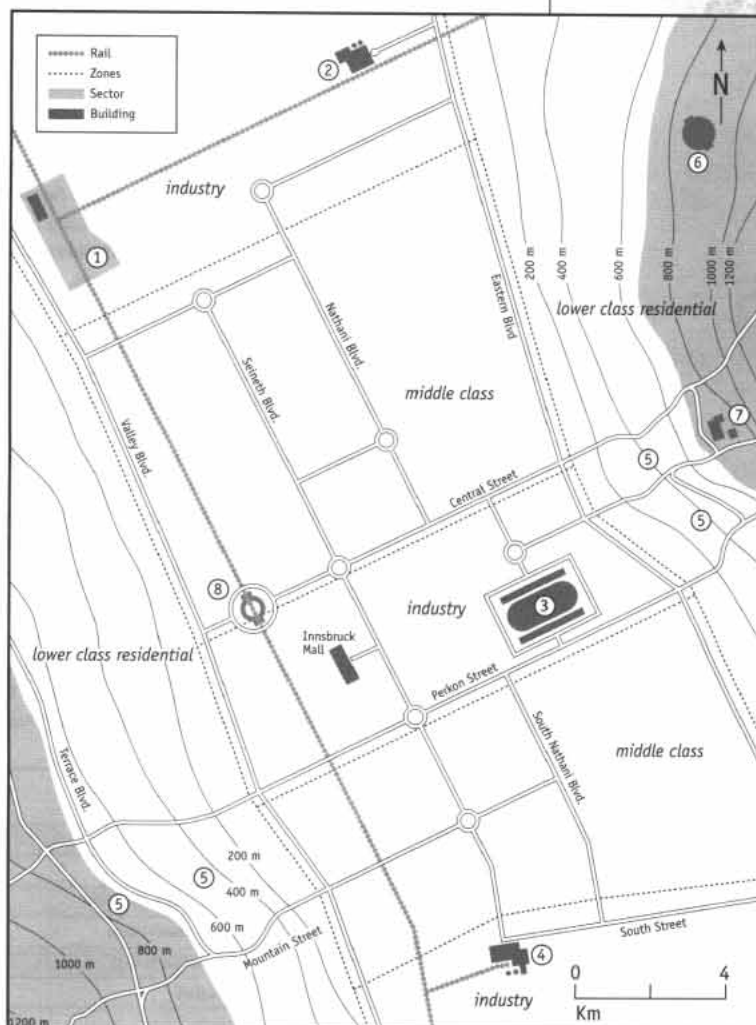
Location:	49°45' N, 64° E
Founding Date:	TN 530 (Joined NLC in TN 1568)
Method of Government:	Representative democracy
Head of Government:	Mayor Jonni Holdsworth
Population:	2.0 million
Principal Industries:	Mining, heavy industry and brewing





Map of Innsbruck

Location	Description
1. Train Yards	The industrial train yards in the northern quarter of the city features a twisted snarl of railways where freight trains are loaded with a variety of local products and shipped across the NLC and beyond.
2. Fenris Brewery	The second largest brewery in Innsbruck, Fenris produces so-called Special Brews, a line of high quality lagers and beers, which are especially popular in upscale pubs and bars across the Norlight Confederacy and the United Mercantile Federation.
3. Death Track	The largest race-track in the city hosts the annual Death Track 1000 Gear race and accommodates 30,000 live spectators and hundreds of thousands more on trideo.
4. Cascade Brewery	The largest Innsbruck Brewery, Cascade produces a wide variety of beers, most aimed at a mass-market of young adults. The "Tally Ho.. Cascade!" jingle is omnipresent on local and national trideo. Most Cascade drinkers can be convinced to recite it when drinking.
5. Terraced Housing	The old-timer neighborhoods in Innsbruck are built on a series of terraces hanging to the sides of the local valley. These crowded streets are uniquely Innsbruck.
6. Red Sable Arena	The top illegal dueling arena, the Red Sable is set in an abandoned mine shaft. Its location sometimes changes to avoid being shut down by local law enforcement. The arena is run by Maria Embleton, a former Death Track pilot and a famed underground Duelist.
7. Fenris Mansion	Jakob Fenris' personal retreat overlooks the valley floor and is rumored to be an unparalleled luxury palace. Uninvited guest are met with top of the line security measures.
8. City Train Station	The Innsbruck train station brings visitors to the city from across the hemisphere, especially during Speed Week, an annual motor-sport extravaganza.



Hard People

Innsbruck is a divided community; the traditional hard working, hard drinking and hard fighting Innsbrucker is under assault from the immigrants from the rest of the NLC who tend towards social, religious and political conservatism. This division is most obvious in the nickname of "Mite Skags" which the old-timers have given the immigrants because of the neat, ordered suburbs so many of them have created on the valley floors. The traditional Innsbruck rowdiness is threatened by the Mites, who have called for a stricter enforcement of league morality laws. The most contentious of these proposed limits is centered around the opening hours of the city's many pubs. Tempers are fraying amongst old timers and more than one voice can be heard saying joining the NLC was a mistake. The Mites now almost match the old timers in numbers, however, and with the Church providing organizational help, the old timers may lose power at the next election.

The Mites' areas of the city are similar to any other middle class suburb in the NLC, and are calm, ordered communities centered around the local church. Old timers live in the crowded and lively confines of the valley terraces in a manner reminiscent of the colonial period. Truth be told, both communities share much in common. Both are reliant on the mines, and in event of an accident, both rush to help without thought or care for other problems. Both tend to be argumentative, both enjoy a good draft of lager, and both are addicted to motor sports. Reconstruction in Innsbruck was a late (and partial) conversion to Revisionism, however, and a limited role for the Church has become part of the old timer refrain. This attitude has only exacerbated conflict between the two halves of the city-state, transforming a societal divide into a religious matter in the eyes of several conservative Mite leaders.

The rise in violent crime caused by the Forzi-Kolson cartel war has made matters even worse. Protection rackets and illegal bars are common in the old terraces and blood has begun to be spilled as the cartels carve up the territory. This has fed into Mite views of the immoral terraces and given them more political leverage.



2.5 - KENEMA



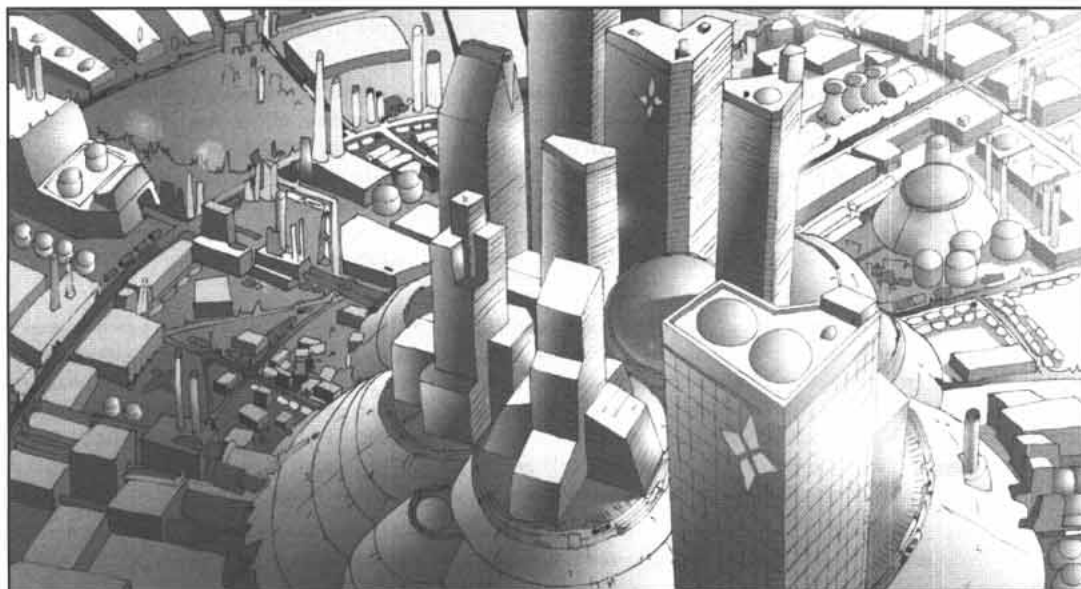
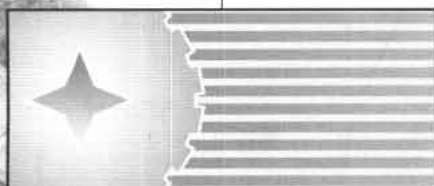
Kenema is nestled at the foot of the Red Hills—an ancient mountain chain rich in iron ore, copper, and tin—where it was founded as a colonial mining center. During Reconstruction, Kenema rapidly built up its military power and began to exert its influence on the region around it. When the NLC was founded, Kenema was one of its principal enemies. Tulkas Brothers Iron & Steel Works and other Keneman community leaders saw Revisionist missionary work as a threat and expelled the faithful on several occasions. The city eventually had to surrender to integration with the NLC when the Great Crusade cut it off from its agricultural lands in the Auroran Basin and imposed a damaging siege. The siege ended when ambitious corporate leaders deposed the city council, intent on turning annexation into an opportunity for trade. Kenema negotiated a highly favorable relationship with the NLC that allowed it to become one of the leading industrial centers of the burgeoning league. Gradually, more and more corporations relocated to Kenema and the city came to support a transient population of traders, peddlers and tinkers of every sort. Land zoning regulations forced the fusion of production facilities and corporate headquarters into great compounds, with worker residences and smaller commercial business established in the spaces between. This gave the city a patchwork layout; corporate “islands” of glass and steel rise above more placid neighborhoods.

Although prosperous, the city-state has suffered through several boom-bust cycles, which have left deep social scars. Corporate leaders are reluctant to invest heavily in social development and corporate taxes are kept very low. These policies have led to patches of intense poverty in the cityscape and a violent counter-culture. Youth gangs with customized vehicles ride the elevated parkways at night, and shock-metal clubs set in downtown buildings vibrate with their pulsating, grinding music. Thugs and lowlifes rule the city’s seedier sectors, comforting lonely factory workers with drugs and prostitutes. Kenema has the highest violent crime rate in the NLC and the Kenema Police Department is renowned as the hardest working cops in the North. Crime has been increasing in leaps and bounds since the War of the Alliance, as the Forzi and Kolson cartels from Wounded Knee fight for control of the lucrative Keneman underworld. Local crime bosses and gangs unwilling to align themselves with the cartels have been largely, and ruthlessly, eliminated. Mayor Allysandre LeStrade campaigned on a law and order platform and has made increased resources available to the KPD, including the new Cheetah Polizei urban police Gear.

The corporate leaders of the city have also increasingly stepped to the fore to assume responsibility for security and quality of life in Kenema. Shaian Mechanics fancies itself a social corporation and has provided almost all the funding for upgrading and expanding the Kenema Police Department, creating a dependence at city hall. Tetsuko Hatsushiba, Shaian’s chief executive, would like to see his corporation become the effective seat of power in Kenema and has no intention of letting the municipality get out of its debt to him.

Vital Statistics

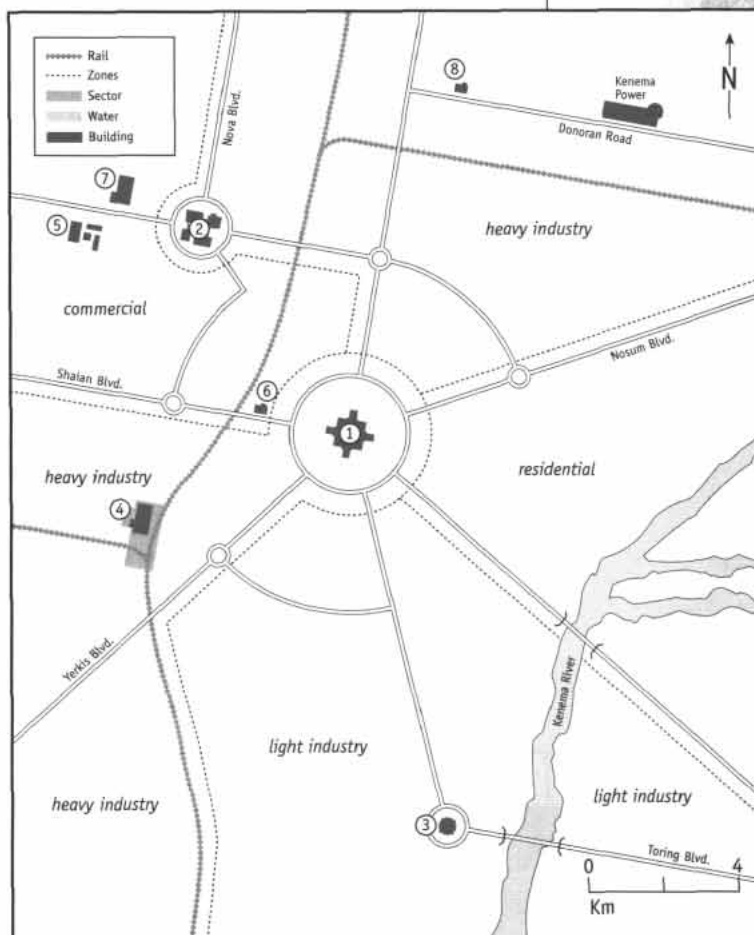
Location:	44°45' N, 95°45' E
Founding Date:	TN 908 (Joined NLC in TN 1535)
Method of Government:	Representative democracy
Head of Government:	Mayor Allysandre LeStrade
Principal Industries:	Automotive and defense manufacturing, consumer goods
Population:	1.7 million





Map Of Kenema

Location	Description
1. Shaian Tower	In fact an agglomeration of skyscrapers on a common oasis tower base, Shaian Tower is the world headquarters of Shaian Mechanics. The tower base houses Shaian's major production lines, while the upper towers house offices and high-tech research facilities.
2. Nova Motors	The smaller cousin of Shaian Tower, the Nova Motors complex is nonetheless impressive and follows a more traditional oasis tower design.
3. Toring Building	The headquarters of Toring Manufacturing, this 54-story tower has witnessed the design of many of the top competition automobiles in the North.
4. Central Station	The municipality's main communication nexus, the squat stone station links Kenema to other areas in the Northern Lights Confederacy.
5. Municipal Complex	Located in the Nova Motors prefecture, the Kenema Municipal Complex houses the city government and most municipal offices. The office of the mayor is currently under renovation.
6. QRT-9 Station	The home of the "Gear Police" features extensive garages and training facilities. The facilities were bought and paid for by Shaian Mechanics and link to the Shaian Tower via a special tunnel.
7. Keneman Police HQ	The centerpiece of the local security measures, the Kenema Police Department building houses most special investigation units and the offices of the chief of police. The city morgue is also located here, taking up much of the third subbasement; it is known as "the vault."
8. QRT-11 station	The newest Gear police station features a large test firing range for Gears which is also used by QRT-9 and -10. The local press has done its best to manufacture a rivalry between the various Gear police teams, with some limited success.



Corps, Collars and Bangers

Keneman society is split into three groups: corps, collars and bangers. Corps hold high-level corporate jobs or are media personalities or public officials. The average corp lives in a rat-race of office intrigues and ever-tightening deadlines. Collars include the working class (the largest percentage of Kenema's population) and small business owners. Collars are what outsiders associate with Kenema: hard-working, determined, yet simple people. The real social dynamic in Kenema are the Bangers. Although Collar children are raised with a strong work ethic, some tend to resent the lifestyle and seek release. Likewise, corp children live an affluent life, and have none of the sense of ethical responsibility that their Collar peers do. These attitudes manifest themselves in street crimes, gang activity, and underground Shock-Metal clubs. These clubs are often the "turf" of a particular gang, and gang wars at these places (usually during concerts) are not uncommon. Most Corps and collars see the bangers as the greatest problem facing their city-state and blame them for street crime, gang activity, and the prevalence of illegal activities in the shock-metal clubs. Revisionism is quite prevalent in Kenema, especially among the collars; the Allied Workers Union — the largest Keneman union — has a long-standing friendship with the church. Some other faiths have footholds in the city as well, including the Benjakob Congregation, a Reconstruction era Jerusalemite Temple in the oldest section of the city-state.

Corporate identification is not as strong in Kenema as in the United Mercantile Federation or Mekong Dominion, but it remains strong in comparison to other Norlight cities. Shaian Mechanics, the largest Keneman corp, actively encourages this identification using corporate-sponsored housing, educational funding and medical plans to ensure loyalty among its employees. The banger counter-culture is notoriously intolerant of corporate affiliation and most young people on the shock music scene go out of their way to offend all corporations equally. Ironically, a new form of employer identification is taking hold of the underground scene; the Kolson and Forzi cartels have both made use of banger culture (which regularly flouts many laws) as a base for underworld activities and cartel loyalty is growing every day. Most street gangs can now be classified by which cartel they work for, sporting distinctive dress, jewelry and tattoos to advertise this. Even more ironically, the various corporate prefectures roughly correspond to the territories of the cartels. The Kolson-backed Jesters, for example, hold much of the Shaian Prefecture despite the best efforts of their Forzi rivals, the Red Ravens.



2.6 - KOSSUTH



Kossuth was founded in TN 495 as a corporate farming community to provide food for Interlink Corporation's Badlands mining operations. While originally a highly fertile region, the combination of using labor largely unskilled in farming and the company's destructive intensive farming practices meant that within a decade, the land was degraded to a great extent. Interlink was forced to rely on massive use of fertilizers and high technology solutions such as genetically engineered crops to keep the operation efficient. When Interlink pulled out of Terra Nova in TN 1454, most of the genetically engineered crops were not hardy enough to survive and the people of Kossuth were barely able to produce enough food to eat for themselves.

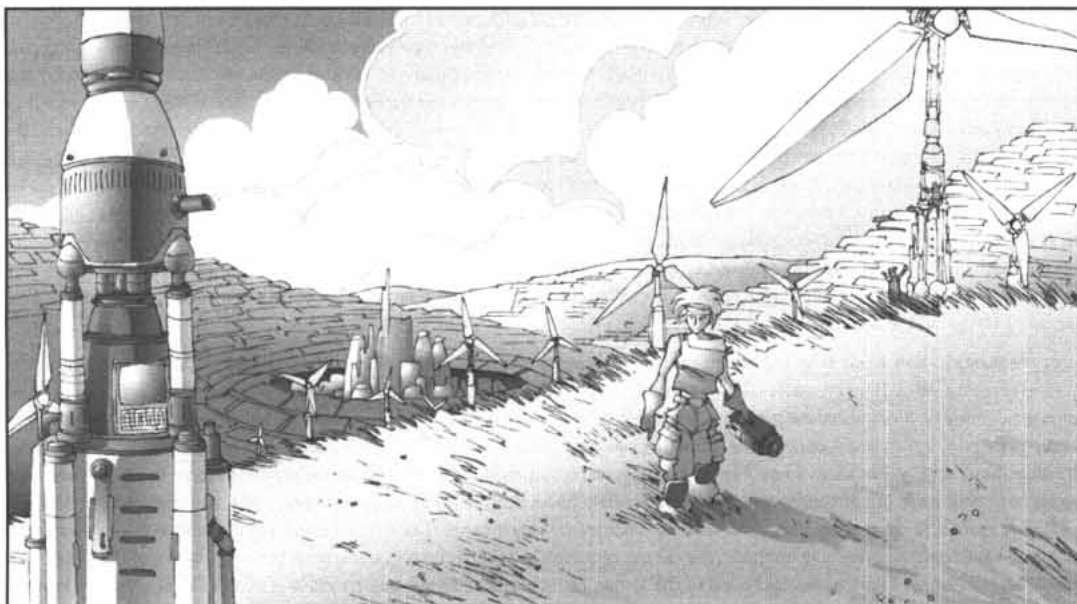
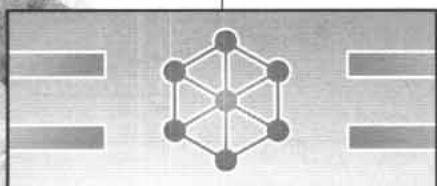
Kossuth was reborn in TN 1554 as the center-point of Norlight President Gabryel Emsala's plan to sponsor the Tershaw Cooperative Alliance as a buffer-league between the NLC and UMF. Thanks to significant Tershan and Norlight investment, Kossuth was converted into a huge solar and wind farm under the management of Tershaw Power. The city-state provided electricity to Swanscombe, Innsbruck and Zagazig. When the TCA came under attack by Mercantile forces, Kossuth was the first city-state to appeal for Norlight intervention and it submitted to the authority of Valeria in TN 1576. The region gained military protection in short order and plans to expand power production for consumption across the league were soon underway.

Today, over ten thousand square kilometers of wind and solar power generators cover what was previously dead farmland, providing electricity to city-states across the NLC. Kossuth has become the service center for the surrounding energy farms, as well as becoming home to some energy intensive industries. Ecological restoration efforts undertaken since the TN 1820s have made Kossuth an idyllic place to live, with the green expanse of the Northern Plain interrupted only by fields of reflectors and windmills. This beauty was scarred in TN 1914 when the city-state came under heavy orbital bombing and was only partially shielded by the local network of aerospace defense towers. The industrial damage has been repaired, but in many areas the carefully managed soil has yet to recover from large scale damage. Several of the local hills still appear brown and burnt, nearly twenty cycles after the conflict.

Kossuth's reputation as an eden of sun and wind attracts a significant number of visitors every cycle, although Norlight Power, the city's governing corporation, does relatively little to accommodate tourism. Locally run bed and breakfasts and hostels have sprung up to fill the gap, however, and the city-state is considered a very desirable vacation spot. Most of these establishments are quite upscale and attract wealthy clients from Valeria, Kenema or Petropolis. One such resort, called Kossuth Lodge, has marketed itself as a corporate retreat and conference center and regularly hosts top executives from Shaian Mechanics, Brok Enterprises and Norlight Zephyr Rail.

Vital Statistics

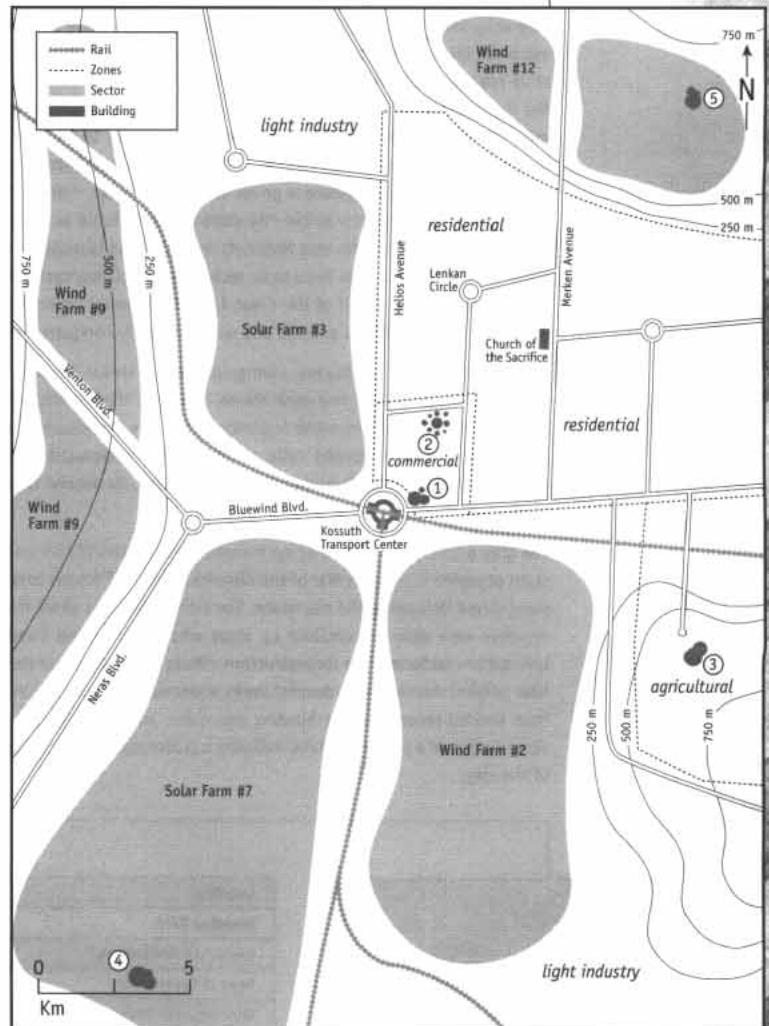
Location:	35°30' N, 48°15' E
Founding Date:	TN 609 (Joined NLC in TN 1576)
Method of Government:	Self-perpetuating bureaucracy
Head of Government:	Chief Administrator Tanja Szabo
Principal Industries:	Power production
Population:	420,000





Map of Kossuth

Location	Description
1. NP Central Complex	The administrative and business center of Kossuth, the Norlight Power central complex houses all the administrative offices of the corporate giant as well as many of its power transfer facilities. Underground cables from the various wind and sun farms run through the complex. Power is then sent across the region. The complex also features integrated rail links. The city's laser air defense system is controlled from a bunker under the complex.
2. Kossuth Market	The city's central market is a jumble of permanent and temporary commercial spaces. Vegetables, arts and crafts, clothing and books all compete for space. Saturday is the biggest market day and most locals visit the central square at least once every two weeks.
3. Commune of Light	The Blue Crescent compound known as the Commune of Light features a series of low buildings, solariums and lush gardens. The Commune is led by Zana Yebbras, a respected member of the Order, and counts another 250 permanent inhabitants. It is often visited by celebrities from across the northern hemisphere. Even some Southerners have come to study at the commune, including Dayvid Starr, the celebrated Republican action hero.
4. Solar Complex #7	One of 35 such facilities, complex #7 monitors one of the large solar energy farms. Power is routed from the farm through the complex and toward the NP central complex. Redundant systems allow power to be routed to other complexes as well. Complex #7 is run by Tara Laryme, a NP engineer with 20 cycles experience and a tendency to drink somewhat excessively.
5. Wind Complex #12	Like the solar complexes, this series of low buildings monitors and manages one of the large wind farms. Wind power complexes are usually modeled on classic windmills and appear as series of small towers. Each has a staff of around fifty people. The complex also includes living quarters for staff who wish to use it.



The City Of Sun And Wind

The laid back and slow moving nature of Kossuth's principal industry has lead to a population known for its easygoing and contemplative nature. Norlight Power is mostly content to let the civilian population do as they wish. As a result, the city has become an outpost of religious tolerance within the Northern Lights Confederacy. Many religious groups have moved there to escape persecution elsewhere in the NLC and many homegrown cults have formed as well. In addition, Kossuth contains the highest concentration of followers of Massadan Revisionism in the Confederacy. While most of these groups are happy enough to keep to themselves and get along quietly with their neighbors (and NP Security comes down heavily for those that do not, for "disturbing the peace"), there are a few who do not. One such group is The Children of the New Earth, an environmental cult dedicated to revitalizing the dead soil of Kossuth. Its members have been charged with trespassing on other peoples property on numerous occasions and are suspected of several acts of sabotage against corporate energy farms, which they consider an evil metal blight that covers the life-giving soil of Terra Nova.

Beyond basic utilities, such as electricity, water and sewage, Norlight Power does not provide much in the way of facilities to the civilian population, although NP Security does police the entire city. Instead of supplying these services themselves, Norlight Power makes regular, large donations to local charities, including a few secular ones, that fill this gap by providing social services such as schooling and shelter for the homeless. Transfer funds from the national government also supplement local funding of charities. Mostly, however, people rely on the support of their own religious or community groups, many of which elect their own governing bodies, even if they have no official power. The degree of community action makes corporate-run Kossuth a very pleasant place to live, often favorably compared to Petropolis. The Adjanni government remains dedicated to ending corporate rule of city-states, however, and has put increasing pressure on Norlight Power to institute a democratic system in Kossuth.



2.7 - LIVINGSTONE



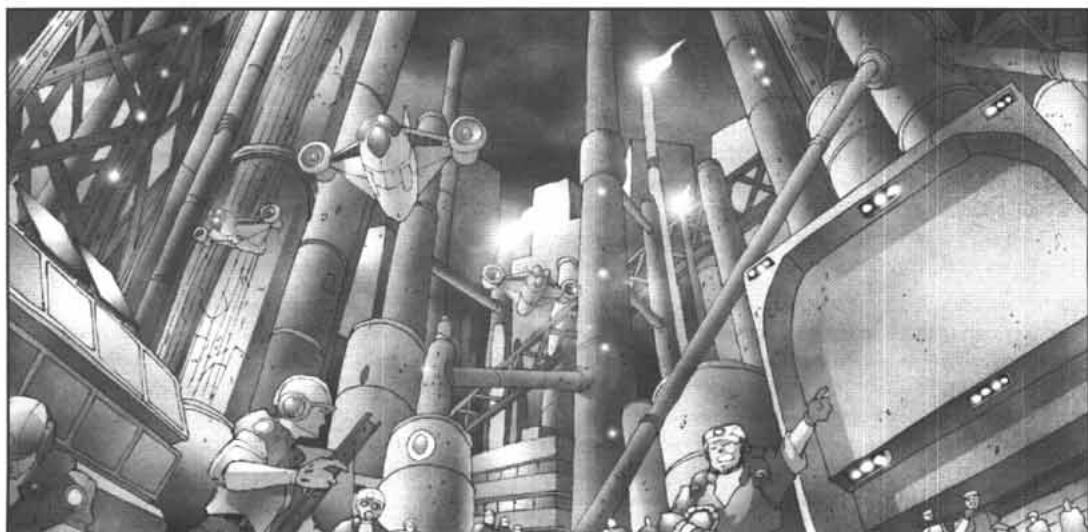
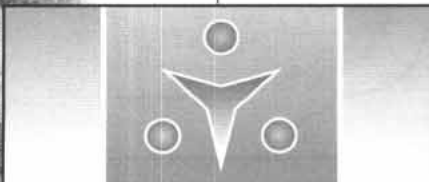
Originally settled roughly 60 cycles after the first major wave of colonists claimed Terra Nova, Livingstone was once a mining colony and extracted large amounts of copper from the surrounding mountains. The settlement quickly prospered, and grew into a city as more and more copper was extracted and refined before being shipped of to other cities or off-planet. Around TN 1300, the supply of copper in the rich mountains began to run dry. Over the next century, Livingstone's economy slowly entered a downward spiral as the numerous mining companies and refineries suffered tremendously. In TN 1455, when Earth abandoned Terra Nova and many of Terra Nova's leaders fled on the few departing gate ships, Livingstone hit rock-bottom and all mining activity ground to a halt. The chaos of Reconstruction nevertheless made Livingstone a power center. Secondary manufacturing (which had subsided off of copper mining revenues) became the center of the economy as the city-state began to build an army and fight a series of conflicts with its neighbors over territory and resources. In TN 1501, Noveren Materials was born and launched a major program of external expansion and internal renovation which made the city-state a local force to be reckoned with. Thirty cycles later however, the Noveren-backed Livingstone Guard fought a losing battle with the Irrian half of the Great Crusade. Internal support for Revisionism among the underpaid workers of the industrial city hampered military efforts and the city was ultimately conquered and integrated into the NLC.

In the early days of the league, Livingstone was a threat because only the Revisionist part of the population actively supported the conquest. Over the next few generations, however, the benefits of Norlight membership became obvious (especially with the rise of power of the United Mercantile Federation) and the Revisionist faith took hold in a large majority of the local population thanks to conversion and self-imposed exile of Livingstone nationalists. By the beginning of the sixteenth century, Livingstone was firmly established as the manufacturing center of the NLC, its second largest city-state and securely patriotic. All these qualities remain true to this day.

The gray urban sprawl of the aging industrial metropolis of Livingstone has the grim distinction of having been the only Norlight city-state occupied during the War of the Alliance. When CEF troops crossed the Westridge Range in TN 1915, the Mäüler Khans regiment was slaughtered defending the city-state. The occupation was short-lived because of the Earth forces' over-extended supply lines, but the invaders were able to complete up close what their orbital bombing had begun the cycle before: the destruction of most of the Livingstone factories. The reconstruction efforts in the post-war period have created an odd dichotomy in the city-state, with gleaming new neighborhoods and industrial parks squeezing between ancient, colonial era complexes. Exactly which neighborhoods benefited from limited reconstruction funding was a hot political issue in the immediate post-war period. Much of the funding went to the construction of a large defensive wall which protects the major industrial and upscale housing areas, but not the poorest neighborhoods of the city.

Vital Statistics

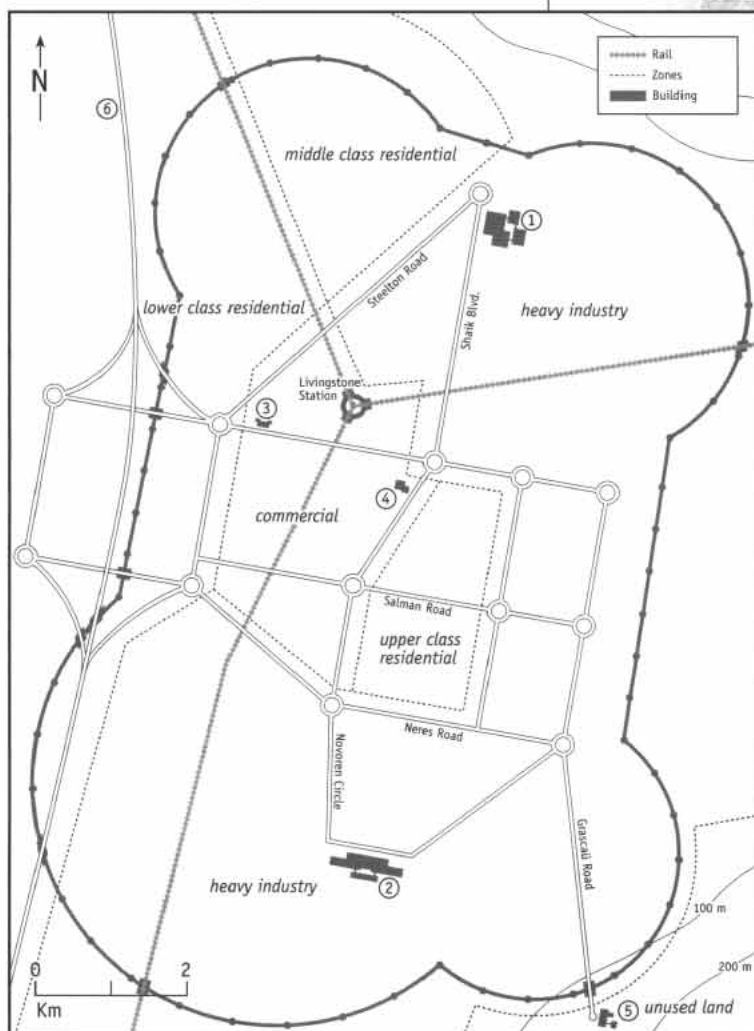
Location:	44° N, 168°30' E
Founding Date:	TN 552 (Joined NLC in TN 1534)
Method of Government:	Representative democracy
Head of Government:	Mayor Edith Lawrence
Principal Industries:	Heavy industry
Population:	2.7 million





Map Of Livingstone

Location	Description
1. Brok Enterprises	The manufacturer of the Aller MBT as well as a variety of other vehicles and related products, Brok is one of the corporate leaders of Livingstone. Its huge factories have assembly lines several kilometers long and are just inside the fortified wall built after the War of the Alliance.
2. Novoren Materials	A huge steel mill and production facility, the Novoren Materials complex was totally destroyed during the War of the Alliance. It suffered a direct hit from orbit in TN 1914 and all remaining facilities were gutted during the occupation. The new facility, a gleaming agglomeration of buildings, was completed in TN 1923.
3. City Council	A large rectangular building of stone and steel, the seat of the Livingstone municipal government was built early during colonization and displays a utilitarian style characteristic of the period. Considered a classic by students of architecture, the building was miraculously spared from any damage during the war.
4. People's Party HQ	Right across the main boulevard from the city council stands the local headquarters of the People's Party, which served as national headquarters until TN 1854. A colonial era building, it was severely damaged during the war. The painstaking restoration process — aimed at reproducing its original design to the finest detail — is still in progress.
5. Nortlight Interstate 76	One of the most critical ground transport axis in the North, Interstate 76 links Livingstone to Valeria to the North and Skadi to the south. This long highway was the sight of the successful defense of Valeria during the war and is infamous for the impromptu car races that occur along its rural stretches. When the region was briefly occupied by the CEF, some locals tried raiding the enemy with customized, armed road vehicles. The exploits of these "road warriors" have become folklore and are the subject of several trideo series and holofilms.



City Of Steel ◆

Livingstone's populace is comprised largely of factory workers. These blue collar workers, with their highly slurred dialect, are widely perceived to be uncultured and uneducated. The fact that a large percentage of the factory workers spend disturbing amounts of money on alcohol does little to help this poor image. Regardless of their perceived problems, the people of Livingstone are content to some degree with their lives. Some argue that they simply do not know of a better way of life, but locals understand that Livingstonians are ready to struggle to improve their lot but do not want to abandon their own identity. The workers' fight for a better future is expressed politically, in the People's Party, and socially, in the power of the Revisionist Church.

Despite the rowdy reputation of Livingstone's working class neighborhoods, many of the people have embraced the Sorrento Revisionist Church as their guide and savior. The city-state has been a center of fundamentalism since the eighteenth century and the church is the glue that keeps blue-collar society together. Always there to lend a helping hand without a word of question or judgment, the church has managed to make many new friends. Furthermore, strengthening the bonds of loyalty, the church is well known for defending the common man in times of trouble, be it legal or otherwise. Few people in Valeria realize it, but Livingstone is one of the strongest bastions of the Revisionist faith in the North, second only to Sorrento itself.

The smaller middle class and upper class of the city are almost all tied to the large industrial companies such as Novoren Materials and Brok Enterprises. Despite efforts at beautification and patronage of the arts, the city has been unable to leave its "steel town" atmosphere behind it. Most people with disposable income travel to Skadi or Valeria during their vacation weeks to seek out culture and entertainment. Only the blue-collar neighborhoods are really culturally vibrant with street poetry, and small press literature quite popular.



2.8 - PETROPOLIS

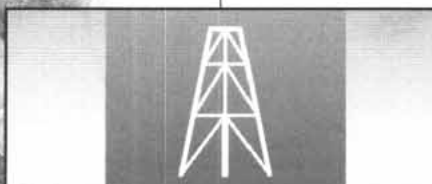


Petropolis holds the honor of being the first city established on Terra Nova's northern plains. Ground was broken on the settlement in TN 499 based on colonial exploration reports that identified it as sitting on a wealthy petroleum deposit. The richness of the oil fields was highlighted when an oil gusher resulted from the very first geological drilling undertaken by ChemCol of Terra Nova (a subsidiary of a Terran corporation). By TN 570, ChemCol had over 20,000 workers living in portable habitats at or near company sites. Several development companies were contracted, and residential and commercial buildings soon filled the gaps between pumping stations. With "adequate" housing and some semblance of a city (rather than a glorified refinery) Petropolis' population swelled. When the colony vessels departed for Earth in the fifteenth century, ChemCol was still in charge and reaping an enormous profit from the massive oil field. Many executives had no problems with remaining on Terra Nova and changed the company's name to Northern Petrochem. Petropolis became a power in the era of Reconstruction, exerting its influence over much of the Irrian Plain until the alliance between Valeria and Sorrento forced it into submission and membership in the Nortlight Confederacy.

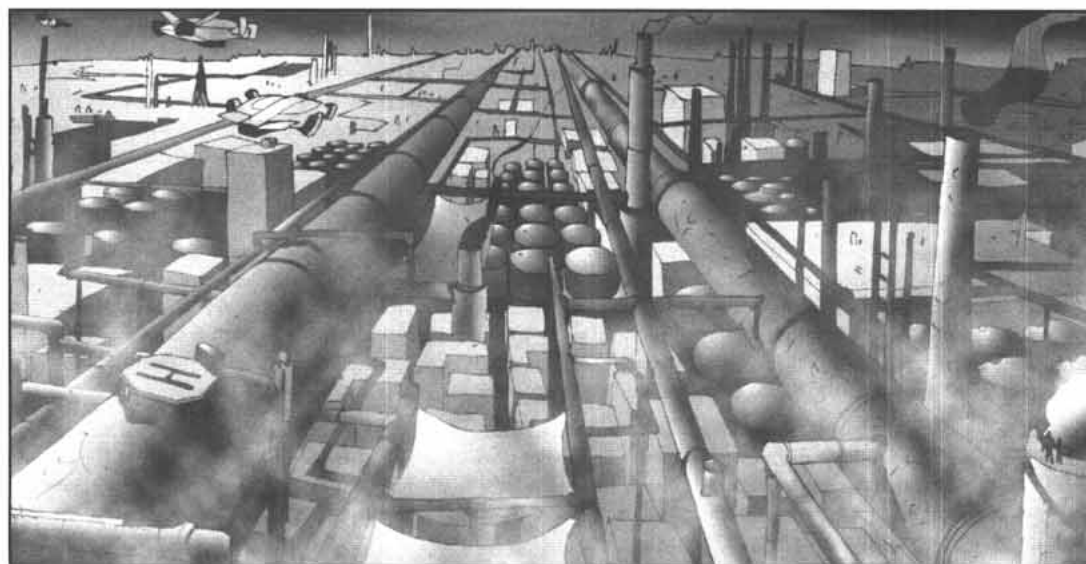
Petropolis has spent four centuries as a Nortlight city-state fighting to remain a corporate enclave. The population is largely made up of devoutly Revisionist workers, but Northern Petrochem seems to worship nothing but its profit margin. In TN 1873, Petropolis was still a glorified work camp, with a very small corporate core providing services for executives and managers while workers lived in dingy, prefabricated lodgings. Then Thor Hutchison arrived. A young priest at the time, Hutchison realized that it was his duty to use his faith to guide Petropolis to a better life. It was not long before Petropolis was the center of Revisionist-inspired labor activity, with the thundering sermons of Reverend Hutchison as its rallying cry. Petrochem initially had no objections; they even made a massive donation to fund the building of a new central church for the local congregation. The trouble started when Hutchison and others began to complain about the deplorable living conditions of Petropolis; namely, the prodigious amount of smog that enshrouded the city. In Hutchison's first major victory, Petrochem was forced to implement several environmental programs (even if only on a limited scale) and to embark on a program of improved housing for its citizens.

Nevertheless, many problems remain unsolved and some laborers have become increasingly disgruntled, their anger rekindling some energy to ebbing religious fervor. Petrochem CEO (and city leader) Emil Grozz-Dutrie is reportedly becoming increasingly unsettled as a result, but others claim that his rapid rise to power in the TN 1880s may be finally coming to haunt him. Indeed, he received a great deal of help from Hutchison and the nascent Prophet's Shield at that time and he fears that they now wish to control Petrochem. Grozz-Dutrie is not a religious man by nature, however, and is most concerned with keeping his power unchallenged. Following the advice of his assistant Marie Gauld, he has stepped back from the public scene and is trying to string the Second Follower along.

Vital Statistics



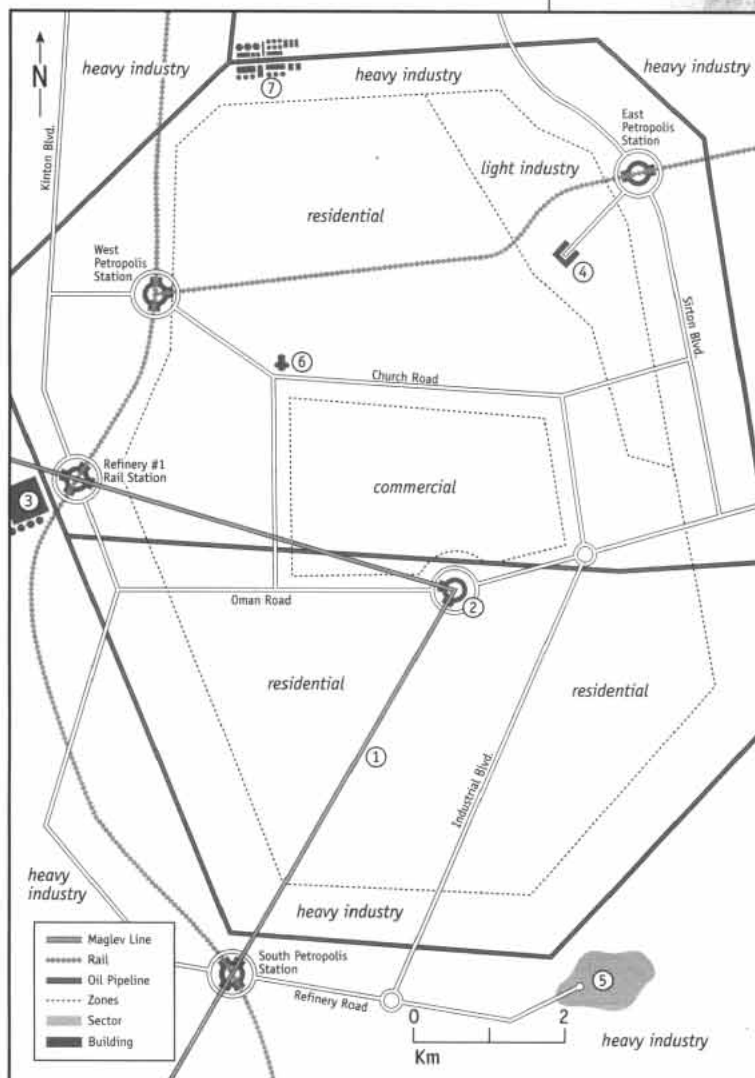
Location:	30°30' N, 148°30' E
Founding Date:	TN 499 (Joined NLC in TN 1525)
Method of Government:	Corporate
Head of Government:	CEO/President Emil Grozz-Dutrie
Principal Industries:	Petroleum and petroleum-based products, industrial cleansers
Population:	600,000





Map Of Petropolis

Location	Description
1. Beta Maglev	The large magnetic levitation tracks cut right through Petropolis' industrial and residential areas. Northern Petrochem seems unconcerned by locals living near or under the tracks and the thunder of a passing maglev train is a common sound in the streets of the city. Community groups have often complained of this, but their calls for reform fall on deaf ears.
2. Maglev Station	Built in the form of an oasis tower like most Terranovan TransRail stations, the Petropolis station is the destination of pilgrims arriving from Valeria. They continue to Sorrento by traditional train or other mode of transport.
3. NP Refinery #1	The largest building in Petropolis, this giant pyramid dominates the east of the city state. Huge pipelines converge on the Northern Petrochem facility, which houses not only a refinery but administrative facilities. Emil Grozz-Dutrie maintains his offices here as well, isolated from the smog and stench of his city by air-conditioning and thick layers of plexiglass.
4. NW Consortium	The largest labor union in the city-state, the Northern Worker Consortium is the biggest social power in the city-state. Its headquarters is a large office complex in the northwest of the city-state.
5. Refinery #15 (wreck)	Targeted by Mekong Dominion saboteurs, Refinery 15 is now a jumbled mass of twisted metal and spilled petroleum. The wreckage is a no-man's-land inhabited by the homeless and used by criminals.
6. Petropolis Cathedral	Once the pulpit of Thor Hutchison, the large cathedral was built thanks to contributions from Petrochem. Its walls are now covered with soot and oily slime and cleaning efforts are well behind schedule.
7. Refinery #7	A smaller version of refinery #1, this structure receives oil from the other fields and processes it. This structure was also targeted by saboteurs, however this operation failed thanks to the intervention of NorPol agents. Petrochem has further increased security as a result.



City Of Oil

Petropolis' small population belies its size; the city is a veritable warren of pumping stations and refineries, spanning over 20 kilometers. The western skyline is dominated by Northern Petrochem's pyramidal Refinery Number One. The 150-meter-tall construct is part refinery, part pumping station, and part corporate headquarters. Across its sloping facade, gas-dissipating fires burn night and day, giving the structure a hellish appearance. At the city's eastern end stands the Petropolis Central Church, the white stone of its large square frame blackened by years of pollution. Over everything hangs a thick smog, coating exposed surfaces in a thin layer of grease and ash over time. This oppressive atmosphere sets the stage for one of Terra Nova's more volatile societal scenes.

All of Petropolis' employees/citizens belong to the mammoth Northern Worker's Consortium, one of the largest labor unions on Terra Nova. Currently, elements within the Consortium are at odds with Revisionist fundamentalists, who seek to apply the doctrines of their religion to Consortium (and, by extension, Petrochem) policy. A growing number of Consortium members are not at all pleased with the politicization of their religion, going so far as to call it blasphemous. The Consortium itself is thus rent from within, and no citizen is spared by the conflict.

The average Petropolititan is firm in his or her convictions, and thus quick to take sides and quick to anger. As tensions in the city increase, religious and labor leaders have been attempting to soothe the passions of both sides, hoping to forestall any violence. The CNCS and NLC governments are concerned about the situation in a critical fuel-producing center, and have authorized Northern Guard Military Police units to be present at union and religious events. Much to the CNCS' dismay, even these "impartial peacekeepers" are beginning to be polarized.



2.9 - SSSHU



In 5618 (TN 1274) Terrence Mortimer, Duke of Westminster, was forced into exile by political enemies in the Concordat. He chose to go to Terra Nova and purchased a massive area of rich farmland in the northern hemisphere in TN 1277 (5621). Duke Terrence was determined to never be bothered by interfering democrats again and created an independent duchy which he called Sesshu.

With rich land and money for development, the Duke soon attracted tenant farmers. Life in Sesshu was easy, and successive Dukes invested heavily in trying to bring a little civilization to their new demesne. In TN 1454, Duchess Teresa managed to hold most of Sesshu's population when the Concordat abandoned Terra Nova by buying their loyalty through Ducal patronage. The Mortimer's family wealth paid the various pensions and over the next two centuries sensible investments allowed the creation of a beautiful, classically styled city of art and culture.

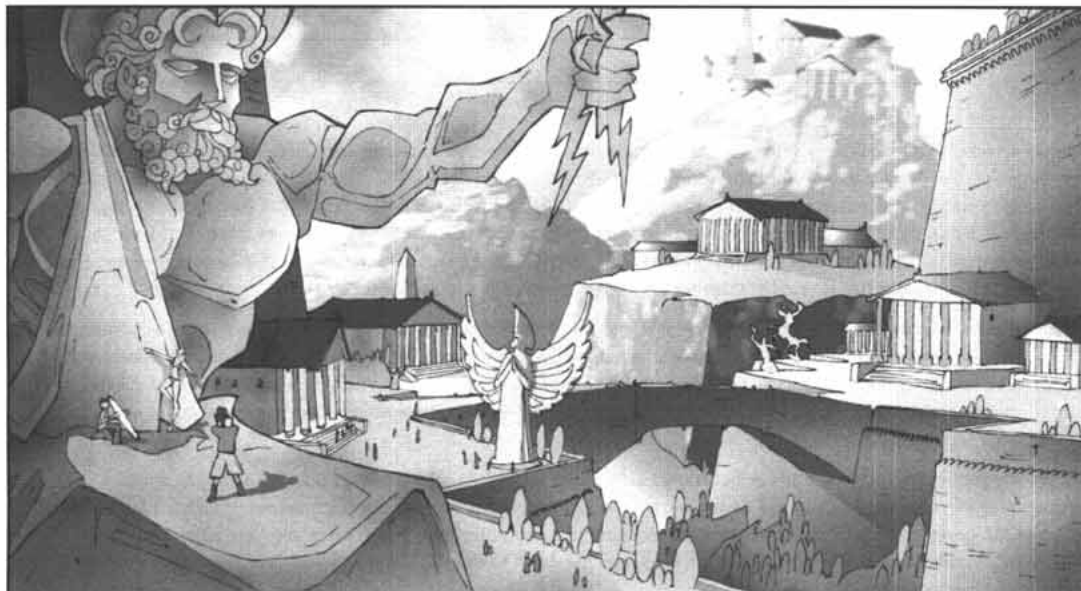
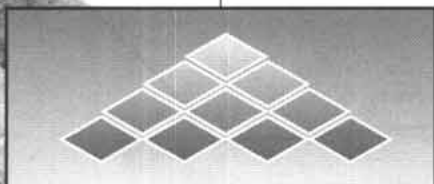
During the 16th century, the eighth duke, named Theodore Mortimer, ran out of money. Duke Theodore had refused to join the Tershaw Cooperative Alliance and had indebted himself to the United Mercantile Federation instead. In the TN 1560s, the UMF announced it was calling the monies owed and threatened to take over the duchy if it was not paid; this was an obvious part of the league's efforts to absorb the TCA. When other TCA states joined either the UMF or NLC, the duke thought he was saved because his "creditors" would not dare invade across NLC lands. Unfortunately, his economy nevertheless collapsed. In TN 1570, the NLC offered Sesshu membership in order to secure its newly expanded borders. While Duke Theodore may not have had his ancestors' business acumen, he still had their political cunning. In return for joining, he persuaded the NLC to take over Sesshu's existing debts and any future costs incurred by social policies. Not understanding the patronage system, the NLC agreed.

With almost unlimited funding, Duke Theodore instituted an even more generous patronage scheme and rebuilt the family fortune. The result has been immense wealth for the Mortimers, a great flowering of culture in Sesshu, extremely strained relations with the rest of the NLC, and a city that is the most beautiful in the north with its classical Greek and Roman architecture, many parks and pools.

Sesshu is the target of disdain from most mainstream Norlights, who think of it as a den of laziness and corruption. The presence of the Dispensation District — in which prostitution and some drugs are legal — is especially irksome to supporters of the stringent Norlight morality laws. Artists, poets and those who feel constrained by the Norlight lifestyle do find release in Sesshu, however, and the locals are quite happy with their way of life. Nevertheless, pressure is building in Valeria and Sorrento for the national government to force a stricter application of the morality laws.

Vital Statistics

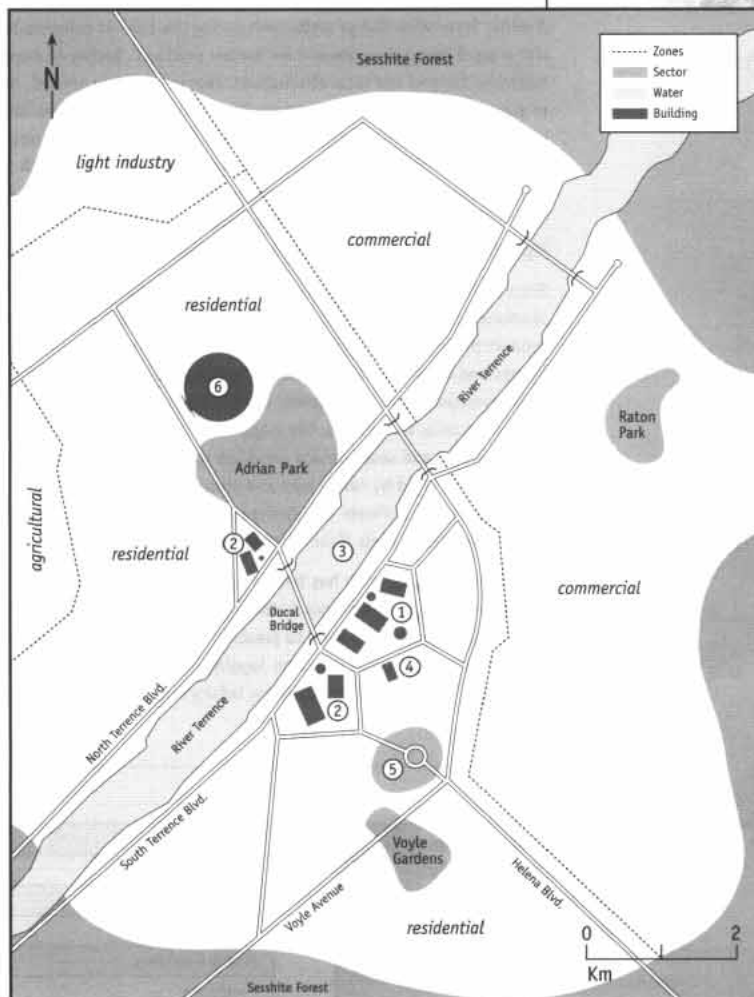
Location:	38°45' N, 70°30' E
Founding date:	TN 1277 (Joined NLC in TN 1570)
Method of Government:	Hereditary aristocracy
Head of Government:	Duke Tomas Mortimer
Population:	730,000
Principal Industries:	Finance, fine arts, media, tourism, luxury goods, lumber





Map Of Sesshu

Location	Description
1. Academy of the Arts	Well respected despite Sesshu's poor reputation, the Sesshu High Academy of the Arts has produced some of the most famous artists on Terra Nova. Its lush campus is a showpiece of the students' talents and is visited by most tourists.
2. Ducal Palace	The huge palace complex is the home and gallery of Duke Tomas Mortimer. It straddles the River Terrence and is open to the public every Wednesday. Elaborate parties and archaic sports such as polo unfold almost nightly. Huge statues of Greek Gods and other mythological creatures dot the landscape of the palace and the city.
3. River Terrence	A navigable river, the Terrence runs from the Tershaw Range through Sesshu and into the Northern Plain. Elegant boardwalks lined with Grecian columns run alongside the river, with gargantuan statues and large squares adding to the rich atmosphere. Sailing ships are available for day rentals all along the river at low rates.
4. Academy Quadrangle	A small square on the southern edge of the Academy of Arts campus, the quadrangle lies between the original four buildings of the academy. It is now largely a tourist spot and is lined with cafes.
5. Dispensation District	A small neighborhood south of the city center, the Dispensation District is free from most Norlight morality laws. Prostitution and narcotics are both legal and open in the district and are subject to regulations to ensure quality product and good working conditions. The district is very upscale and patronized by locals and tourists alike. Many Revisionists have called the District a "den of sin."
6. Mortimer Coliseum	Built in the classical style, the large coliseum is the site of many local sporting events and music spectacles. Annual cricket competitions with the Humanist city of Raleigh are held here as well. Semi-professional matches continue all cycle in preparation for the competition.



The Land The Duke Built

Most Norlights think of Sesshites as effete, lazy, decadent and even sinful. In reality, Sesshites work as hard as any other Norlights, but for the most part in their own interest. This is usually some artistic or cultural endeavor and to this end they are happy to accept the duke's traditional patronage. Nor is even this completely unproductive since Sesshu has become the special effects and graphic arts capital of Terra Nova and has produced many famous artists, such as painter Tegan Ferrell and the Sesshu Ballet Company. A full third of Sesshites are actually involved in standard industries that support their artistic fellow citizens and their Duke's great wealth. These farmers, brokers, and others are looked up to by their fellow citizens because their labor supports the arts and as a result, the Duke sees that they are richly rewarded through innumerable tax shelters and other benefits.

Sesshites do not see a problem with Ducal patronage and believe Norlighters are just whining since they got conned by Duke Theodore. The real problem is that Sesshite culture has more in common with the South than with the North. Sesshites are agnostic, hedonistic, pacifistic and quite dismissive of the political and religious concerns of other Norlights. Many Sesshite habits appall Revisionists. Most noticeable is the Dispensation District, a commercial neighborhood in Sesshu in which many national morality laws are suspended by ducal dispensation. Clean and legal brothels, sex showcases and drug bars dot the district and attract tourists and locals alike. Laws are more readily enforced outside the district, but private use of mild drugs, limited prostitution, nude bathing (introduced by Duke Tomas's Ashanitte wife Isabella), and other "unsavory" activities are quite common. Sesshite themselves think of most Norlights as self-inflated puritans.

Indeed Sesshites do not even participate in most competitive sports with other cities in the NLC. Rugby and cricket were introduced by Duke Terrence and Sesshites still play both avidly. Their only external competition is with the Humanist city of Raleigh and the entire city stops for up to a week for test matches with the southern foe. Several local teams compete during the rest of the cycle and team partisanship has become a very serious concern.



2.10 - SKADI



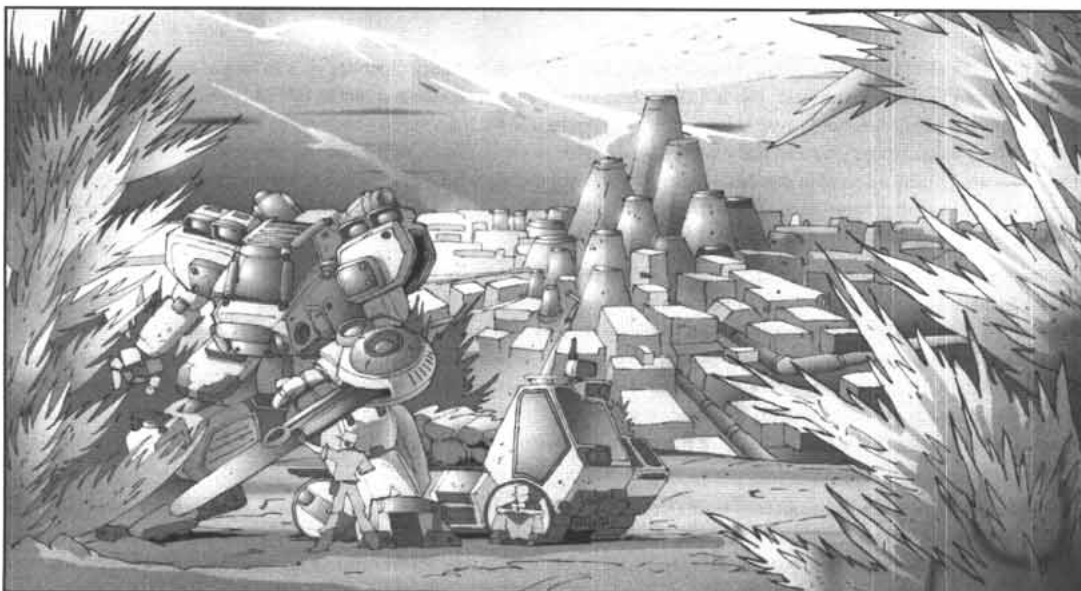
A minor Serpentine Range settlement during the time of colonization, Skadi gained importance after the Terran withdrawal when there was a rapid increase in demand for lumber products. Supply of everything from construction materials to paper from Caprice and Earth suddenly stopped and local alternatives were desperately needed. As demand skyrocketed, Skadi experienced a lumber rush with dozens of start up companies eager to stake their claims to the saguaro forests which hugged the local mountain ranges. With the rapid influx of settlers desperate to make their fortune in the uncertain atmosphere of the Reconstruction era, Skadi developed a reputation as a wild frontier town. Skadi established profitable trade links with Petropolis, Livingstone and Sorrento and considered itself a local powerhouse. Trade with the Irrian Plain ensured that Revisionism would spread as well, and the Gentle Word soon took hold among the hard-working loggers of the city-state. When the Great Crusade was launched to expand the NLC, the local lumber barons were ready to fight for their enclave. Common Skadians wished to join the Revisionist state, however, and took up arms to depose their leaders.

Since its integration into the league, Skadi has remained a strongly Revisionist lumber town. Many of the larger city-states tend to see Skadians as simple folk. The large expanses of low-rent housing which spread in a rough semicircle in the north of city-state tend to support this view, although a more dynamic city core features more refined housing, wide boulevards and several well-known publishing houses and corporate headquarters. The facilities of most lumber mills are situated in the south of the city in large industrial parks. A well-developed commuter system of elevated trains, supported by highways and one subway line, provide easy transportation from residential areas for workers. The major hubs of the transportation network are the focus for small commercial zones which feature bars, grocery stores and small service providers which target workers returning from their shift. The largest of these is Hopton Circle, a large public square lined by cafes, bars and stores. Hopton Circle is also, unfortunately, the center of the Skadian underworld, with many of the cafes acting as fronts for criminal organizations. Hopton Circle has been the site of many murders in the last few cycles and the Kolson and Forzi cartels fight for control.

Environmental protection has been a hot topic in Skadi for several generations. The great saguaro forests that the city's mills tap can only take so much exploitation before they are stripped bare and several groups have battled long and hard to save them. Most lumber companies recognize the need to preserve their resources and practice replanting, but logging remains relatively indiscriminate. Only a few enterprises practice selective logging and have a difficult time competing with their less conscientious rivals. Eco-terrorism, although a fringe phenomenon, is not totally unknown and the Natural Revolution movement has claimed several lives over the last few cycles.

Vital Statistics

Location:	30°30' N, 157°30' E
Founding Date:	TN 990 (Joined NLC in TN 1531)
Method of Government:	Representative democracy
Head of Government:	First Citizen David Madsen
Principal Industry:	Lumber, tourism
Population:	1.9 million



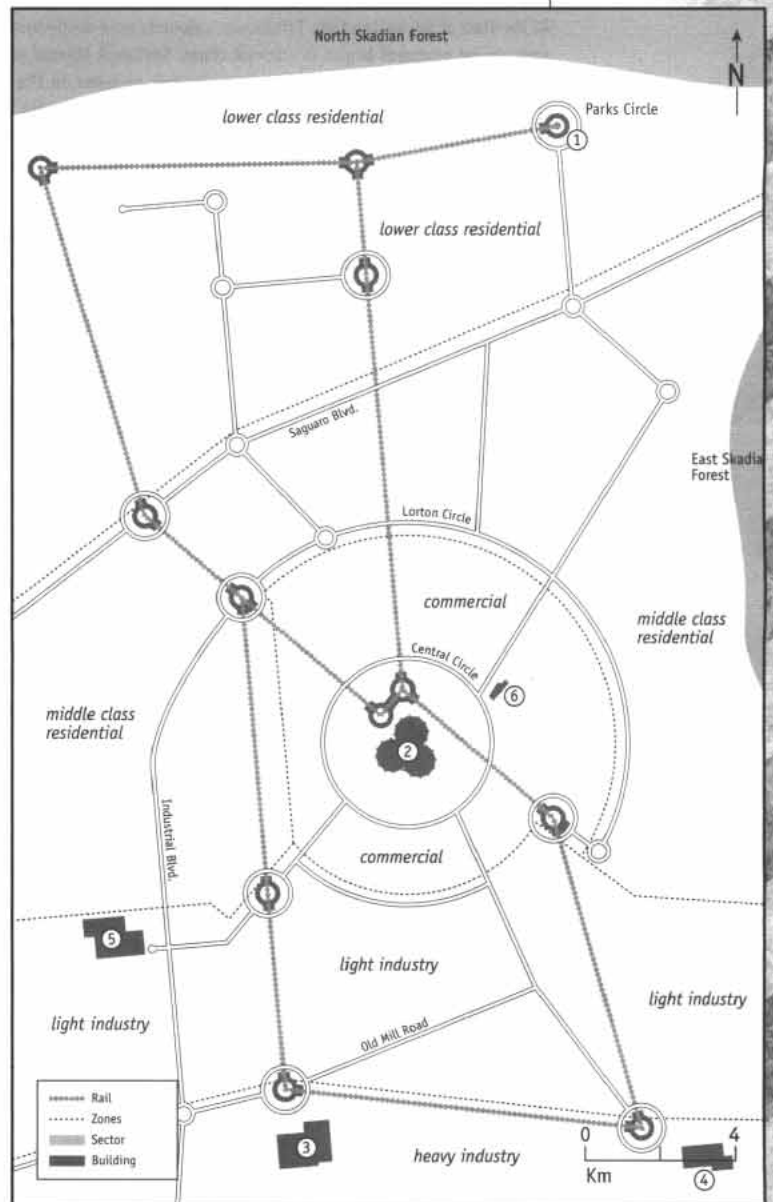


NORTHERN CITIES

2

Map Of Skadi

Location	Description
1. Hopton Circle	A vibrant commercial area and den of crime and villainy, Hopton Circle is one of the main commuter train hubs for the northern suburbs. It is also the center of Skadian organized crime. There have been several grisly murders at the circle recently.
2. Skadi Towers	The core of Skadi is made up of a cluster of oasis towers that house many of the city's administrative services and a large shopping mall and cultural center. Fine restaurants and hotels compete for space with luxury condos in the top floors. Most of the major lumber corporations have their head offices in the Towers as well.
3. DeMeer Forestry	The mills of DeMeer are the largest in Skadi and process tons of saguaro and pine on a daily basis. DeMeer lumber is sought by furniture makers and construction engineers because of the high quality control at the mills. DeMeer is a favorite target of environmentalist outrage, however, and corporate executives often travel with armed bodyguards.
4. Northern Lumber	Somewhat smaller than the DeMeer mills, the Northern Lumber facilities specialize in pulp and paper production. Paper can be produced from saguaro thanks to a chemical catalyst and run-off from this process has become a serious concern. The company has recently instituted a purification program aimed at saving the local water supply and improving their image. A trideo advertizing campaign aimed at creating just such an improvement has recently hit the airwaves.
5. Skadi Penitentiary.	Behind high walls of ferroconcrete, the Skadian National Penitentiary holds high-security prisoners for the duration of their terms. The top-security wing contains some of the most violent criminals in the NLC and is reputed to be escape proof, although three prisoners have actually made it out over the cycles.
6. Culinary Institute	The top cooking school in the NLC, the Skadi Culinary Institute teaches the art of gourmet cooking in four cycles and its graduates are sought after across the hemisphere. The Institute's own restaurant — the Blase Tavern — is used to train many of the cooks and to teach the craft of restaurant management. It also attracts many distinguished clients.



A Hard-Working Town

Skadi is first and foremost a lumber town and it presents a rough and tumble image to the world. The population is known for its loud and boisterous ways and the stereotypical Skadian works hard, drinks hard, talks straight and is always ready for a fight. The tough image is reinforced by the presence of large numbers of Badlanders there to see the sights or seek their fortune and the stationing of the infamous Gun Dogs Northern Guard regiment in the city-state. Of course, there is a darker edge to this image. Skadi has the highest rate of assault in the NLC, and while it is the fourth largest city-state in the NLC, it has the largest penitentiary. Religious sentiment is also strong in Skadi, and local Revisionism leans towards a very basic and fiery brand. The city-state is presently considered one of the strongest centers of support for Reverend Thor Hutchison and his uncompromising vision of Revisionism.

Despite Skadi's reputation, the city-state is not without its refinements. The natural beauty of its forests is well known and they are a popular camping and hiking destination. Skadians are also known for their sharp wits and fine palates. Skadi's Culinary Academy has produced many of the North's top gourmet cooks and visitors to Skadi are encouraged to try its specialty, roasted treeclimber lizard in hot sauce. The Academy and its competitors and imitators attract students from right across the globe and visitors are always guaranteed of eating well while in Skadi.



2.11 - SMOLENSK



At the start of Reconstruction, Terranovan colonists were desperately trying to survive. They spent a great deal of energy to preserve the agricultural programs begun in colonial times. Smolensk started as an agricultural commune of a dozen farmsteads, arranged about a processing center, powerplant, and a waystation complex on the beta maglev line. Agriculture in that part of the Irrian plain was difficult at first; some crops tended not to take to the particular blend of minerals. The Smolensk station, however, had served as a colonial research center and much of the research materials (and the research staff) remained on Terra Nova. Soon enough, wheat, grain, johar and a few other hardy crops flourished. Smolensk's processing center soon tripled its output, and the countryside for miles around shimmered gold with fields of grain.

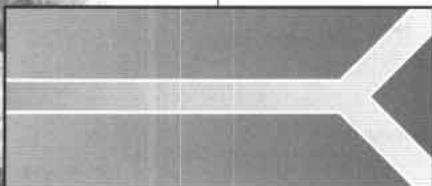
It was not long before Smolensk was the "breadbasket" of the entire Irrian region and a political and economic power in its own right. The city's access to the maglev line meant ample trade with other cities, not to mention an influx of farmers looking for fertile pastures and foodstuff companies looking for new suppliers. The single processing center was soon replaced by multiple granaries and more modern facilities, producing everything from bread and cereals to ethanol. The resources of the city (huge fields of grain) were highly vulnerable to attack, however, and Smolensk had to submit to Petropolis in TN 1510. Revisionism spread to the community from Sorrento and the local farmers welcomed integration with the NLC in TN 1525. The city grew in size and scope as a league member to accommodate the increased traffic, and Smolensk soon became a major rail center. Norlight Zephyr Rail, one of the largest rail companies on all of Terra Nova, was founded and remains based there. In TN 1898, NZR's Longhorn-series engines came on-line, boasting unmatched speed and hauling power.

Smolensk has been able to parlay its position along the beta maglev line into a great trade advantage. Using the maglev as an easy link to Valeria and Smolensk, the city-state has also established rail lines to Livingstone, Kenema, Skadi and other places even further afield. Although not all trade in the league need pass through Smolensk, almost all materials shipped long distances across the nation ride through the city-state in one capacity or another. Only sub-orbital air cargo shipping presents a real competition to the Lenskan-dominated rail network and such an alternative is only viable when speed is of the essence.

Currently, Smolensk is prosperous. A city of around 1.3 million, it still manages to maintain a sort of rustic charm about it. The Smolensk Civic Center, while not particularly large or modern, is still grand and well maintained. Smolensk also boasts the most architecturally diverse collection of old churches in the CNCS; the beautiful structures, hundreds of cycles old, have been the love of architectural student and religious enthusiast alike.

Vital Statistics

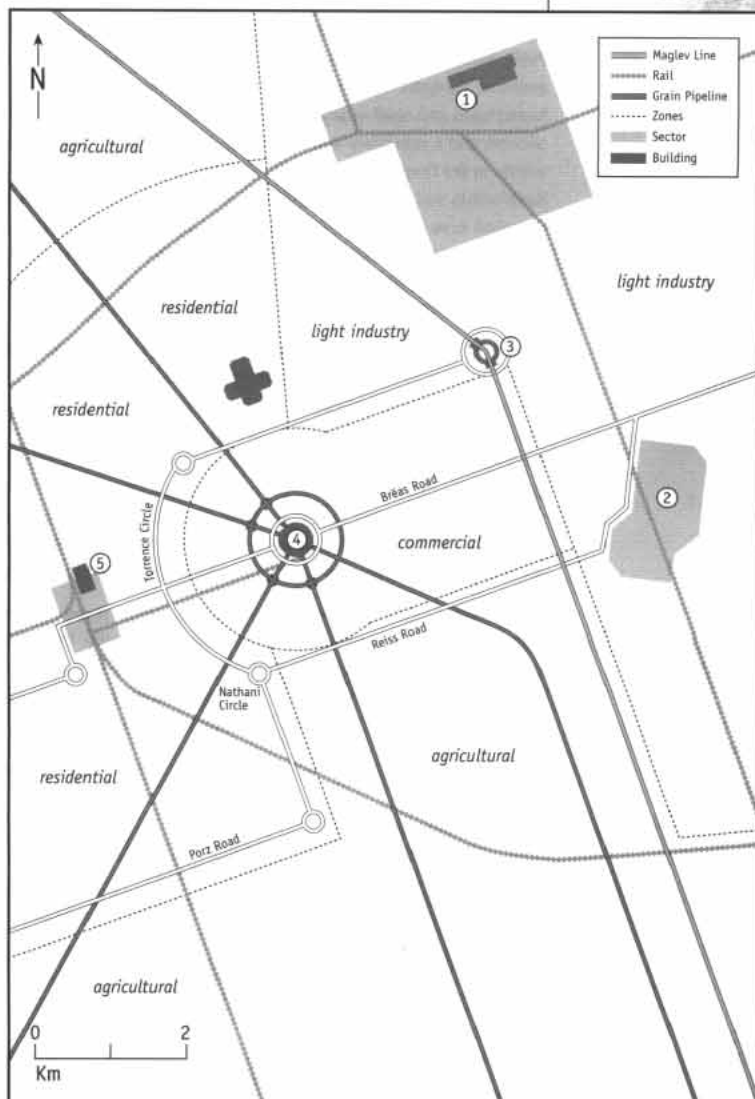
Location:	45°45' N, 133° E
Founding Date:	TN 1503 (Joined NLC in TN 1525)
Method of Government:	Representative democracy
Head of Government:	Mayor Gaston MacCrae
Principal Industries:	Agricultural products, rail transport
Population:	1.3 million





Map Of Smolensk

Location	Description
1. NZ Rail Yards	The largest commercial rail yards in Smolensk, the Norlight Zephyr facility features switching and repairs for trains traveling on the NZ lines as well as production facilities. The new Longhorn engines are produced here along with many other locomotives and cars.
2. The Train Yard	The Smolensk Rail Vehicle Repository and Holding Facility is a junkyard of old trains and locomotives. The yards are used by both the military and local underground promoters for Gear dueling. Local law enforcement tends to let these technically illegal activities slip by as long as they are kept to a small scale. Some police operations are underway to shut down the duels thanks to the zealotry of a few Lenskan police officers.
3. Maglev Station	A typical Terranovan TransRail maglev station, Smolensk station looks like a large oasis tower. The station also features helipads on the roof. Underground grain pipelines connect with the Central Grain Exchange.
4. Central Grain Exch.	The economic heart of Smolensk, the Central Grain Exchange building is fed by a huge network of grain pipelines that brings the product of the surrounding fields to the city's heart. Farmers dump their product into the solar-energy powered wind tunnels and receive chits for credit based on weight. CGE officials then assess quality and determine a rate of payment for the chits from a particular processing station. Whole regions are penalized for bad crops, a policy which encourages collectives to monitor their members. Some have criticized this policy.
5. Smolensk Core Station	The heart of the Norlight rail system, Core Station is a massive complex of passenger and cargo facilities. From here, rail lines reach across the league. The current station was originally built in TN 1790 and is a prime example of the Kyras revival style. Damage from the War of the Alliance was recently repaired. Debate on the restoration lingers, however. The "new" station features several added structural reinforcements that increase safety but mar the design.



Life On The Land ◆

Smolensk is a city-state of "broad backs and strong arms" where the honesty of the people is surpassed only by their work ethic. The typical Lenskan (as locals call themselves) speaks slowly, tending to extend their vowels. Coupled with their generally easygoing nature and devout religious beliefs, this leads outsiders to perceive them as dim-witted bumpkins. Nothing could be farther from the truth. While they seem outwardly slow, Lenskans are amazingly clever thinkers, which accounts for the many innovations in their grain production processes. A common Lenskan boast is that a Lenskan farmer works half as hard, twice as smart, and harvests six times a cycle.

A major part of Lenskan society is their religion; the natives are devout Sorrento Revisionists, and every Wednesday (the traditional prayer day) sees standing-room-only conditions in the city's grand churches. Therefore, Lenskans tend to adhere strictly to a code of social etiquette, and scandalous behavior could (and has) ruined the most powerful farmer baron. Their adhesion to Revisionist doctrine, coupled with their system of ethics, makes for a strong society. The Lenskan sense of community is legendary and reflected in their adage that "if one Lenskan makes a wrong, ten will make it right" holds true. During the War of the Alliance, Northern Guardsmen from Smolensk displayed the greatest sense of teamwork, and were often the last to leave the battlefield when covering a retreat.

Ironically, it is their religion that is the root of their problems now. Northern Guard units stationed there, composed primarily of foreigners, are not quite as pious as their hosts. This leads to problems when soldiers with too much time on their hands go looking for action among Lenskan women, or otherwise seek to blow off steam.



2.12 - SORRENTO



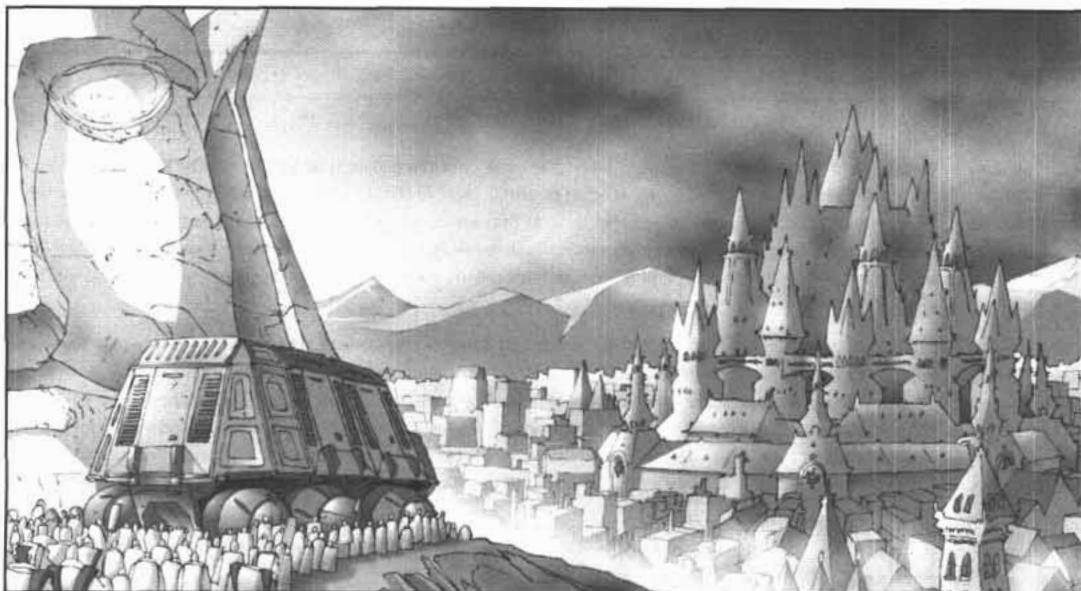
The center of the northern branch of the Revisionist Church, Sorrento is a large agricultural community located in the south of the Irrian Plain. Sorrento began its existence as a region of farming hamlets and retains that atmosphere to this day. In fact, no traditional city exists in Sorrento. Rather, a small trade, visiting, pilgrimage and administrative center serves as the core of an expanse of farms, homesteads and small villages which forms the bulk of the city-state. These settlements are tied together by an extensive road and rail network and a subsidiary system of footpaths. Churches small and large dot the community, many of which were built to commemorate events in the Prophet's or Nathani's life. The largest of these is the Church of the Third Miracle which was originally established by early Revisionists and expanded by Nathani Reiss and his close acolytes upon their return to the community. The original Second Follower preached from a small and humble church, but it has been added to and extended over the centuries so that it now is a huge facility which serves as the center of the Revisionist faith. The largest addition was made in TN 1651, when the Fouadian Monastery was added to the structure. The monks of the Order of Fouad serve as the church's greatest scholars and are dedicated to serving as theological advisors and researchers for the Senior Reverends and the Second Follower.

The city-state of Sorrento itself is barely older than the Northern Lights Confederacy, but the area it covers has been inhabited since the eighth century. When Nathani returned to Sorrento during his Second Peregrination, he found a community that was living in terror. Badlands rovers and the warlords of Petropolis and other communities saw in the rich farms of the southern Irrian Plain a resource to tap. Individual homesteads were vulnerable to attack and few could withstand any concentrated effort by well-armed opponents. Nathani and his followers gathered together many of the local family heads and convinced them to put aside their differences and cooperate to preserve their region from external threats. The Gentle Word of Revisionism helped unite once fractious neighbors and tentative alliances were signed. Nathani established his community in his native hamlet of Sorrento and the surrounding communities eventually joined under the banner of "Greater Sorrento." Since the rise of the NLC and the spread of Revisionism across the North, Sorrento has grown and the original hamlet has now become the core of the modern city-state.

Despite major expansion, the city-state still maintains some evidence of its rural origins. Agricultural land separates the major hamlets, with homesteads and grain silos dotting the country-side. Defensive walls have been erected around some of the major hamlets, while others remain largely exposed to attack. Major paved roads have replaced what were once dirt trails, however, and a network of highways divide the various johar and wheat fields. Sorrento is also home to a series of small hills and rises, many of which feature prominent religious architecture. The Church of the Third Miracle sits on one such rise, as does the monastery of the Dorothean Order.

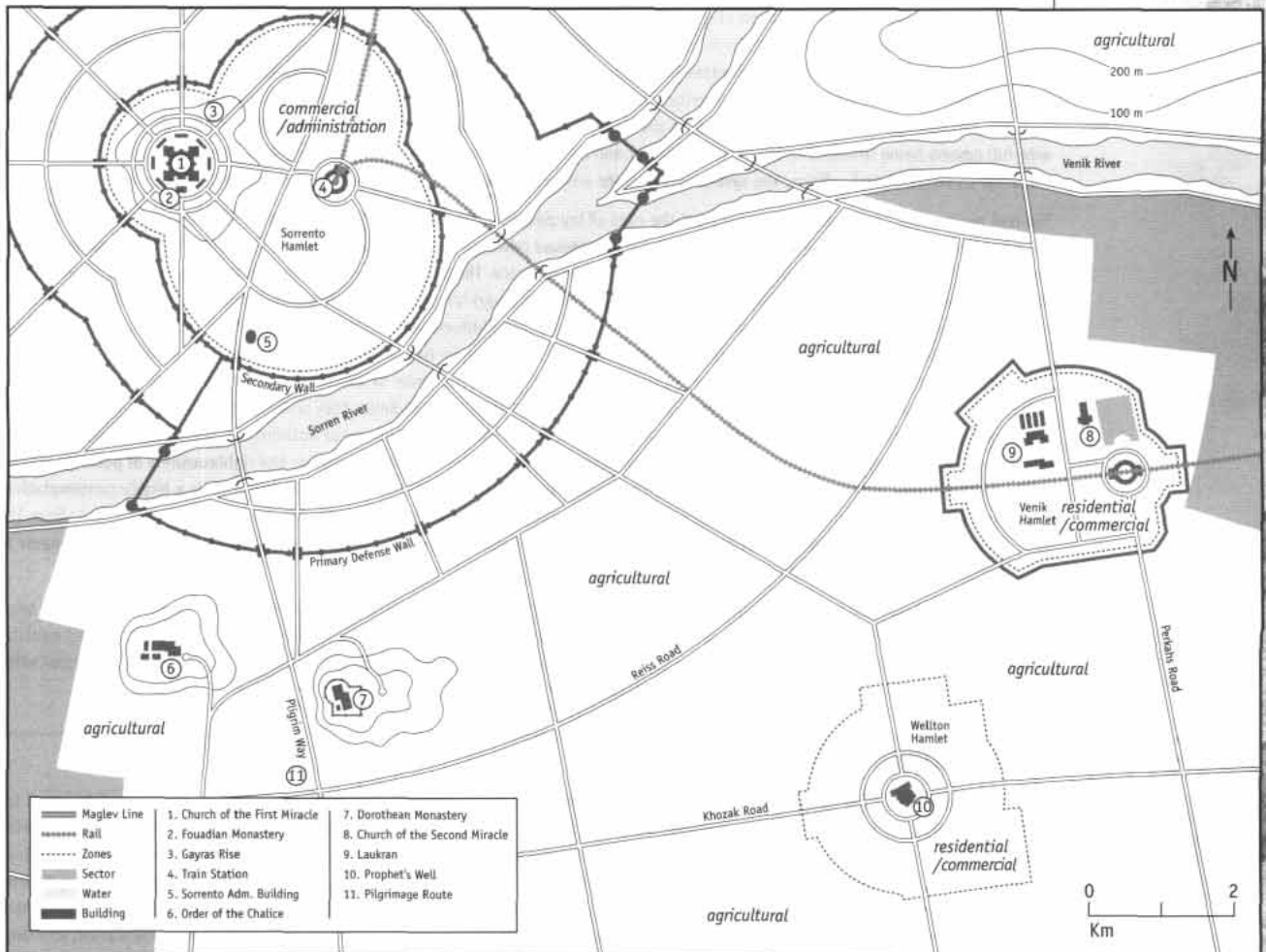
Vital Statistics

Location:	20°45' N, 147°45' E
Founding Date:	TN 1508 (Joined NLC in TN 1525)
Method of Government:	Revisionist theocracy
Head of Government:	Second Follower Thor Hutchison, Brother Ali Gujil (administrator)
Population:	660,000
Principle Industries:	Agriculture, pilgrimage





Map of Sorrento



The City Of The Chalice

Religion is everywhere in Sorrento. The central community which acts as the hub of the city-state is literally crowded with churches and accommodations for pilgrims. Four so-called Miracle Churches — built on the sight of miracles performed by the Gentle Prophet — create other knots of religious architecture, while various monasteries and church-run buildings complete the picture. In fact as much as 15% of the local citizenry are priests, monks or lay officers of the church. Despite this omnipresence, religion is not the be all and end all of Sorrentan life. The city-state is in fact a large agricultural region thriving off of johar and wheat farming. In day to day life, many of the locals are more concerned with the state of their crops than that of their souls. Recent downturns in the price of green johar (after bumper crops in Smolensk and the Northern Plain) has led to a certain amount of displeasure among the locals. Conflict between the agricultural and religious sectors of Sorrentan society usually remains at a low-level, but as the church gains more power across the league, some of the parties involved have decided to up the ante. The New Farmers Union, a local agrarian group linked to the People's Party, has recently taken it upon itself to push for a greater say for secular citizens in the affairs of the city-state. The NFU is well aware that the church's political agenda means it cannot afford to fight a protracted social struggle in its own backyard and feels that administrator Gujil will simply give in to minimize public attention. Gujil, however, is willing to take on some threats of strikes or unrest until he is forced to call on the Prophet's Shield's more shadowy methods, be it blackmail or something altogether more permanent.

Even among the farmers, however, matters of the soul are very important. The presence of so many religious sites, clerics and pilgrims inspires many locals to question and examine their own faith. Ironically, this tendency makes of Sorrento —the heart of the church—the greatest concentration of sectarian activity and alternative interpretations of the faith. Locals are hungry for further understanding of the Gentle Word and priests, wise-people and hermits who come with a new message can easily find adherents. The latest of these trends is Apostolic Revisionism, a small movement inspired by Adrianna Xing, an Easterner preaching in Massada.



● faith and intrigue

Sorrento often seems a simple extension of the Byzantine world of church politics. The lay citizenry of farmers, merchants and retailers have their voice heard through small councils which represent groups of hamlets. These councils report and send representatives to the Community Council, which is chaired by Brother Ali Gujil, a monk charged with the day to day administration of the city-state by Second Follower Thor Hutchison; Gujil is also the Sorrentan envoy to the Council of Mayors. The Community Council also includes representatives from the major religious organizations, including the various monastic orders and churches. The council is a purely consultative body, with full powers being invested in the Second Follower and his delegate, but the church tries its best to respond to comments from the citizenry. In terms of daily affairs, the system works quite well and the community of Sorrento is run rather efficiently.

The real power plays, however, occur away from the eyes of lay people in the heart of the church itself. The Second Follower's favor is constantly being curried, but he too must deal with the entrenched power of certain church sectors. The church finance department, for example, controls the purse strings and is notorious for its independence. The major monastic orders also have a great deal of power and their influence over the Senior Reverend's Council (the church's highest body) is legendary. The Prophet's Shield, Hutchison's fundamentalist religious movement within the church, was founded to combat the labyrinthine politics of Sorrento which tend to paralyze the church and its leaders. Nevertheless, several powerful leaders have not yet fallen in line and a struggle continues for control of the faith. Hutchison's greatest political concerns are two powerful groups of monks, the Order of the Chalice and the Laukran Brotherhood. The Order of the Chalice is dedicated to the preserving and studying the glory of Nathani Reiss; they research his life, preserve artifacts from it and maintain many of the important sites of his life. This latter function gives them great authority in Sorrento and their research makes their theologians highly respected. The Order has started to issue statements that challenge the righteousness of political action in the name of faith, a thinly disguised critique of the Second Follower's agenda. The Laukran Brotherhood is a highly contemplative order (consisting only of celibate men) whose most prominent member is Maximilian Bengali, who served as Second Follower from TN 1897 to 1899. Bengali, who believes in reunification with Massada and total pacifism, was forced down by Hutchison and remains a loose end in the Second Follower's agenda.

The dozen or so Apostolic Revisionists pose another threat. They claim that Adrianna Xing was visited by the Gentle Prophet and told to spread his word against destructive nationalism. A new revolutionary, anti-national brand of faith runs against Hutchison's agenda of exerting influence on the Norlight state. Hutchison has asked Reverend Mother Fajil, the director of the Prophet's Shield, to deal with these upstarts, little realizing that she is sympathetic to them.

◆ the economics of faith

Pilgrimage and agriculture are the two pillars of the Sorrentan economy. Every cycle, hundreds of thousands of Revisionists travel to Sorrento to visit the sites that feature so prominently in the texts of the Khodaverdia. They drink from the pure water at the Prophet's Well (see sidebar on next page) or be blessed by the Second Follower himself at the pilgrim service held every season at the central Sorrentan church. These pilgrims bring a great deal of income to the city-state, both by purchasing items and by donating money to the church. Sale of food, souvenirs, transportation services and most other items to pilgrims is permitted but strictly controlled by the church. It is considered sinful and illegal in Sorrento to ask a pilgrim to pay an elevated price for the necessities of his travels, so many find themselves having to sell with a very slim profit margin. The sheer number of pilgrims, however, makes their purchasing power great. Pilgrims also donate to the church, usually to special funds to maintain religious sites and preserve the community of Greater Sorrento. These funds are further supplemented by charitable donations from across the North aimed at preserving the prime pilgrimage sites in the CNCS.

Farming, and not prayer, is the basic economic activity in the region, however. Fully 70% of the local population is involved with working the land or processing its fruits and Sorrentan goods are exported across the NLC. Renowned as the breadbasket of the league, Sorrento not only exports raw agricultural goods (e.g. cut johar) but also processed foodstuffs. Sorrentan bread is especially well regarded and has been linked with the religious aura of the region. Most Revisionists serve Sorrentan bread as part of their Wednesday midday meal (Wednesday being a day of prayer and community service).

Sorrento has not escaped the rise in the underworld economy despite its holy airs. In fact, the quantity of travel through Sorrento (and to the Badlands pilgrimage routes) has made shady dealings a major concern in the city of faith. Policing Sorrento is the responsibility of the Dorothean Order, a large group of monks dedicated to protecting pilgrimage sites, with force if necessary. Dorotheans are trained in a wide variety of warrior skills (including a characteristic hand-to-hand combat style and a variety of firearms) and some are trained as criminal investigators as well. The monks are very good at protecting holy sites, but do not possess the expertise for anti-cartel operations. NorPol has recently moved in to try and break the smuggling operations already in place; the Order has allowed them to do so on the condition that a select group of monks receive NorPol training. The cartel war is uniquely subtle in Sorrento because of the obvious scandal (and backlash) that blatant warfare would cause in the holy city. Enemies are still eliminated and merchants intimidated, but these things occur in the shadows; bodies vanish in the endless johar fields instead of turning up on the streets. This subtlety has made it difficult for NorPol or the Dorothean Order to get active support from local victims of cartel activities. The criminals' tendency to remain hidden makes properly protecting informants and witnesses quite challenging.



◆ Places of Note

Sorrento is home to a wide variety of important sites. Hundreds of pilgrim churches dot the landscape and monasteries join them in their silent vigil over the city-state. Perhaps the most important sites are the four Miracle Churches, which mark the four miracles performed by the Gentle Prophet while in Sorrento. According to Revisionist doctrine, Mamoud first purified the water supply south of Sorrento, made the fields of a bitter enemy grow plentiful (healing the man's anger at the same time), healed himself from deadly wounds while receiving a revelation, and finally calmed a tempest that was raging toward Sorrento. Each of the four churches welcomes many pilgrims, but only the Church of the Third Miracle has been allowed to grow to huge proportions.

◆ Church of the First Miracle (The Prophet's Well)

Located slightly south of the center of Sorrento, a MacAllen access has become a pilgrimage site for Revisionists. Known as the Prophet's Well, this natural shaft descends straight into the MacAllen network. The shaft is dry for the first fifty meters and ends in a large well of cold, clear water which scientists estimate continues for 200 more meters. The Well is reputed to be the site of Mamoud Khodaverdi's first miracle, when he descended into the shaft thanks to a pulley system and dipped his hand into the pool of brackish and poisonous water at the bottom. With his holy touch, the water became clear and plentiful. In the centuries since then, millions of Revisionists have come to make pilgrimage, hand carving a spiral staircase along the shaft-wall and building the small Church of the First Miracle.

Water from the Prophet's Well is gathered by pilgrims in exchange for a donation as well as by the monks and priests who run the Church. This crystal clear water is reputed to have healing properties and to aid in the growing of crops. Many local farmers sprinkle some of the holy water on their fields during the spring sowing.

◆ Church of the Third Miracle (Gayras Rise)

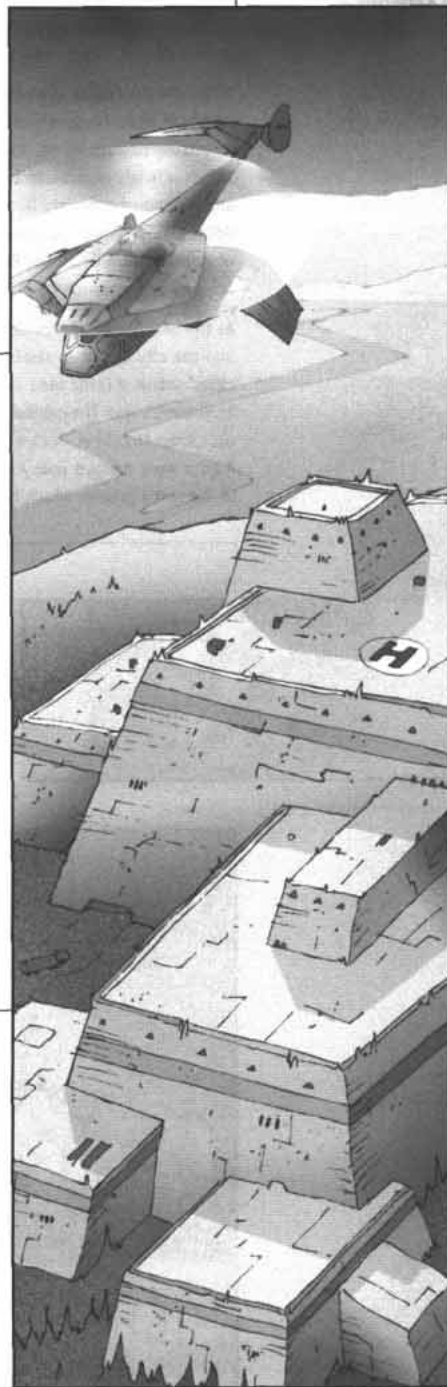
The third miracle performed by Mamoud Khodaverdi, and the one which most directly inspired the First Peregrination toward Massada, occurred on Gayras Rise, a small bluff overlooking the hamlet of Sorrento. According to the second book of the Khodaverdia Mamoud had come to the bluff after locals, fearing his holy touch, had chased them out of the community. Wounded and delirious, Mamoud collapsed on the hilltop under the noonday sun. Nathani found him there and cradled his friend, whom he thought to be dying. Mamoud then received a revelation, an understanding that he must journey into the Karaq Wastes; Nathani watched as his companion spoke in tongues, directly to the Gentle Spirit, and as the Prophet's injuries healed at a miraculous rate. The two men left for the desert soon thereafter.

A small church was built on Gayras Rise while Mamoud and Nathani were still in Massada. After the Second Peregrination, Nathani's return to Sorrento, the Second Follower returned to the bluff and established his pulpit in the small church. Over the centuries, this church has grown to mammoth proportions, now rolling over the whole rise and able to welcome several thousand of the faithful. The church complex includes not only the Fouadian Monastery, but extensive quarters for the Second Follower and the church's Senior Reverends when they come to Sorrento. The central shrine of the church was restored after it suffered serious damage from orbital bombing in TN 1914 and now features several huge stained glass windows depicting the Four Miracles performed by Mamoud while in Sorrento. The front of the great shrine opens onto the pilgrim stairs, a set of broad steps which descend the bluff toward the main pilgrimage route through Sorrento. Pilgrims often climb these steps on their knees to attend service. The church is reputed to be imbued with a healing power and the sick often come to make prayer on Gayras Rise.

◆ Dorothean Monastery

Located in the southern quarter of the Sorrento region, the high monastery of the Pilgrim Order of Dorothea stands guard over the old pilgrimage route to Massada. Build on a small bluff, the monastery features thick stone walls and tall guard towers. The order also maintains several stone watchtowers along the pilgrimage routes, stretching almost eight kilometers to the southeast.

Sister Dorothea Forez founded the order in TN 1575 after the routes to Massada were cut off to the faithful by a series of dangerous Karaq Wastes bandits. Starting in TN 1576, well-armed groups of Dorotheans began escorting pilgrim caravans into the desert; within a few generations the Dorotheans had become a powerful independent military force, with monasteries in Sorrento and at several water-points in the Karaq Wastes. In TN 1672, the Norlight government reached an agreement with the church to limit the independent power of the Dorothean order by associating them to the Norlight Armed Forces. Since that time, each monastery has only maintained a small defensive force for its own protection, while most brothers and sisters serve in border units of the NAF or Northern Guard.





2.13 - VALERIA-PORT AURORA [LEAGUE CAPITAL]



The twin-cities of Valeria-Port Aurora straddle the Thorn river where the Madras and Sitka flow into it, only a dozen kilometers south of the shores of Lake Aurora. Port Aurora itself was built in the very early stages of full colonization as one of the two polar spaceports for Terra Nova. The dense saguaro forests of the Auroran Basin were cleared several kilometers east of the Thorn and launch facilities were installed. In TN 499 the terminus of the beta maglev —attached to the spaceport— was completed and the superconductive magnetic levitation train line was extended south toward the Irrian Plain and the Badlands. This position ensured that Port Aurora would remain a center of colonial population and industry. As the colony developed, naval transport along rivers and lakes became increasingly important and port facilities were established on the Thorn. By the seventh Terranovan century, the colony was developing an independent culture of its own and many of the long term residents in need of work near the spaceport became disenchanted with the noise of large industrial facilities and roar of departing orbital shuttles; to escape, they began to move nearer to the river, especially on the west shore. In TN 700, this community was named Valeria and became an enclave for executives, merchants and Concordat officials working in Port Aurora, along with a small number of local farmers and fishermen.

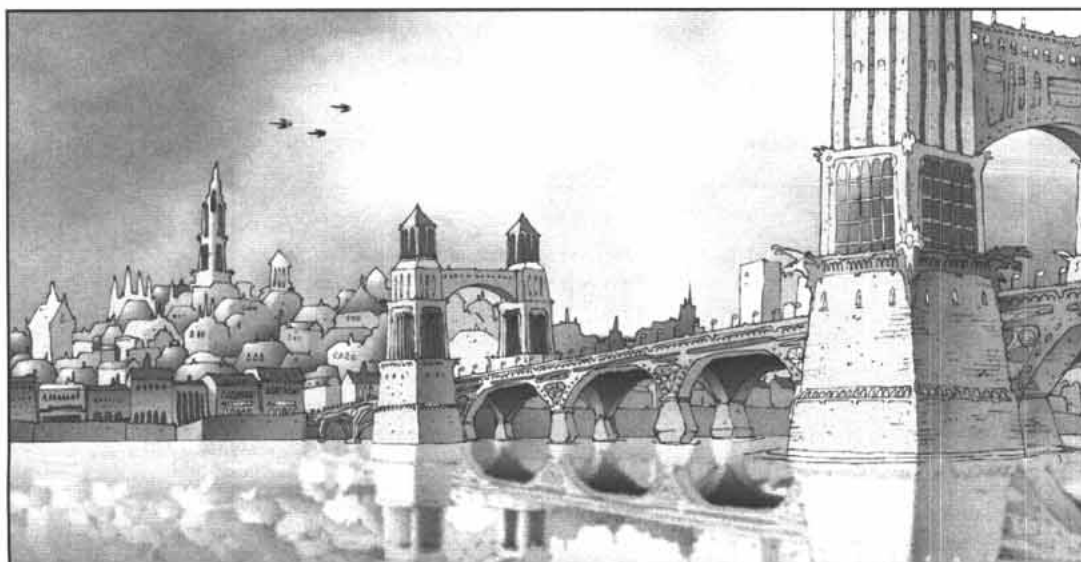
When the Concordat abandoned Terra Nova in TN 1455, Valeria and Port Aurora were gripped by chaos and unrest. As the last shuttles lifted off from the spaceport, much of Port Aurora was in flames as abandoned colonists had stormed the Concordat facilities in hopes of getting passage home. Valeria was the site of looting and street fighting as the large, abandoned homes of corporate executives and Terran officials were made to suffer in their departed owners' stead. Over the following cycle two warlords gained control of the cities and welcomed colonists from the rest of the hemisphere who wished to make use of the abandoned facilities. With the spaceport shut down, Valeria began to grow at the expense of Port Aurora and conflict between the two communities became endemic. The conversion of Valerian High Councilor Bréas to Revisionism in TN 1523 led to a rapid alliance with Sorrento. Port Aurora could only resist for a few seasons and surrendered in TN 1524. In the next cycle the NLC was founded with Valeria as its capital.

As the new league prospered, so did its capital. Commercial, governmental, educational and military resources were attracted to Valeria and the city began to stretch out around the local rivers. Port Aurora also boomed with additional industrial development. Soon the cities' urban sprawls bled into each other. The two cities were finally integrated in the eighteenth century, after the devastation of St.Vincent's War. The capital region suffered greatly during the conflict, with orbital and sub-orbital bombardment reducing much of the old cities to rubble. Once a peace agreement was signed, a reconstruction plan was developed and a new city was born. Valeria and Port Aurora were merged into a single city-state and the center of Valeria was completely rebuilt. The new capital was centered around St.Vincent's Square, which housed new government facilities for both the NLC and CNCS.

Vital Statistics

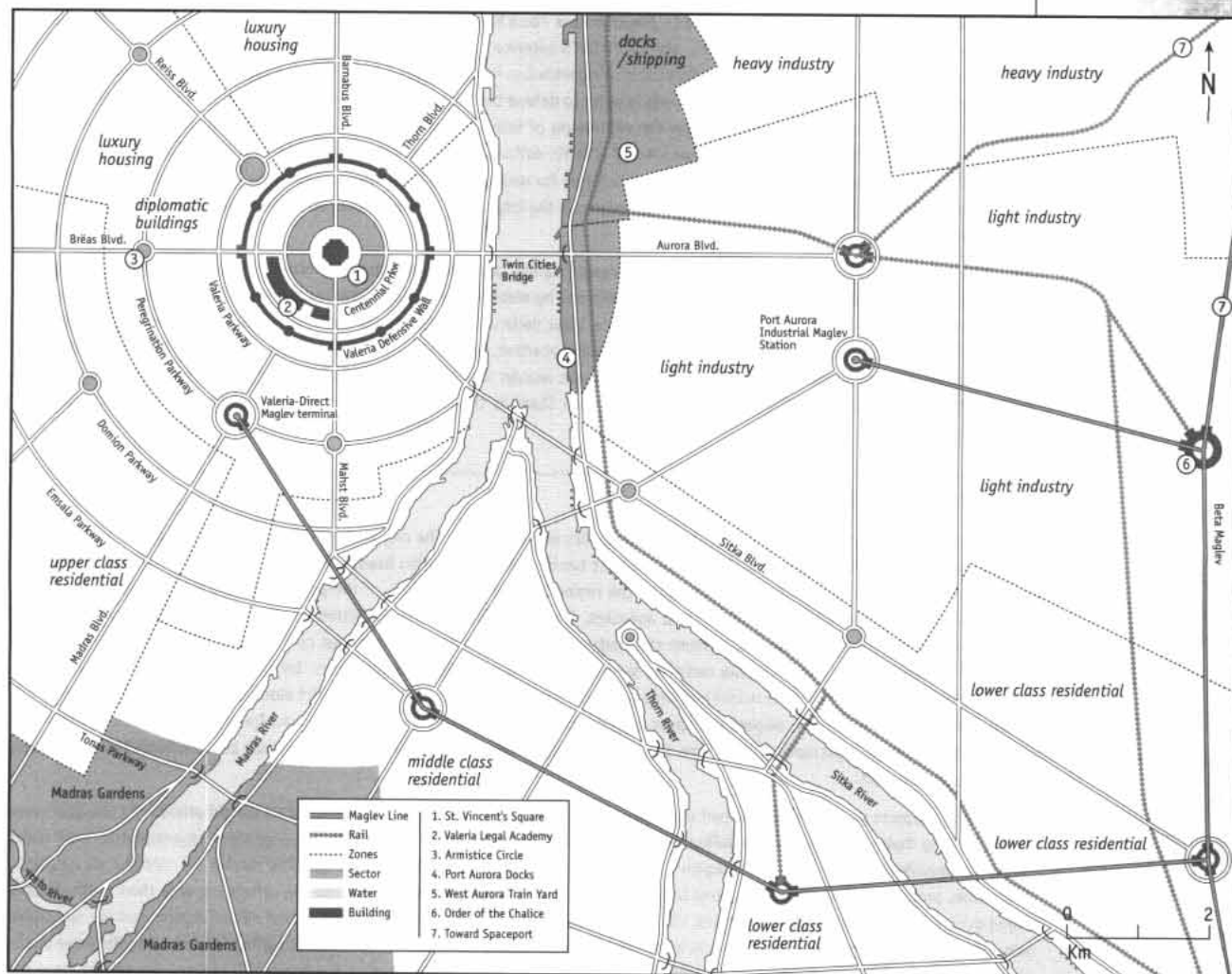


Location:	64°15' N, 129° E
Founding Date:	TN 700 (Valeria), TN 495 (Port Aurora); Both joined NLC in TN 1525
Method of Government:	Representative democracy
Head of Government:	Mayor Fredrik Paust
Population:	3.3 million
Principal Industries:	Service industry, diversified manufacturing, transport, government





Map of Valeria-Port Aurora



Capital City

The largest city-state on Terra Nova, Valeria prides itself on being cosmopolitan, upscale and sophisticated. The shipping, agricultural and industrial centers of the city are usually downplayed by locals and thought of as the domain of Port Aurora or other suburbs of the "true" Valeria. The massive presence of government agencies, diplomatic missions and bureaucratic agencies has shaped the social ethic of Valeria's elite. Power and prestige are very important, and government employees, reporters, lawyers and lobbyists can all be glimpsed in the most chic of shops and at the top restaurants. Away from the great boulevards and public squares, Valeria resembles many other well-to-do city-states. The university district to the north of the city center features a much more relaxed atmosphere, with crowded low-rise apartment buildings dotting the streets between cafes and bookshops. The east shore of the Thorn and Sitka, designated as part of the Port Aurora district, feature commercial docks, warehouses and low-income housing. Many of these areas are quite pleasant and well maintained, but some areas have fallen to the grip of an urban downturn and are grim indeed. Crime and hopelessness thrive in these quarters, away from the attention of the local government. Middle-class, white-collar neighborhoods are the most common, ranging from the manicured lawns of Madras Heights to the southwest of the city center, to the shopping malls and entertainment centers of suburban South Valeria.

Although experienced travelers tend to feel it pales when compared to Port Oasis, Valeria is nevertheless quite cosmopolitan and diverse. Beyond diplomatic visitors, the city's large student population, tourists and traders also bring in experiences from across the globe. As the site of Nathani Reiss' Third Peregrination, Valeria is also a Revisionist pilgrimage site, welcoming the faithful from across the hemisphere every cycle. The presence of substantial CNCS and Norlight military forces also brings in recruits from across the league and confederation to Valeria. All these bring a mixture of personalities, backgrounds and cultures that is seldom matched elsewhere in the Norlight Confederacy, making the city-state an unsettling but instructive experience for country-side visitors.



◆ intrigues and alliances

In many ways, Valeria runs on politics and power. Mayor Fredrik Paust has the unenviable task of governing a city-state which includes constituents such as the president of the NLC, the entire CNCS supreme court and Grand Marshall Victoria Edden-Smythe. While Valeria is positively above-board when compared to Port Oasis, it nonetheless features its fair share of espionage, betrayal and backroom deals. Mayor Paust must maneuver through this wasps nest in order to defend the rights of his citizens and preserve his position. Unfortunately, many feel he has chosen political survival over the well-being of Valerians, and especially that of Aurorans. Indeed, the mayor is a member of the Liberal Democratic Party and associated with its national and hemispheric strategies. He has become infamous for the number of balls and receptions he sponsors, usually as a forum for national officials to meet and discuss issues with business leaders or foreign dignitaries. The grand boulevards and public squares in the city center are kept clean and safe, while the poorer neighborhoods to the east struggle for resources.

Local Revisionist authorities, most particularly Senior Reverend Lianne Jamal, have launched into biting critiques of the Paust government. By using contacts established through the Prophet's Shield and by mobilizing the blue-collar community, Jamal and her associates have been able to bring political pressure on the mayor's office, most particularly through a series of damning news reports in the local and national media. Mayor Paust has been forced into a defensive position, announcing increased police coverage of high-crime areas and several community development projects. Many local observers wonder whether these moves will satisfy a very upset electorate in time for the TN 1934 local election. Civic Alliance candidate Elisa Staun is the current front-runner and has received vocal support from church organizers.

◆ the economics of power

The capital region has one of the most diversified economies on Terra Nova. The city is most well known for its service industry, with many commercial outlets, legal firms, the nation's largest banks and major trading houses all operating from it. The sheer size of the government also accounts for a huge proportion of the region's economy, with 15% of the population employed by the confederate, national or local governments or by associated agencies. More traditional economic activities are also widespread, with industrial production in Port Aurora and large scale commercial trade and transport being the two largest contributors. Port Aurora features a wide variety of industries, from a large textile sector to several important petrochemical producers. Intra- and international trade via sub-orbital transport, rail, maglev, river vessel and road transport supports a huge warehouse district along the Thorn and Sitka rivers, and, further east near the spaceport, airport and cargo maglev terminal. The headquarters of Terranovan TransRail dominates this sector of the city-state. A large skyscraper, it rises from the TNTR beta terminus and overlooks competitors such as TransNorth Rail and Vicardy Trucking and Transport.

Valeria also supports a very well-developed underground economy. From the dark streets of the dock neighborhoods to the glamorous hotels hosting diplomatic soirees, the influence of the Kolson and Forzi cartels can be felt. Local criminal organizations, from street gangs to prostitution rings, all owe allegiance to one or the other of the smuggler groups. The market in contraband, narcotics, protection, prostitution and illegal gambling in the capital is a multi-billion mark industry and the cartels are more than willing to spill blood over the profits. In the last five cycles, violence has been spinning out of control and the Paust administration has not responded very effectively. The Valerian police precincts in Port Aurora are largely underfunded, with resources going to protecting the more public streets. Whole neighborhoods have been largely abandoned to the cartels, leaving only a few brave VPD officers (those who have not fallen victim to corruption) to try and stem the tide of violence. NorPol's anti-cartel task force has had more success, but cannot take care of community policing.

Valeria Tower Saved ■



(Valeria Sun Times; 34 Autumn TN 1921) — After three cycles of concerted efforts, the great watch tower of Valeria has been restored to its full glory. The mighty tower, rising 237 meters into the air above the Inner Council chambers of the Confederated Northern City-States, was revealed yesterday after spending eleven seasons under a shroud of scaffolding and canvas. The tower was severely damaged by orbital bombardment in TN 1914 and propped into place by makeshift steel reinforcements until the Treaty of Westphalia. Many believed the tower would have to be destroyed, but the governments of the CNCS and NLC have spared no expense to give it a new lease on life. The entire internal support structure has been reinforced and largely replaced while a huge steel superstructure has been supporting the building. Yesterday, in a gala reception where the superstructure came off, the tower was opened to the public for the first time in seven cycles.

"The Tower is one of our most important symbols," said Norlight President Anders von Breslau during the ceremony, "and its reopening is a symbol of our recovery from the war. Terra Nova has risen from the pain of the past just like this structure has. Neither one will fall." Von Breslau's special guests at the reopening included Grand-Marshall Victoria Edden-Smythe, his successor as military leader of the CNCS, her companion Proconsul Lang Regina of Fort Henry, Second Follower Thor Hutchison and newly elected UMF Treasurer Yves Banderas. St. Vincent's Square was full to capacity with average citizens from Valeria come to partake in the festivities. Live music, fireworks and free food and non-alcoholic drinks were all part of the party.



◆ Places of Note

After the devastation of St. Vincent's War, the center of Valeria was rebuilt according to plans drafted by Maya Galatera, a local architect widely recognized as one of the best in her field. Galatera's city center was placed on a small bluff just west of the junction of the Thorn and Madras rivers and was conceived as a partial wheel, which characterizes the capital to this day. The hub is St. Vincent's Square, a large public place which includes the chambers of many government bodies, including the Norlight House of Congress and Chamber of Valeria, the CNCS inner council and the CNCS supreme court. Eight boulevards extend from the square and house additional government and diplomatic facilities, as well as some of the nation's top retail outlets. Galatera laid out three parkways which encircled and divided her new city-center; in TN 1856, four of the boulevards were extended to the east of the city and three additional parkways were added, further dividing Valeria. Galatera's original city center remains the center of government, upscale shopping and financial affairs, while the more recent parkways mark the borders of residential and commercial districts.

◆ St. Vincent's Square

The epicenter of the capital region, St. Vincent's Square is the seat of political power in the NLC. Across the fifty-meter wide circular square stands the Chambers of the CNCS Inner Council, the Norlight House of Congress, the CNCS Supreme Court, the Norlight Presidential Palace and the Chamber of Valeria. In the center of the square stands the Children's Garden, a memorial to the victims of St. Vincent's plague. Around the garden are scattered various war memorials, including those to the dead of St. Vincent's War (a low marble wall) and the War of the Alliance Memorial (a large triumphal arch). The square is closed to road traffic but welcomes pedestrians, who often flock to it to admire the public buildings and hope to catch glimpses of national leaders. They rarely do, of course. Despite the presence of tourists, security is quite tight. Northern Guard and NAF special units guard the various buildings of note, while bodyguards surround the most prominent politicians. Lobbyists, lawyers and reporters can be seen entering the various public buildings at almost anytime of the day.

Many of the public buildings on the square feature guided tours which attracts a large number of tourists. Valeria Tower, the great thirty-story watch tower that overlooks the city, is the most popular tourist attraction because of its spectacular view of the capital and the Thorn river valley itself.

◆ Brēas Boulevard

Of the eight grand boulevards which start at St. Vincent's Square, Brēas is the most famous. Running west from the square, Brēas is a wide, eight-lane boulevard through St. Vincent's Square that features the most elegant and popular shops, outlets and boutiques in the league. High-class hotels, highly exclusive apartments, and cafés compete for space on the boulevard and attract upscale shoppers, tourists and locals in the mood to spend some money. The Paust government keeps the boulevard scrupulously clean and its is well patrolled by local police as well as the military forces guarding government institutions. This most famous stretch of Brēas ends at Armistice Circle which is a large traffic circle and public square that features the Church of the Third Peregrination. This large church was built to commemorate Nathani Reiss's journey to Valeria and is the prime religious center of the region. Brēas Boulevard continues further west, but loses its panache and is largely lined with less-glamorous shops.

◆ Valeria Legal Academy

The most prestigious law school in the North, Valeria Legal Academy is housed in an extensive campus near the center of Valeria. Arcing along the Centennial Parkway, between Brēas and Madras Boulevards, VLA's large stone building and lush parks are among the most photographed areas of the capital. The Larange National Library building at the center of the campus is an eight-story large stone building with an impressive colonnade and wide steps before it. The Larange library houses not only the VLA's own collection, but serves as the national repository of record for the Northern Lights Confederacy. Every publication in the league is supposed to deposit three copies at Larange which can then be consulted by approved scholars. Trideo and other electronic media are also deposited at the library, although its coverage is less complete because of looser publication definitions. The VLA campus is also home to a luxurious faculty club which is used by the legal elite of the city as meeting place and social club. Chief Justice Stark and his political allies often use the private rooms of the club for their discussions.





2.14 - YELE



Yele was founded early on in the colonial period when medicinal plants were discovered in the region. The presence of these plants, combined with other economic factors meant that, for all but the most high-technology supplies, it would be cheaper to establish a manufacturing center for medical supplies on Terra Nova than to import them from Earth. In addition to producing medical supplies, Yele came to serve as Terra Nova's premier medical facility, with cases of serious illness and injury being transferred there from all over the planet for advanced treatment. In TN 956, the Yele Medical Center was formed and quickly established a reputation for medical excellence, attracting top medical talent from Earth who wished to practice medicine on a new planet.

The Terran withdrawal from Terra Nova was a huge blow to Yele. Not only did many of the researchers and doctors return to earth, greatly depleting Yele's store of knowledge and experience, but many of the facilities and supplies were destroyed in the looting and rioting touched off by the withdrawal. Amongst the first to recover in the city, however, was the Yele Medical Center. With the backing of the remains of the pharmaceutical industry, which rapidly reorganized as independent companies, the YMC set about making the Terranovan medical industry self sufficient, encouraging medical research and setting up a teaching hospital so the abandoned colony could train its own medical personnel. With the rise of city-states, medical facilities around the planet began to improve and Yele helped establish new medical and teaching facilities all along the beta maglev line. This medical missionary work opened Yelans to the birth of Revisionism and a healthy religious community grew in the city-state. With the formation of the NLC, Yelan Revisionism became highly political and swept to power in TN 1528. As soon as the Great Crusade began, Yele threw open its doors and joined the new league with virtually no local protest. Those who objected most strenuously left for the Badlands before the arrival of Norlight forces.

Yele's position as the health center of the NLC remains unchallenged and the city is home to many national and CNCS health agencies. The YMC and several other local hospitals also continue to be patronized by Badlanders and Southerners who can afford the exorbitant fees charged to foreign patients. Yele suffered from orbital bombing at the beginning of the War of the Alliance, but almost all the damage has been repaired and the town's core has a hauntingly new atmosphere. Buildings stand fresh and gleaming, sculpted in the latest architectural style and equipped with numerous gadgets and ornamentations. Some sections of the city-state have been entirely rebuilt from the ground up, mostly in the neighborhoods and suburbs where the wealthy doctors and researchers congregate.

Vital Statistics

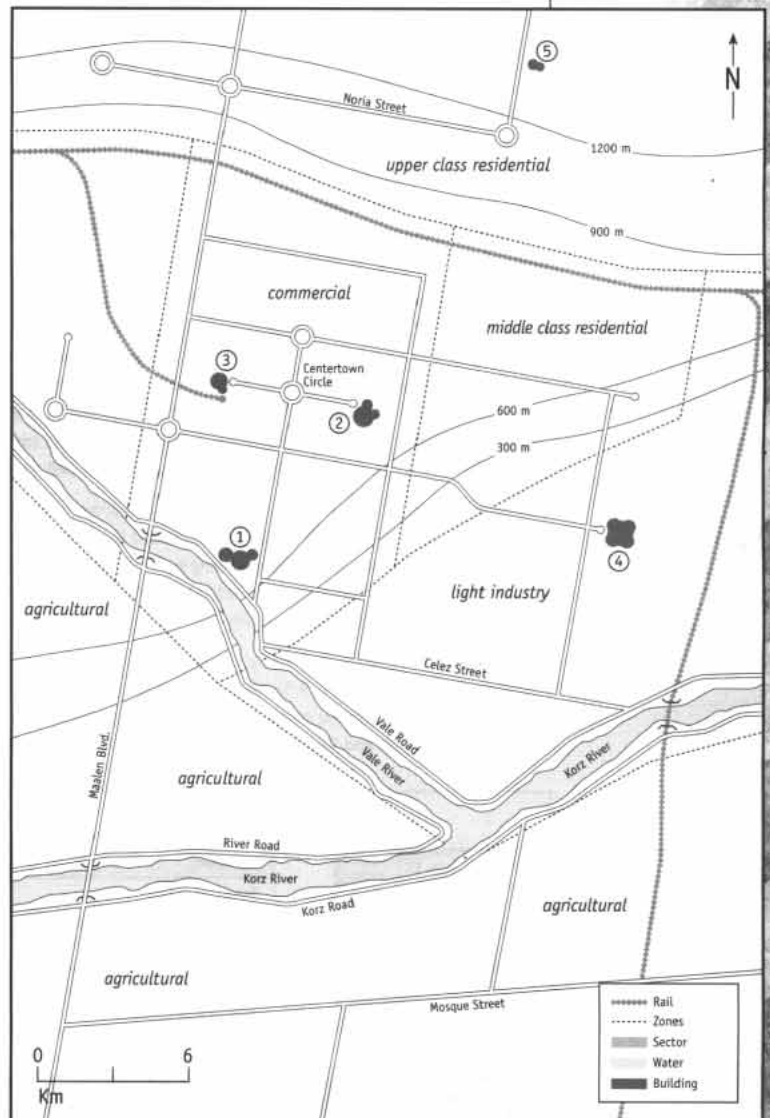
Location:	24°15' N, 160°30' E
Founding Date:	TN 856 (Joined NLC in TN 1529)
Method of Government:	Representative democracy
Head of Government:	Chairman Marcus Dowling
Principal Industries:	Pharmaceutical manufacturing, medical research and treatments
Population:	530,000





Map Of Yele

Location	Description
1. Yele Medical Center	Sprawling on the shore of the Vale River, YMC's cylindrical structures appear as a collection of oasis towers. The Yele Medical Center includes the best medical research facilities on Terra Nova and a fully functional teaching hospital specializing in the most advanced forms of genetic reconstruction, targeted drug therapy and cyb-surgery. An education at YMC is considered a sure way to enter into the medical elite of Terra Nova.
2. Surai Medical Center	Located just north of the YMC, the Surai Center is the NLC's top military hospital complex. Soldiers requiring specialized and long-term care unavailable at the various military clinics and hospital wings scattered throughout the league are shipped to Yele for treatment. Surai and the YMC have a very close relationship and are sometimes considered to be extensions of one-another.
3. CNCS Board of Health	Housed in the Barnabus Building near both the YMC and Surai Center, the CNCS Board of Health is the liaison between the Confederated government and the medical/pharmaceutical community. The board is chaired by Surgeon General Elizabeth Danoy, a former head of the YMC and an advocate of a greater access to advanced medical treatments.
4. Baraas Corps	One of the many pharmaceutical corporations that dominate the Yelan economy, Baraas has a massive complex on the Korz River. Baraas specializes in products for genetic manipulation and is busy producing a new generation of drug cocktails used to facilitate clone-growth. Rumor has it that Baraas has either struck a deal with the GREs from Jan Mayen or has access to an illegal testing facility.
5. Ashburry Club	The most exclusive of Yele's many upscale night clubs, the Ashburry is a private establishment located on the grounds of a huge mansion. Rumors about the goings on at the Ashburry include massive drug use, elaborate sexual escapades and even the use of slaves from the Badlands. Most people dismiss these rumors as the ramblings of jealous people lacking the connections to get in.



Healing And Decadence

Today, Yele has the best medical treatment, training and research facilities on Terra Nova — and it shows. The elite of geneticists, cyber-surgeons and pharmaceutical company executives mix with eager young researchers and students who strive to achieve the success they see around them. Competition is almost palpable as students compete for places in the best schools, researchers attempt to get their results published first and top surgeons try to outdo each other in attracting the most famous celebrity patients. The rewards of this competition are plain to see: the wealthy suburbs containing the luxury mansions of the top geneticists, researchers, surgeons and executives are a constant reminder of what the best can expect to obtain. Competition is not without its dark side however, and some researchers are willing to cut corners in their work or conduct illegal or unethical research in their quest to be famous; morality crimes are not uncommon. Recently the Revisionist church has spoken out against this, citing a concentration on complex, expensive medical procedures available to the wealthy and powerful instead of concern for the welfare of the general population on the part of the Yele medical community. Most notably, local church officials have called for clerical oversight of the medical community.

In contrast to the medical community, the farmers of Yele, who make up the majority of the rest of the population, are relatively sedate. They normally feel none of the pressure surrounding the “quacks.” One current concern of theirs, however, is the price they get from the pharmaceutical companies in exchange for their crops. Some of the farmers feel the companies are making a profit at their expense and there is growing resent against the medical community and its showy excesses in general.



2.15 - ZAGAZIG



Zagazig was one of the first settlements founded on Terra Nova, and its temperate microclimate in the slopes of the Eastridge Range attracted some of the first dedicated settlers once a direct link to Caprice was discovered. The microclimate produced not only abundant rain but also warm temperatures all year round. By TN 550, it was a small but thriving settlement and has been a quiet, bucolic place ever since.

That first small settlement grew slowly over time, but Zagazig remained a quiet, even rather backward, community until TN 1100, when pharmaceutical companies discovered the local microclimate was perfect for growing medicinal plants. This became Zagazig's first major industry. The quiet environment did attract visitors, however, who came to relax and escape the more hectic parts of the colony world. As a "native Terranovan" culture developed, many returned from elsewhere on the colony when they retired and the city soon developed large estates of aging citizens living out their golden cycles in the sun.

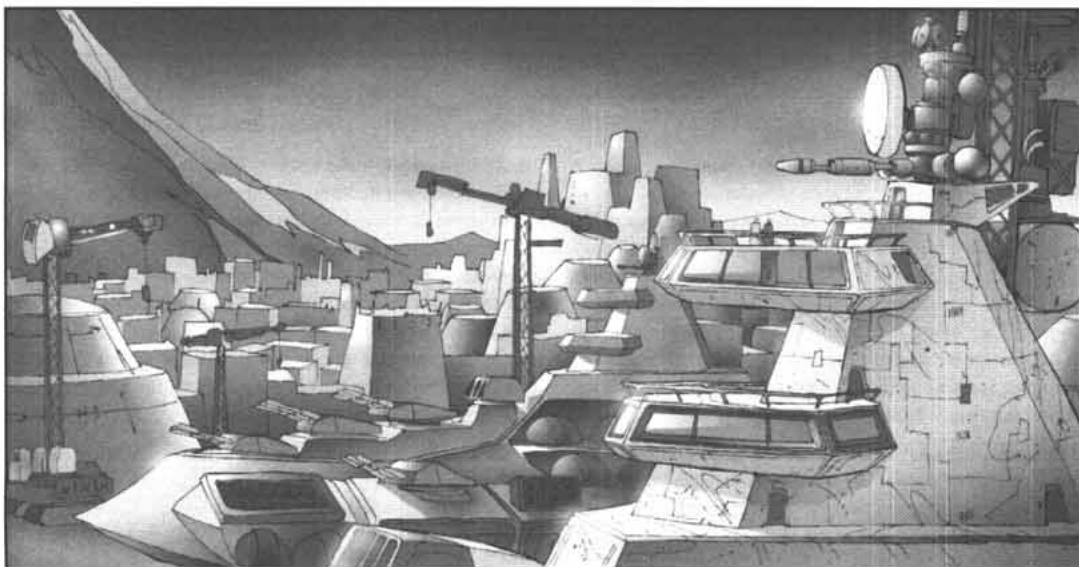
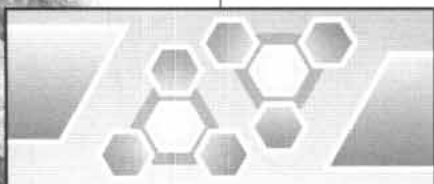
During Reconstruction, Zagazig armed itself but was unable to resist the more powerful city-states; in TN 1490 it began paying tribute to Yaramir. When the Yaramite regime expelled Revisionists from its city-state, many traveled west and set up communities in Zagazig. The locals were receptive to the new faith and conversions became commonplace. With the complete destruction of Yaramir in TN 1537 and the end of Norlight expansion, Zagazig found itself without protectors. Zagite mayor Yanna Goren began trying to build local alliances, an effort which led to the creation of the Tershaw Cooperative Alliance in the TN 1550s. When the TCA was split by the UMF, Zagazig appealed to the NLC for protection and officially joined the league in TN 1569. Under the Norlight flag, the city-state has been able to thrive and has become a favorite vacation spot as well as an important military base.

One tourist who returned to the city was Simone Wententhal, a leading Valerian educator. Simone felt that Zagazig provided an excellent location for a university. In TN 1620, she persuaded the NLC to fund a university in the city, and it bears her name to this day. A firm believer that education was necessary to help build society, Simone laid an emphasis on the sciences, engineering and architecture, and the university excels in the latter two fields to this day. Several well-respected liberal arts colleges and other schools have also set up in the shadows of Wententhal University over the last three centuries.

An often forgotten chapter in Zagazig's history is the foundation of the Overland Cruise Line (OLC), the first commercial Landship line, by Villiam Kunard in TN 1739. A St. Vincent's War veteran, Villiam salvaged the CNCS troop-landship Drakkar and started hauling cargo. Born and bred in Zagazig, he based his company in his home town and it became the center of the northern landship industry. Today OLC, Northern Travels and Rastapopoulos Lines all ply their trade from the vast docks several miles outside Zagazig.

Vital Statistics

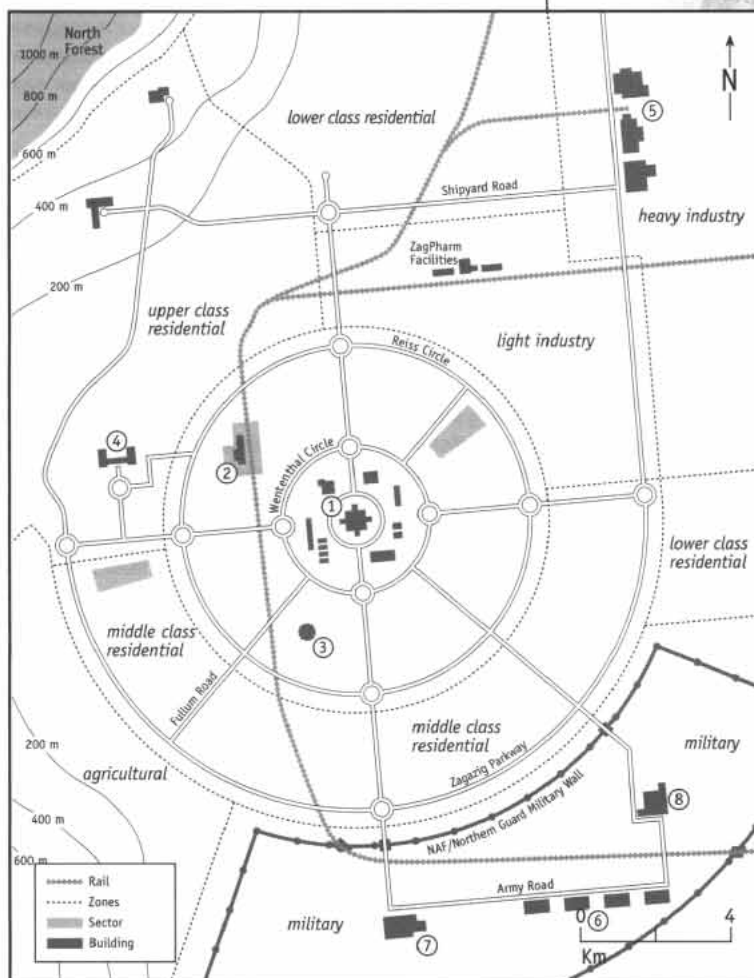
Location:	35°30' N, 84°15' E
Founding Date:	TN 499 (Joined NLC in TN 1569)
Method of Government:	Representative democracy
Head of Government:	Mayor Irena Mugabe
Population:	1.0 million
Principal Industries:	Pharmaceuticals, education, transport and tourism





Map Of Zagazig

Location	Description
1. Wententhal U.	One of the top schools in the NLC, Wententhal's large campus attracts a variety of students who often clash with each other and the conservative locals.
2. Zagazig Station	Built in a simple style using ferroconcrete highlighted with marble, Zagazig's central station connects the community to the rest of the league.
3. OCL Headquarters	The oldest and most prosperous of the local commercial landship cruise operators, Overland Cruise Lines does business from a glass and steel office complex in the commercial center of the city-state.
4. Zagazig Legislature	Located outside of the commercial core and among the citizens it represents, the municipal legislature is housed in a modest complex that includes the municipal courts and the mayor's office as well.
5. Civilian Shipyards	To the northwest of the city, the civilian shipyards produce and berth cruise landships for OCL, Rastapopoulos and Northern Travel. The cruise docks are shielded from the production facilities by large concrete walls.
6. Military Shipyards	Guarded by two military bases, the Zagazig military shipyards are the major landship production facility in the NLC. A huge Typhoon-class heavy cruiser and two smaller Tornado-class cruisers are currently in production, along with several smaller ships.
7. Camp Reighton	The local Nortlight Armed Forces base, Camp Reighton is charged with defending not only the shipyards but the whole community as well.
8. NGB Kuron	Northern Guard Base Kuron is home to the elite Cat's Paws Gear regiment and several other units. Its facilities include elaborate "ghost town" training facilities and some of the best Gear repair facilities in the Nortlight Confederacy.



A City Divided

For all intents and purposes, Zagazig is two cities rather than one. The outer city features pleasantly green and sunny housing estates and resorts which house retirees and middle class families. It is quiet, some say to the point of atrophy, and is religiously, socially and politically very conservative. The outer city accounts for a majority of the Zagite population. The inner city, or university district, is a beautiful place of parks, gardens, cafes, bookshops, bars and the various university campuses of the city. Many of the district's wonderfully designed buildings show the geometric and abstract design elements for which Wententhal University's architecture school is famous. During term, the district houses upwards of 50,000 students along with faculty staff, technicians and merchants who live off the student customer base. The inner city is a dynamic place because of the highly politicized and increasingly divided student body.

The tendencies that more radical students get up to — shock music, strident atheism, minor drug use and resistance to the morality laws — are shocking to the rest of Zagazig. More disruptive, however, are the disputes between the radical and conservative parts of the student body. During Student Guild election campaigns, near riots can take place, and the competing student newspapers the Voice of the Faithful and Scream are widely followed all over the city, providing titillation and indignation to Zagazig's more sedate citizenry. Authorities have tried to moderate the proceeding, only to be met with strident protests from both sides. Attempts to regulate the distribution of the students' papers have met with the same fate.

Apart from murmured shock and occasional indignation, however, the university students rarely impact on the lives of the majority of citizens. They have a quiet and comfortable life, untroubled by many of the troubles of the rest of the NLC. The church plays an important role in Zagite life and most citizens have a hard time understanding why other communities are so resistant to a positive religious influence. Some locals, however, feel that the current revival and the political extremes espoused by some religious leaders in the student community go too far. These feelings are shared by the workers who live in the outer city and commute to the dockyards and industrial parks outside the city via rapid commuter train.



2.16 - ASHINGTON



Founded as the personal fief of an exiled Terran prince, Ashington has risen to become one of the most important cities in the UMF. The road to membership in the UMF, however, was long and tortuous. A succession of princes refused invitations to join the league, fearing the loss of their social privileges and power. Long, arduous negotiations followed until eventually, in TN 1620, the economic and security benefits of the relationship won the incumbent prince over and Ashington become the UMF's eleventh and final member state.

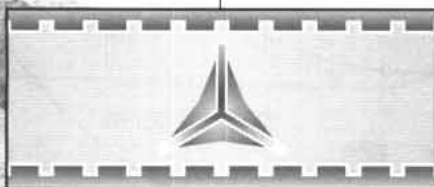
The principal reason the UMF sought to bring Ashington into the fold was for its power generation facilities. Today the extensive banks of solar panels and aerogenerators (highly efficient wind-mills) which surround the city provide much of the Federation's energy, making Prince Hans William Ash VI (head of both the Ashington Power Corporation and the city) one of the most influential people in the UMF. Indeed, APC has the sixth-largest turnover of any Mercantile corporation. In addition to its role in power generation, the Federation desired Ashington for its location. It dominated trade along the Badlands border and was the starting point of trade routes across the Western Desert. From Ashington, goods could be transhipped to the Southern Republic, circumventing the Humanist Alliance and Western Frontier Protectorate, through whom any goods transported by Maglev would have to flow.

Located on the rolling plains that border the Badlands, Ashington is the most heavily defended city in the UMF. It sits within two layers of defensive fortifications: a series of low walls and ditches surrounding the city and power generation complex, and the massive walls of the city proper. The lower outlying walls provide the entire complex with a degree of protection while having little impact on the flow of air and thus power generation. During the War of Alliance this outer area of the city was the site of several pitched battles, causing extensive damage to the power complexes. CEF forces also assaulted the city itself but while they succeeded in breaching the defenses during the Second Battle of Ashington, they were beaten back in bitter street-to-street fighting by Northern Guard troops under the command of Victoria Edden-Smythe. Since then, both the inner and outer walls have been rebuilt and extended.

Ashington was bombed repeatedly by the CEF, and much of the city's once-famous architecture was destroyed during the War of Alliance. This is especially true of the neighborhoods that sat close to the various defense systems. The city has since been the site of a major rebuilding program, which is still going on — albeit much more slowly — today. Thanks to the dedication of the inhabitants, Ashington now contains some of the most modern architecture in the league. Despite this, or perhaps because of it, many claim much of the city's pre-war charm has been lost.

Vital Statistics

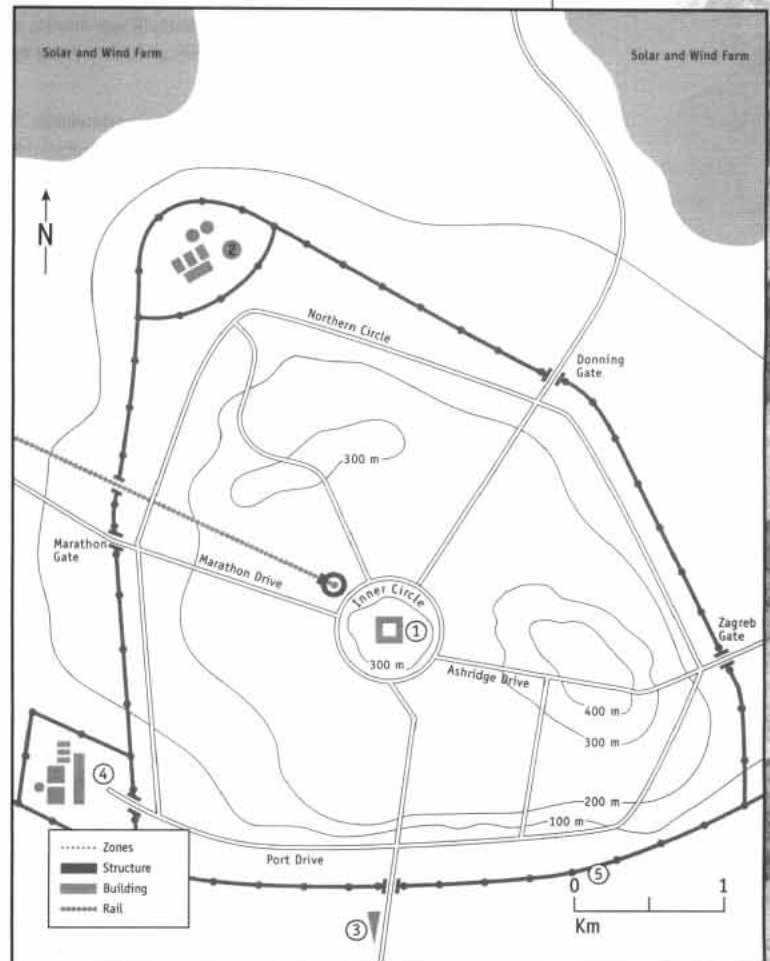
Founding Date:	TN 922
Joined UMF:	TN 1620
Method of Government:	Monarchy
Head of Government:	Prince Hans William Ash VI
Population:	500,000
Principal Industries:	Electrical power generation





Ashington Map

Location	Description
1. The Sun Palace	The Sun Palace is the official residence of the Prince of Ashington, the site of numerous state functions, balls and garden parties. Rebuilt after the War of Alliance, the palace is a large rectangular structure surrounding an open courtyard. It features long galleries with broad columns and large windows. Some parts of the building and its surrounding gardens are open for guided public tours, though advance bookings are required.
2. Fort Russell	Unusually, the UMFA compound is situated within the city's perimeter walls although its own defensive works turn it into a fort within a fort. During the Second Battle of Ashington the compound served as a redoubt for the UMF defenders when the CEF forced their way into the city, allowing them to hold out long enough for reinforcements to drive the Earth troops away.
3. Dauntless Memorial	The Vortex-class landship NCS Dauntless was crippled in the Battle of Baja, though she was able to limp back to her base at Ashington. The massive vessel was subsequently decommissioned and her shell established as a war memorial, located half a kilometer south of the city.
4. Landship Docks	Ashington serves as the HQ for the Northern Guard and UMFA landship fleets in the Western Desert. The fleet-base is located within the city's outer perimeter but outside the city proper, two sets of fortified gates allowing the leviathans egress onto the Ashington Plains.
5. The Badlands Wall	Heightened and strengthened since the War of Alliance, Ashington's formidable southern wall reaches a staggering 110 meters in height. Formed by the merger of the city wall and the perimeter wall, it bristles with gun ports and sensors and is regarded as a wonder of modern engineering.



The Sun Crown

Life in Ashington has always been hard, its people eking out a living on the fringe of the Badlands, though since joining the UMF the social standards within the city have improved considerably. Until the Emancipation Proclamations of TN 1624 most of the city's population were serfs, holding land from the prince and obliged to work his holdings without pay for three days out of ten. This prompted a strong work ethic that has carried over into 'free' Ashington, with the city's commoners willingly working long hours.

Respect for the city-state's nobility has slowly been eroded since TN 1624, increasing freedoms among the commoners leading some to question the status of the Estates and the Monarchy. The large majority of the population still favor the royal family, however, regarding it as part of their heritage and traditions that set them apart from the rest of the UMF. Indeed, most Ashington-born citizens regard an insult to the Prince as an insult to them and will willingly fight to defend royal honor.

Many of Ashington's citizens recall the devastation of the War of Alliance and fear a repeat during the current Interpolar War. Having commanded the defense of the city during the Second and Third Battles of Ashington in the War of Alliance, the citizens of Ashington look on Grand Marshal Victoria Edden-Smythe as a living legend. Many believe that with the "Heroine of Ashington" at the helm of the CNCS war machine, the North must surely be victorious and unlike many Mercantile citizens, have thrown their weight solidly behind the war effort.

A tough local police force and large contingents of UMFA and Northern Guard troops maintain order in the city. This has not stopped the Wounded Knee Cartels from establishing the city as a major base for operations into and across the Western Desert. The Forzi Cartel dominate the city's black market and smuggling operations, though this has not prevented the Granis Cartel from strengthening its operations in the city while the Forzi-Kolson war rages. The formidable security presence has curtailed the open gang warfare that continues to rage across the CNCS and instead of the gun battles and bombings of elsewhere in the league, the war in Ashington has been limited to sabotage and assassinations.



2.17 - BATON ROUGE



Located in the heart of the Marathon Basin, Baton Rouge sprawls over an area of roughly three hundred square kilometers, broken into a host of local communities linked by a series of twenty broad boulevards. Farmland, industrial areas and housing are intermingled throughout, with no definable city-center.

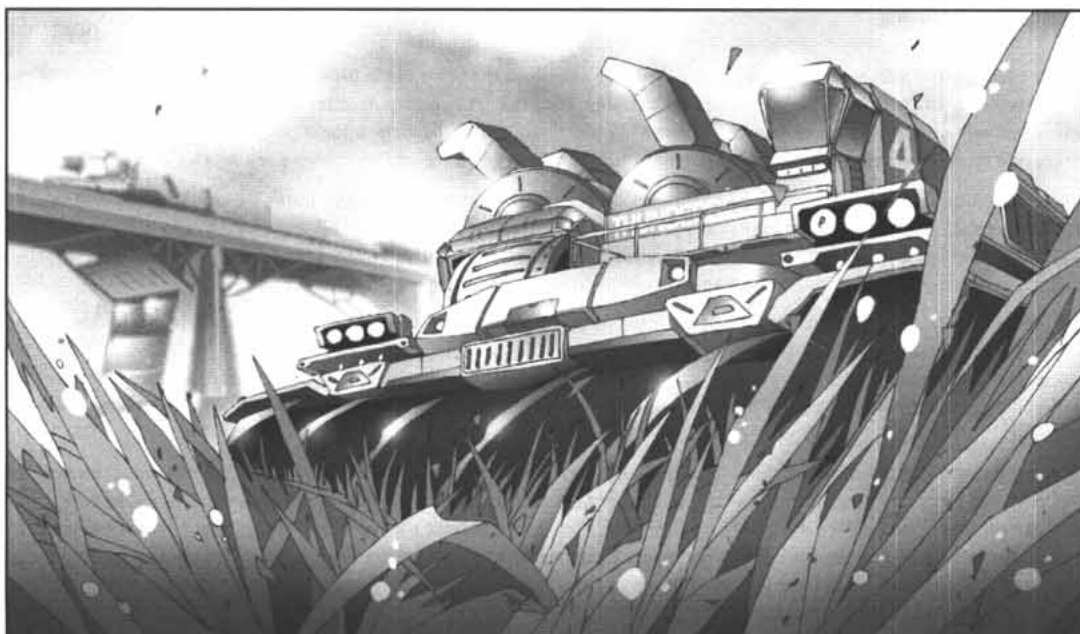
Originally little more than a collection of farming communities, Baton Rouge incorporated as a city in 1072. The region had been mercilessly exploited by Terran corporations and the formation of a city, no matter how geographically dispersed, gave the region's farmers political leverage against the conglomerates. This distrust of outside interference persisted even past Earth's withdrawal, with a succession of mayors working to keep the city-state isolated. When Mayor Brandal Finch met with the leaders of neighboring city-states to discuss the formation of the Lyonesse League he was going out on a limb, and a combination of pressure from home and "unreasonable" demands on the part of the other city-states prompted him to withdraw in TN 1527. He managed to keep Baton Rouge out of the league until TN 1531, but by then economic pressures on the city-state were so great that they had to join or face ruin.

Remaining true to its agricultural roots, the city-state has been spared the horrors of war, though it has twice been occupied by enemy troops — the AST in the Merchant War and again in the St. Vincent's War. While the city itself has been spared damage, large tracts of land 500 kilometers south and west of the city were ruined in the War of Alliance by the UMFA's use of nuclear and chemical weapons to halt the invaders. These hot zones have been the subject of a massive clean-up operation since the war, but farmers are concerned about toxins and fallout blown down-wind from the battlefields. The Natural Resources Secretariat monitors all foodstuffs originating in Baton Rouge and has, to date, passed them fit for consumption.

Though agriculture dominates the city-state — it is the primary food production center in the Mercantile Federation — it is not the only industry. The city contains a wide range of service and manufacturing industries, and is largely self-sufficient with regard to the inhabitants' basic needs. Pharmaceutical products play a major part in the local economy as well, driven by the numerous plants with medical uses growing here. In fact, the Willow-Jones drugs company dominates employment in the area, coming behind only agriculture in terms of total number of employees. Perhaps surprisingly, though, petrochemical extraction to the north of the city provides it with substantial revenue, coming in third for percentage of gross product. There are several large areas covered with sophisticated automated oil derricks, but it is not uncommon to see pumps located in the heart of a field of johar or cattle.

Vital Statistics

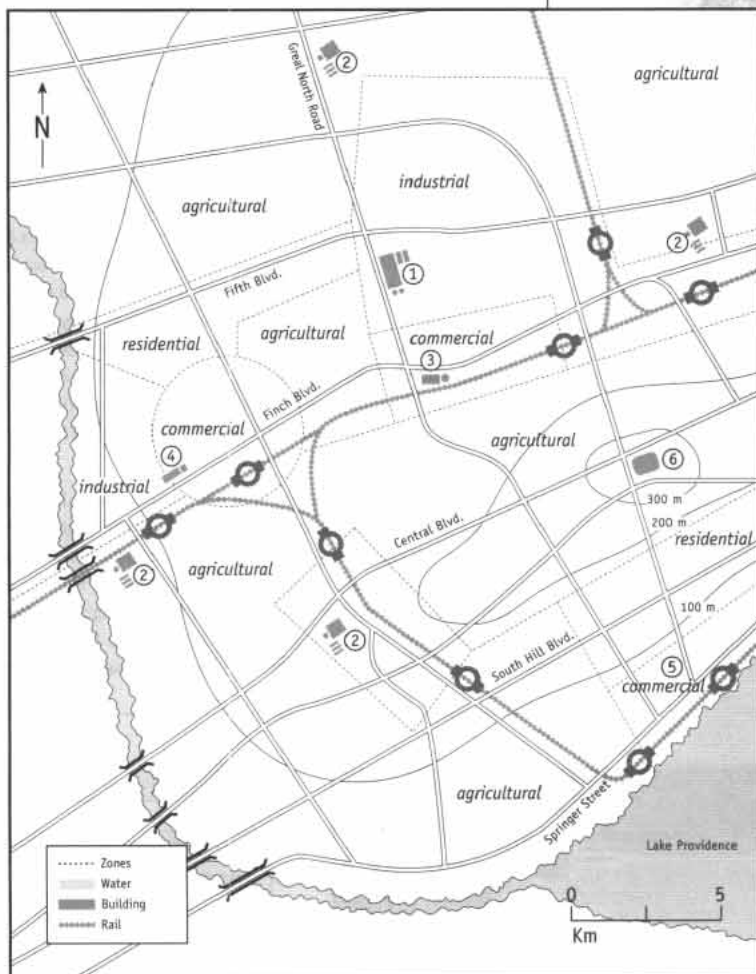
Founding Date:	TN 1072
Joined UMF:	TN 1531 (Lyonesse League); TN 1551 (UMF)
Method of Government:	Representative Democracy
Head of Government:	Mayor Wallace Martin
Population:	830,000
Principal Industries:	Agriculture and fine arts





Baton Rouge Map

Location	Description
1. Willow-Jones	Willow-Jones is the UMF's largest pharmaceutical conglomerate, and their enclave in Baton Rouge is a mixture of research site and manufacturing plant. Access to the facility is tightly controlled, bolstered since the outbreak of war with troops from the nearby UMFA enclave. The complex contains the Albert A. Willows Memorial Hospital, Baton Rouge's main medical center.
2. UMFA enclaves	With no definable center, Baton Rouge is a defense planner's nightmare. The UMFA has scattered their troops to defensive compounds throughout the city. Fort Lancaster, some 10 kilometers north of the Willow-Jones plant, serves as the city's military command center.
3. Admin Center	Baton Rouge's Administrative Center is located in the commercial district of Oakley. A complex of drab, functional buildings, it houses the mayor's residence and the council chambers. Numerous sub-offices are dotted throughout the city, serving as home to the city's bureaucrats.
4. Mortenson Foods	Though far from the largest producers in Baton Rouge, Mortenson are among the most diverse. Their crops range from Johar and wheat to modified Terran vegetables, and they also maintain a large dairy herd west of the city. Their complex in the western sector include a number of plants.
5. Orion	Baton Rouge is renowned for its artists; the largest — and most famous — concentration can be found in the lake front suburb of Orion. Many workshops are open to the public, and visitors are invited to watch the craftspeople at work. Many accept commissions, though demand for products, particularly metal sculptures, is high.
6. Hendon Stadium	The Hendon Stadium serves as home to the Baton Rouge Creoles and the Hendon Hunters, two of the UMF's leading Gear dueling teams. The stadium also provides a venue for other spectator sports such as soccer and athletics.



Working the Land

Since joining the UMF, the local distrust of outsiders has faded, though the regional dialect retains a number of words and usages that reflect the 'us and them' mentality such as Grockle (a tourist) or Foreigner (anyone not a citizen of Baton Rouge). Indeed, the city-state's charter only grants citizenship to those born in Baton Rouge or who have lived there for at least twenty cycles. Anyone else is regarded as a resident alien. To the citizens of Lyonnese or Rapid City, the sedate rural life of Baton Rouge lacks sophistication, but the standard of living is above the national average, and the city is a major retirement center. The limited employment prospects in the city — working on the farms, in a processing plant and the like — has driven many of the city's youngsters to relocate to more cosmopolitan cities like Marathon or Lyonnese. This exodus of the young has been the city's greatest problem in recent years.

Violent crime is almost non-existent in Baton Rouge, limited to the occasional drunken scuffle outside one of the city's many pubs. Vandalism, mainly malicious crop damage, is rife, however, particularly among bored youngsters. The city also serves as a center for smuggling, particularly along the rail link from Red Sands, and is thus the focus of numerous corporate and government anti-smuggling operations. As a result the ongoing gang wars among Wounded Knee smugglers appears to hardly touch the Mercantile city. Neither the Forzi nor Kolson Cartels wish to attract undue attention to their operations in the city and have agreed upon a truce in the region. This has not stopped each leaking details of the other's operations to the Baton Rouge PD.

Baton Rouge is the center of the UMF's third religion, the Mahayana Buddhists of the Drepang Monastery. The Buddhist community is largely integrated with the principally Revisionist population, though since the resurgence of Revisionism in the UMF the homes of several prominent Buddhists have been daubed with graffiti. Furthermore, the Buddhist's attempts to block shipments to the UMFA and Northern Guard has prompted outrage among the local population, being dubbed 'unpatriotic' and prompting a number of violent incidents.



2.18 - CANTERBURY



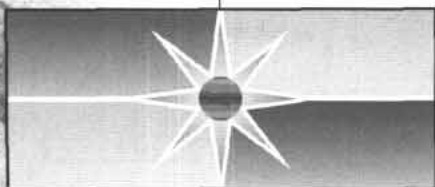
Situated in the foothills of the Downing Range, Canterbury is the most cosmopolitan city in the wildly diverse UMF. Tourists from across the globe rub shoulders with media stars and movie moguls in the carefully planned city, engrossed in the self-perpetuating image of glamour and extravagance. The city sprawls along the eastern flank of the mountains, stretching from the hilltop homes of the rich and famous, the destination of numerous tourist outings, to the slums and industrial parks of the plains, carefully avoided by tours.

Founded in the eleventh century as a support base for petrochemical drilling operations in the Sangar Basin, Canterbury continues to play a significant role in that industry. Even in its heyday Canterbury never rivaled Petropolis (now part of the NLC), and industry in the city slowly diversified. The city council made a number of grants available for companies to relocate to the city, and one company attracted away from now-lost Salisbury was Terranovan Multimedia Projects (TMP), a producer of educational software and documentaries about the new world. The company slowly metamorphosed from a producer to a local broadcaster, and when Earth abandoned Terra Nova, the staff of TMP chose to stay. After Canterbury joined the Lyonesse League in TN 1528, TMP became a major supplier of trideo and video material to the allied cities, and as the company expanded to keep up with the demands placed on it, so did the special effects companies, costumers and duplicators that supported them. By the early nineteenth century Canterbury had become the heart of the Federation's media industry, the home to most of the UMF's trideo, video and holomovie companies. In the meantime TMP had grown beyond all recognition, renaming itself the Federation Broadcasting Corporation in TN 1842. With controlling interests in a number of CNCS broadcasters and film studios, FBC is one of the biggest companies in the UMF and currently has a seat on the Corporate Council.

Today many CNCS and some southern media agencies have offices in the city. Combined with the millions of tourists who visit the area, this makes Canterbury an ideal clearing house for intelligence gathering in the Northern city-states. The problem for the government and agencies like the FIA isn't as much stopping the flow of intelligence through Canterbury, but doing so without disrupting everyday life. The movie, trideo and tourism revenue generated by the city and the region around it is staggering, and the corporations divert a considerable portion of it into the government by buying large blocks of electoral vouchers. Even the quest for profit must occasionally take second place to security that benefits the whole Federation, however, and with the outbreak of the Interpolar War, companies affiliated with the Allied Southern Territories were asked — politely — to close up shop and leave.

Vital Statistics

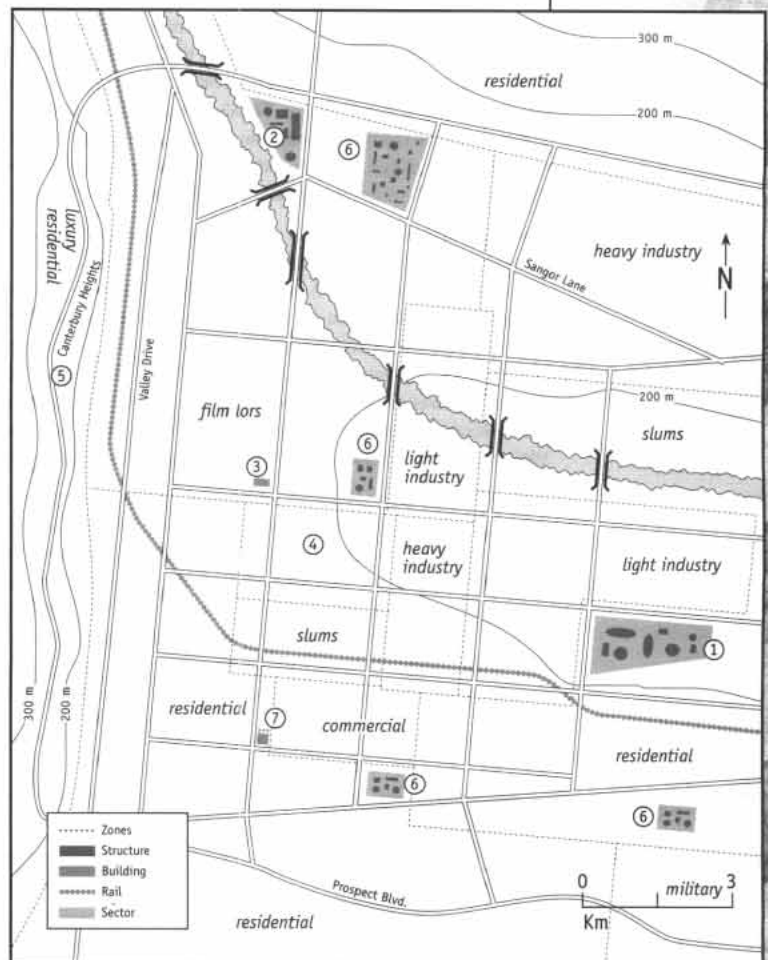
Founding Date:	TN 1161
Joined UMF:	TN 1528 (Lyonesse League); TN 1551 (UMF)
Method of Government:	Representative Democracy
Head of Government:	Mayor Nial Levitus
Population:	1.7 million
Principal Industries:	Entertainment, tourism





Canterbury Map

Location	Description
1. Aquaworld	As much a zoological preserve as a theme park, Aquaworld contains numerous Earth and Terranovan aquatic species. It is home to the only whales on the planet, created using recombinant DNA techniques.
2. Earthland	Part museum, part theme park, Earthland chronicles the history of humanity's home planet, from the dawn of time to the modern era. Exhibits and rides accompany each epoch, each a mix of virtual reality and often gut-churning action.
3. Polaris Pictures	The company once headed by former Treasurer Yves Banderas is one of Canterbury's largest production and distribution companies. They are responsible for many of the Federation's greatest blockbusters.
4. The Strip	Running for five kilometers across downtown Canterbury, the "strip" is the city's entertainment district. The western end is comprised of a number of exclusive hotels, restaurants and casinos, but the further south and east it goes, the seedier the district becomes.
5. Canterbury Heights	Canterbury heights, the name of both a road and a district, is the most exclusive residential area in the city. Its palatial residences are the homes of media personalities and corporate execs, and tours of the area are popular.
6. Theme Parks	Aquaworld and Earthland are not the only theme parks in Canterbury. Others built on more traditional lines include Movieland, Renegades (a collection of roller-coasters), the Funland (an adventure park for children) and World Tour.
7. FBC	The headquarters of Federation Broadcasting Corporation are located in the southwest of the city. The company organizes a number of tours, demonstrating how a program is made, recorded and broadcast. FBC also offers tickets to watch the filming of quiz programs and chat shows



Where the Streets Are Paved with Gold

Nowhere in the UMF are the divisions between rich and poor so apparent as in Canterbury. The rich live in large houses and walled estates on the hills overlooking the city while the less well off congregate on the valley floor. Several downtown areas have become virtual ghettos, particularly south of the Strip and in the River District, that serve as the focus of crime in the city.

Many people flock to Canterbury seeking fame and fortune, hoping to be 'discovered' and star in the next blockbuster. A few find the success they are looking for, but for every one who finds fame, hundreds of others do not. Some of these keep at it, working at part time jobs, while others give up the idea of a media career and return home. Yet others find themselves drawn into the sordid pleasure industries of the eastern Strip.

Rivalries between the groups on the Strip often spill over into violence, and of the dozen or so gangs responsible for activities, half are locked into an ongoing series of feuds and gang wars. "Queen" Marianne Straker heads the largest group, the Undertow, an affiliate of the Forzi Cartel of Wounded Knee based in the River District. The group dominates illegal activities in the city but have recently come under pressure from the Kolson-sponsored Braeson's Blackguard, a slick bunch of killers.

The FIA maintain their largest office outside of Lyonesse in Canterbury, ostensibly to deal with the problems of organized crime and the gangs, but in practice they are there in an espionage role. Their operatives stage a two-prong attack on enemy powers. Their spy-hunting operations are well known, hunting down and intercepting enemy agents in the city. However, they also seek to recruit agents from the transient multicultural population, using kompromat gathered on visitors whose guard is down while they are relaxing in the city's theme parks, bars and hotels. Corporate intelligence operatives are also active in the city, gathering information that can be used as leverage in business negotiations and elsewhere.



2.19 - DJAKARTA POINT



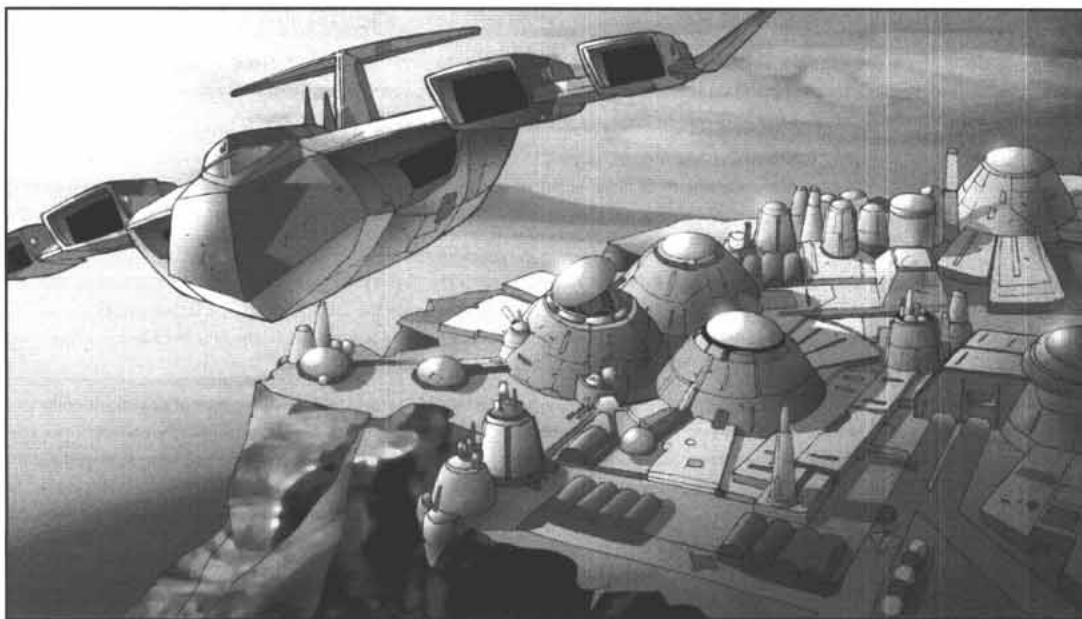
Located high in the Tershaw Range, Djakarta Point exists for one reason: the mining of gold and silver. It began life as a mining enclave, established by the Saracen Corporation in the late eighth century, but as the corporate enclave grew, so did the settlement that surrounded it. When the city of Djakarta Point formally came into being on 6 Summer TN 857, there had already been a settlement on the site for almost seventy cycles. Earth's withdrawal prompted the collapse of the Saracen Corporation, the market for the city's goods destroyed in the chaos of abandonment. The city remained a viable entity throughout the Reconstruction period, however, and when inter-city trade picked up in the 1490s the mines were reopened under the authority of the city council which slowly metamorphosed into a corporate entity: The Djakarta Point Mining Corporation (DPMC).

Djakarta Point became a focus of trade in the eastern Tershaw Range, its merchants ranging as far afield as Swanscombe and Innsbruck, building links between the communities that would stand it in good stead later. Caught between two expansionist powers, the United Mercantile Federation and the Northern Lights Confederacy, President Haruka Murakami of Djakarta Point was receptive to proposals by Zagazig mayor Yanna Goren for the formation of an economic and defensive alliance. With DPMC's trade links and Goren's diplomatic efforts, the alliance soon became reality. Dubbed the Tershaw Cooperative Alliance, it also included Swanscombe, Kossuth and Innsbruck. Unfortunately, the league proved to be short lived, collapsing under pressure from the UMF's eastward expansion. In spring TN 1567 Swanscombe was persuaded to leave the TCA and join the UMF. Simultaneous diplomatic efforts in Djakarta Point were unsuccessful — the corporate government had no desire to lose its status as a dominant regional power — prompting the occupation of the city by UMFA troops who brushed aside the ill-organized and politically divided TCA garrison.

Once in Mercantile hands, the board members of DPMC were given a stark choice: accept the situation and deal with it, or be replaced, more or less quietly, by pro-Mercantile individuals. They acquiesced grudgingly out of self-preservation, and set about rebuilding their trade links. Within a cycle, the initial hostility over their forcible incorporation had given way to excitement over the economical benefits of joining the Federation. Much to their surprise, they found the UMF took a hands-off position, allowing the city-state to operate much as it had done before its incorporation in the league. Furthermore, the league's government helped them build trade links with the rest of the Federation's territories and particularly Marathon, where the precious metals of Djakarta Point played an important part in the electronics industry. The city-state continues to play a major role in the Federation's economy, its native industries complemented by trade with the western regions of the Norlight Confederacy.

Vital Statistics

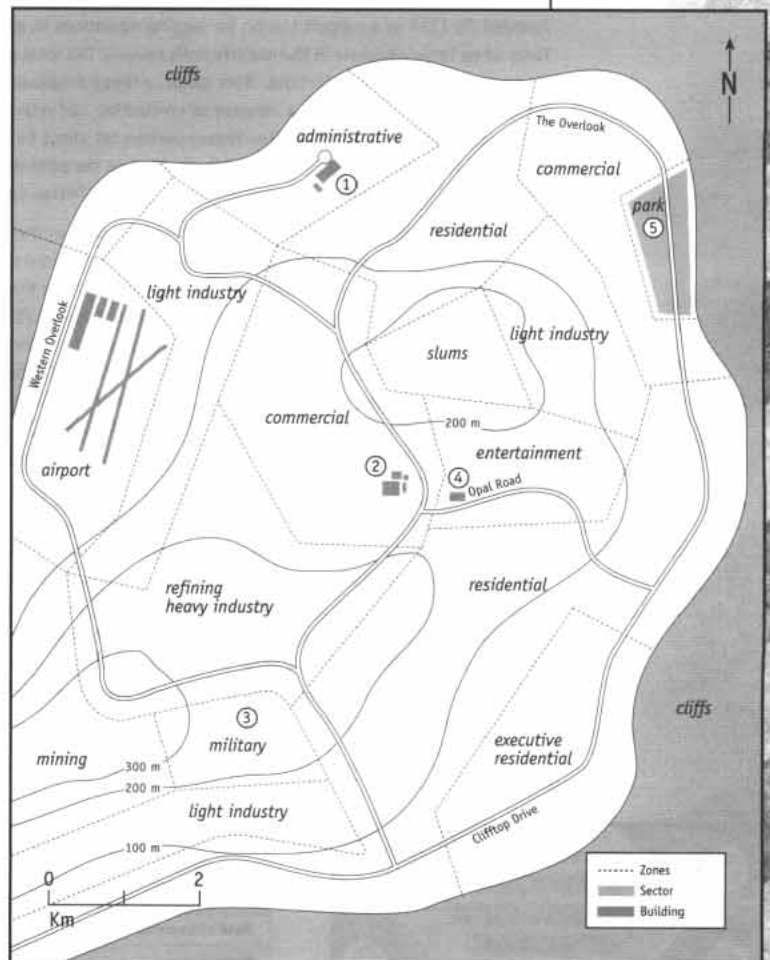
Founding Date:	TN 857
Joined UMF:	TN 1567
Method of Government:	Corporate
Head of Government:	CEO/President Kaori Ganendra
Population:	860,000
Principal Industries:	Gold and silver mining





Djakarta Point Map

Location	Description
1. Municipal Mint	Djakarta Point is the only city-state in the CNCS that produces its own unique form of currency, high-value silver (1, 2 and 5 M) and gold (10, 20 and 100 M) coins. The heavily defended city mint, located on the Western Overlook, manufactures and recycles these coins, constantly revising their composition, size and design.
2. Police Station	When built in TN 1842, the magnificent central police station, known locally as the Black Tower for its tall, dark granite construction, was condemned for its extravagant design. Its presence, looming over the seedier districts of downtown, was felt to better convey the force's determination than the archaic collection of buildings (now a museum) in the administrative district.
3. UMFA Barracks	Djakarta Point's mines are regarded as a major strategic resource and only the garrisons of Ashington and Lyonesse surpass those assigned to this city. The military facilities took on a new importance during the Judas Syndrome, expanded in case of hostilities with the NLC. These improvements to the largely subterranean complex proved fortuitous and Djakarta Point served as a regional command center for the Northern Guard in the War of the Alliance.
4. Rock Bottom Club	Located in the shadow of the Black Tower, the Rock Bottom club, part strip joint and part gambling den, serves as the headquarters of the Djakarta Point Syndicate. Owned and operated by Luc Coral of the Jagged Edge, it is regarded as neutral ground by both Syndicate members and other gangs in the city.
5. Overlook Park	One of the few open spaces in the city, Overlook Park is a favorite venue for family gatherings and the city's youth culture, including base jumpers. After dark, however, it quickly becomes a den of iniquity, haunted by prostitutes, drug dealers and muggers.



Dishonest Profit

High security around the gold and silver mines, as well as the smelting works and the mint, have made direct theft from the Djakarta Point Mining Corporation (DPMC) a difficult proposition, though several criminal groups use blackmail and bribery to gain access to security codes, shipping schedules and the like. Such activities are only possible by the largest and most influential gangs. The remainder prey on the city's citizens, carrying out petty theft, running drugs, organizing prostitution (although prostitution itself is not illegal in the UMF, soliciting is) and extorting money. Arranging 'insurance' is the most common practice, with local businesses paying off the criminals to ensure no harm befalls them or their business. Turf wars between criminal groups are commonplace, especially when an individual or business under the protection of one gang is preyed on by another.

Organized crime in Djakarta Point is divided among more than three dozen groups, but the largest and most successful are the Jagged Edge (specialty: extortion), the Shadow Dancers (specialty: theft), the Millers (specialties: theft and prostitution) and the McHenry family (specialties: drugs and prostitution). All compete against each other for the city's business, but are allied in a loose body known as The Syndicate. Formed after the gang wars of TN 1921-23, the group was created to forestall further bloody clashes, but today exists as a front between Djakarta Point and other larger criminal groups. Luc Coral of the Jagged Edge has acted as head of the group since TN 1935, but both Franco Koke of the Millers and Elizabeth McHenry are secretly plotting to usurp his place, threatening a new series of gang wars in the city.

Djakarta Point maintains its own corporate-financed anti-organized crime squads who constantly work to keep the gangs in check. Some Syndicate members use contacts in the police department — which is no less corrupt than the rest of the city — to keep one step ahead of the law. Indeed, the DPPD spends almost as much on internal affairs as it does on the organized crime units. The UMF regards the silver and gold mines as a vital strategic resource and thus there is a strong contingent of troops and intelligence operatives in the city. The FIA works closely with the local police department but their relationship has been strained by the recent suspension of a FIA team accused of complicity with criminal activities.



2.20 - LYONNESSE [LEAGUE CAPITAL]



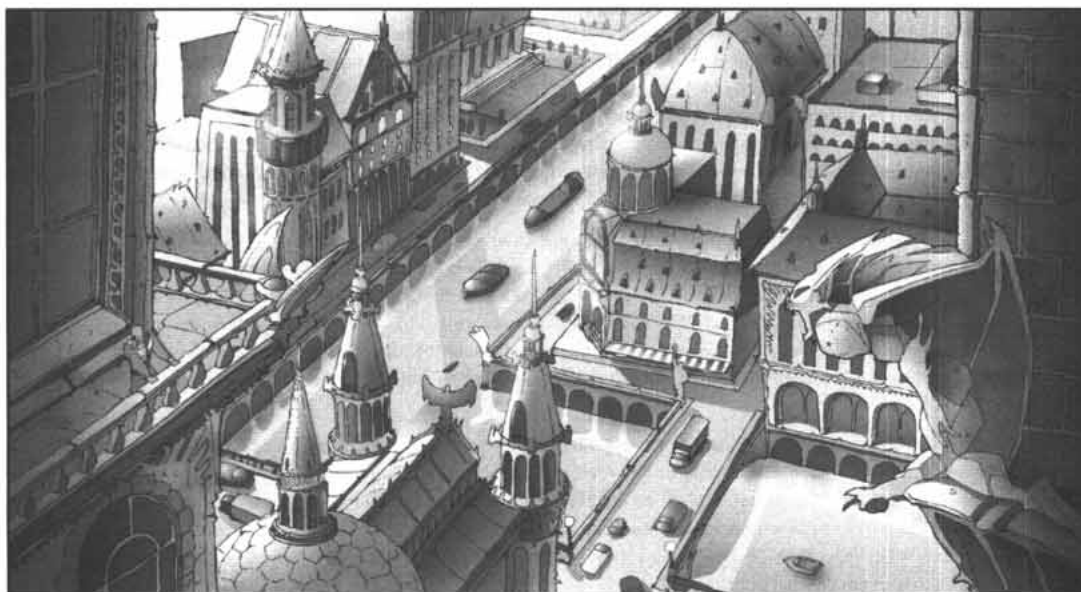
Founded TN 1327 as a support station for logging operations in and around Lake Tristan, Lyonnese was little more than a provincial town when Earth withdrew in the mid fifteenth century. The local people struggled to rebuild their lives, with local politics shattering into numerous self-serving factions. Work gangs, a thinly disguised form of slave labor, were a common sight in the TN 1460s and 70s, but by the turn of the century a measure of civilization had returned to the region. Realizing that Lyonnese had been fortunate to survive the chaos, City Administrator Yvgeny Corman set about building alliances with nearby cities, resulting in the formation of the Lyonnese League in TN 1528. The lakeside city became the administrative hub of the new alliance, its leaders wielding immense power until rampant government corruption prompted the Lake Tristan Conclave and the ensuing corporate coup.

The United Mercantile Federation chose to retain Lyonnese as the capital, but slimmed down the grossly bloated bureaucracy, putting many of the former administrators to work turning the city into the centerpiece of the new league. The old, decrepit pre-fabricated buildings, many of which remained from the colonial era, were torn down and replaced with massive edifices in the neo-gothic style. From the ground up, the new Lyonnese was built to impress. Of all the projects undertaken during this period, none has attracted more attention than Building A, known by locals as The Cathedral. Construction on this building, intended to become the center of Mercantile government, began in TN 1571 and was completed in TN 1628. The structure was badly damaged by orbital artillery during the War of Alliance, however, and reconstruction work finished in TN 1928, just in time for the building's 300th anniversary. The deliberate targeting of Building A by the CEF prompted the UMFA high command to construct a subterranean command post known as "the Pit." Completed in TN 1929, the exact location of the facility, which houses the strategic command, remains classified.

At first glance Lyonnese looks to be an elegant, relaxed city with few concerns beyond the constant circuit of political lobbying and socializing. Many visitors to the city comment on its tree-lined boulevards and broad canals, little realizing that the city is one of the most heavily fortified in the UMF. The boulevards are intended to facilitate the swift movement of troops and many are sufficiently broad to serve as emergency runways once trees and vegetation are cleared. The canals are placed so as to hinder the movement of troops without bridge-laying equipment. Furthermore, the city's towers and rooftops conceal an extensive array of anti-aircraft weaponry, together with a number of 'dazzle' lasers intended to render useless the observations of reconnaissance aircraft and satellites. Such systems are particularly dense around the Cathedral, where they are supplemented by anti-missile batteries. It is rumored that new sensors and computer software allow the system to engage ground and orbital artillery rounds, but this is most likely little more than press conjecture.

Vital Statistics

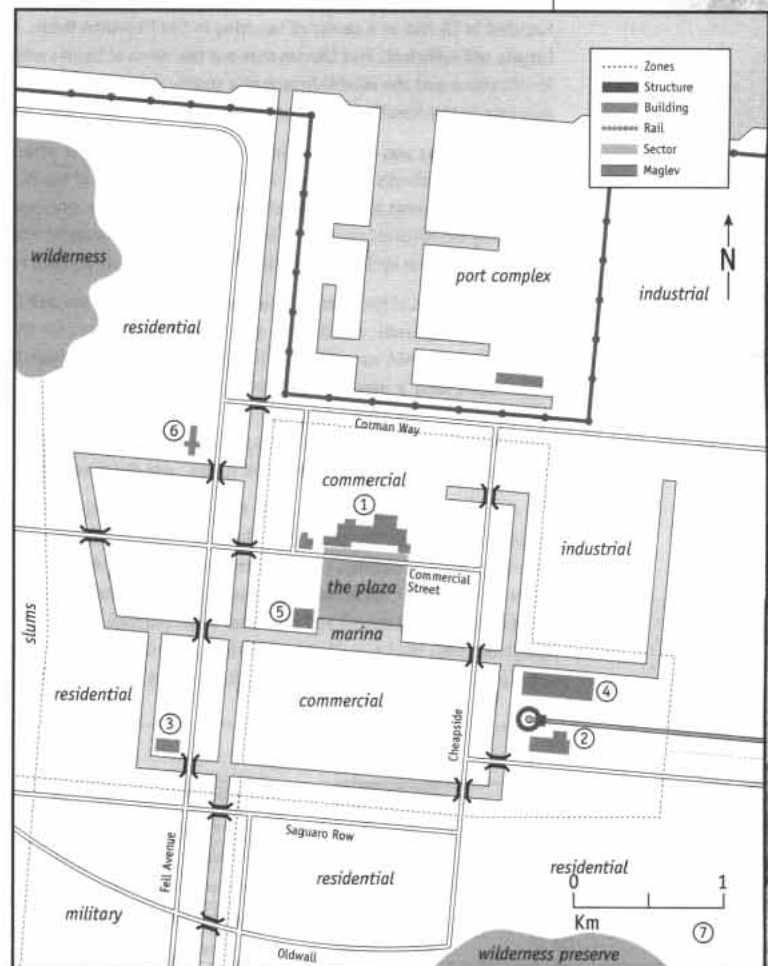
Founding Date:	TN 1327
Joined UMF:	TN 1528 (Lyonnesse League); TN 1551 (UMF)
Method of Government:	UMF District
Head of Government:	City Administrator Tessa Niedlich-Lywin
Population:	3.0 Million
Principal Industries:	Luxury goods, government, service





Map of Lyonnese

Location	Description
1. Building A	The dark and imposing facade of the massive Cathedral hides one of the most technologically advanced buildings in the UMF. Extensively modernized during the recent refurbishment, its computer and communications systems are cutting edge, providing fingertip access to massive repositories of data.
2. Maglev Station	Also known as Building C, the TNTR maglev station pre-dates Lyonnese and forms the nucleus around which the rest of the city has grown. The station has been rebuilt numerous times over the past 1400 cycles, most recently in TN 1904 when the western portico was added.
3. LBC	An affiliate of FBC, the Lyonnese Broadcasting Corporation specializes in political and society news. The station has a reputation for investigative journalism, receiving awards and lawsuits in equal measure.
4. Agora	The old central market of Lyonnese, the Agora (or Great Market) has slowly metamorphosed from a commercial center to the hub of the city's leisure industry.
5. Plaza Hotel	The Plaza Hotel is the most prestigious in Lyonnese. It frequently houses visiting dignitaries, media stars and corporate executives. The hotel's reputation for meeting any of its guests' needs has also prompted numerous visits by the Lyonnese PD and the FIA.
6. Reiss Cathedral	The center of Revisionism in the UMF, Reiss Cathedral has seen a massive increase in attendance over the cycles since Thor Hutchison's assassination.
7. Golden Bough	This luxury housing development is at the heart of a political storm in the local government, with accusations that the city administrator took bribes from the development company to rezone the region as residential.



Corporate Hospitality

Lyonnesse is the heart of the UMF's high society and the rich and famous from across the arctic — and before the war, no small number from the Southern Territories — maintain houses and apartments in the city, partaking of its famous nightlife. Most companies also keep offices in the city, using them as the base of operations for the swarms of lobbyists which seek to influence the Mercantile government, their efforts merging with those of the socialites to ensure a near-endless circuit of balls, dinners and related functions. The organizers put considerable effort into their events, seeking to distinguish themselves from the dozens of rivals, and no expense is spared to create or import appropriate centerpieces or attractions. Numerous society columns and trideo programs play out the dramas of the social circuit, which play to the rest of the population as a real-life soap opera. Indeed, in the last few cycles a prominent Lyonnese socialite, Mari Feldman-Schroeder, has acquired national fame as a society journalist as much a result of her good looks and numerous contacts than for any real skill. Nonetheless, she is the role model of young girls across the nation and the subject of many pin-ups.

While the Federation capital likes to portray itself as rich, prosperous and sophisticated, Lyonnese too has its darker side. The western districts are home to a sizable underclass, though government statistics do their best to hide their presence. Many residents of these districts barely manage to eke out a living at the subsistence level, driving many to seek a life of crime.

The Forzi Cartel dominate the local underworld, headed by Geraint Forzi, son of the cartel leader. They make considerable profits satisfying the desires of the jaded high society, though their traditional businesses, particularly money-lending and gambling, are strong in the city's poorer districts. The cartel has so far avoided serious clashes with the strong police and FIA presence in the city, using their close links with the city administration (and even the Caucus) to maintain the status quo.

NORTHERN CITIES



2

2.21 - MAINZ



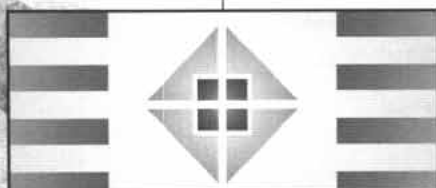
Founded in TN 866 as a center of ranching in the Marathon Basin, Fort Charles, as Mainz was then known, was a major regional center. Largely self sufficient, Fort Charles rode out the storm of Earth's withdrawal, though bandit raids prompted the construction of extensive fortifications and the establishment of a sizable militia. Joining the nascent Western Frontier Protectorate in TN 1527, the city-state's presence in the Marathon basin originally went unchallenged by the Lyonesse League.

When the league was remodeled in TN 1551, one of the first actions of the new Caucus was to find an external threat upon which to focus the population's attentions. With the tacit approval of the NLC, who wished to avoid the attentions of their aggressive neighbors, the Mercantile forces moved against Fort Charles en-masse, occupying the region and besieging the city. The military commanders knew assaulting the fortified city would be bloody, and were thankful when the city bureaucracy chose to open their gates on 39 Autumn. On the last day of the cycle, Fort Charles was officially incorporated into the UMF and renamed itself Mainz in early TN 1552.

Though the speed of the Mercantile occupation had taken the WFP by surprise, the Protectorate still maintained its claim to the city and the surrounding lands, resulting in a series of border wars over the cycles and centuries that followed. The most notable came in TN 1570 while the UMFA was still consolidating its grip on the former Tershaw Cooperative Alliance city-states of Swanscombe and Djakarta Point. Launching a preemptive strike through the Cajun Pass, the WFP sought to regain their lost possession, but after a fierce rearguard action by badly outnumbered UMF troops — and the UMF's subsequent use of chemical weapons — the Protectorate troops were forced to withdraw. The resulting Cajun Pass Treaty ended the war and recognized UMF possession of the city, but neither nation subscribes to the ideal of "forgive and forget" and Mainz remains a thorny issue between the two powers.

The core of Mainz is built around the Protectorate's fort model — layers of defensive walls and AA-turrets — and like the WFP cities, Mainz has outgrown its small core. Initially the city planners attempted to control the growth of the city, using a succession of defensive walls to channel growth in the direction they favored. They failed, and the result is a series of concentric walls which, when viewed from the air, resemble the layers of an onion. These regions are the Core (central district, also known as Old Town), the First to Third Rings (walled zones) and the Outer Town (outside the fourth wall). The modern city stretches from the foothills of the Westridge Range out onto the Cajun Plains, bisected by a series of broad boulevards. These roads form part of an extensive network that links the city to its neighbors and allow the swift transport of the city's main export: food.

Vital Statistics



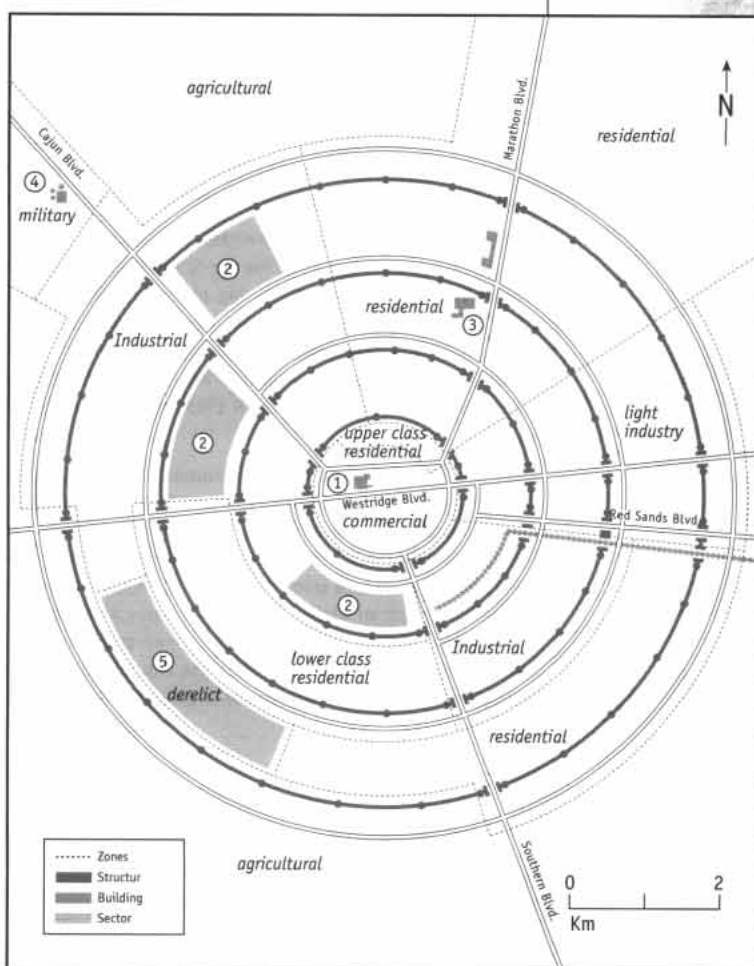
Founding Date:	TN 866 (as Fort Charles, renamed Mainz in TN 1552)
Joined UMF:	TN 1551
Method of Government:	Self-Perpetuating Bureaucracy
Head of Government:	Mayor Kendall Shirot
Population:	720,000
Principal Industries:	Ranching, foodstuffs





Map of Mainz

Location	Description
1. MainzFood	Located at the heart of Old Town, Mainz's innermost defensive ring, the elaborate Granling Building (named for company founder Ferrara Granling) is home to the CNCS' largest food conglomerate, MainzFood. The corporation also buys produce from independent farmers, which it processes and packs in its plants in the First and Second Rings.
2. Stockyards	There are several stockyards dotted across Mainz, associated with the principal railway station (for live exports) and the processing plants, with two other "holding pens" for animals being brought into the city. Each is subdivided to meet the requirements of the animals they are to contain, ranging from barnabies and cattle to hoppers and snakes.
3. UMF War Museum	Mainz has been the site of some of the UMF's bloodiest battles, from the Cajun Pass to the St. Vincent's War and War of the Alliance, and the museum on Marathon Boulevard provides a solemn and surprisingly uncommercial reminder of the horrors the Federation's population have endured. A whole gallery is dedicated to the Heavy Gear, from its humble origins to its decisive role in the War of the Alliance.
4. Cajun Pass Memorial	This ten-meter tall monument, located just outside Mainz's main UMFA compound, acknowledges the bravery and sacrifice of the men who stood against the WFP invasion of TN 1570 and willingly called in fire on their own position to halt the attack. It depicts three soldiers standing bravely, a commander flanked by an infantryman and a tanker.
5. The Wasteland	The southwestern sector of Mainz was the scene of bitter fighting against the CEF and much of the district remains derelict. Known as the wasteland, this area of the city has become the home to numerous homeless individuals.



Home on the Range

The people of Mainz are a strange hybrid of Western and Mercantile cultures. Many of the oldest families retain the clan structure and naming conventions (family name first) of the city-state's early days, but more recent immigrants, particularly since the War of Alliance, eschew the Westerner ideal in favor of the traditional nuclear family. The "old families" dominate the city's companies and institutions, however, forming an oligarchy that has a strong influence over city-state affairs. Many of these families use Equatorial Hispanic as their first language rather than traditional Anglic, and this has led to a series of laws that dictate all public notices and official documents must be available in both languages. Attempts to extend these provisions to periodicals and books have been repeatedly blocked, though many publishers voluntarily produce both.

Occupied by the CEF during the War of Alliance, the population was given little choice but to work with the Earth forces. This unfortunately led to many accusations of collaboration, both real and as a means of exacting revenge for some personal slight. The presence of UMFA and Northern Guard troops prevented bloodshed on the scale seen in the Badlands, but for almost a cycle revenge killings were commonplace. A number of trials ensued in the post-war years, though this was limited to prominent individuals. Even today some groups are held in poor regard for their alleged activities during the war and this has colored local politics. Inhabitants of Mainz are also occasionally subject to accusations of collaboration when traveling, both in other parts of the UMF and abroad. Violence is not unknown in these cases.

Already a major black market center, Mainz took on increased significance during the war, particularly as a "clearing center" for the Forzi Cartel's smuggling operations into and out of the CEF occupation zone. The Forzi maintain a tight grip on the city's underworld, though the Granis Cartel have used the on-going Kolson-Forzi struggle to strengthen their position in the city. To date the Forzi response has been minimal, but Sigurd Granis has been building contacts with the local community, particularly the old families and the corporations, in preparation for the day the Forzi and their allies try to expel the interlopers.



2.22 - MARATHON

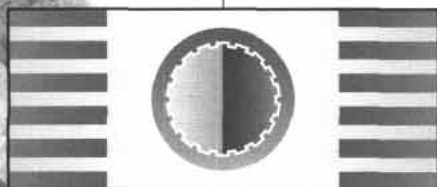


Marathon began life as the administrative headquarters for the Pheidippides Corporation's mining and petrochemical operations in the Marathon Basin and the Downing Range. The city grew to become a major colonial administrative center, famed for its idyllic setting thanks to the wide separation between its industrial and residential sectors. Indeed, the quality of life in the city was so high that few inhabitants chose to leave Terra Nova when Earth withdrew in TN 1454. The Marathonites were soon given cause to rue their decision as the city came under repeated attack from wandering bands and other city-states. Clashes were particularly bitter with the city-state of Salisbury, located some 1500 km to the south, particularly between TN 1480 and 1486, though the razing of that city-state by bandits in TN 1525 shocked even Marathon, precipitating the formation of the Lyonesse League.

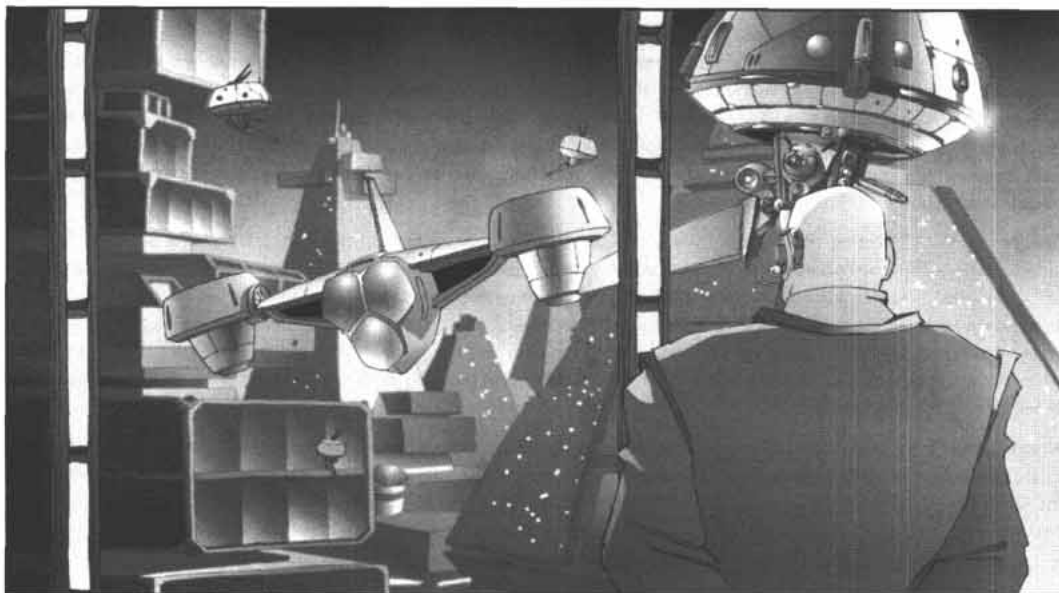
Located on the northern edge of the basin that bears its name, the low-rise city sprawls across the foothills of the Downing Range, forming a elongated urban area. The rise to prominence of the Abaline Computing Corporation in the late seventeenth century (see Northern Vehicles Compendium 1, p. 24), particularly the creation of optical neural nets (ONNets), led to Marathon becoming a center of the UMF's high-technology industry, attracting support industries and competitors in equal measure. ACC became involved with Northco in TN 1675, commissioned by the Rapid City industrial giant to develop a system capable of controlling their prototype Bipedal One-man Tank, the progenitor of modern Heavy Gears. After the successful completion of the NOR project, the ONNET side of Abaline's business grew exponentially and in TN 1713 Abaline Research, the company's ONNet research and development division, bought out ACC.

During the Judas Syndrome, Abaline persuaded the Marathon Council to install a military sensor and weapon system known as the Abaline Research Marathon Electronic Defense System (ARMEDS) in the city's perimeter defenses. Designed to analyze the sensor input, filtering out natural events and alerting the human operators to any suspicious activity, ARMEDS controls numerous weapon systems, though a series of safety locks prevent the system from taking autonomous action. The success of this system against CEF saboteurs during the War of Alliance prompted Abaline to suggest the creation of a city wide computer system known as the Marathon Net. The city agreed, gaining an advanced computer network while Abaline gained a massive test-bed for its latest ONNets. Work began on the system in early TN 1918 under the direction of vice-president of ONNet Training and Development, Anthony Phills, and within a cycle the system controlled many aspects of life in the city, ranging from the telecommunication system to traffic control. Over the cycles, the Marathon Net has grown far beyond the original specifications, becoming an essential and all-pervasive part of life for those living in the city.

Vital Statistics



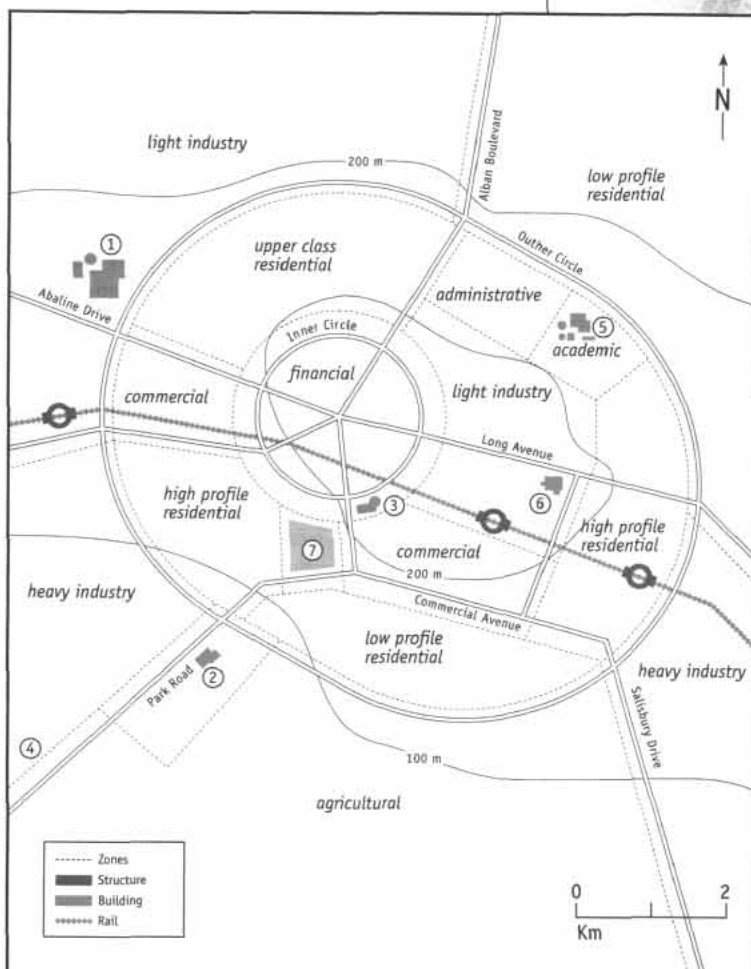
Founding Date:	TN 701
Joined UMF:	TN 1528 (Lyonesse League); TN 1551 (UMF)
Method of Government:	Representative Democracy
Head of Government:	Mayor Gavril Bonner
Population:	2.5 Million
Principal Industries:	Computer systems, high technology





Map of Marathon

Location	Description
1. Abaline	Abaline Research maintains extensive research, manufacture and testing facilities in the west of the city. Its Computer Center is the site of many top-secret projects, and the facility is guarded by a sizable private security force.
2. ARMEDS Control	The Abaline Research Marathon Electronic Defense System (ARMEDS) oversees military security in the city. Isolated from the Marathon Net, it controls numerous gun and missile turrets throughout the city and along the perimeter wall (some 10 km out from the city center).
3. Bank of Marathon	One of the UMF's largest and most popular banks, the Bank of Marathon has branch offices in every Mercantile city. The value of the bank's stock recently plummeted upon announcement of a major fall in annual profits.
4. PX Couriers	Personal eXpress Couriers, Inc. (see Character Compendium 1, pp. 62-71) are the CNCS' best known courier service, with clients ranging from members of the UMF government to Paxton Arms. Less well known is that the company is the front for a major smuggling operation.
5. FTRI	The Federation Technology Research Institute is one of the UMF's top universities, specializing in cutting edge research in materials and their application, as well as computing. Abaline Research hold a forty-percent stake in the university and use it as a training facility.
6. Marix Industries	Marix Industries is the largest consumer electronics company in the UMF, manufacturing everything from vidphones and trideoes to military hardware.
7. Pheidippides Park	Pheidippides Park contains numerous sports facilities, including the stadium of the Abaline-sponsored Marathon Spartans soccer team. The open spaces of the park are also a popular meeting place for the city's youngsters.



The City that Thinks for Itself

Project: Marathon is an attempt to create a city that thinks for itself, constantly adapting to the needs of its citizens and maximizing the use of resources. Almost every aspect of life in the city comes under the control of the Net, ranging from traffic control to telecommunications and the media. Every communication device in the city is linked to the Net, providing access to its vast resources but also feeding into the databases. The city database has replaced the libraries common in most cities, though the sheer scope of information has prompted numerous subdivisions for ease of access. For example, The Marathon Education Network contains electronic copies of every textbook and reference volume published in the UMF and is a key element in the recent success of FTRI. Similarly, the Marathon News Network monitors and summarizes the media reports from across Terra Nova, providing an unparalleled (if somewhat overwhelming) resource for those interested in current affairs.

Though the Net is all-pervasive, it is not always obvious. Several areas of the city are designated low profile zones, with access terminals disguised as personal computers and vidphones, and with monitoring devices carefully concealed. Other regions are designated high profile, dotted with public access terminals and display screens and monitored by hover drones that serve as the eyes and ears of the city's police force. Furthermore, many citizens in the high profile zones use sophisticated datagloves, eye-screens and earbugs, traditionally regarded as the province of the corporate elite. Many houses in the city, whether in the high profile zone or not, are fitted with a computerized majordomo system that monitors the demands and preferences of the occupants. It then orders groceries and other goods as required, and also filters news and entertainment media to suit the inhabitants' preferences.

Some of the more evolved NNets, however, have begun to take action on their own initiative. For example, one NNet came to the conclusion that most of the city's inhabitants check the sports section during their review of the news and has taken to showing the sports section, irrespective of whether it was requested.



2.23 - PIONEER

The site of the Federation's most famous victory, the high arctic city of Pioneer is one of the oldest in the Federation and exudes a charm found in few other Terranovan city-states. Founded in TN 792, the exact reason for the city's existence is unknown, but by the tenth century its economy was much as it is today: winter sports and tourism. When Earth withdrew, the weather and economy proved a greater threat to Pioneer than the forces of other city-states, and the local population shrank from 400,000 to less than thirty thousands in under five cycles as people fled south to warmer climes. Those who remained eked out a living in the lumber industry and in the city's unusual brand of agriculture, hydroponics greenhouses.

The city incorporated into the nascent UMF in TN 1571, voluntarily seeking membership in the wake of the Federation's initial eastern expansion into the Tershaw Cooperative Alliance. Tied into the Northern economy, the city's population soared, though all that was threatened by the WFP-NLC invasion of TN 1669. The battle that ensued took place in the rough terrain some 60 km northwest of Pioneer and became a turning point in Terranovan military technology, being the first to involve mainly military walkers — actually, converted Hardhat models — and directly leading to the development of the Heavy Gear.

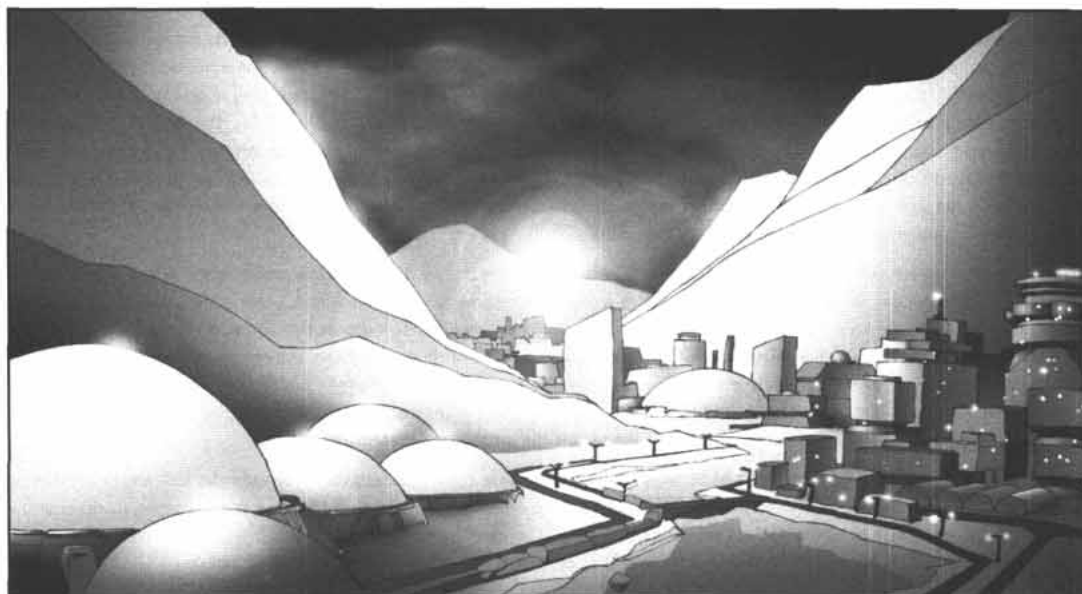
Nestling on the western end of the Whitetop Range and in the Pioneer Valley, the popular image of the city is of a living antique, but in practice most of the city is as modern as any in the Federation. Only the old town with its chalets and narrow cobbled streets winding up the slopes of Mount Seraphi matches the popular image of the city. The city remains the top luxury holiday destination, popular for staging numerous cold-weather sports like skiing, sledding and snowballing while several companies organize walking and camping tours in the hills and plains that surround the city.

The city also serves as the hub of the Federation's "performance enhancement" industry. To get the most from their staff and customers many corporations arrange product or performance-related promotions, ranging from 'collect X points for a free Joe-Gear T-shirt' to encourage purchase of a particular brand of cereal, to all-expenses-paid holidays for a company's best salespeople. Dominated by GalitzCo, such work is a multi-million mark industry, adding to the already popular (but expensive) tourist trade.

The cost of living in Pioneer is the highest in the UMF, if not on the entire planet; most goods must be imported and food is grown in special hydroponics domes. These spectacular but vulnerable structures line the southern slopes of the town to maximize the sunlight they receive. Tours of the domes are a major part of the "Pioneer experience" and with many rare species grown for export, provide a major contribution to the local economy.

Vital Statistics

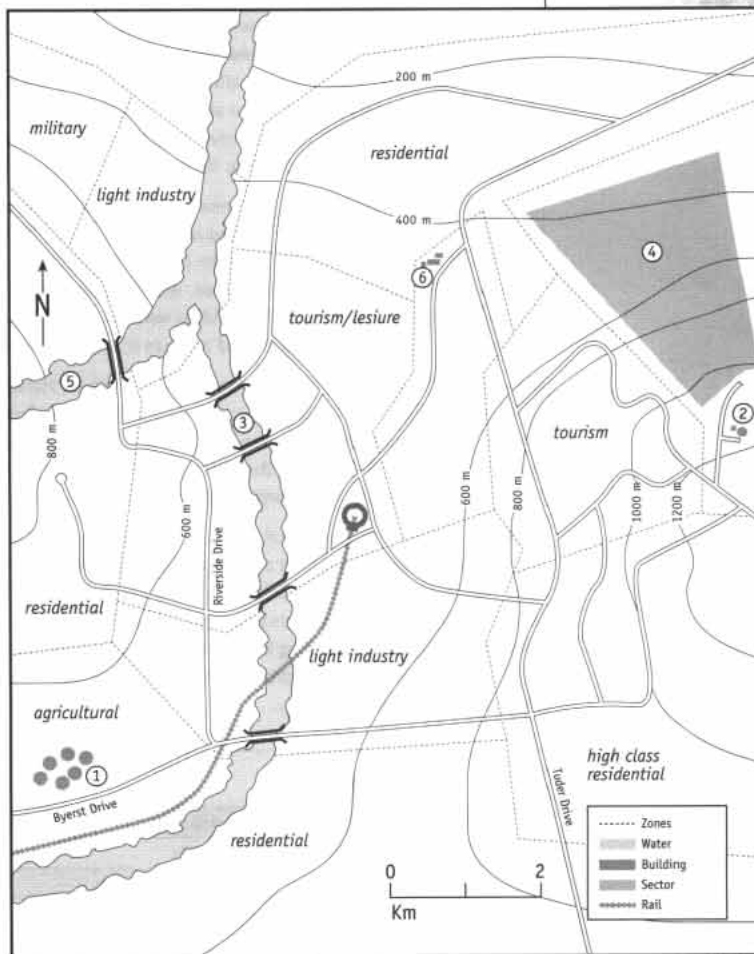
Founding Date:	TN 792
Joined UMF:	TN 1571
Method of Government:	Representative Democracy
Head of Government:	First Citizen Iryne Cruikshank
Population:	550,000
Principal Industries:	Tourism, hydroponics





Map of Pioneer

Location	Description
1. Hydroponics Domes	With annual temperatures ranging between +5 and -5 degrees centigrade, it is virtually impossible to grow crops in Pioneer, forcing the local population to rely on heated hydroponics greenhouses. In addition to native flora, many of these domes are dedicated to Earth plants and form a valuable export.
2. Torsen Lodge	This ultra-exclusive wood-built hotel, once a private ski lodge, has hosted Treasurers, presidents and other dignitaries from across Terra Nova. It is above the snow line and has a superb view across the city and its environs. The lodge has its own ski runs and helipad, all of which are monitored by private security.
3. Pioneer River	The Pioneer River is a seasonal watercourse, little more than a snow-filled channel in winter but a raging torrent in spring and early summer as much of the region's snow melts.
4. Kragarin Complex	One of more than a dozen winter sports complexes in Pioneer and its environs, Kragarin is one of the most comprehensive, with facilities ranging from ski- and toboggan-runs of varying difficulties, to outdoor ice rinks, and a snowball park. Experienced instructors are on hand to teach and offer advice. The complex also maintains a number of well equipped medical and rescue teams and a trauma facility.
5. Gull Falls	A picturesque waterfall during the warmer seasons, Gull Falls are Pioneer's principal ice climbing site in the winter.
6. GalitzCo	GalitzCo is the UMF's leading performance enhancement company, providing customer and staff incentive schemes. The company has branch offices in many cities across the CNCS but their Pioneer headquarters is notable for its energy conscious design, built largely underground to aid heat retention.



Hard Living

Pioneer's economy is dominated by small companies, often family run, a noticeable divergence from the national trend. In many regards this adds to the antique feel of Pioneer; each hotel, restaurant and so forth has its own distinct atmosphere, rather than being punched from a corporate mold. In the last dozen cycles, however, many of the city's younger residents have attempted to break out of Pioneer's restricted prospects, heading south to Rapid City or beyond in search of employment. In some regards this is offset by the influx of seasonal workers from other cities, particularly students taking a sabbatical to work as waiters or chalet maids in exchange for the opportunity to visit the snowy city, but it has put the long term prospects of several family-run companies in doubt.

The dominance of small business has led to the development of strong city-state owned educational and medical institutions, paid for by annual fees levied on the users and, in the case of the medical facilities, subsidized by compulsory city-state brokered health insurance for all visitors.

A sizable military force is stationed in Pioneer, though these units see little combat and most often serve as an adjunct to the civilian emergency services, rescuing injured holiday-goers from their own foolishness, resulting a close bond between the units and the people of the city. Permanently based in Pioneer, many members of the unit marry into local families and the become part of the local community when they retire. As a result the city has the second largest concentration of veterans after Baton Rouge. Furthermore, the UMFA has chosen to utilize Pioneer's isolation for its own purposes and is currently constructing a launch facility for military satellites some forty kilometers east of the city. Construction began in TN 1928 and is expected to be complete in TN 1937.

Space-based assets theoretically fell under the aegis of the Joint Terranovan Space Initiative after the War of the Alliance, but many powers — including the UMF — were reluctant to release all their facilities to an international organization. Since the collapse of the JTSI, the Northern Guard Space Service has taken over in the CNCS, but Solomon Davi is just as reluctant to let his neighbors in on the Pioneer project.



2.24 - RAPID CITY



The early explorers of Terra Nova determined that the Zihl Salt Flats were a major source of bauxite, and thus vital to the colonization effort. The Zihl region was dry and inhospitable, however, and thus the decision was made to establish a colony on the southern fringe of the verdant Byerst Plain, some 120 kilometers north of the ore deposits. The first colonists arrived at what would become Rapid City in TN 563, barely sixty cycles after the start of mass colonization. As cycles became centuries the city grew, serving as a magnet for heavy industry in the region. Concerns over pollution prompted the city authorities to enact strict anti-pollution laws which, save for during the chaos of the Reconstruction, have remained in effect ever since.

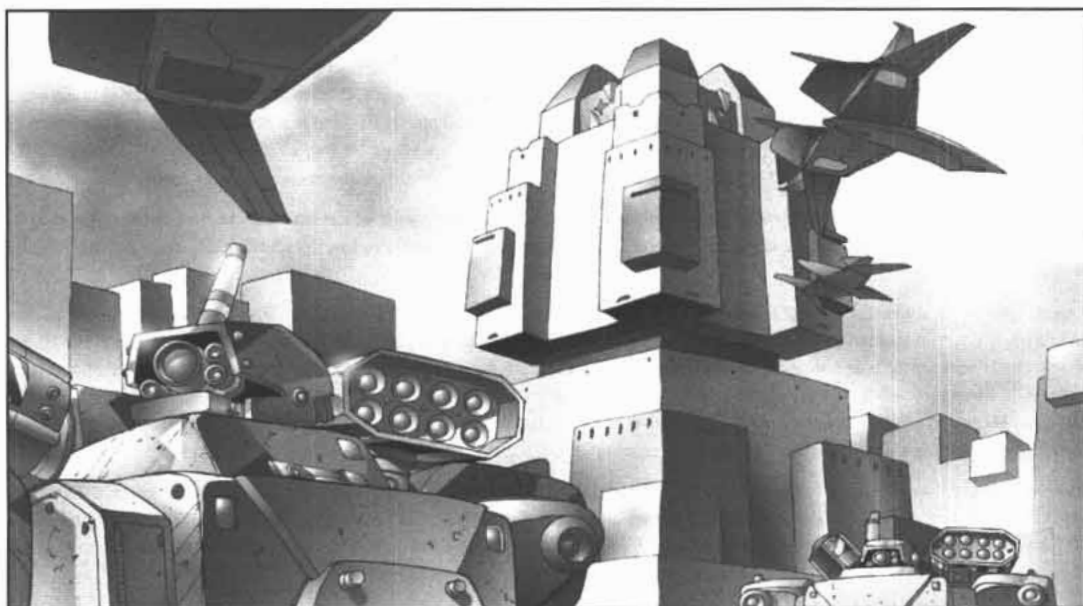
Rapid City's production facilities were much sought after in the chaos after Earth withdrew from Terra Nova in TN 1454. Numerous battles were fought over control of key industrial plants, but by TN 1471 the city was unified under the control of 'General' Nyklas Volsky who ordered the construction of a 35-meter tall wall around the city (now the 'old city'). Volsky died leading the defense of the city in TN 1504 but his successor, Gabrielle Conran, was given an opportunity to end the cycle of violence, and Rapid City became a founder member of the Lyonesse League. The troubles were not over for the city, and in TN 1550 it became the scene of the bloody clashes that brought down the Lyonesse League and replaced it with the United Mercantile Federation.

Two of the major players in the corporate coup — Northern Metals and Concordat Systems — chose to merge in TN 1618, creating a highly efficient and diverse company with interests ranging from automobiles and military hardware to industrial chemicals and electronics. Calling itself Northco (see Northern Vehicles Compendium 1, p. 28), the new company quickly dominated the local political scene, its approval often making the difference between success and failure. Indeed, though nominally a representative democracy, Rapid City is little more than a corporate fief, with over half the city's population employed by the massive conglomerate.

Rapid City — and with it the local holdings of Northco — was a major target of the Colonial Expeditionary Force during the War of Alliance. The weapons production plants were important assets to the Terranovans, and their destruction was high on the list of Terran objectives. Both the city itself and the factories were subject to repeated attacks by orbital artillery and cruise missiles. Despite the numerous defense installations ringing the city-state and dotting the region, the attacks literally flattened large sections of the city. Many died in the chaos, including Northco CEO Johan Baur and many of the company's top designers, but the city and company quickly rebuilt after the hostilities. Despite outside interference, both Rapid City and Northco have prospered over the cycles and are making efforts to maintain the status quo.

Vital Statistics

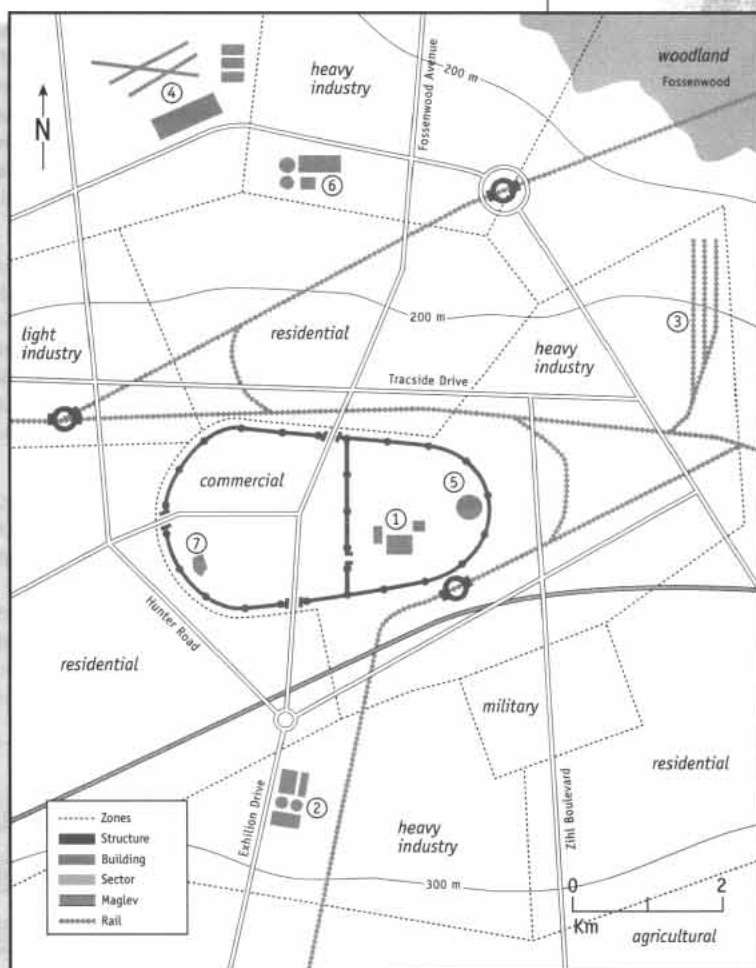
Founding Date:	TN 553
Joined UMF:	TN 1528 (Lyonesse League); TN 1551 (UMF)
Method of Government:	Nominal Representative Democracy (de facto corporate fiefdom)
Head of Government:	Mayor Arkady Petrov (de facto leader Northco CEO Natalya Korolov)
Population:	2.8 Million
Principal Industries:	Vehicle and weapons manufacturing, diversified other





Map of Rapid City

Location	Description
1. Northco Complex	A secondary wall separates this industrial sector from commercial areas and yet more fortifications subdivide the production compound itself. The military production compounds are the most heavily defended, each with dedicated detachments of corporate security troops, anti-aircraft batteries and even Gears.
2. Exhibition Center	This massive exhibition center comprises a dozen inter-linked halls that host events ranging from book fairs and games conventions to trade shows and concerts. The site is most famous for the Rapid City Motor Expo.
3. Federated Railways	FR is the largest and most powerful of the UMF's rail corporations, dominating services across the Sangar Basin and Byerst Plain to Lyonnesse, Marathon, Canterbury, Zagreb and Pioneer.
4. Baur Airport	Named for the Northco CEO killed during the War of Alliance, the Johan Baur Airport is a hub for intercity passenger and freight transport. It also serves as the home base for several Northco-owned spaceplanes and its Applefish division.
5. Northco Tower	The heart of Northco is the 700-meter Northco tower, the tallest structure in the Federation. The highest occupied floor is 92, the CEO's office and apartment. Lower floors contain offices and research labs as well as complete shopping and leisure facilities.
6. GSE	The Northco-owned Galland School of Engineering is regarded as the best engineering school in the UMF. Attendance is usually restricted to the children of Northco employees, but the Concordat Education Trust seeks out and sponsors promising students from across the UMF.
7. Lyle Gallery	The Lyle Gallery has a reputation for displaying works that challenge accepted boundaries, be they of style, taste or morality. This policy has brought them criticism, mainly from the Church.



Corporate Culture

Rapid City is the epitome of a corporate society, almost literally run by and for a single corporation. Northco directly employs almost half of the city's population, with a good proportion of the remainder employed directly or indirectly in supporting Northco and its personnel. As such, it is in Northco's interests to secure the well-being of the city's population and the company has established solid medical and educational systems, as well as a diverse entertainment sector. The company promotes a "work hard, play hard" attitude among its staff, granting them considerable leeway in their personal lives provided they do their utmost for the company. This has fostered a high level of corporate loyalty, the population recognizing that Northco invests a considerable portion of its profits in its workers.

Some groups like the Northern Worker's Consortium have argued that Northco's supposed generosity has blinded the population to the company's despotic rule. Indeed, although Northco is de-facto ruler of Rapid City, the company has run into a number of problems with the local media. The company's security force is a pervasive presence on the streets, but though publicly working hand in hand with the Rapid City police, there have been a number of occasions where corporate security troops have blatantly ignored the legal process in pursuit of company goals. Unfortunately, several of these incidents have been recorded and broadcast by the local media, leading to calls for an investigation into why Northco itself has not been prosecuted.

Northco's best efforts have been unable to halt the growth of a large and well-organized criminal underworld. The Forzi Cartel dominate operations in the city, ranging from drugs and prostitution to blackmail and industrial espionage. In truth, Northco's security directorate has established a number of covert contacts with the Forzi, using them for operations deemed to be sensitive for even Northco's elite private security force.

Roman Forzi, since his rise to the head of the cartel in the North, has been pursuing an agenda of making allies with corporate authorities. Local boss Chrystof Donnel has done well with this technique.



2.25 - SWANSCOMBE



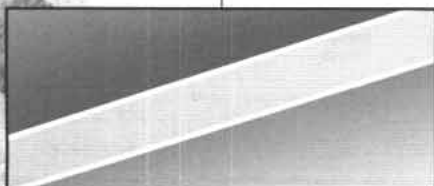
In TN 692 a group of Roman Catholic nuns chose a gentle south-facing slope on the Northern Plains as the site of their convent, St. Justine's, which, over the cycles that followed, became the core of a bustling market town. During the reconstruction era, the town became the focus for refugees throughout the region, growing to become a regional center and founder member of the Tershaw Cooperative Alliance. In a bid to maintain order in the city, the convent, famed for its neutrality, seized control of the local government in TN 1457. The nuns rapidly instituted a radical matriarchal society as a means of maintaining order — males were reputedly more aggressive, greedy and emotional, making them unsuitable for leadership — that has proved surprisingly effective. Several Badlands based groups assumed that the female-dominated city would be rich pickings, but were quickly disabused of that notion in a series of bloody clashes that secured the city-state's independence.

Located on the rolling hills at the heart of the Northern Plains, Swanscombe is the smallest city-state in the Federation. It sits astride several major trade routes (legal and illegal) notably between the NLC and the UMF and between the CNCS and the Karaq Waste city-states of Massada and Peace River. As a result, trade dominates the local economy. The southern sectors of the city, near the massive UMFA/Northern Guard compound, are dotted with trading companies, ranging from one-woman outfits to regional hubs of massive conglomerates. Though officially owned by females, in practice many of the female CEOs of these companies are little more than figureheads. Indeed a number of the city's businesswomen specialize in providing outside companies with a legal pretext for operating in the city, serving as legal owners of Swanscombe-based assets while receiving a notional rent (usually 1 Mark per cycle) in addition to their corporate wages.

Despite female ownership, few women work as laborers on the massive farms that surround the city, preferring instead to manage the estates. As a result the agricultural concerns have become a refuge of the male population, giving them the illusion of escape from the matriarchal city-state. Wheat and johar dominate the region, though dairy farms and cattle ranches have become increasingly popular since the wheat-jacket epidemics of the late TN 1890's. The produce of these farms is processed and packed in the southeastern sectors of the city and forms Swanscombe's largest physical export. It is frequently argued, however, that the city-state's most valuable export is knowledge. Places at Swanscombe University are highly sought after, with courses ranging from archaeology and history to plasma physics and strategic studies. The college is most famous for its business school and its media studies unit. Because of the large number of non-Swanscombe students, the university is one of the few places in the city where equality of the sexes is the norm.

Vital Statistics

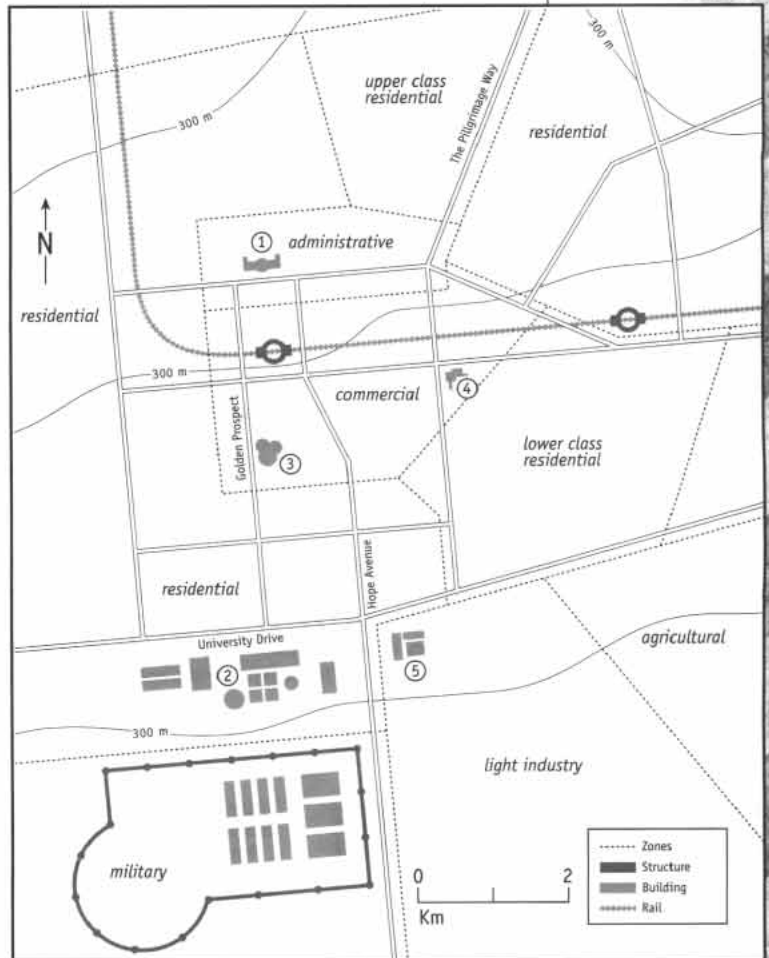
Founding Date:	TN 692
Joined UMF:	TN 1567
Method of Government:	Matriarchal Oligarchy
Head of Government:	Mother Superior Frances Hamilton
Population:	390,000
Principal Industries:	Agriculture, trade





Map of Swanscombe

Location	Description
1. St. Justine's	A massive 10th century cathedral dominates the site, attached to which are the cloisters, the nuns' accommodations and St. Bridget's Jerusalemite Primary school, a free school supported by the convert for the city's underprivileged. The complex forms the core of the city's administrative district, housing the chambers of both the Ecclesiastical Council and the secular council. Over the cycle since Thor Hutchison's assassination, the low wall that surrounds the complex has been repeatedly daubed with anti-Jerusalemite slogans and shows numerous scars.
2. Swanscombe U	The campus of the most prestigious institute of higher education in the UMF is a mixed bag of architectural styles, ranging from elegant seventeenth century buildings to gaudy modern accommodation blocks that back onto the city's military district. The university's educational record — and social life — are regarded as second to none and, despite the city's social policies, attract thousands of students each cycle.
3. Stock Exchange	The Eastern Mercantile Stock Exchange is a tall building of glass and chrome, sharply contrasting with the low-rise sandstone buildings that dominate the city.
4. Central Police	Swanscombe's all-female police has adopted a policy of community policing, building up a rapport with a particular neighborhood. Their civilized and caring veneer hides a core of steel, however, and they are willing to use deadly force — as several male rebels have discovered.
5. Portman Trading	Though a relatively small concern, Leigh Portman has built an enviable reputation, though her competitors have questioned the legality of the operation, especially her two caravan escorts army-surplus Hunters. Portman is in fact employed as a local agent by Vanessa Forzi-Polo and Dayvid Bogdanov, agents of the Forzi Cartel.



His Mistress' Voice ◆

Only females can own property or hold public office in Swanscombe, giving them a stranglehold on political power. Each family is headed by the family's senior female, known in the city as the Housemistress. Whatever her age, the males of the family are expected to obey the Housemistress and it is not uncommon for a young girl to inherit the title on the death of her mother and to dominate males three or four times her age. Over the cycles this has become an accepted part of the city's culture, though there are occasional revolts by dissatisfied males. More problematic is the situation of male visitors to the city, who are expected to "know their place" and who find the city's culture offensive. Indeed, to smooth relations with the city authorities, the local UMFA and Northern Guard military commanders are traditionally female and great care is taken to avoid offending the populace (e.g. males visibly ordering female soldiers around). Neither military wishes to repeat the debacle of the city's one male commander, Brigadier Daryn Judd, who found himself repeatedly snubbed by the city authorities and the population during his short tenure in TN 1784, effectively paralyzing the CNCS military in the region.

The city's discriminatory policies have brought it into conflict with the UMF government on a number of occasions, but the right of the city to maintain its unique social structure was central to the diplomatic negotiations that prompted the city-state to ally with the UMF in TN 1567. The problems between the city and the UMF are minor, however, compared to those with their neighbors in the staunchly revisionist NLC. The government in Valeria, and the Revisionist church in Sorrento, find the concept of a 'minority' religion holding power over a population dominated by Revisionists repugnant (see 3.3.3 The Swanscombe Jerusalemite Church, p. 25). There have been repeated claims of religious persecution by some groups in the city, but it seems likely that these claims stem from gender rather than religious disputes. This has not, however, prevented Revisionist sympathizers from agitating against the Jerusalemite government, prompting major unrest in the city.

NORTHERN CITIES

2



2.26 - ZAGREB



Zagreb was founded in TN 1017 by a group of winners of the Terranovan Lottery, a Terran Concordat initiative to broaden the population base of the colony, moving away from the corporate employees that had hitherto dominated the world. Provided with housing materials and seed stocks by the authorities, the lottery winners established an agricultural commune whose simple lifestyle proved attractive to many potential colonists, resulting in the establishment of the city of Zagreb. Under the leadership of its three-man executive the city prospered, building up a reputation for self-sufficiency and cooperation that would later stand them in good stead during the reconstruction.

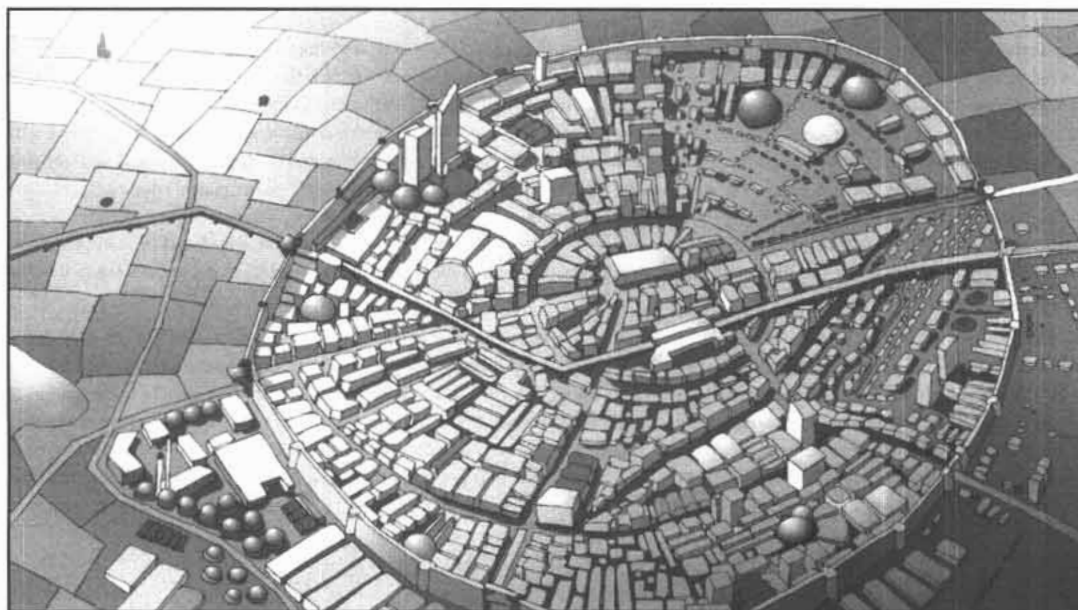
However, in the chaos of the cycles that followed Earth's withdrawal, Zagreb's policy of deciding all major issues through communal gatherings and voting proved cumbersome. On the urging of council head Gorge Chekov, the system was discarded in favor of a specially trained aesthetic ruling class, whose sole responsibility was the governance of the city. Many of the city's socialist institutions — the strong public health system, communal farm work and so forth — remained intact, and other institutions grew in importance, particularly education which became the central tenet of the Censor's doctrinal control over the city-state.

Even this failed to prevent the domination of the city-state by the United Mercantile Federation, membership of which the Censors were forced to accept or else see the city in financial ruin — the city had been devastated by an earthquake in TN 1610 and faced bankruptcy. Provisions of the UMF Charter allowed Zagreb to maintain its culture and political system, save for the appointment of a head of state, the Chief Censor (hitherto the censors had all been equals) and the liberalization of some economic policies to allow Mercantile interests to operate in the city. It quickly became apparent to the Caucus that though Zagreb had sacrificed some of its principals in order to survive, its population remained staunchly socialist and thus at odds with the core tenets of Mercantile society. Indeed, when several UMF agencies attempted to intervene to halt the abuses in the city's reeducation camps, they found themselves hamstrung by the charter provisions.

Zagreb's relationship with the UMF, and indeed the CNCS, has never been good, strained particularly by Zagreb's membership of the Socialist Economic Pact, a mini-league co-founded with much-despised Timmins and several Badlands communities, but recent cycles have seen it take a notable downturn. The rise of the communist secessionist faction known as the Rodinists since the War of Alliance has made the city a dangerous place for corporate Mercantilists. Both companies and individuals have become the targets for a wide range of activities, ranging from dirty tricks like hoax calls to the fire brigade or guardians, to arson and, in the case of UMFA personnel, assassination attempts.

Vital Statistics

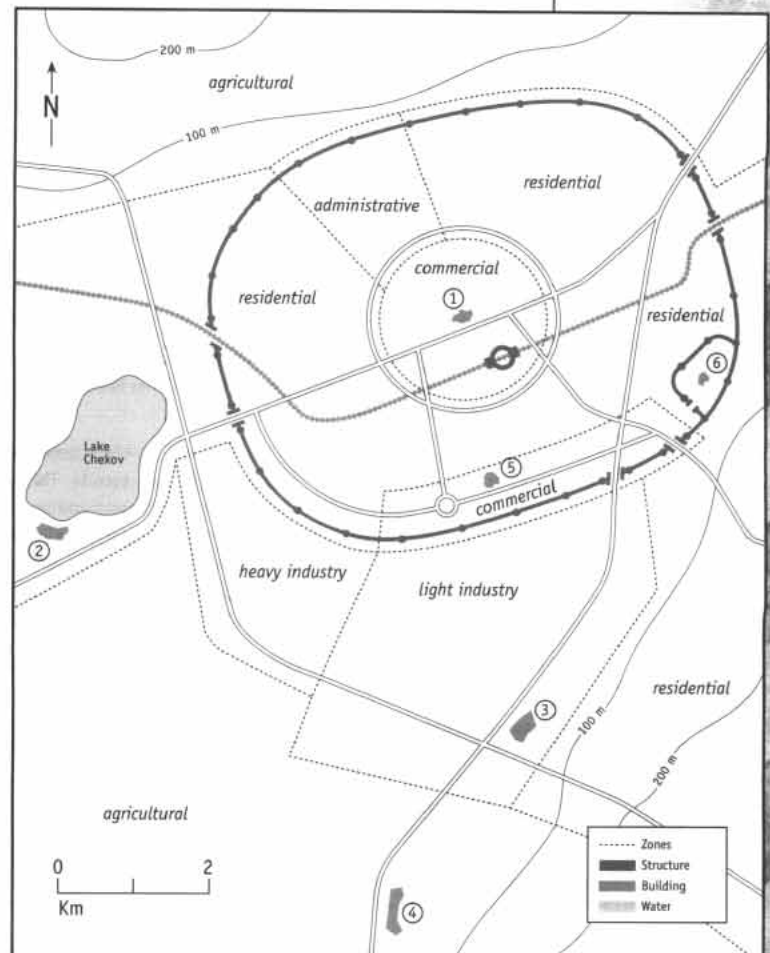
Founding Date:	TN 1017
Joined UMF:	TN 1611
Method of Government:	Self-Perpetuating Bureaucracy
Head of Government:	Chief Censor Johan Duvall
Population:	530,000
Principal Industries:	Agriculture





Map of Zagreb

Location	Description
1. People's Market	A complex of low buildings rather than a single edifice, Zagreb's People's Market serves as the center for the city's economic activity, where the population purchase goods and collect their weekly food rations.
2. Camp 17	This lake-side camp is one of more than two-dozen intended to teach 'deviants' the error of their ways. Its idyllic setting and modern buildings rest in stark contrast to its purpose, and UMF's human rights investigations are frequent.
3. Customs House	The Zagreb customs house is the largest in the UMF, charged with restricting the flow of Timmins' knock-off goods into the UMF and CNCS. Despite their numbers, the customs staff are hard pressed to examine even half of the merchant caravans that pass through the city.
4. Camp 4	Conditions in Zagreb's main criminal work camp are harsh. Its rough concrete walls and corrugated iron roof house almost a thousand workers, most of whom are assigned to quarries in the foothills of the Pacifica Range. Despite its reputation among the locals, the camp's nominal status as a criminal penitentiary serves to deflect official criticism of the conditions.
5. Caravansary	The Caravansary is the focus for traders heading into the Badlands, where they trade goods, hire guards and store their merchandise. Despite its location within the walled city, the building is shunned by many in the native population, regarded as a necessary capitalist evil.
6. UMFA Compound	The city's military redoubt, constructed during the St. Vincent's War, has come under a virtual siege since the rise of the Rodinists. Only within its walls are UMFA and Northern Guard troops safe from sniper attacks and attempted bombings, though the compound itself has been the target of numerous sabotage attempts.



We the people

Always dominated by socialist policies, Zagreb enacted a number of harsh laws during the reconstruction, establishing a rigid cultural and political orthodoxy loosely based on the principals of Plato's Republic, namely autocratic rule by a self-perpetuating elite whose sole duty was rational decision making and the education of the population. The dictates of the ruling class, known as the Censors, are enforced by Guardians (more akin to the AST's political commissars than the Humanist Alliance's preceptors and who are widely regarded in the UMF as 'thought police') and the city's re-education and labor camps. Every major work group, corporation or society is assigned a Guardian to monitor its activities, though the city-state is renowned for its lack of trust and often assigns additional covert agents to monitor the Guardians.

The standard of living in Zagreb is lower than in the UMF as a whole but the city's extensive social service and education provisions have effectively eliminated the underclass that exists elsewhere in the league. Luxury goods are scarce but every citizen is guaranteed food and shelter, though the "rational communism" practiced in the city rewards those who work hard and show dedication to their duties. Such rewards usually take the form of better housing (most accommodation in the city is state-owned) or increased food allocations. Indeed, public displays of wealth are considered inappropriate and if brought to the attention of a Guardian or Censor will likely result in a spell in an education camp.

Alcohol is readily available, particularly a cheap local johar-based whisky, and bars form a central part of life in the city. Alcoholism is common, though both the Guardians and the local police punish intoxication at work and drink related crimes severely. The distinctions between crime and deviation from established doctrine is somewhat blurred, and the traditional punishment for both is sentencing to one of the camps that surround the city. While criminals are sentenced to hard labor, deviants — those who fail to comply with accepted moral and political standards — undertake relatively light duties and attend doctrinal classes. On the surface they appear to have the easier time, but unlike criminals who are fully reintegrated into society after their time in the camps, attendance at a reeducation camp remains a matter of public record for ten cycles, coloring their relationship with other citizens.



2.27 - FORT HENRY



Exposed to the full force of Badlands tempests, the lands around Fort Henry are among the most savage in the Protectorate. This did not discourage members of the Henry Clan from settling in the region in the early 11th century, and within sixty cycles their farmstead had grown to become the principal market town of the region. This settlement was a logical choice for a center of regional government and, when the WFP formed in TN 1527, it was fortified and renamed Fort Henry. Over the cycles the Henrys' influence in the city has waned, with clans like the Maderas and Cristobals coming to the fore. Nonetheless, they remain active in local politics and in the administration.

The city-state's location on the Badlands fringe has led to it being the target of many raids by Badlands groups. Indeed, it was the near sacking of the city in TN 1536 that spurred the nascent league to form a united military which could oppose such threats. The settlement quickly outgrew its fortifications and a second ring-wall was added in TN 1602 (and a third in TN 1730). The local authorities have refused to sanction the construction of another wall, citing the difficulties in defending the city during the War of the Alliance. Instead, a number of companies have chosen to establish factories outside the fortified settlement, each surrounded by their own defenses and forming industrial islands in a sea of johar and wheat.

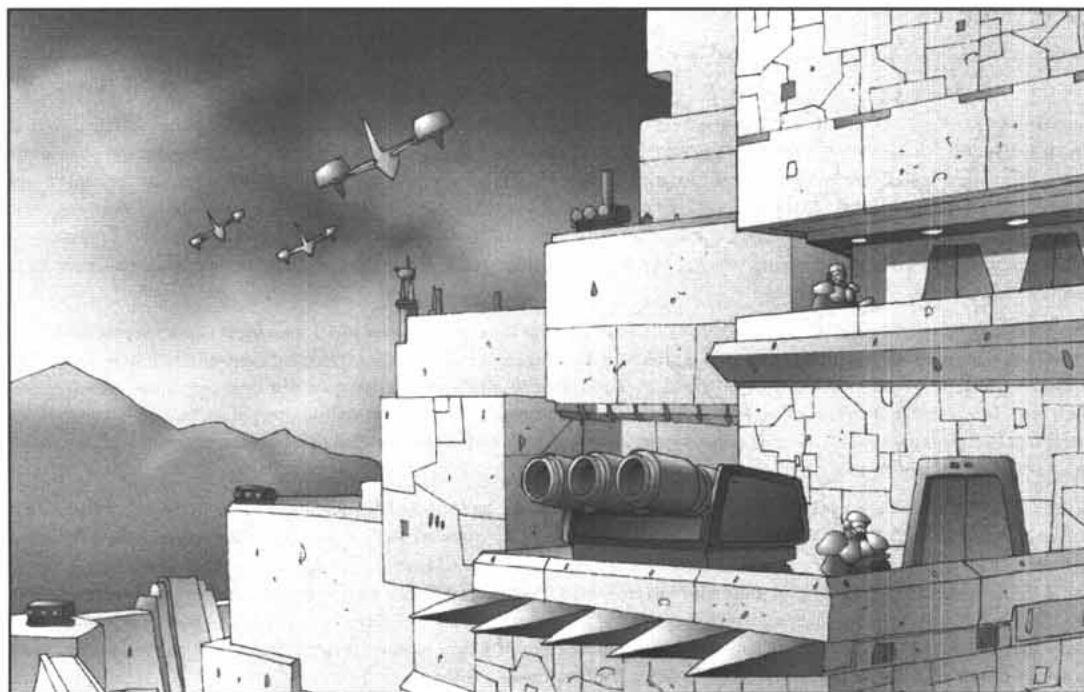
Proconsul Lang Regina, head of the conservative Maderan faction, governs the city. The Proconsul is bitterly opposed to the war with the AST and, while doing nothing to compromise her honor or the integrity of her clan and the WFP, has sought to minimize the war's impact on the city-state.

Shortly before dawn on 17 Winter TN 1937 the city-state came under heavy missile and air attack by Republican forces from the SLS Victoire, a Queen-class carrier and her Khan-class escorts. The carrier and its battle group had been harassing the Protectorate's southern border with a series of raids on farmstead communities that drew away a substantial portion of the city-state's garrison. This allowed the 17th Republican Gear Regiment (the Sand Demons) to stage a lightning strike toward the city, disabling the air defense grid and allowing a massive strike by Arbalète cruise missiles and carrier-launched Quetzal fighter-bombers. The Fort Henry Weapons Testing Range also came under heavy attack. Almost fifteen hundred people died in the attack, many of them civilians. Another five thousand were injured and twice that number were made homeless by the attack.

Vital Statistics



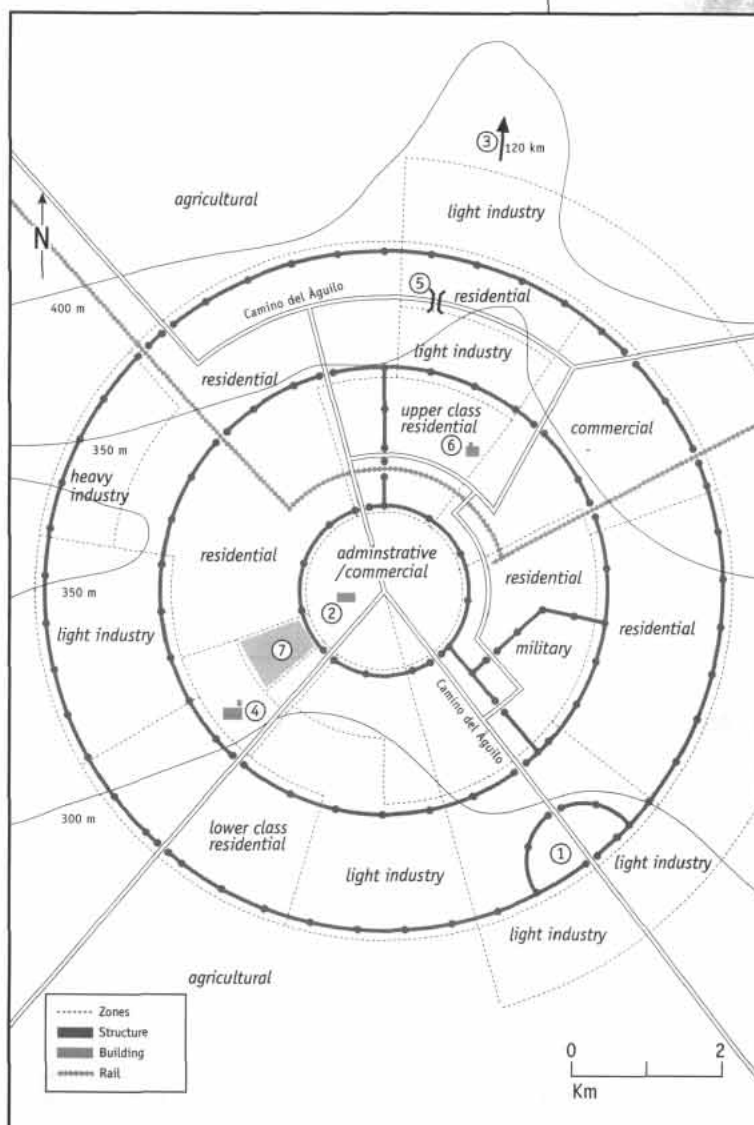
Founding Date:	TN 1075; fortified TN 1528
Joined WFP:	TN 1527
Method of Government:	Military Democracy
Head of Government:	Proconsul Lang Regina
Population:	700,000
Principal Industries:	Food crops, medicinal plants, power generation





Fort Henri Map

Location	Description
1. Puerto del Arena	The "Sand Gate" is Fort Henry's fortified port district. Massive landship docks dominate the facility, as do warehouses for goods arriving from or destined for the Badlands. Usually a bustling area, it was a major target of the Victoire raid and badly damaged. Though restored to operation within weeks, scars from the attack remain.
2. Palacio de Maderas	The headquarters of the Maderas Clan are surprisingly restrained, radiating power and authority without becoming gaudy. The compound covers several hectares, and incorporates the residences of many member clans. Lang Regina prefers to work from her offices in the compound, finding the security and proximity to her family are more conducive to work than the bustling Proconsul's official residence.
3. Weapons Range	Located some 120 kilometers north of the city, the Fort Henry Testing Range was the proving ground for many CNCs weapons. The site, which covers more than 4,000 square kilometers, is the only site qualified for testing weapons of mass destruction in the CNCs.
4. Hospital	The Cristobal Military Hospital (also known as the Fort Henry Medical Center) is the premier medical institute in the WFP, specializing in treating trauma cases. It also serves the civilian population and its oncology department was acclaimed as one of the best in the CNCs.
5. Columbine Viaduct	The sturdy bridge across the Mogica Valley was erected in TN 1803. Designed by the famous architect Perez Miguel, it is one of the city's most impressive sites. Many of the locals call it el suicidio because of the number of people who leap to their death from its highest span.
6. Third House Dojo	This small school is reputed to be one of the finest martial arts schools on Terra Nova. For more information see Places of Note below.
7. Jardines del Sol	Once the Maderas Clan's personal gardens, the Jardines del Sol (the Gardens of the Sun) are a welcome refuge of tranquility in an otherwise bustling city. In stark contrast to their usual tranquility, the gardens are also the site of many early-morning duels between disaffected members of the populace.



Little Big Town

Though the core of Fort Henry is heavily industrialized, a large portion of the population live outside the city walls, employed on the numerous farms that surround the city. The rural lifestyle pervades Fort Henry, and as a result the daily routine in the city is more relaxed than in the Protectorate's other major settlements. The mix of rural and urban settings has done much to defuse tensions among the region's youth, forestalling the growth of youth-counterculture, in particular the shock music phenomena, within the city. There are pockets of disaffection, but compared to Fort William they are minor and easily monitored by local authorities.

Though a major regional center and sitting astride trade routes to Azov and the Badlands, immigration to Fort Henry is low, avoiding the dilution of traditional Western values so common in the Protectorate's other major settlements. Low immigration has also limited the number of new clans in the city, and this has had the unfortunate side effect of encouraging a snobbish attitude in members of the First Clans, directed at the few newcomers in the city. Combined with a general caution among the Fort Henry population when dealing with outsiders, including those from elsewhere in the Protectorate, this has led to the city gaining a reputation for being cold and standoffish. In truth, this attitude is a public façade and with their close associates the residents are warm and generous. Indeed, the city's social circuit is very active, if somewhat elitist, each clan seeking to outdo its rivals.



2.28 - FORT JAMES



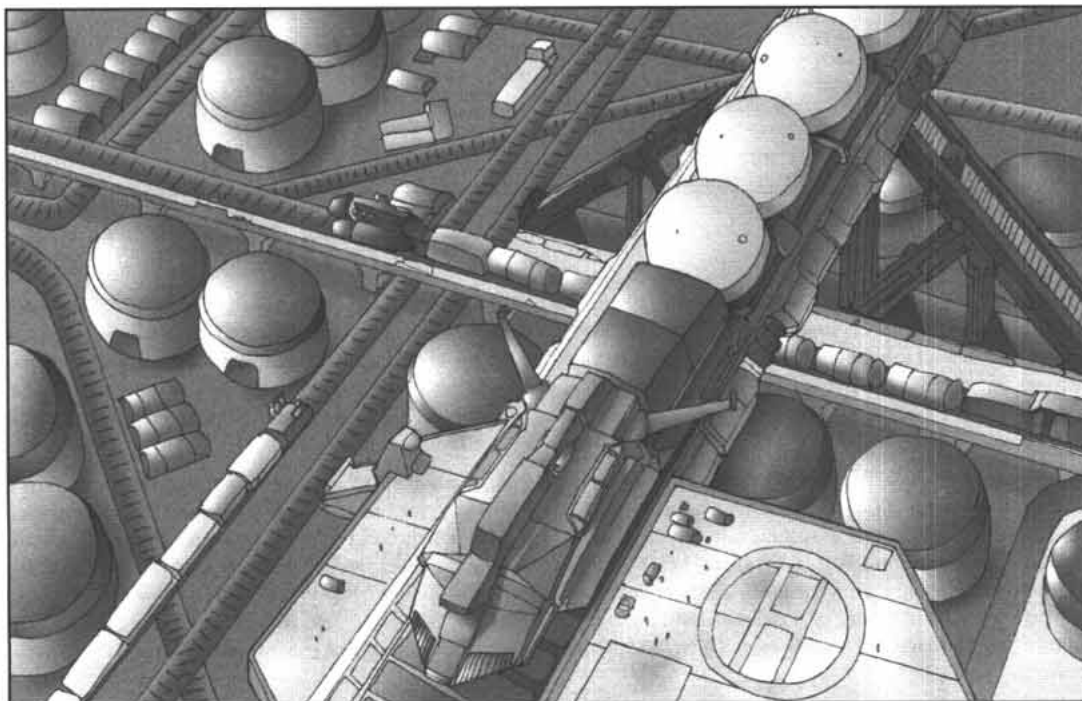
The smallest of the Western city-states, Fort James is also the newest, established in the early 12th century by the James Clan to exploit trade between the northern and southern Hemispheres. The original settlement was located several kilometers east of the Gamma Maglev, built around a sinkhole that provided water from the McAllen network. Over the cycles that followed the settlement grew to encompass the impressive station and its attendant support industries, becoming the hub of a vibrant regional economy centered on transport and cereal processing. By the 14th century James dominated trade across the eastern portions of the Great Western Plain and into the Marathon Basin, and served as a local capital for many colonial interests.

With Earth's withdrawal, the settlement's riches attracted many unsavory groups who sought to rob the settlers of their wealth. The township was raided many times, sustaining considerable damage and prompting the establishment of a local militia and the construction of rudimentary fortifications. The cost of defending its interests sapped James' economy and the city's rulers welcomed alliances with their neighbors, slowly establishing order in the region. They were a little wary of moves to unify the settlements of the Great Western Plain into a massive Confederation, the WFP, but were eventually persuaded that their loss of influence would be more than offset by regional stability. Indeed, James' economic importance guaranteed it a place among the settlements selected as regional defense hubs and fortified, and there was even some discussion about making James, now Fort James, capital of the new WFP. Fort William eventually won out, though James remained the center for Western commerce.

In the War of the Alliance, the city-state's role as a transport nexus made it a major target of the CEF. Fortunately, the bulk of the Earth forces concentrated on the UMF and the Mekong Dominion, and so efforts to seize the city-state were half-hearted. Nonetheless, the colonial troops were able to penetrate the defenses and take control of much of the city before they were finally driven out. The bitter street-to-street fighting devastated the city, and large areas have been rebuilt over the last 20 cycles. So far, the city-state has escaped direct attack in the Interpolar War though the economic fallout from the conflict has been devastating. A center for black-market trade, Fort James has also been the site of several battles between the Wounded Knee cartels, though the heavy WFP and WIA presence has persuaded most of the Wounder groups to take a more cautious approach.

Vital Statistics

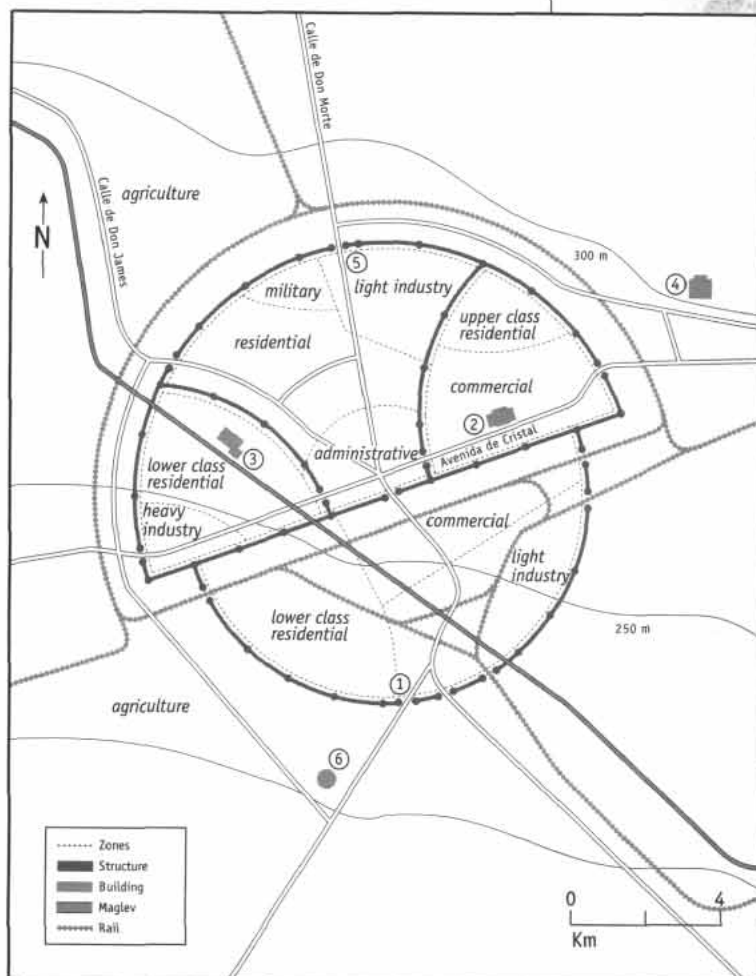
Founding Date:	TN 1127; Fortified in TN 1929
Joined WFP:	TN 1527
Method of Government:	Military Democracy
Head of Government:	Proconsul Hasegawa Ichiro
Population:	690,000
Principal Industries:	Transport, foodstuffs





Fort James Map

Location	Description
1. Barrington Gate	This immense fortification controls access from the city-state onto the fringe of the Barrington Basin and was the scene of considerable fighting in War of the Alliance. It has since been rebuilt and strengthened.
2. Palacio de Crystal	Originally built in TN 1627 for the Protectorate's anniversary celebrations, the Glass Palace is the WFP's premier conference and convention center. With its storm shutters open, the massive glass structure is a spectacular sight yet is sturdy enough to withstand even the most severe tempests.
3. Estacion Occidental	The Western Maglev station is an impressive structure, little used since the start of the Interpolar War and the forcible closure of the Maglev links to the South.
4. Quinta Peregrinación	The Monastery of the Fifth Peregrination began life as a waystation for Western pilgrims heading to Massada. The present simple adobe structure was assembled in TN 1703 and is home to the Quintilian Friars, one of the Revisionist church's best-known mendicant orders, famed for their teaching and debating skills.
5. SunHarvest Bakeries	In a city renowned for its delectable desserts and pastries, the title of best bakery is highly prized. The Sun Harvest has won the accolade every cycle since TN 1932. They are renowned for their churros, considered a delicacy and sought after across the CNCS. Indeed, Sun Harvest has a lucrative business catering to the demands of the rich and famous in many CNCS cities, notably Valeria and Ashington.
6. The fallen Stonehead	Located just south of the Barrington Gate is what was — until the War of the Alliance — one of the finest stoneheads in the WFP. Unfortunately, it was used for target practice by GREs in the War of the Alliance and is now somewhat the worse for wear.



Something Old, Something New

The principal transport hub of the WFP, Fort James attracted a vast number of immigrants, and has the highest proportion of new clans in the league. This has colored public perceptions of the First Clan/new clan divide and newcomers are held in equal regard to those who can trace their roots back before the formation of the WFP. Almost. Several First Clans remain adamantly opposed to the influence the immigrants have gained but, faced with new clan dominance of finance and industry in the city, they have had little choice but to accept them as equal partners. This friction tends to manifest itself in subtle ways: seemingly innocuous snubs, accidental omissions from guest lists and the like. The First Clans are careful to avoid giving direct offense, but they leave little doubt about their regard for what they perceive as interloper clans.

The dominance of the new clans influences Fort James in other ways too. Excepting the most hidebound First Clans, the population is open and accepting of newcomers, in stark contrast to both Fort Henry and Fort William. There is a willingness to go out and make new acquaintances, particularly among new immigrants to the city and most new arrivals can expect to be adopted into an existing clan. Several clans have, however, been accused of doing this for less than altruistic motives. Rather, they head-hunt newcomers to the city to advance their own cause. Members of the Peters Clan have the worst reputation for this, often going through records of new residents to seek out those who have new and unique skills, then offering them a "deal" to join the clan. Though superficially advantageous, these deals rarely benefit the immigrant in the long term, turning them in many regards into indentured servants.

Fort James has a strong youth counter-culture, spurred on by the constant influx of disaffected juveniles (minors are rarely consulted about moving to the Protectorate). As in Fort William, shock is central to this youth rebellion but Fort James' small size has prevented the establishment of a fully-fledged "shock culture" in the city. Instead, it is limited to the city's music scene, particularly the clubs and discos of the Calle del Norte and the Calle de Don James.



2.29 - FORT WILLIAM (LEAGUE CAPITAL)



The largest of the Western city-states, Fort William grew from modest beginnings, a small cluster of ranching settlements known as William County on the verdant northern foothills of the Westridge Range. Most of these settlements were operated by the William and Zucco families, who grew to become the dominant powers of the region in the centuries that followed. The official history of the Zucco Clan states they arrived on Terra Nova in the early sixth century, placing them among the earliest colonists in the region. Few doubt the Zucco claim, though several have challenged the assertion that they quickly became the undisputed leaders of the region. Indeed, the William Clan history lists the Zucco as a subject clan right up until the early 10th century when a series of successful business ventures propelled the Zucco to dominance in the county.

Irrespective of the details, the Zucco worked hard and fostered many alliances, and their farmstead slowly became the administrative and economic hub of the region. The site of a major market and the destination of many cattle drives, the settlement was designated a township in TN 1011 and quickly expanded its influence into the Mulhacén Cordillera and the plains beyond. The city-state's isolation allowed it to escape much of the conflict that raged after the withdrawal of the Earth colonial administration. Nonetheless, the economic and military benefits of a loose alliance with the other clans of the Great Western plains were readily apparent. With their neighbors becoming increasingly belligerent, Williamite administrator Gutierrez Raoul proposed a more robust alliance. The result of this venture was the Western Frontier Protectorate that, after considerable lobbying by the Zucco and Gutierrez Clans, selected William as its new capital.

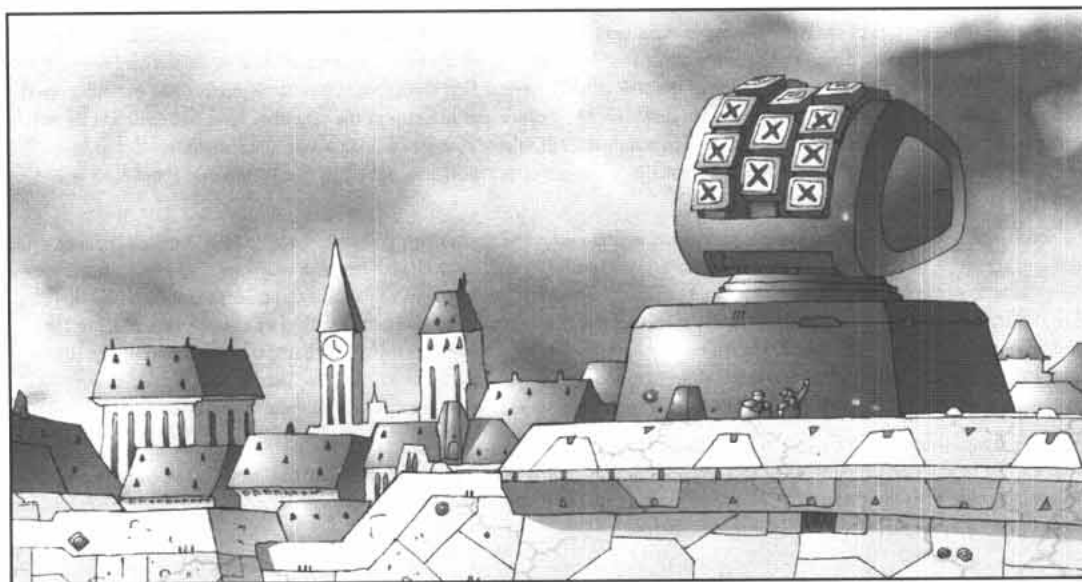
Construction began immediately on a government complex to house the huge senate, and which would eventually form the core of the Alcázar, the military fortress overlooking the city-state. Fort William also saw a massive upgrading of its defenses, impressive fortifications replacing the wire fences and palisades that had hitherto protected the settlement. These fortifications proved invaluable when the UMF besieged the Western capital in TN 1667, allowing the inhabitants to hold out until a relief force arrived to drive the Mercantilists away. Fort William was never directly threatened by CEF ground troops in the War of the Alliance but, as the Western capital, it was singled out for orbital bombardment. When compared to Fort Henry and Fort James the damage sustained was minimal, and of the three main urban centers, the city-state's architecture is regarded as the most traditional.

The entire Williamite population, be they traditionalists or members of the counter-culture, are open and honest, willing to speak their mind. The population is also quick to anger and duels are common, though strict adherence to protocol and an exaggerated politeness serve to limit such actions.

Vital Statistics



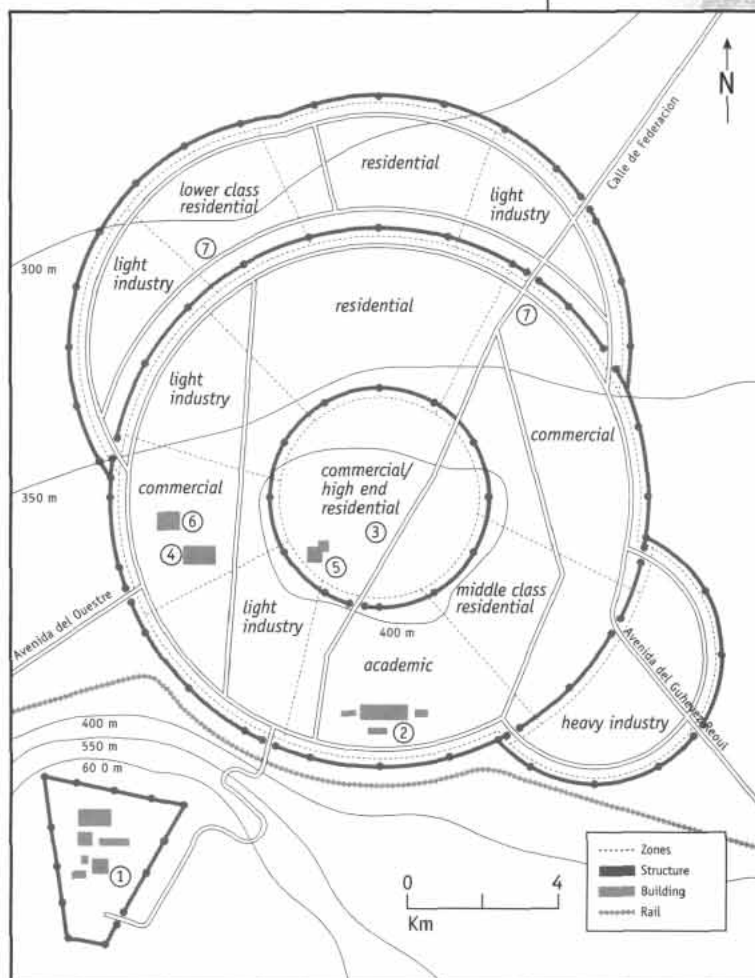
Founding Date:	TN 1011; fortified in TN 1527
Joined WFP:	TN 1527
Method of Government:	Military Democracy
Head of Government:	Proconsul Zucco Adamo
Population:	1.4 million
Principal Industries:	Mining, metal refining, weapons production





Fort William Map

Location	Description
1. Alcázar (Fortress)	Officially known as the Western Central Command and Government Facility, this heavily fortified complex of buildings serves as the headquarters for both the WFFA and the Protectorate Government. Built in the mid 16th century and constantly improved, security in the facility is extremely tight.
2. Biblioteca Nacional	Publishers must supply the government with a copy of every book, magazine or newspaper they print; the Biblioteca Nacional serves as repository for these. The massive gothic building also serves as home to the Western Archaeological Trust, though a new building is in the work.
3. Ciudad Castel	The original Zucco farmstead, Castle City is one of the oldest districts. The massive compound contains the headquarters of many of the WFF's most powerful companies and clans.
4. Plaza del Arrabal	The "square outside the walls" was once Fort William's principal market but has become the retail districts. Many shoppers take a break in the many cafes that surround the elegant square.
5. Khodaverdi Basilica	The Basilica is the spiritual center of Revisionism. The complex of buildings contains the Monasterio de la Rama Dorada whose members serve as the administrative arm of the church.
6. Casa de la Villa	Once the city-state's town hall, the Casa de la Villa has been converted into the city's premier shopping arcade. It features more than a thousand stores and restaurants.
7. Barrio Adelfas	One of the roughest neighborhoods, Adelfas is home to much of the nightlife. Attendees at clubs like Tiro, Revolución and Orquídea Negra thrive on the danger the locale engenders.
8. Arc del Triomf	Built in TN 1730, the Arc del Triomf is the Protectorate's greatest war memorial. Plaques on the monument are inscribed with the names of the dead from the WFF wars.



A Clash of Cultures

The population of Fort William demonstrates both extremes of Western culture. On the one hand, the city-state is a fortress of conservative Western values, stressing honor, loyalty to the clan and martial duty. Fort William is home to many of the most influential First Clans: the Zucco, Gutierrez, Ramirez and Aznar. There are also a large number of immigrants, attracted by the great wealth and power associated with the city-state's institutions. The First Clans maintain a superior attitude towards all newcomers, which plays a major role in shaping the city-state's cultural and political dynamic.

At the other extreme, the combination of immigrants and disaffected youth has made Fort William the center of the shock counter-culture. Fort William is also home to a burgeoning peace movement that argues for rapprochement with the South and with the numerous ex-CEF communities on Terra Nova. The authorities have attempted to curb both movements, deeming them subversive, but their actions have only served to heighten awareness of the groups and encourage rebellion.

Martial Politics

As the home of the Western Government, Fort William is driven by politics, different groups each maneuvering to advance their own agenda. The Zuccite faction dominates the local military council but this has not prevented the Maderas and non-aligned clans from making their opinions known, through both official and unofficial channels. Both have striven to limit the impact of Zucco's hard-line actions, seeking a less confrontational series of policies. In many regards the Maderas are no less traditionalist than the Zucco, relegating new clans to a secondary role, and this has done little to endear them to the large number of new clans in the city. Indeed, many immigrants go as far as to say that at least the Zucco are honest in their prejudice while the Maderas hide behind a thin veil of civility.



◆ The Wages of War

The economy of Fort William is the most diverse in the WFP. Mineral extraction plays a major role in outlying communities and refineries and processing plants surrounding the city-state. A number of heavy industrial conglomerates consume most of the output from these refineries, making everything from cutlery to weapons. The city-state's weapons industry is surprisingly well developed for such a small league, with exports to the other CNCS leagues playing a major role in the economics of the league and city-state. A WFP owned and operated maglev line provides the city-state with a high-speed link to markets in the CNCS and elsewhere in the Protectorate, while the well-maintained Western Rail link to Lyonnesse serves as the major axis for exports to the UMF.

Service industries in Fort William are the best developed in the league and eight of the ten major banks of the WFP are headquartered in the city-state. The Western Stock Exchange is situated in Fort William but compared to its Norlight and Mercantile equivalents it is small and has a low turnover. Initially lacking the sophisticated safeguards of the other northern exchanges, it became a major target of Dominionite economic warfare, prompting a major crash in Western stock value that had a secondary impact on other CNCS markets. The exchange was closed for several weeks in late TN 1936 while appropriate systems were implemented. Furthermore, on the insistence of the CNCS, the exchange's operations have been monitored by Mercantile experts, seeking to avoid any additional losses.

◆ Alcázar

Officially known as the Western Central Command and Government Facility, the Alcázar (Fortress) is the military and legislative heart of the WFP. It houses the central command of the WFP, the Western Military Academy and the central administration of the Protectorate government, including the chambers of the High Council. A secure satellite link allows the Proconsuls to communicate without the need for meetings in the Alcázar, but some matters are too sensitive to trust to electronic communications, nor can such systems be relied on in times of war. The complex sits high on the cliffs overlooking the city, built in the 16th century and constantly expanded and upgraded. The visible fortress is comprised of more than two dozen buildings, but the majority of the facility is subterranean. Security at the Alcázar is very tight, requiring multiple ID checks and verification, cutting edge electronic surveillance and numerous weapons turrets designed to engage targets on the ground or in the air. Furthermore, at least one elite regiment guards the facility at all times. Proconsuls Lang and Hasegawa usually travel to the complex via supersonic transport, arriving at the facility's military airfield, which is also large enough to support space planes. A subterranean railway from the city and two narrow and heavily armed roads provide alternative access to the Alcázar compound, though none have direct access to the fortress itself. All are closely monitored and feature hidden traps to prevent their use by unauthorized personnel.

● Club Orquídea Negra

The Orquídea Negra — the Black Orchid — is the premier nightclub in Fort William, heart of the shock music scene. The exact venue of the club varies on a regular basis, moving between a series of warehouses in the Barrio Adelfas to avoid entanglements with the authorities who regard its activities as encouraging rebellion. Knowledge of the venue is highly prized among the city's youth, often seen as a mark of being in with the "in" crowd. The centerpiece of the club is always the massive dance floor, surrounded by trideo-screens playing the latest shock films or music videos. The club provides live music on a regular basis, but the music is most often taped, mixed and played by a series of celebrity DJs. There is often a bar and several cartels have sought to involve the club in their drug dealing operations, but while they know they cannot prevent the trade, the managers have sought to minimize its impact on their activities. The club employs a number of lookouts scattered throughout the Barrio to warn of approaching police. So far, the organizers have managed to stay ahead of the law, though there have been a number of close escapes and many expect the club's luck to run out in the near future. The owners have hedged their bets, bribing several members of the task force assigned to track them down to provide advance notice of raids.

◆ Barrio Atocha

Comprising the narrow winding streets around the Plaza del Arrabel, the Barrio Atocha is Fort William's most exclusive neighborhood, with apartments overlooking the square costing ten times the Western average. It contains the compounds of many of the city's First Clans, which tend to be larger and more elaborate than those found in the Protectorate's other city-states, truly living up to their name of palacio. The district is also home to many foreign embassies and thus has a formidable security presence. The activities of foreign diplomats, particularly those from the AST, are closely scrutinized and rumor suggests the Barrio Atocha has the highest concentration of WIA agents in the Protectorate.

The Barrio is also home to many of the city's most exclusive shops, notably Ekseption, a cutting edge fashion store, and Serrano, an exclusive perfumery. The locations around the Plaza del Arrabel are the most sought after and, like the apartments, command the highest rents in the city if not the entire WFP. It is also home to many antique stores, selling everything from classic early-colonial household objects to rare religious manuscripts. The massive revenue from such goods has encouraged a cottage industry producing a range of quality reproductions, many of which are passed off as genuine.



Rural Areas - 2.30

Eighty percent of the Western population lives outside the three city-states, a total of more than 11 million people. Most live in small farming communities on the Great Western Plain run by extended families, but a number gather into larger settlements, ranging in size from hamlets of a few hundred people to townships of up to 50,000. Most of these settlements are fortified in a similar manner to the city-states, the sophistication varying with the wealth of the locals and the distance from hostile borders. Those along the Badlands fringe are defended without fail, while only half of those in the Crescent have anything beyond a rudimentary border fence. The rural lifestyle is regarded by many as the "real" WFP, the city-states being little more than glorified trade centers dominated by foreign ideas and culture.

The Plains (Pampas) - 2.30.1

The broad expanse of the Pampas is home to most of the Western rural population. The dominant settlements are clan-run farmsteads, located near McAllen walls and usually home to fewer than 100 people, though there are notable exceptions. Most are divided into four distinct areas: the residential area, equipment storage, the animal pens and a collection of grain elevators. A low wall usually surrounds the farmstead itself, as much to keep animals in as to provide any defense, though fields and ranges are rarely enclosed. Instead, animals are allowed to wander free, tracked via subcutaneous implants. In contrast, mixed farms require fencing to prevent the animals from eating the crops, particularly fresh growths.

Urban centers are relatively rare on the Pampas, though small settlements often grow up around railway stations. Such townships serve as the focal point of a region, providing shared facilities such as blacksmiths and medical services as well as a base for local police marshals. They also cater to the transient population travelling the railways, featuring hotels and bars in addition to stockyards and granaries. A few of these settlements include processing plants and support industries, their populations increasing to support this industry, often reaching 15,000 inhabitants while a few truly exceptional towns reach 30 or 40,000.

Badlands fringe communities follow a similar pattern to those of the plains, though greater emphasis is placed on fortification, with settlements surrounded by a perimeter wall, defended by sensor and weapon towers. Most such communities also feature moisture traps, intended to supplement the community's supply, which must be used to irrigate the land immediately around the settlement in addition to routine domestic chores. Oasis towers are also common on the Badlands fringe.

The Crescent - 2.30.2

The verdant hills of the Crescent (also known as the Colina Aterrizo — hill lands) are rich in resources and located far from any threat, resulting in a distinct pattern of settlement. Farmsteads, though only slightly less common than on the plains, are rarely fortified. They also tend to support a more diverse economy, often including lumber and mineral extraction. A number of towns have grown up to support these industries, though as a consequence of large-scale immigration to such settlements the traditional clan structure is often weakened, and they are commonly governed by an elected body. Such councils often exist only at the sufferance of local industrial concerns, turning them into de-facto corporate fiefs. Unlike the plains settlements, where the population works in harmony with the land, many Crescent settlements exhibit signs of environmental mismanagement, such as rampant pollution and strip-mining of resources. Attempts have been made to restrict such activities, but the companies involved — often affiliates of Norlight or Mercantile concerns — have considerable influence with the local authorities through blackmail or bribery. Consequently only the grossest violations are punished, resulting in large tracts of the Crescent being turned into a despoiled wasteland.

Western marshals ◆

As with education and religion, traditional policing methods have little chance of success in the predominantly rural population of the WFP. Instead a collection of up to a dozen homesteads, known as a county, are served by a marshal who is responsible for the range of crime prevention activities and for investigating any complaints or suspicious activities. Most investigations center on crop damage or cattle rustling, the latter made possible by the reprogramming of identichips, but occasionally they are called on to deal with more serious crimes and thus have a thorough (if underused) training in police procedures. Marshals operate from a central base but spend a large portion of their time 'doing the rounds' between the communities under their jurisdiction. Each marshal works closely with 'their' settlements and must build up a strong rapport with the residents. Marshals are legally members of the WFP, charged with enforcing the Ley Civil, and the majority are ex-service personnel. All are armed and authorized to use lethal force if the need arises. A suspect arrested by a marshal is transferred to the administrative seat of the region where they are tried by a panel of circuit judges, all of whom are members of the WFP JAG corps.



2.31 - JASPER



For many cycles, the valleys of the Cáceres district were known only for their woodlands and the rich but limited agriculture in the valleys' floors. The inhabitants lived well, occasionally exporting timber to the outside world by floater blimps, but the ever-shifting nature of the lumber industry did not favor the formation of any settlements beyond the small agricultural clan holds or lumber camps. These small settlements remained in contact with the rest of civilization through radio (when they chose to), and generally managed to sustain themselves with the rich fields they cleared through their logging activities.

That all changed in the mid 18th century with the discovery of gold and silver in the ridges above the Richardson farmstead. This attracted many new settlers to the region, who quickly overran the pastoral residents. Among these newcomers were the renegade Maderas, who had been cast out from their clan in TN 1731 after an attempted coup. Using a mix of guile and force, the "Black" Maderas quickly dominated local politics and it was Maderas Jasper who planned the settlement that would later bear his name, organizing the disparate groups of settlers, prospectors and miners into a viable community. The town thrived under his leadership, reaching a population of almost 60,000 at the height of the gold rush in TN 1752. The town has since reduced in size to a little under 16,000, but gold continues to play a major role in the town's economy. Corporate dredging and opencast mines have replaced the panhandling and wildcat mines of the original settlers.

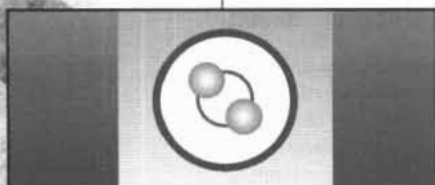
The industrial mining activity has despoiled the once beautiful land around the town, and by-products of the refining and extraction process, such as mercury and cyanide, have poisoned large tracts of land around the mines and for many miles downstream. Once-valuable farmland and fishing waters lie abandoned. Though fined repeatedly, the activities of the Grusskurth Mining Company (ultimately owned, via a series of convoluted series of shell companies, by UMF conglomerate Northco) continue unabated. The profits to be made in the region far outweigh the penalties, though this has not stopped them using their political and economic muscle to great effect with the local authorities. Indeed, Grusskurth CEO Danara Edwin, together with Maderas Tor and Samantha McBride-Wilkes, are the real government of Jasper.

Despite the best efforts of the ruling council, the settlement retains its frontier mentality and violent crime is common. The local militia is stretched to capacity to maintain order in the town, which seethes with the tensions between the rich corporate groups and less well off residents. Save for the Maderas, the power of clans in the city is limited, subsumed by greed and avarice. Brawls are common around the many taverns and brothels on Hope Prospect, while gangs of thieves prowl many of the back streets.

Vital Statistics b



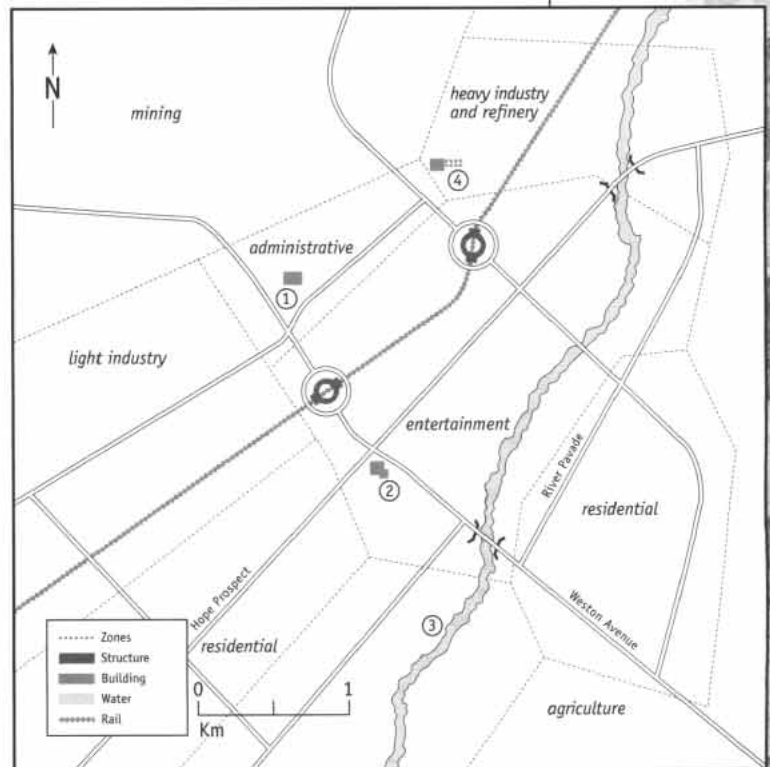
Founding Date:	TN 1747
Joined WFP:	TN 1747
Method of Government:	Self-perpetuating bureaucracy
Head of Government:	Maderas Tor
Population:	15,713
Principal Industries:	Gold mining and refining





Jasper Map

Location	Description
1. Grusskurth M-Corp	This six-story building is the largest in Jasper, looming over the remainder of the town and reflecting the contempt in which GMC holds the locals. While many in the town struggle to eke out a marginal living, the chrome and glass GMC headquarters demonstrate conspicuous consumption and the true value of the material extracted by the community.
2. The Blue Lantern	Perhaps the seediest dive on Hope Prospect, the Blue Lantern is a rough and ready tavern that serves as the headquarters for McBride operations in the town. From here, Samantha McBride-Wilkes manages the town's bars, brothels and gaming parlors, relieving miners of their hard-earned cash.
3. The Blackwater	Originally a beautiful wetland, the Blackwater is the most horrifying example of the damage GMC has caused in Jasper. Nothing lives in the once-teeming marshes that are now little more than a collection of rotting vegetation and chemical waste. The stench of the swamp pervades the town, often becoming unbearable in hot weather or when the water level is low.
4. Refinery Complex 3	This refinery is one of six used to separate gold from the ore extracted from the mines above the town. It uses the amalgam process, in which crushed ore is combined with mercury and gold recovered from the resulting solution. The waste products of the process are flushed into the nearby river, polluting large areas downstream.



Exploiters and the exploited

The promise of riches draws a wide variety of people to Jasper. These range from farmers who have been forced to abandon their holdings to escaped criminals, all of whom are seeking a new life. The overwhelming majority are clanless, either born outside one of the families or expelled for one reason or another. Without any safety net these individuals have nothing to lose by making the journey to the town, though as is often the case what they expect and what they find are very different things. While the media portrays the city as the most glamorous and exciting way of life, and allure of 'downtown' wears off very quickly.

The companies and criminal associations exploit newcomers ruthlessly, seemingly offering them support but in fact entwining them in crippling debt from which most can never hope to escape. Even those who escape this trap are forced to rely on the company and the underworld (which is dominated by the McBride family, allies of the Granis Cartel out of Wounded Knee), whose control over stores and institutions in the town is absolute. Indeed, an unofficial arrangement divides effective control of the town between the company, the cartel and the Maderas. The truth of the matter is that the town council is little more than a PR exercise. Grosskurth owns most of the stores in town and controls transport while the McBride dominate the town's many bars, brothels and gambling dens.

Eco-War

Grosskurth's rapacious activities in Jasper have become something of a cause célèbre among environmental groups in the WFP and the NLC. Many groups protest Grosskurth's activities but one, Gaia's Army, is waging a campaign of sabotage against the company's facilities. They have inflicted grievous damage on mining equipment, GMC vehicles and even the railway line that runs through the town. One reported incident, since claimed by Gaia's Army, involved luring a herd of hoppers onto the Maglev tracks with trails of feed. Trideo footage of the conductors vainly attempting to shoo the hoppers away from the tracks was broadcast on a number of comedy programs many times over the following cycle.

GMC has denounced the Army's activities as irresponsible, and have tasked their security services with apprehending or eliminating the troublemakers. The two groups have used the high level of violence in the town as cover for a low-level war for more than five cycles, though with the outbreak of true war the local police and militia have taken a more active role in separating the combatants.



2.32 - RONDA



The exact founding date of Ronda is unknown, the town growing out of the Becerra Clan farmstead some time in the early eighteenth century. Situated at the top of the escarpment where the sandy Suarez Plateau gives way to the Guadalquivir Valley, the farmstead was officially incorporated as a town in TN 1703, though it had already been operating as a regional trade center for several decades. The difficulty of reaching the settlement, which was accessible only by air or through bad dirt roads, limited its growth for many cycles. The local railway, which reached the town in TN 1706, brought about a population boom with considerable immigration from Fort William, 1000 km to the north.

Showing unusual foresight, the Becarra refused to sell land to the immigrants, instead leasing blocks of land upon which the tenants could construct homes and businesses. Consequently, the clan still owns 85 percent of the land upon which the town is built, granting them considerable wealth and power. The increase in population forced the clan to abandon direct rule of the settlement in TN 1822, establishing a council of twenty clan heads, but a member of the Becarra always serves as both the head of the council and the leader of the community. Though neither the largest nor the most central settlement in the region, its importance made Ronda a natural focus for the Jaén district's administrative services and the town was named the district capital in TN 1901.

Until the early 19th century the town's economy was solely concerned with exporting cattle and grain, a focus that led to the construction of two stockyard/station complexes outside the town walls, as well as a "farm" of grain elevators. The Miracle of Ronda led to the town becoming a center for Revisionist pilgrimage, prompting the construction of hotels, restaurants and other services to cater to the needs of the transient population of pilgrims and other visitors. The number of pilgrims has slowly diminished with time, but this has been offset by the town's increasing role as a tourist center.

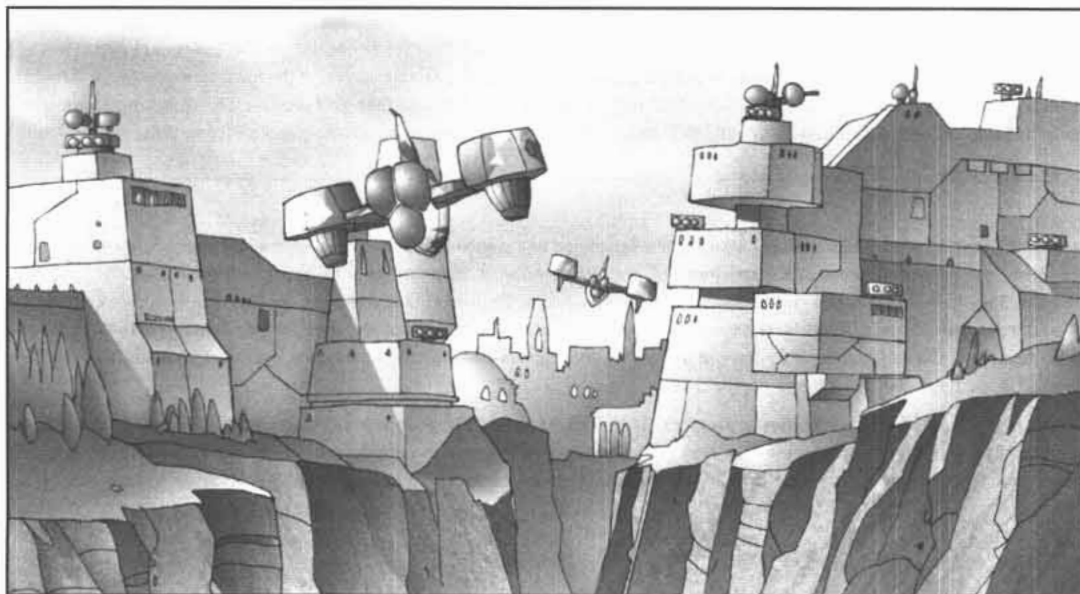
The Guadalquivir Gorge, above which the town is situated, is the principal tourist attraction, dropping seventy meters below the level of the plateau and extending a dozen kilometers north of the settlement. The violent cataracts where the Guadalquivir plunges into the gorge are a popular venue for white-water rafting, attracting a number of extreme-sports groups from across the WFP and even the UMF. A rise in injuries and deaths among the visitors attempting to run the rapids has prompted a major investigation of safety on the river.

Rona is fairly typical of the smaller communities that dot the landscape outside the city-states. Most trace their origins to a single clan's homestead, and have some kind of resources or location that make them a focal point for the region. Many say they are the heart of the WFP.

Vital Statistics



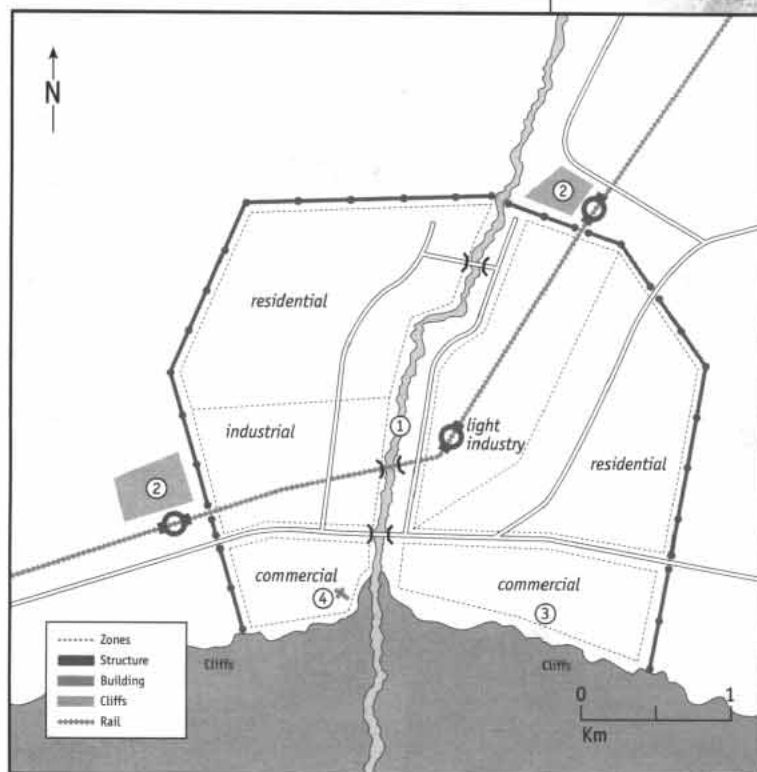
Founding Date:	TN 1703
Joined WFP:	TN 1703
Method of Government:	Oligarchy (clan council)
Head of Government:	Becerra Tomás
Population:	34,700
Principal Industries:	Agriculture; transport





Ronda Map

Location	Description
1. Guadalquivir Gorge	The flow of the River Guadalquivir has incised this deep gorge into the sandstone of the Suarez Plateau. The gorge is famous for its rock formations and is a major tourist attraction. The most spectacular view of the gorge is from the bridge in the town center, though boat tours are also possible.
2. Stockyards	Ronda's principal industry is the export of livestock and grain, and these yards to the north and west of the town serve as a temporary holding place for the cattle before they are transported to the processing plants in Fort James.
3. The Esplanade	Overlooking the Guadalquivir Valley and Lake Toro, the Esplanade is Ronda's principal commercial center, home to many hotels, stores and restaurants. Many of these businesses cater to the tourists who flock to the town to see the Guadalquivir Gorge or the Church of the Ascension.
4. Iglesia Ascensión	Situated at the mouth of the Guadalquivir Gorge, the Revisionist Church of the Ascension was constructed in TN 1811 after a local resident, contemplating suicide by leaping from the cliff tops, claimed to have seen a vision of Mamoud Khodaverdi who told him that suicide was not the way to ascend to heaven. The church has become one of the major pilgrimage sites in the WFP, though Senior Reverend Benitez is skeptical about its authenticity.



Them and us

Though the Western tradition of hospitality remains strong in Ronda, the population has polarized into two camps, the old settlers and new immigrants. The "old families" believe that the new arrivals have ruined both the town and the surrounding area, destroying large areas of land to establish homes and businesses and to support the population. This resistance is such that unless a family has lived in the town for three generations they are regarded as "newcomers" and treated like second-class citizens. The two sections form distinct groups, and members of "old families" who do business with newcomers are often ostracized by their peers. This has, understandably, caused considerable friction between the factions.

Both the old and new families regard the tourists and pilgrims who flock to the town as a burden that must be tolerated. The money they bring to the local economy cannot be ignored, but the citizens resent the superior attitude of the city dwellers and their attempts for force urban culture on the town. For the most part the city-dwellers are tolerated with good grace, but with increasing numbers of the town's youth seduced by the urban lifestyle and relocating to Fort William, the clan council is becoming increasingly concerned by the situation.

Whiskey Galore

The Ross distillery has earned Ronda a reputation across the Jaén district. Its whiskey, matured for 15 cycles, is regarded as one of the finest whiskeys in the WFP. Several Western brewing concerns have attempted to seize control of the company, but these moves have been rebuffed by the Ross clan who founded the Distillery in TN 1761. Limited production means that demand for Ross' products far exceeds production, allowing the distillery to name their price. Unfortunately, the value of the product has also encouraged several Wounded Knee cartels to set up operations in the town and the poor relationships between these groups occasionally erupt into violence.

Home brewing has become very popular in Ronda, thanks to the yearly classes given by the Ross. While most of the operations are small, and the products best described as experimental, every once in a while a recipe will be created that catches the Ross' attention. The younger members of the clan have been known to frequent amateur brewing competitions, sampling the entries and taking notes. Often arriving incognito, they rank the entrants which catch their eye in regards to the possibility of mass production and marketability. Many hopefuls enter dozens of these local competitions a year, hoping to have their formulas purchased.



Chapter 3: The Southern Cities

Nurtured by a rich tropical environment, dense jungles and teeming swamps cover much of Terra Nova's Antarctic. The South's older, verdant mountain chains contrast sharply with the young, barren peaks of the North.

The Antarctic region of Terra Nova shares some of the characteristics of the Arctic, yet is widely different in both climate and society. It is a place covered by vast, lush jungles and immense savannas, where four major leagues were formed in the century following the forced independence of the planet.



3.1 - THE SOUTH

The southern hemisphere of Terra Nova is geographically more diverse and harsher than the North. While grassy plains, stark alpine heights and forests can be found, the South is also home to huge expanses of tropical jungle and endless swamps. Generally tropical in climate and teeming with indigenous and adapted species, the South seemed attractive to early colonists and became home to Port Oasis, Terra Nova's oldest spaceport.

The South as a whole was settled by a diverse group of corporate and private colonists that initiated a program of selling lands to citizens. This has left the hemisphere with a laudable legacy of diversity and a bloody history of conflict. The hemisphere is now officially united under the flag of the Allied Southern Territories (AST). The AST is dominated by the South's largest league, the Southern Republic (SR) that uses it to effectively control the other Southern leagues, namely the Mekong Dominion (MD), Humanist Alliance (HA) and Eastern Sun Emirates (ESE). Like the North, the AST also has several Badlands protectorates: Westphalia and Azov in the Western Desert and New Baja in the Karaq Wastes. AST troops are also currently occupying Lance Point, an important petroleum source for the Republic that is officially allied to the New Coalition in the Badlands.

The AST is officially ruled by the Curia, an assembly made up of Lord Councilors appointed by the government of the Southern Republic. These posts are usually given as rewards to loyal Republican officials and a few prominent members of the so-called "vassal leagues" who have not rocked the boat. The Curia is chaired by Lord Protector Jacques Molay. While the Lord Protector is usually seen as nothing but a mouthpiece for the Prime Minister of the Southern Republic, Molay has been very independent. A former director of the dreaded Southern Republic Intelligence Directorate, Molay seems free to act as he sees fit. Few people in the South realize that this freedom of action goes back to a secret deal between Molay and Republican Prime Minister deRouen. Molay could ruin deRouen by releasing details of his rise to power, so the Prime Minister has little choice but to let him act as he wishes — at least until he can be dealt with.

3.1.1 - Southern Life

Life in the South is far more varied than in the North. Radical cultural differences separate the various leagues and even regions within them. The AST counts scientist-philosophers, wealthy emirs, slaves, merchant princes, soldiers, industrial workers and many more as citizens. With the notable exception of the Humanist Alliance, the southern states generally leave their citizens free to choose their beliefs and act as they will. Personal freedom is appreciated, and short of harming anyone, most Southerners may do as they please. The one taboo area is political expression, especially in the Southern Republic. The media and the individuals may discuss any topic they choose, but criticizing or opposing the government is extremely dangerous. The Republican government has eyes everywhere and dissidents have been known to vanish overnight without a trace. Southerners in general (and again, especially in the Republic) have a very supremacist attitude and openly express great pride in their society and in their achievements. They tend to despise the Northerners' repressed attitude, in particular their religious zeal.

The official language of the Southern Republic is Universal French, a derivative of French, Italian and Spanish, although Anglic is also taught in schools and used for international affairs. By force of absorption, the smaller leagues have also adopted some Universal French, but the Eastern Sun Emirates still cling to their original Mandanese. In the Humanist Alliance, the majority of people speak Intralingua, a "constructed" language which is extremely easy to learn and is spoken here and there over the world.

The currency in the South is the dinar, which is worth about the same thing as a mark in the North. Despite occasional fluctuations, the two currencies have remained fairly comparable ever since they were established. Dinar notes have different size but are invariably deep red. Northerners often refer to it as "blood money." As a habit, most southerners keep their larger bills on the outside of the smaller ones to give the impression of wealth.

While perhaps more repressive than the North in many respects, the South is host to several cultural wonders which do not find their equivalent in the northern hemisphere. For instance, the Yang Dancers from Atsi in the Mekong Dominion never cease to amaze their audiences, regardless of their origins. Body sculpting, also an art form originating from Atsi, combines plastic surgery and esoteric aesthetic concepts, using the body as a canvas and sometimes resulting in alien-looking humans. The alternative shock music bars of Newton feature erotic and exotic performances which would seriously disturb any Northerner. In the Eastern Sun Emirates, the excesses of the Patriarchs may have trampled the human rights of their citizens, but they have also led to wondrous constructions and architectural feats. Without a doubt, being a Southerner often means having been in touch with the most colorful cultures of Terra Nova.





3.2 - ANKARA



This picturesque city-state is the Southern Republic's center for forestry. Located in the lush forests of the Southern Alps, Ankara also thrives on tourism. The scenery draws and inspires artists, nature lovers and hardy outdoor adventurers. A boardwalk borders the Asparas Waterway along its seventy-five kilometer path from reservoir to city, allowing tourists to cycle through landscapes that would otherwise be unreachable due to terrain. It is not uncommon to observe camera-toting tourists or amateur artists stationed along the boardwalk, trying to reproduce the view from the elevated aqueducts that cross the countryside, or the viaducts that span the gorges and ravines in mountainous terrain. The area is also heavily patrolled by members of the Sheriff's Department in order to minimize crime aimed at visitors.

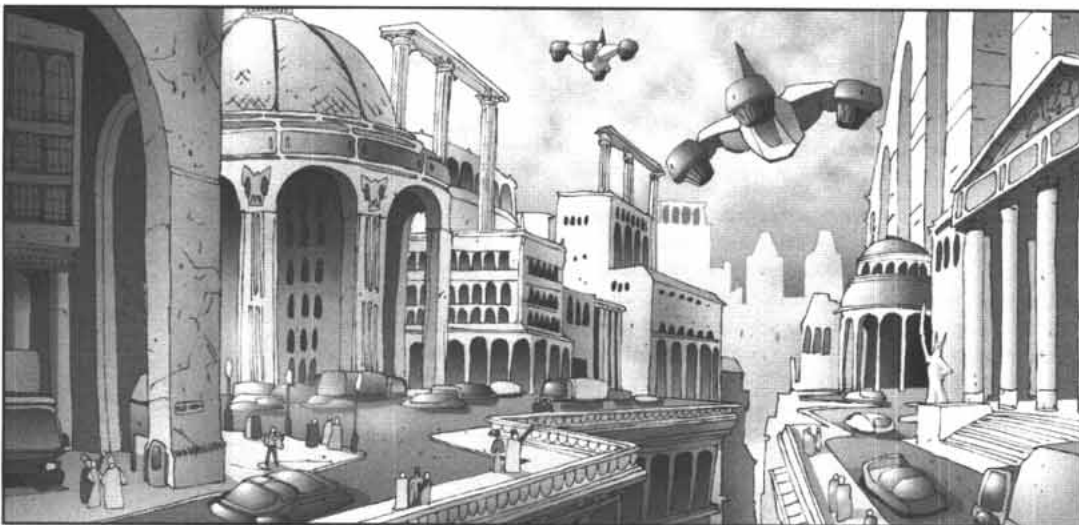
The natural surroundings of the city are not the only means by which it draws tourists — the pennant races for the cyclical batte championship causes fans to flood into Ankara from all over the league. Batte is a local sport derivative of old Earth cricket and baseball that is played professionally in Ankara, but attracts fans from across the league. The number of little-league and minor league adult teams has grown to number over fifty. During the play-offs, which span close to a season in time, the city is flooded by people from across the Allied Southern Territories.

Like many of the prominent city-states, Ankara's architecture is awe inspiring to the eyes of a wandering tourist. The center of Ankara is dominated by the institutional district, which is comprised of a complex of Romanesque edifices that house the local government offices, the head offices of several local industries, the Ankara exchange and an office of the Banque Républicaine. Surrounding the institutional district, statues and fountains grace a series of cobbled parks, interspersed with the palatial homes of the upper class and the Ankara University campus. The third ring of the city is home to the majority of Ankara's population. Fern-lined lanes bisect the uniform housing complexes of the suburban district. These complexes were designed with a nod to classical architecture. Batte fields are found in the outer city, alongside the industrial parks and railway yards.

The city-state's industrial sector is occupied by the lifeblood of Ankara's economy. The railway yards and factory complexes of both Southern Rail and Colonial Ferroviaire are found here. The railways are essential to the city-state's economic health because they provide transport for its exports which include manufactured goods, lumber and raw materials. The confinement of industry to a regulated sector allows for the efficient handling of outgoing goods and incoming raw materials, and facilitates the management of toxic emissions to comply with the city's ruthlessly enforced anti-pollution laws. This management of toxic emissions makes it possible for Ankara's tourist trade to exist in a city which has such a high level of industrial activity. A delegation from Siwa Oasis is currently in residence to study the anti-pollution measures taken by Ankara's leading industrial companies. There are high hopes that Ankara's success in this area can be replicated in the so-called city of sludge.

Vital Statistics

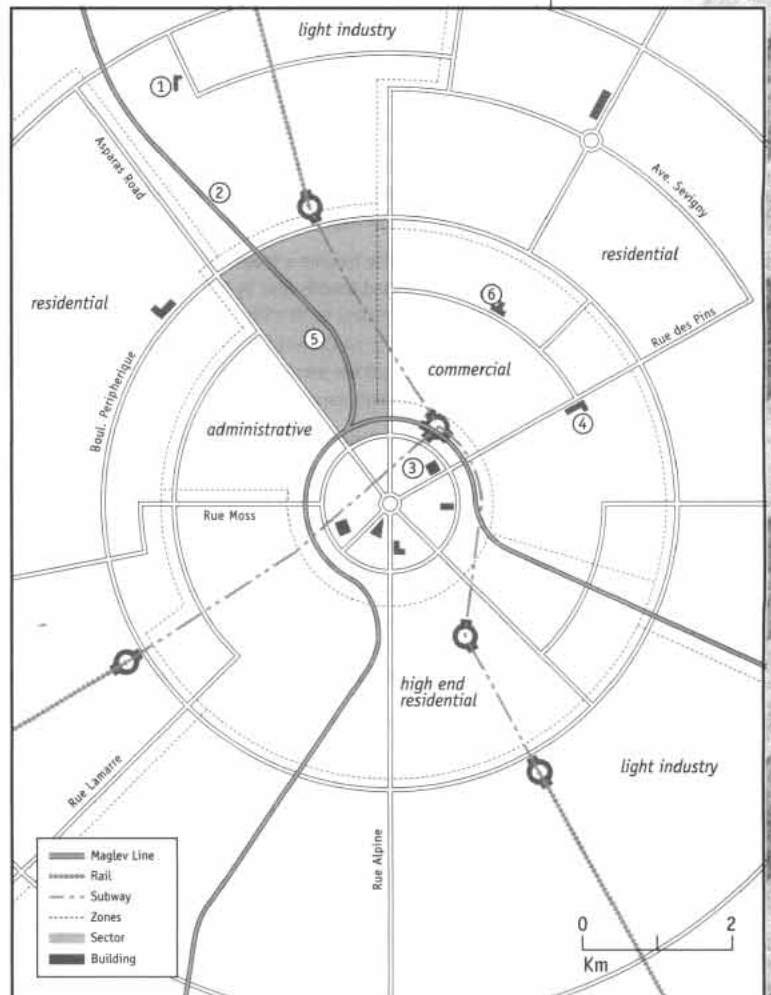
Location:	41°15' S, 40°45' W
Founding Date:	TN 756 (Joined SR in TN 1545)
Method of Government:	Representative democracy
Head of Government:	First Citizen Edram Vaness
Population:	2.5 million
Principal Industries:	Forestry, pulp & paper, railways, tourism





Map of Ankara

Location	Description
1. Waterworks	The Ankara waterworks building houses the main monitoring station for the city's aqueducts and underground canals. Although the aqueducts look ancient, they are equipped with modern flow detection and regulation devices controlled either from service boxes or the Waterworks. The Waterworks feature weekly tours for school groups and interested citizens.
2. Asparas Waterway	The city's most famous aqueducts sits on a series of arches supported by Doric columns. Ankara's main tourist attraction, it also has an elevated walkway for long strolls along the beautiful, ornate canal.
3. Municipal House	The Ankara Citizen Council — the municipal government — sits in this large building modeled after a Roman palace. Open questioning of the government is allowed every Friday, but agitation by the anti-Republican Free Ankara movement has led some to consider curtailing this privilege. The council is now divided over the issue.
4. Alpine Society	A hybrid of a geographical society and a social club, the Alpine Society cultivates an image of sophistication and rugged independence. The society's prominent members have become a voice against the unrestrained environment damage caused by CREE and its corporate allies in the lumber industry. The society leads expeditions into the Alps every few weeks for its members and their guests.
5. Asparas Forest	A lush and manicured forest of pines and other alpine foliage, the Asparas Forest is the most beautiful traverse of the Asparas Waterway.
6. Ankara University	A major center of learning, especially in the sciences and architecture, Ankara U has a history of tolerating "soft dissidents" such as peace activist Henriette Vovelle among their faculty. The Republican state has been forced into repeated crackdowns over the cycles.



Life in the Alps

Because of the forestry industry's domination of Ankara's economy, the employees of this field make up the majority of the city-state's populace. These hardworking people give Ankara a unique flavor of vast industrialization working hand in hand with conservation. This is most evident in the residential areas, where housing complexes are bordered by community parks, playgrounds and gardens. The adoption of the strict anti-pollution laws is due to Ankara's love of nature. These laws were enacted by the city council before the industrial boom that occurred when Ankara entered the Southern Republic by surrendering to Marabou during the First Unification Campaign. This need for environmental preservation is believed to be the major reason for Ankara's outright acceptance of membership in the Republic (rather than see the countryside destroyed by warfare), although many historical critics say it was simply Ankara Timber's (now Republican Lumber and Paper) desire for a larger export market. These claims can be supported by Republican L&P's vast resource rights and lucrative government contracts.

Currently, the powerful Coalition for Rightful Environmental Exploitation (CREE) is pushing for greater liberalization of industrial processes so they may better strip the land to further their own ends. The population of Ankara appears ready to embark on a revolt against this trend. Heated meetings and disastrous attempts at reconciliation have characterized the citizens' relations with the member-corporations of CREE over the last few cycles. Schell & Bothman Mines, the only local member, has suffered from public protests and from a small number of unexplained minor accidents and equipment losses. No S&B employees have been harmed, however.

To the half-million tourists who enjoy the clean mountain air that Ankara is famous for, the locals are pleasant, levelheaded and fun-loving. Some of the frequent tourists have noticed that the locals seem a touch edgy of late. This undertone of anxiety is rumored to be caused by the residents' strong resentment towards the brutal tactics employed by Sheriff Cecilia Beauchamps and her deputies to control burgeoning labor unrest.



3.3 - AQUITAINE



Although originally founded in TN 1533 by rover Darvon d'Aquitain, it wasn't until after TN 1544 that Aquitaine grew into a proper city. That year, thirteen soldiers of the Southern Republic who were part of a long range expeditionary force into the Great Southern Plain supposedly came into the small town and wrecked havoc, ultimately crashing a vehicle into the barn of town founder Darvon d'Aquitain after an evening of excessive drinking. The aging Badlander promptly rounded up a few of his neighbors to physically expel the soldiers from his property. The ensuing firefight went badly for the intoxicated Republicans, who fled as d'Aquitain called on all of his Badlands friends to aid him in the defense of his home. Twenty-two hours later, the entire 17th Battalion of the 4th Brigade surrounded Aquitaine and carried out a punitive raid. Although the Aquitain defenders stood up as best they could, they were soundly defeated and d'Aquitain himself was killed. The Republican troops then withdrew, confident they had taught the Badlanders a lesson. They were wrong.

The story of the battle became a legend of Badlanders standing up to the new Republic and attracted people to the region. The city-state grew in leaps and bounds and, by the time of the Second Unification Campaign, was ready to face their attackers. Aquitaine sent troops to defend Timbuktu in TN 1589, but despite valiant efforts, the city fell. Fifteen cycles later, Aquitaine itself finally came under fire again and the city was reduced to ruin in a vicious battle. It took over 60 cycles for Aquitains to accept their absorption into the Southern Republic, but the presence of a well-armed garrison within the city prevented open rebellion; nowadays Aquitaine is a proud member of the Southern Republic.

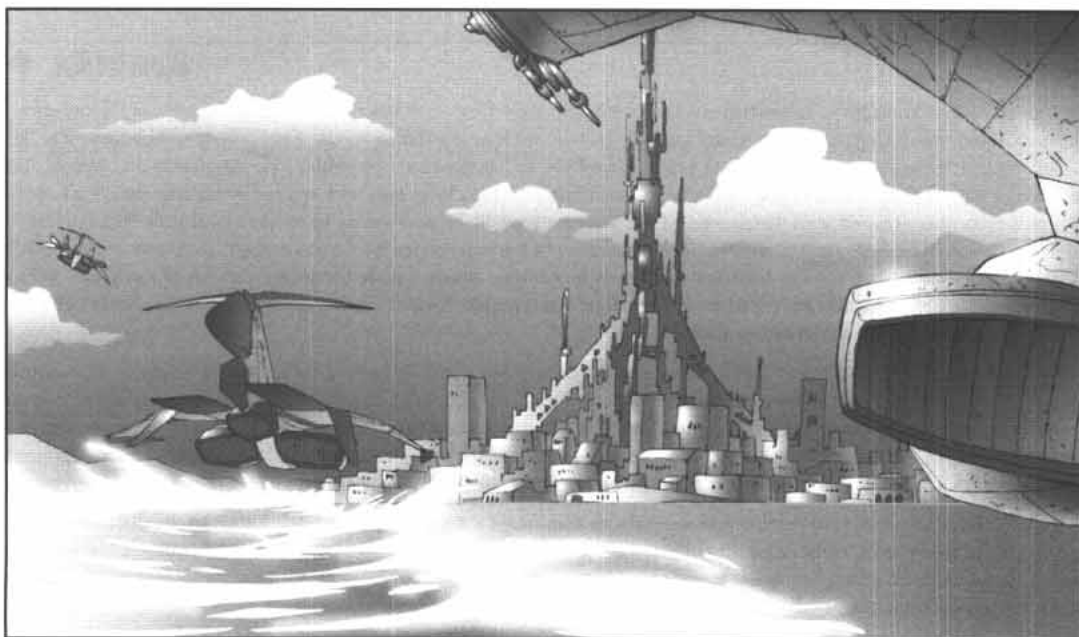
The city has developed local agrarian industries extensively, and has also promoted its brewing industry. The success of Mort Subite fruit ale attracted other brew houses to the area, but none have replicated the market creation since they must either brew regular ales or substandard fruit ales. In the event that an upstart manages to attain even modest success, Mort Subite's brewers either buy it out or undercut its prices to eliminate the competition. While this has resulted in several lawsuits, no court has found the brewery guilty yet.

Due to the northerly position of Aquitaine, it is generally considered as the first area which would be hit in the event of a war with the Northern leagues. The Aquitain militia is generally considered one of the best trained and most well prepared on the planet because of its prominent position. The expansive plains and rolling hills near the city provide a good variety of training conditions for this military unit. Unfortunately, the local MILICIA unit suffers from severe discipline problems, and it is difficult for the city militia to convince some of the citizens that not all military units are cast from the same mold.

Vital Statistics



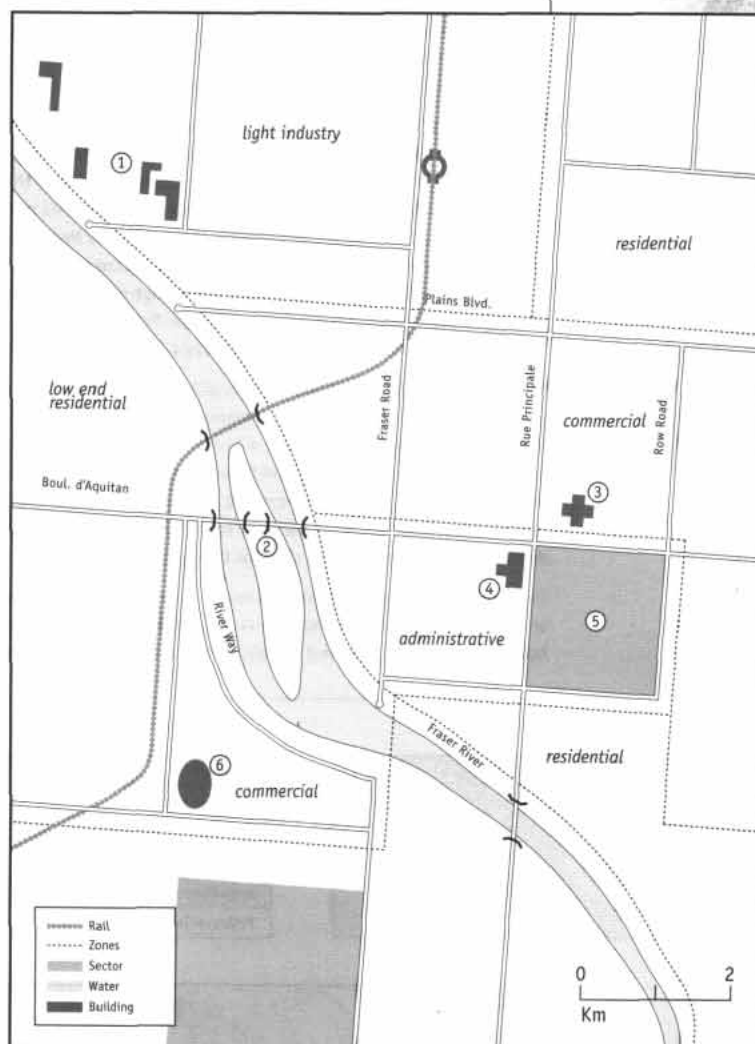
Location:	14°15' S, 75°45' W
Founding Date:	TN 1533 (Joined SR in TN 1604)
Method of Government:	Participatory democracy
Head of Government:	Speaker Adémar Forochel
Population:	370,000
Principal Industries:	Agriculture





Map of Aquitaine

Location	Description
1. GPP Academy	The main academy for the Great Plains Police has the reputation for being the finest police academy in the Republic. The facilities include barracks, lecture halls, weapons testing grounds and vehicle courses. GPP trainees learn a variety of patrol and investigation techniques during their time at the facility.
2. Old Bridge	The leading historical site in Aquitaine, the Old Bridge across the Fraser River predates the city-state itself. The bridge was originally built in TN 1507 when the region was a major link between several small savannah communities. The bridge is of solid stone construction reinforced with a steel framework. That Darvon d'Aquitan founded his community where he did was based largely on the presence of the bridge.
3. Needle	The Needle is a massive telecommunications tower whose support struts extend across major boulevards and into Row's Park. Observation decks on the Needle are popular tourist attractions because of the view of the Great Southern Plain. Ownership of the Needle is currently a subject of debate.
4. City Hall	Darvon d'Aquitan Center, Aquitaine's city hall and municipal center, sits across Main Street from Row's Park. The Center contains offices for all the city's government officials, the mayor and city councilors.
5. Row's Park	The finest park in the city-state, Row's Park is a large open space that holds a plaque and statue commemorating Darvon d'Aquitan's struggle against Republican forces. The current monument dates from the TN 1850s. The first monument was destroyed in TN 1605 by the commander of occupying Republican forces because it "offended his sensibilities." This act was greeted with a riot that ended violently.
6. Razorback Stadium	Home of the Aquitain Razorbacks soccer team, the stadium regularly hosts thousands of wild fans. Professional dueling competitions also take place at the Stadium.



Aquitaine at a Glance

The city-state of Aquitaine lies at the edge of the Great Southern Plain, just a few kilometers south of the Badlands border and the Little Westridge mountain range. Its location on the shore of the small Fraser River, a slightly arid micro-climate and fertile soil make Aquitaine perfect for growing grain and some varieties of fruit.

Split in two by the river, the city is built in a grid pattern, with most roads heading generally north-south or east-west. The city is divided into four quarters, with divisions on each side of the Fraser and separation by a main street. This rather unimaginative urban layout was selected by the military council to fit with Aquitaine's defense, as the grid map layout coincides precisely with the minefield that the town is laid upon. This minefield serves as a last line of defense and permits whole chunks of the city to be detonated. The Speaker of the city controls the use of the field, which has never been activated save for carefully monitored and controlled test firings.

The Needle is located across from city hall, in the center of town, at the intersection of Main Street and Boulevard d'Aquitan. The only true high-rise in Aquitaine, the massive Needle is 165 stories tall and serves as an audio/video relay post for the whole of the Great Southern Plain. Built in TN 1909 by Voxx Broadcasting, the tower was bought by the military in TN 1914 for use as a communications center during the War of the Alliance. During this time, it received several modifications including two air defense batteries and a layer of armor around the huge support struts of the structure. The Needle is the most powerful transmitter in the Antarctic, and a private network is currently negotiating to purchase the structure. The government would normally be happy to take the sum which has been offered, but with war on the horizon, the utility of the structure is higher. As a result of this situation, the government is stringing the broadcaster along in hopes that the war will begin and end quickly enough that interest is not lost.



3.4 - ASHANTI



The very name of Ashanti evokes thoughts of pleasure and the beauty of the flesh. For this reason, some Northerners have branded it the city of sin; to the Southern Republic, it is a hub of liberalism. Known as the City of Light, Ashanti is a jewel on the shores of Lake Esperance. Its beautiful beaches, manicured roads and lavish hotels make Ashanti the resort capital of Terra Nova.

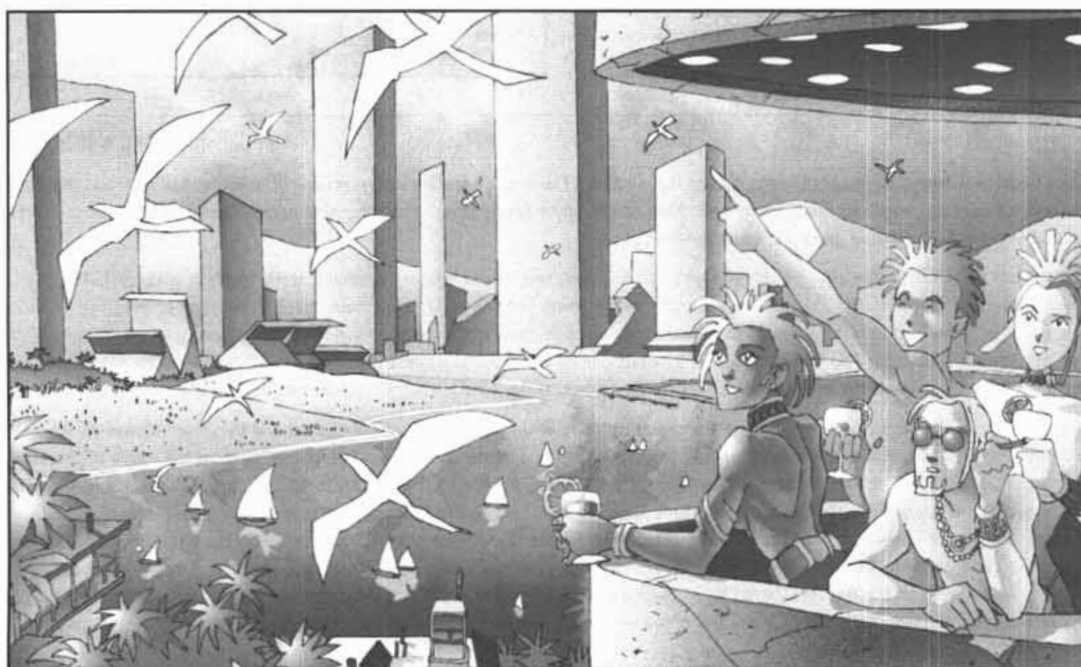
Founded in TN 530 by the Ecologen corporation, Ashanti was initially a scientific community which studied the marine life in Lake Esperance. Unfortunately for the scientific community, many corporate workers enjoyed the Caribbean-style vacations that Ashanti could recreate. Pulling an abrupt about face, Ecologen decided that it could profit from this location and Ashanti became the resort town of Terra Nova. Ecologen created a city that was a veritable playground for those able to experience it, and it prospered beyond the directors' wildest imaginings. The coming of the Marabou Marauders would change Ashanti in a way no one could have ever imagined. Refusing to surrender to the Marauders, the city suffered wholesale destruction and became a refugee camp overnight. The soldiers rampaged through the city, destroying every vestige of Ashantite culture and architecture. The greatest loss was the huge public library which contained thousands of novels and poems from Terra Nova's and Earth's greatest writers. Although rebuilt, much of Ashanti's prize architecture was forever lost and while today's Ashanti is a gem, it is a far cry from the Ashanti of old.

Willow Park occupies the central portion of Ashanti. It is the official landmark that commemorates the destruction of the public library and the invasion of Ashanti. Statues representing the city's valiant defenders and cultural icons grace the walkways of this large green space. The park's serenity makes it a haven for people who want to spend some quiet time outdoors. The downtown district harbors Ashanti's administrative offices and foreign embassies, as well as art galleries and the reconstructed public library. The Casino District, Ashanti's lifeblood, is home to over 30 casinos and gaming clubs. These houses boast games to please even the most demanding gambler. Anything from slot machines to 3-D Gear combat simulations can be found in the towering glass and steel complexes. This district also includes hundreds of shops that sell everything from useless trinkets to top of the line, overpriced sports cars.

The cultural center that is Ashanti is one of the most vibrant and innovative on the planet. From clothes and visual art to literature and architecture — and the list goes on — Ashanti is the place where rising stars want to get to, and where the divas of today attempt to hold their positions. The most famous names and the most celebrated faces grace the local runways, cawfee houses and villas.

Vital Statistics

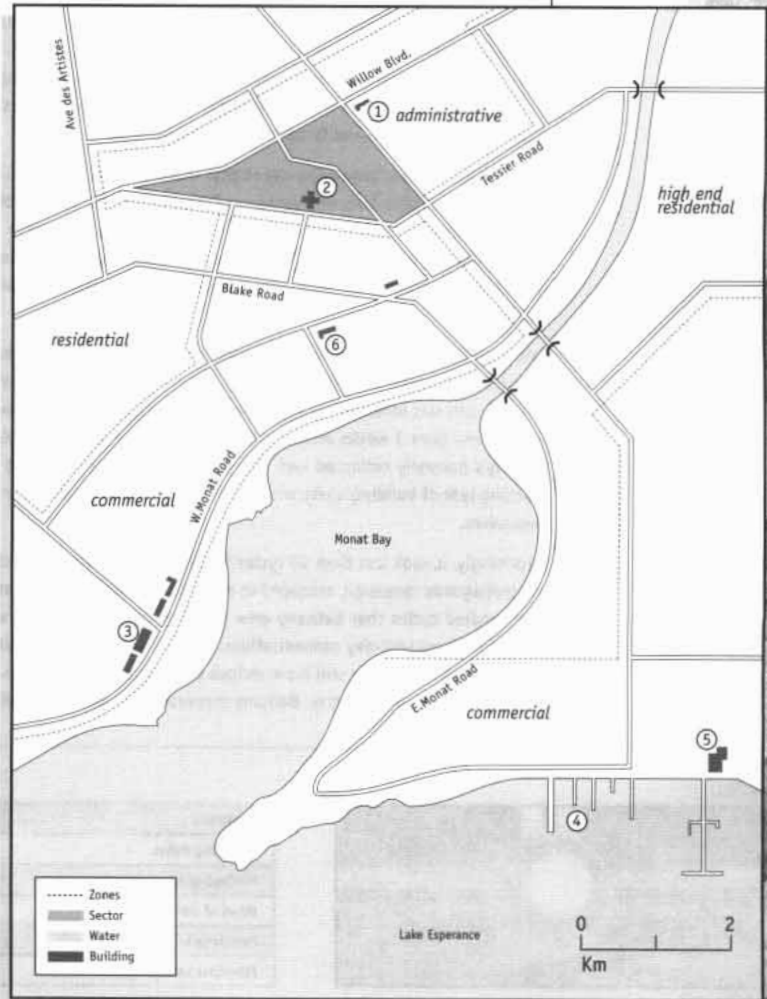
Location:	52°30' S, 43°15' W
Founding Date:	TN 530 (Joined SR in TN 1545)
Method of Government:	Representative democracy
Head of Government:	Mayor Galepe Mahorda
Population:	2.3 million
Principal Industries:	Tourism and fashion





Map of Ashanti

Location	Description
1. Ashanti Assembly	Facing Willow Park, the municipal assembly is a marvel of architecture and features huge bay windows and multiple atriums. Foreign visitors have noted that most of the space in the building is not actually used for city government, but consists of public spaces.
2. Library	Built in Willow Park as a reminder of the destroyed Public Library, the Ashanti Library is open to the public 24 out of 36 hours and all citizens have borrowing privileges. The rare tomes collections (not available for circulation) contains those texts recovered by the city of Ashanti from the destroyed library.
3. Monat Beach	The most prized of Ashanti's beaches, Monat Beach covers the western shore of Monat Bay. The fine sand beach is very popular and the public sectors are full of tourists and locals alike. Toward the mouth of the bay, much of the beaches are claimed by hotels, casinos and private clubs. The opportunity to lounge on one of these beaches is an exclusive pleasure.
4. Ashanti Marina	Lined with a lavish boardwalk and featuring slips for race boats, multi-million dinar yachts and tour ships, the municipal marina is always a flurry of activity. Locals come here to take tours on the lake.
5. Espoir Hydrofoil	Located just east of the marina, the Ashantite docks of Espoir Hydrofoil provide travel across Lake Esperance. Short trips are available for those looking to escape to island resorts of small isolated beaches, while large long-range hydrofoils provide links to all major cities on the lake. The Ashanti offices answer to the directors of Espoir Hydrofoil in Marabou.
6. Natar Casino	The creme of the casino district crop, the Natar is a lavish crystal gambling cathedral. Games of chance and skill of all types are available in the height of style, attracting a mix of locals and tourists all cycle round.



An Open Society

A hotbed of popular culture, Ashanti is the most liberal city on Terra Nova. Ashantites claim they have no prejudices and the people are in fact very tolerant of outsiders. They do look down on societies that do not share their open attitudes, however — most notably the “automatons” of the Humanist Alliance and the “barbarians” of the Eastern Suns Emirates. The moralistic society of the North is also less than popular, although most Ashantites are welcoming to the few Northern tourists they receive.

Ashantites spend their days very much like other Republicans, working for a living and making no qualms about their desire to succeed. However, the celebrity status conferred on Ashanti, by virtue of its many famous inhabitants, has dragged the local culture down somewhat. In Ashanti, as nowhere else, the ethics of “live fast and hard, and die young if it suits your purposes” are parts of daily life. The Ashantite love of life extends only as far as life is fulfilling and suitably entertaining. This fact has staked Ashanti with one of the grimmest statistics in the Southern Republic. The rate of suicide among Ashantites is almost triple the national average; not all is roses in this fast-paced city-state.

The most disconcerting aspect, from an outsider's point of view, of Ashantite culture is the predominance of nudity in the city-state. Most people live their daily lives completely naked save for fashionable accessories. Although a direct result of the high temperatures that Helios inflicts on Ashanti, this “nude living” has developed into a daily routine of sorts. As firm believers in the right to free love, which promotes the belief that sex and love are separate concepts, each enjoyable in their own rights, Ashantites are often cast as overly liberal, even degenerate, by outsiders. Many citizens use their free time to explore their sexuality. This has opened the way for a dangerous phenomenon. Etienne Durocher, the grossly corrupt Lord Chancellor of the Mekong Dominion, has used the sexual liberty of Ashanti as a cover to entice locals into his own dark fantasies. Agents of the Lord Chancellor entice ambitious Ashantites with promises of wild, erotic experiences and reward them by adding them to Durocher's personal slave rings.



3.5 - BETHANY



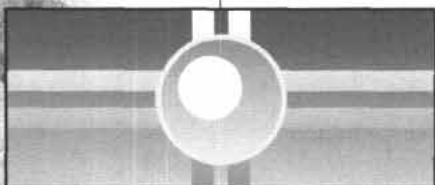
Founded in TN 1094 by Nagasaki Industries, Bethany was little more than a glorified lumber outpost. Dirty and over industrialized, the city had a poor reputation as a plunder zone for natural resources, most of which were shipped off-planet. For 175 cycles Nagasaki violated the few environmental treaties and non-pollution agreements that protected Terra Nova and soiled the once beautiful valley of Bethany — turning it into an industrial pit that billowed foul fumes. It was not a surprise when the Concordat confiscated Nagasaki's holdings on Terra Nova and fined the corporation heavily.

For 24 cycles, the Bethany valley lay empty. That was until Malcolm Grey, a disgruntled business tycoon from Caprice, came to Terra Nova in search of possible business ventures. Discovering that most of the damage to the valley was superficial, he bought the land and revitalized it. Grey soon found he had a passion for the great sapa forests. Relocating his millions to Terra Nova, he established the largest sapa harvesting factory on the planet. He insured that any trees that were cut down were replanted, a legacy which survives to present day in the city. Bethany quickly became a bustling city known for its sapa industry and its beautiful location in the heart of the Southern Alps.

Malcolm Grey died in TN 1314 and the city nearly died with him. Because Grey had been running the city almost single-handedly, very few were aware that the city's economy was being influenced by massive inputs of capital directly from Grey's accounts. When he died, Grey's wealth was inherited by a remote cousin back on Earth who had assured him that his interests on Terra Nova would not leave the planet. Less than 3 weeks after his death, however, every credit he had owned was sent back to Earth and never heard from again. Bethany's economy collapsed and 30% of its population emigrated to other cities. Those who chose to remain were faced with the daunting task of building a city with little real capital other than the sapa forests nearby and what little money the residents possessed themselves.

Surprisingly, it took less than 10 cycles for Bethany to regain its footing. The newly elected government, through a brilliant marketing and propaganda campaign, managed to relaunch the Bethany economy, and in TN 1324, the city once again prospered; it was during the next hundred cycles that Bethany grew into the city it is today. The vast expanses of sapa fern near the city guided local industries towards their present-day concentrations. The presence of so much sugar shaped the peoples' tastes towards sweet dishes, and the use of sugar in alcohol led to still more recipes being produced. As a result, Bethany is considered to be one of the culinary capitals of Terra Nova. As a secondary industry, Bethany processes fuel grade alcohol for both internal use and export to the rest of the League.

Vital Statistics



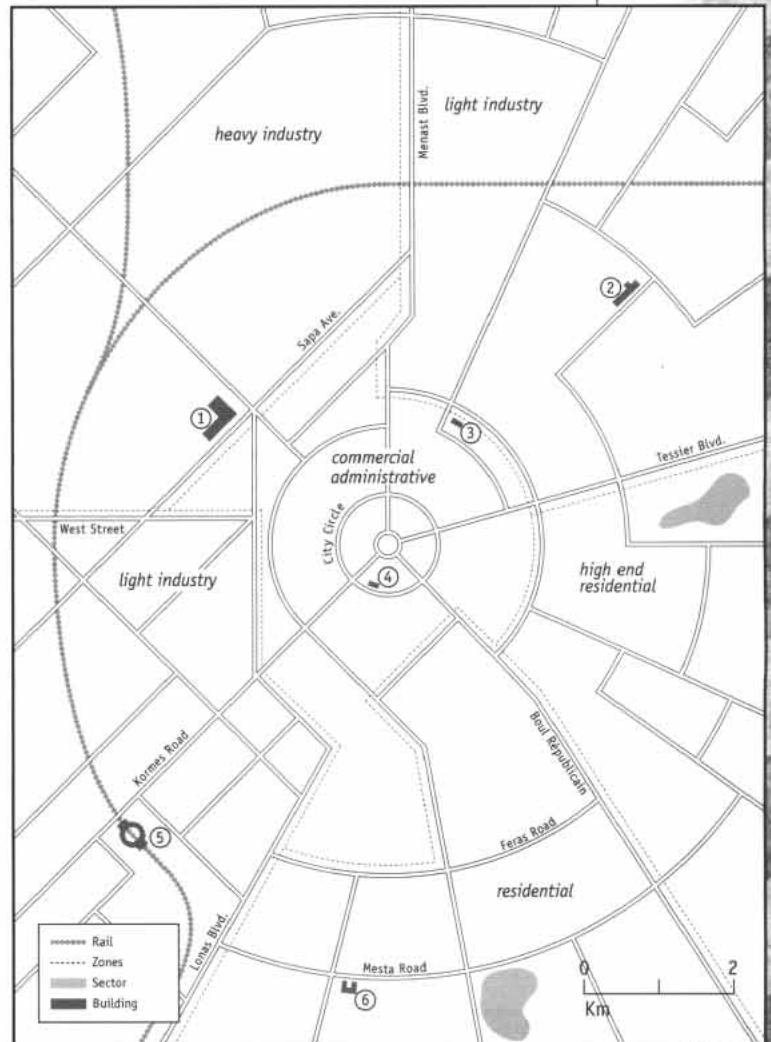
Location:	44°30' S, 8515' W
Founding Date:	TN 1094 (Joined SR in TN 1590)
Method of Government:	Participatory democracy
Head of Government:	Mayor Drew Sarasin
Population:	1.6 million
Principal Industries:	Sapa harvesting and processing, tourism





Map of Bethany

Location	Description
1. Bethany Treats	The largest candy factory in the Southern Republic, the Bethany Treats Factory produces over 40 different candy bars alone. The myriad of other sugary delights keeps this factory operating nearly around the clock (the time between 14:00 and 18:00 being the exception), and the mass production of a chef's creation in this plant ensures a well-off future for him.
2. Massive Sapa Plant	The operating facilities of Massive Sapa are an impressive sight to behold and the sheer volume of the trees that pass through its gates is mind-boggling. Massive Sapa is one of the corporations that is quietly petitioning CREE for membership; the heavy environmental restrictions that are placed on any sort of industrial use of the Sapa forests near Bethany have kept the company from generating the profits that it feels are its due.
3. BioCerna HQ	The headquarters of one of the Southern Republic's less than legitimate research companies is located near the city center. Only administrative and non-classified research goes on at this downtown building; the Hades facility is located a short way out of the city.
4. City Hall	The administrative center of Bethany is also the center of polling for the city-state. During elections, the building becomes a fortified camp of media pundits, politicians, bureaucrats and security personnel. The city experiences these elections more often than most due to the unusual practice of holding elections in each riding on a rotating schedule. Thus, the city council must "get things done," or new councilors are quickly voted in.
5. Transport Center	The Transport Center is the shipping hub of the city-state, and large amounts of imported goods and food for export pass through it.
6. Académie Culinaire	One of the finest culinary schools on Terra Nova, the Académie frequently has master chefs from across the South, and occasionally from the North as well, act as surprise guests at a class.



City of Sapa

The city of Bethany is divided into six neighborhoods, called sextants. The first sextant is called the Core, where all the city's administrative buildings are located. As its name implies, the Core is the heart of Bethanite culture. The finest restaurants and boutiques can be found inside the brightly tinted high-rises which also house Bethany's business elite. The second and third sextants are home to the majority of Bethany's citizens. Houses of all shapes, sizes, colors and smells can be found here. Bethanites express their individuality in their residences and are often happy to entertain so they can show off their abode. Large, elaborate homes occupy the second sextant, while the third sextant is crammed full of single story houses that, while colorful, appear strangely uniform. An observant tourist will note that each street is laid out exactly the same as the one six blocks from it. Bethanites take comfort in the familiarity of their surroundings. Small parks, lined with numerous benches and areas for sitting, can be found all over town, often overflowing with Bethanites seeking a break from the pressures of daily life. Here one can also find numerous curio shops and exotic restaurants filled with culinary delights.

The fourth, fifth and sixth sextants are purely industrial sectors. Many of the planet's largest sapa processors are found here, and over half of Bethany is employed by the sapa industry. The sapa fern tree is such a fixture in the local culture that many Bethanite oaths mention either sap or sapa. "May the sap run freely through your veins," for example, is a common get-well saying. Bethany's passion sapa is also reflected in its most popular hobby: gourmet cooking. Nowhere else in the Southern Republic can one find such unilateral devotion to the delicious art of feeding oneself. Always warm and friendly, the locals love to welcome visitors and tourism in Bethany is booming. The delicious food, colorful buildings and a very welcoming attitude have all contributed to giving Bethany a reputation as the perfect place for a peaceful, relaxing family vacation.



3.6 - INNSMOUTH

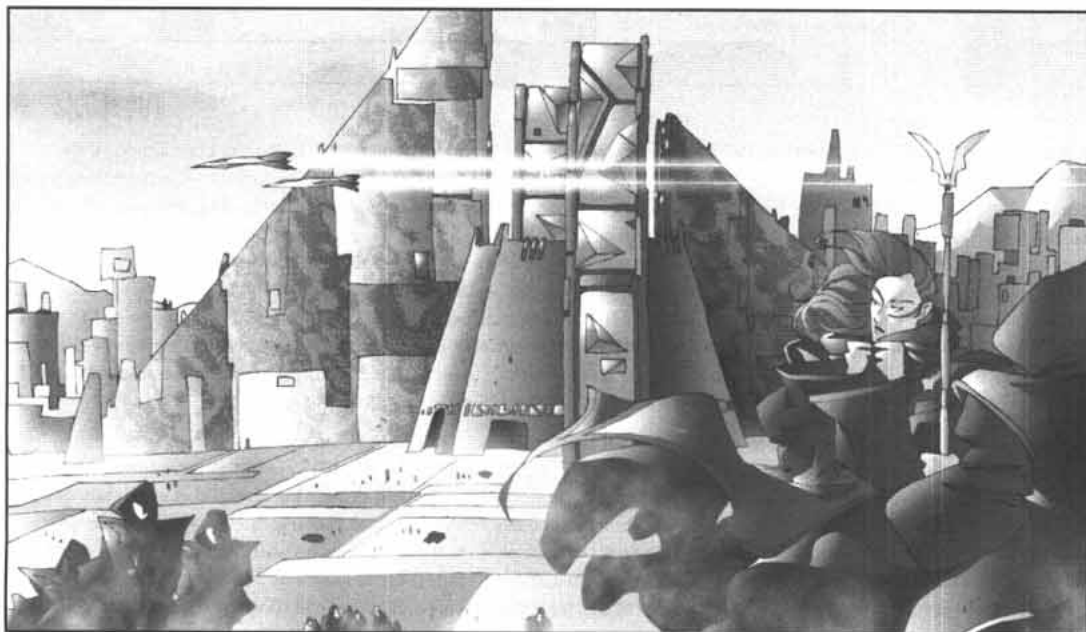
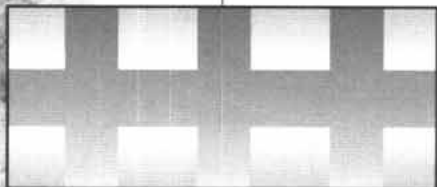


Since its discovery and nearly immediate surrender to Republican troops in TN 1680, Innsmouth has been a disconcerting mystery to the rest of the Southern Republic. Nowhere else can one find a devotion to non-violence blended with such a fiery, some would say Northern, style of religious fervor. Indeed, virtually the entire population belongs to a pacifist order known as the Servants of the Dawn, which founded the isolated community in the remote mountains sometime during the Terranovan Reconstruction era. The position of the population of Innsmouth in the structure of the Southern Republic is absolutely unique. In this highly militarized League, the citizens of Innsmouth are exempt from military service of any kind. In return for this unique status, the town's inhabitants are required to produce a double output of goods for the Republic at all times. This tithe is collected through a combination of higher personal taxes and set proportions of all goods produced being transferred to the government. During wartime, the city is required to increase its production of foodstuffs and textiles to effectively cover the production of itself and Aquitaine; this serves the dual purpose of allowing the Republic to build up stores and also to allow for production levels which can compensate in the event that another city falls to aggressors. The people of Innsmouth are content to comply, for hard work is the norm among them. Over the cycles there have been many rumors regarding both Innsmouth and her citizens, but no one has ever been able to prove any wrongdoing. One of the reasons that these rumors are so prevalent is because the city does not have any form of police force. The pacifistic ideals which the residents hold preclude the need for such an organization. The lack of police work in the area has caused it to become one of the league's least observed areas.

The city itself is baroque in architecture and laid out in a circular pattern. At the center of the town is the main temple of the Servants of the Dawn. This temple, called the Temple of Raum, evokes a sun with a ray pointing to each cardinal point as well as each intermediary point. Each ray is named after one of the eight aspirations of the Dawn's religion. Clockwise starting at the northern point, these are Modesty, Perseverance, Wisdom, Generosity, Courage, Compassion, Mercy, and finally Serenity. In the southeast section of the city is the grand bazaar. It is here that goods are bartered and sold by Servants and Leonists (the term Servants have chosen for non-believers) alike. This is the only area where Leonists and Servants mingle on a daily basis, except for some of the labor activities which both groups take part in such as crop planting and harvesting. Almost anything can be found in the bazaar if one looks hard enough, with the notable exception being weapons of all sorts. This market's reputation has even outweighed Innsmouth's alien nature and attracted some major Republican merchants.

Vital Statistics

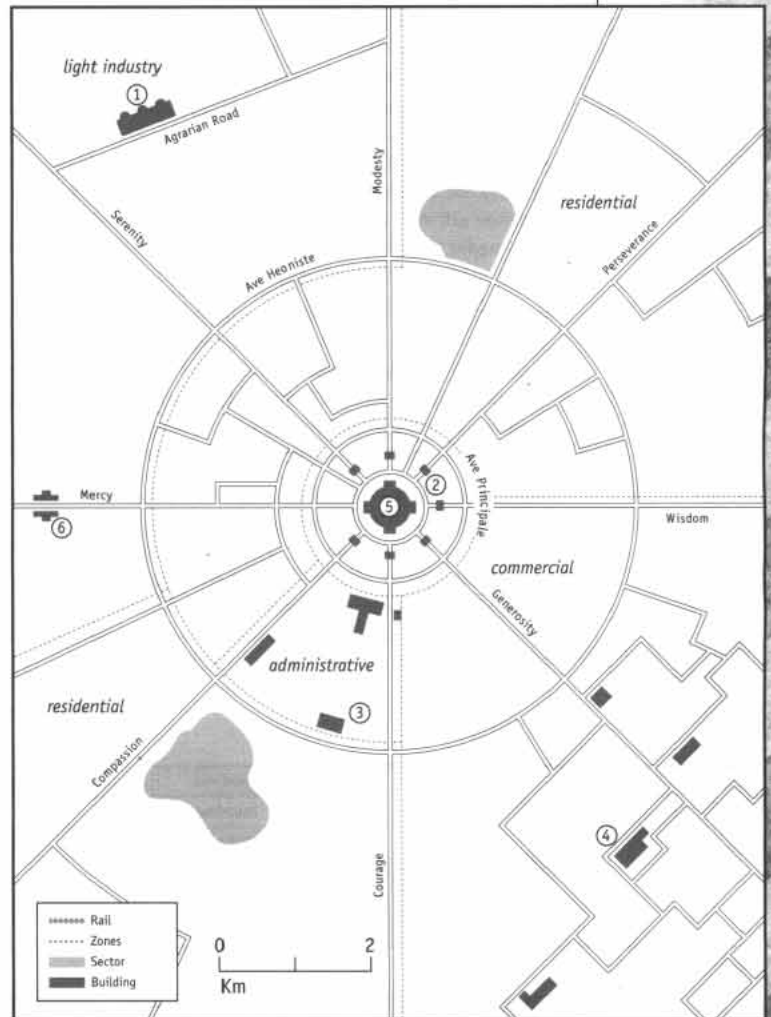
Location:	28°15' S, 0°15' E
Founding date:	Unknown (joined SR in TN 1680)
Method of Government:	Self-perpetuating oligarchy
Head of Government:	Elder Sebastien, Overseer Marie-Eve Verroneau
Population:	1.2 million
Principal Industries:	Agriculture, textiles





Map of Innsmouth

Location	Description
1. Agricenter	The center for the processing of all non-religious agricultural goods, the Innsmouth Agricenter is staffed by Servants of the Dawn along with a few Republican aides and supervisors. In this center, and many others in this sector, produce is prepared for sale and transport while secretly scanned by Republican monitors for any additives.
2. Arch of Perseverance	One of eight arches that oversee each of the grand boulevards emanating from the Temple of Raum, the Arch of Perseverance is elaborately decorated with sun rays and avian motifs. Republican anthropologists understand that the arch is supposed to channel community spirit, making it a point of prayer for the locals.
3. SR Consulate	A heavily fortified compound, the consulate that houses the Republican officials responsible for Innsmouth is considered by them as an island of sanity in a sea of madness. Locals are thought to see it as blight in their otherwise peaceful and pure city. Serving in the consulate is now unofficially classified as hazardous duty because of repeated cases of psychological breakdown.
4. Bazaar	The commercial heart of Innsmouth, the Bazaar is an area of winding streets and small shops frequented by both Leonists and Servants of the Dawn alike. Most shops sell artisan wares and foodstuffs.
5. Temple of Raum	The center of Innsmouth in all ways, the large Temple of Raum is the center of Servant worship. A huge, complex structure, the Temple is always welcoming Servants of all stripes. Grand ceremonies occur here and the details of these are very mysterious — the treaty that brought Innsmouth into the Republic stipulates that no "Leonist" may set foot in the temple.
6. Shrine of Mercy	One of many smaller religious buildings in Innsmouth, the Shrine of Mercy features a highly agrarian motif, presumably linked to the mercy rice fields that stretch out further west.



The Servants of the Dawn

The Servants of the Dawn is Innsmouth's ruling body and main religion. Fanatically pacifistic, the Servants tolerate absolutely no weapons, violence, or even hostile language within ten kilometers of the city center. The rigid enforcement of this principle is accomplished simply and is eerily effective. If anyone is caught committing any kind of violence, he is soon surrounded by upwards of forty Servants who simply stare at the perpetrator. This causes most people to feel intense discomfort. When the suspect attempts to leave, the Servants simply follow, keeping up their quiet intense vigil. This treatment will only cease once the suspect has crossed the ten kilometer marker that lies outside the city or made proper reparations to the offended individuals. This mental harassment is usually not necessary when the offender is a member of the sect because sect members voluntarily punish themselves with painful purification rites or exile.

Members of this order are also renowned to be the masters of the unspoken word. They have mastered reading body language as well as using subtle body movements to evoke desired reactions. Port Oasis News Network's correspondent Jean-Napoleon Laroche, who began a lengthy investigative report on the sect, was astounded to see how far they had surpassed his own skills in this area. His exposé on the Servants was never aired due to the lack of usable footage, or so Laroche claims. Others fear that he may have been blackmailed or even recruited.

A very closed and mysterious sect, only initiated Servants are exposed to the religion's full doctrine. Any and all attempts to learn more about them have always ended with the agents sent to investigate becoming fanatical members of the sect or returning altogether empty handed. There is also a considerable non-religious population in Innsmouth. A good portion of these residents come from the Innsmouth Military District Central Training Facility (IMDCTF), a Republican Army training facility just outside the city's non-violence zone. The rest are trade representatives for the sect and manual laborers for the agriculture which is prominent in the city.



3.7 - MARABOU



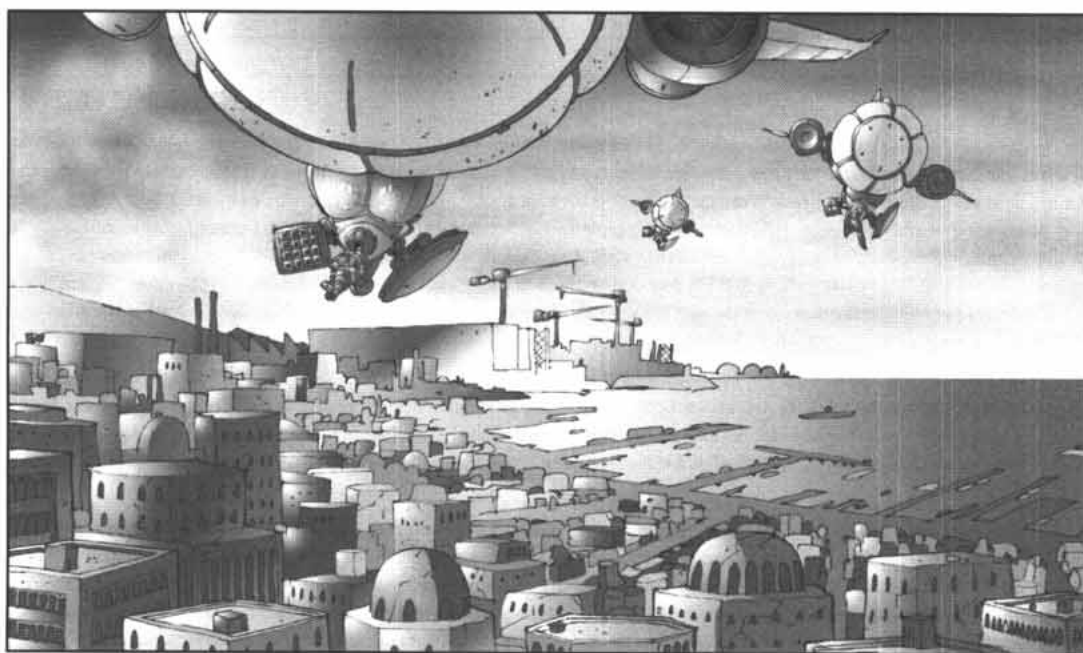
The city-state of Marabou is one of the oldest settlements on Terra Nova. Originally named Cap-Midi by the scientists who founded the town in TN 504, this little community served as an aquatic research facility until Entreprises Valiance, a French conglomerate, purchased the land in TN 651. Renamed Marabou in TN 700, from the Indoarabic morâbit, meaning soldier-monk, the city prospered as its military and fishing industries gained world-wide recognition. In the many corporate wars that plagued the next two centuries of Terranovan history, the Marabou Marauders acted as a hired army, conducting guerrilla raids for any corporation that could pay the price. It was the Marauders' lethal effectiveness that kept Marabou from being plundered, and through the use of this protection force, the city sold weapons and supplies to all sides after it had created a need for them. When the Earth military intervened and stopped all hostile corporate activities in TN 759, the city was quick to offer free room and board to Earther troops. This bold move enabled Valiance to avoid paying the stiff fines handed out to other corporations by the Concordat, since officially Marabou had not participated in open conflict with other corporate enclaves.

In TN 801, Valiance followed the corporate trend of the time and sold most of Marabou to its citizens. In the next 600 cycles, the city-state grew in size from 250,000 to 1.5 million residents and Marabou's army became a close ally of the Concordat military forces stationed on Terra Nova. When Earth withdrew from Terra Nova in TN 1454, many soldiers decided to stay and heavy equipment destined for return to Earth was also left behind. Because of this, Marabou survived the early part of the age of isolation relatively unscathed, the Marauders protecting their territory with vigilance. Although administrators realized they could easily overpower any other city-state they refrained from doing so, preferring instead to strengthen their own borders.

When Emile DeGarmo was assassinated in TN 1534, after his plans had already set Marabou on a path of conquest, the Marauders once again proved their military superiority, assimilating four city-states in less than seven cycles during the First Unification Campaign. In all its history, Marabou was only defeated once. That one loss, however, resulted in the destruction of the entire city at the hands of internal and external enemies. Tired of receiving blame for senseless bloodshed, the citizens of Marabou were more than happy to relinquish the leadership of the Southern Republic to Port Oasis. Over the centuries, Marabou has gained full responsibility for training the Southern MILICIA and the Republic's landship construction yards were built on the city's shores. Marabou has returned to the position of the best armed city-state on Terra Nova.

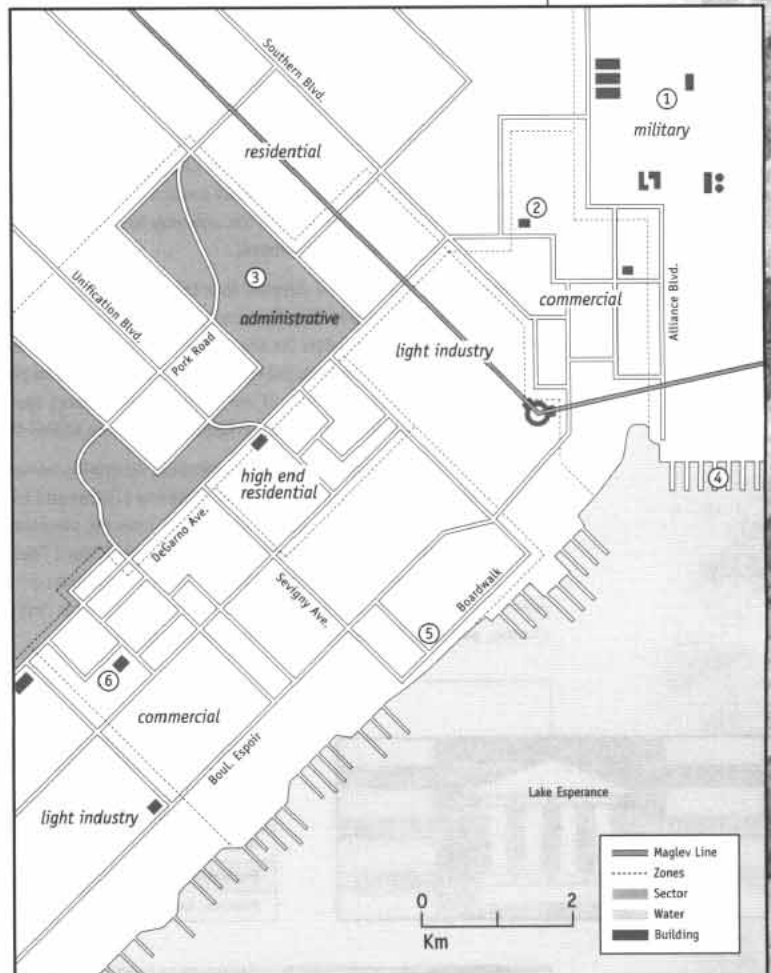
Vital Statistics

Location:	37°45' S, 19°45' W
Founding Date:	TN 504 (Joined SR in TN 1534)
Method of Government:	Representative democracy
Head of Government:	Mayor Jennifer Kutin
Population:	2.7 million
Principal Industries:	Military, fishing, shipbuilding



 Map of Marabou

Location	Description
1. MILICIA War College	By far the largest of the many military facilities of the city-state, the War College is in a constant state of activity as new recruits are trained and candidates for promotion to officer ranks strain to make the cut.
2. The Zoo	The residences of the War College and other facilities are an area best avoided by those who do not wear fatigues. A stream of military police move through this part of town to ensure that none of the troops get too far out of line.
3. Grand Plateau	The park sits across the street from the administrative and financial districts of town, and flocks of people in suits can be seen at lunch hour sitting on various types of seats.
4. Military Docks	The military docks are the home to several marine companies of the SRA, and there are always ships moored to undergo maintenance, take on supplies, and give the troops shore leave. The city-state's patrol craft also based here, and confiscated craft are held here until disposed of. This gives rise to some interesting sights as a small pleasure boat fitted with all the perks is dwarfed by a heavy destroyer that is spartan in design except for its huge turrets and command tower.
5. Boardwalk	The Boardwalk is the high-class strip of the city-state, and droves of tourists and youngsters travel on it by day. At night, the Boardwalk truly comes alive, as late-night tourists, young lovers and the stirring night-life mingle. As dusk approaches, there is a visible increase in the number of police on patrol to ensure that the underworld stays in the Underdeeps.
6. The Clay	The destination of many who travel along the Boardwalk, the Clay is where most anything can be found if the price is right. Conveniently close to the Underdeeps for suppliers, a large amount of dinars changes hands here every night.



The Marabou Lifestyle ◆

Rebuilt atop the ruins of its old self, Marabou's modern streets and boulevards are home to one third of all MILICIA troops. With close to one third of the citizens employed as military personnel, Marabou boasts the lowest crime rate in the Southern Republic. The city's economy is in a constant state of growth due to the ever increasing demands by the MILICIA and the Republican Army for more military equipment. Industries run at full capacity and new factory openings are constant events in the city-state. Unemployment is very low and annual immigration is up by four percent since TN 1923, according to census figures. Citizens are so pleased with the current state of affairs that city spirit is at an all-time high. The citizens feel proud of their accomplishments and of their home. The only downside to this attitude comes from the Marabou soccer team, the Black Anvils. The Anvils finished dead last in the past season and coach Chris Scott was forced to leave his home due to threats against his life.

Most Marabou citizens credit their success to their fighting character and spirit, the same character that allowed the Marauders to carve a nation out of the South. In spite of some fanaticism, the presence of one third of the MILICIA in their homes has given the residents of Marabou a greater understanding, and a greater respect, for the diverse cultures of the AST. Most citizens count among their circles (close-knit groups of friends highly valued in the Republic, see 6.2.1 Family, p. 88) several natives of other leagues, and personal relationships are common. Many sociologists have noticed a trend developing in Marabou, one of a true Allied Southern Territory citizen. While most Marabouin natives would scoff at the idea, claiming to be staunch Republicans first and foremost, many are hard pressed to find a reason to dislike natives of other Southern leagues. While they share the common Republican belief that their way of life is superior, Marabouins also feel that they have benefited from the presence of so many diversified peoples walking their streets.

For most citizens, life is spent at a relaxed pace. Many are employed in the fishing and military support industries that cover the town. All citizens are highly motivated and industrious, able to get the job done quickly when required. This characteristic allowed Marabou to conquer its neighbors, and it is the same force that drives it today.



3.8 - NEWTON



As the center of higher learning in the Southern Republic, Newton has the twin responsibilities of fostering brilliance and elevating the future leadership of the league beyond mediocrity. Built in TN 1562 with a single-minded and frightening goal, Newton was conceived as a place where generations of conquered peoples could be integrated into the Southern Republic. Newton's location, just south of Lake Esperance, was chosen specifically for its distance from other cities, as a place that could be easily controlled and, if necessary, destroyed. This initial purpose lasted only as long as an atmosphere of free expression and intense curiosity would permit, and Newton is currently a far cry from what the Estates General had initially envisioned. In this stomping ground for the future elite of Republican society, citizens in the throes of youthful passion are allowed to compose any thoughts and theses that they wish. Often these future leaders come to the conclusion that the only way to get ahead in the system is to play along with it. Thus, in some ways, Newton has been a success for the Estates General.

Newton's four districts, each devoted to a local university and its sprawling campus, are as open and free as the attitudes that run rampant through the student bodies. Designed with accessibility in mind, and home to one of the most efficient subway systems on Terra Nova, it is an easy matter for any citizen to travel from one end of the city to the other in under an hour. Newton is an open area in an otherwise damp, tree clogged environment, and in order to prevent jungle diseases from infecting the populace, the city planners created large tracts of parklands. Of the multiple green spaces that exist, there are two which cover over eight square kilometers, and a myriad of other parks that Newton prizes. It is in these spaces that much of the activism the city is renowned for can be found.

As a center for liberalism, student and otherwise, Newton is home to constant conflicts between ideologies. For the most part, these disruptions are focused around peaceful discussions of ideas and the occasional loud rally. Newton has recently experienced an upswing of activism characterized by violence and unrest, however, sometimes pitting students against the establishment and, more alarmingly, against each other. While the adherents of the neo-Revisionist Tabula Rasa (see 6.2.2 Religion, p. 88) attempt to counteract this trend, other students have simply gone overboard. These malcontents are preparing for the day they will return to the Republic and they fully intend to reform it or watch it burn. While many politicians feel sure that these dreams are unrealistic, some feel that a change is coming, and that Newton will be at the crest of the wave.

Vital Statistics

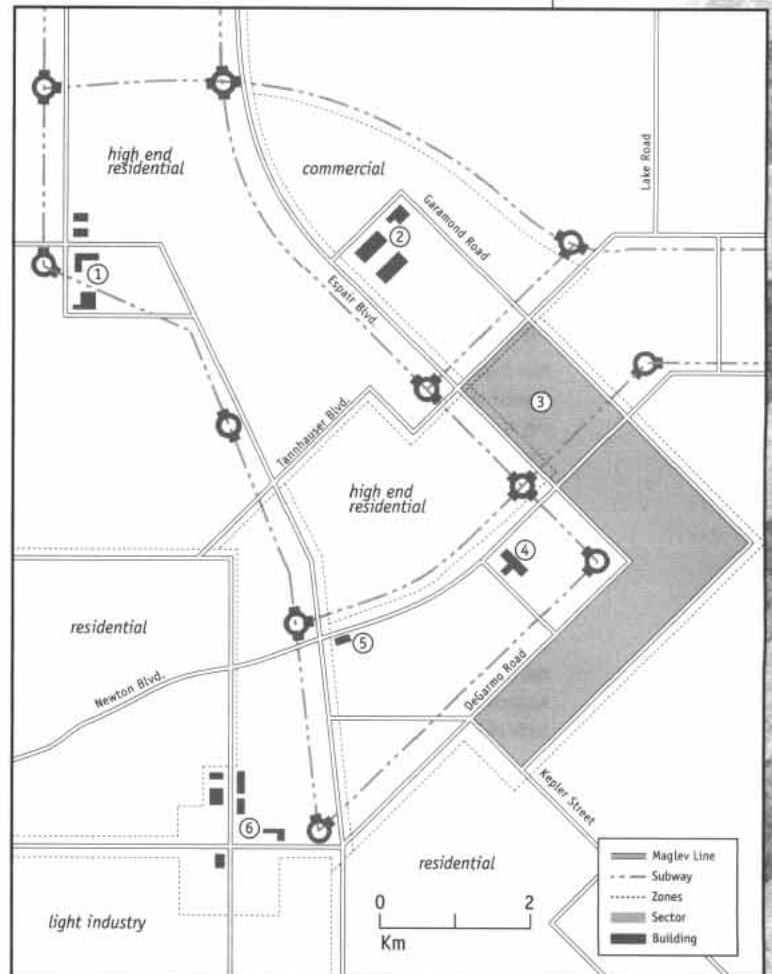
Location:	64°45' S, 36°45' W
Founding Date:	TN 1562
Method of Government:	Representative democracy
Head of Government:	Sheriff Jean Renaud
Population:	2.1 million
Principal Industries:	Education, science, printing





Map of Newton

Location	Description
1. Rajnapurtha U.	The best of the public universities in Newton, Rajnapurtha is renowned for its liberal and performing arts curriculum. "Raj U" believes strongly in seminars and workshops rather than lectures and regularly features guest instructors from Ashanti, elsewhere in the Republic and even allied leagues.
2. Garamond U.	The most prestigious of all Newtonian universities, Garamond caters to the Republican elite. A degree from Garamond is considered a ticket to success and the various faculty alumni wield significant social power in the legal, medical and business communities. CREE president Jan Mach is a graduate of Garamond and contributes heavily to the alumni fund.
3. DeGarmo Park	A large L-shaped green space, DeGarmo Park features clutches of forest, small ponds and low hills. Various areas of the park are favorite places for communal activities — be they protest rallies, outdoors concerts or combinations of both.
4. Newton U.	The oldest of the local universities, Sir Isaac Newton University sprawls over much of the inside corner of DeGarmo Park. "Sin U" has a poor academic reputation, but is famous for its huge parties and near-constant rallies.
5. Sheriff's Office	Located on Isaac Newton Square, the Sheriff's Office serves as a joint law enforcement and city management center. Protests at the square were once frequent, but Sheriff Renaud has insisted that the municipal center be kept clear and has not hesitated to use riot police.
6. Republican U.	The youngest of the local universities, the Republican University at Newton opened its doors in TN 1932. Its curriculum is respectable and nothing more, because it has yet to recruit a complete faculty. The national government has invested heavily into RUN to provide accessible quality education to Republicans.



Student Life ◆

In many ways Newton is a darkly etched reflection of the Southern Republic. Students at the four universities lead very different lifestyles, and these encompass nearly every extreme that can be found in the south. Sir Isaac Newton University's students invariably attempt to enjoy themselves, throwing raucous all night parties that disrupt the peace. Some are, however, trying to repair the damaged reputation of their alma mater and are actively searching for ways to do so. Rajnapurtha University students enjoy evenings of high cuisine, fashion and entertainment, viewing themselves as the guardians and future of the Republic's rich creative history. Students attending the Republican University at Newton are simply happy to have the chance at higher education. Many attend the university thanks to state funding, and frequently have little money left to adopt their own distinct lifestyle. As such they frequently borrow from the culture around them, and are perceived as party crashers and socialite pretenders. Garamond maintains rigorous academic standards and will not hesitate to expel any student who does not meet the required level of achievement. As such, its students are driven to succeed at all costs, viewing failure as the ultimate blow to their own personal honor.

Over one million nonstudents inhabit Newton. They are the shopkeepers and local businesspeople who keep the city afloat between semesters. Living in the home to the Southern Republic's largest publishing houses, many citizens are employed in the Newtonian tradition of making and distributing printed materials. Everything from books to propaganda posters from Newton flood the South, and give the city a reputation as a literary stronghold in the Republic.

Newton's citizens are mostly low key individuals, content with the simple pleasures of life. The recent change in attitude of the students who parade through their home has not, however, gone unnoticed. They watch their neighbors slowly trickle out to see what the students have to say, and many, curious themselves, are following. Many student rallies now count on ordinary Republican citizens being among their number, hoping that their message is getting out. Newton's town council is greatly disturbed by this and is considering measures to persuade people not to attend. To date, no one has come forward with an option containing signs of realism.



3.9 - PORT OASIS (LEAGUE CAPITAL)



Rising skywards from low wetlands and bordered by the glassy expanse of Lake Esperance, the capital of the Southern Republic is as majestic as the lands it rules. Divided into three areas — Old Port, Villeneuve and the Launch — Port Oasis is a sprawling metropolis that covers a hundred square kilometers.

Founded in TN 492 as a way station for inbound Terrans, Port Oasis quickly developed into a den of pleasure and vice, as organized crime branched out onto Terra Nova and seized at the new opportunity. Cluttering the shores of Lake Esperance with hotels, brothels, and casinos, they catered to every whim of their clients, and soon incalculable wealth flowed through the city streets. Though forced out in TN 801 by Concordat troops, these crime lords are rumored to have left riches vaulted beneath city streets that still await discovery.

Port Oasis faded from prominence as her remaining citizens purchased the city, and established their own vision of a Romanesque paradise, a tradition fiercely maintained by the city planning council. Through the council, currently chaired by Louise deRouen (the daughter of Prime Minister Louis Philippe), the city is kept clean and imperious by an artfully forged agreement between architects and city workers.

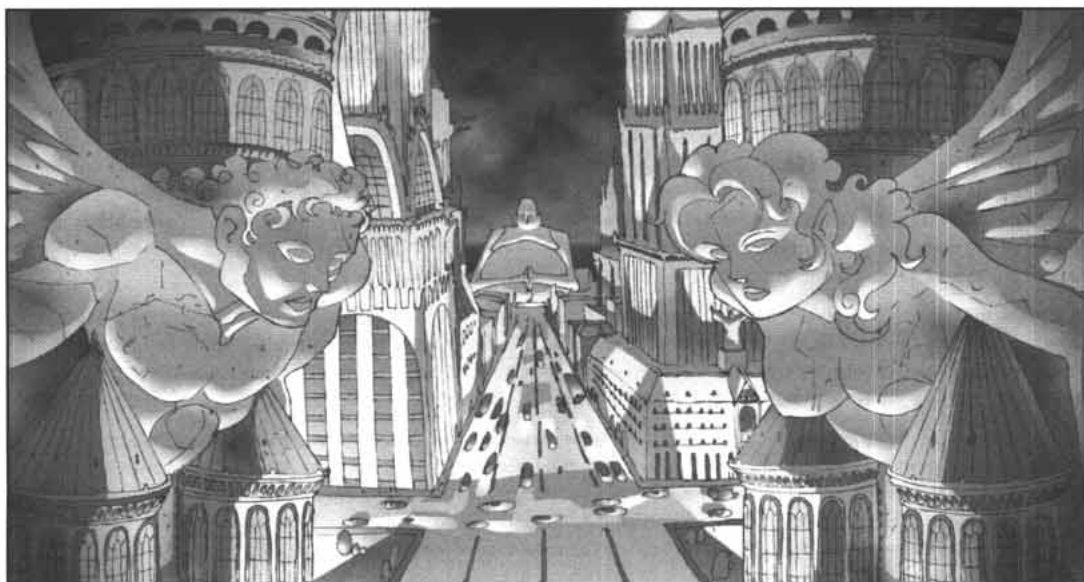
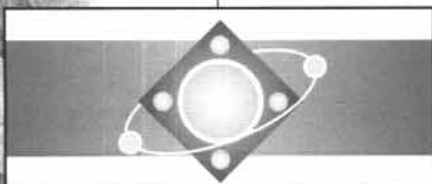
Port Oasis' integration into the Southern Republic was a smooth marriage of convenience that the city used to propel itself into the highest strata of power. The actions of ten Oasians, renegade members of the unified council, epitomize the ruthlessness with which the city has risen. Their conspiracy secured Port Oasis a place in history, and the descendants of these ten continue to shape the legacy of their city.

The fall of Marabou was actually engineered by a group of Unified Councilors headed by Dimitri Nemen and known as the Order of the Falcon. The group of councilors used their positions to gather first-hand intelligence on the defenses of Marabou and helped muster support from disgruntled members of the Port Oasis defense forces. The Order then took over the Republic and has been at the center of the powerful bureaucracy ever since.

The present city is no less dangerous or tangled. An even blend of Republican patriotism, political opportunism and carefully concealed resistance to oppression, Port Oasis is a city alive with a sense of its own importance. Little is done in the Republic that has not received the tacit approval of an Oasian faction and even the SPFT are rumored to have supporters inside these city walls. These complexities are accepted as facts of life by the citizenry, who view the elaborate games between rival powers both as traps best avoided and as simple facts of life in the capital.

Vital Statistics

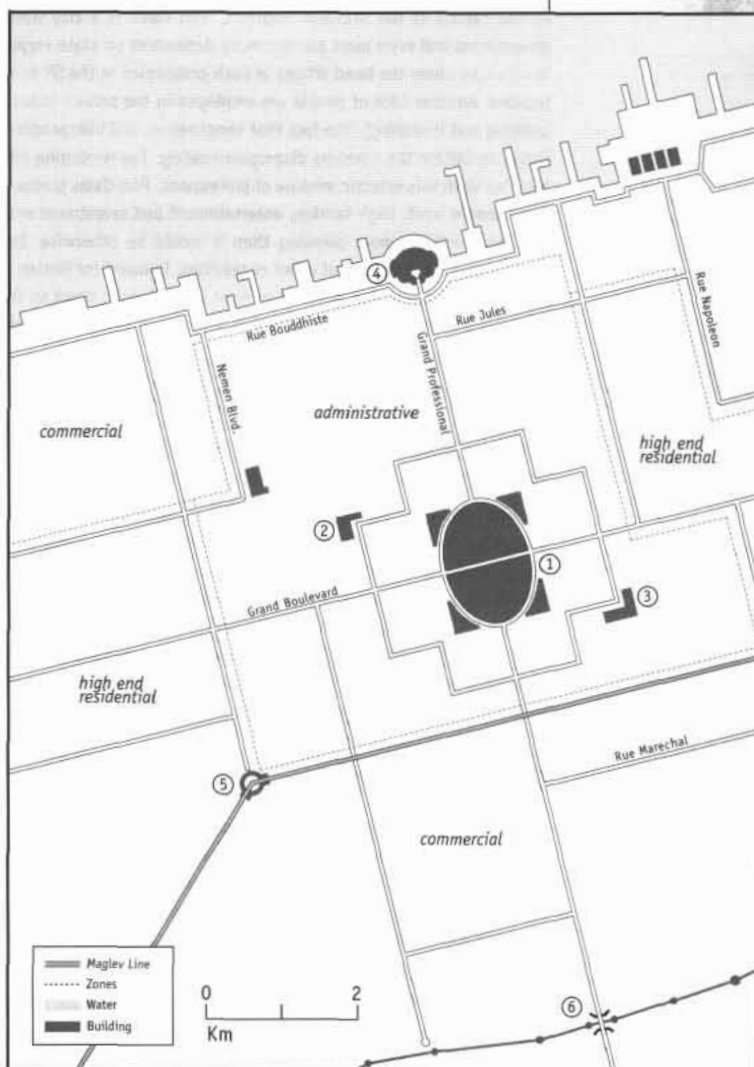
Location:	50°45' W, 5°15' S
Founding Date:	TN 492 (Joined SR in TN 1545)
Method of Government:	Southern Republic district
Head of Government:	Capital Minister Sylvie Tabouia
Population:	3.2 million
Principal Industries:	Finance, entertainment, pPolitics





Map of Port Oasis

Location	Description
1. Champs de Mars	The large public square at the heart of the Old Port, the Champs de Mars is considered the center of the Republic itself. All the key public and ceremonial buildings of the state are either in the Champs or face it, including Valhalla, the resting place of Republican Army consuls. Great statue-laden towers guard the major entrances to the Champs.
2. Estates General	The Estates General building sits at the northwest corner of the Champs and shelters the political confusion within it under a layer of impressive imperial architecture. The official residence of the Prime Minister is attached to the Estates.
3. Curia	At the opposite corner from the Estates sits the equally impressive Curia building. Flying flags from all member city-states under a huge AST banner, the Curia is a showpiece of Republican imperialism. The official residence of the Lord Protector and the Oasian residences of the Lord Chancellors form a compound near the Curia. This compound is slightly elevated and has an excellent view of the Prime Ministerial residence.
4. Place Bouddhiste	Dominating the Oasian port, a huge double-faced statue of the Buddha looks down the Grand Processional and out to the waters of Lake Esperance. At the foot of the statue is a lush park frequented by locals and tourists alike. Republican Buddhists give offerings to their founder at this site and an urban monastery faces the square.
5. Maglev Station	The Old Port stop on the gamma maglev mostly features passenger traffic, while the terminal further south deals with most of the city-state's industrial cargo. The Old Port stop features typical Terranovan TransRail architecture based on Badlands oasis towers.
6. South Gate	The main gate through the defensive wall that surrounds Old Port, the South Gate features massive reinforced gates that can be shut at a moment's notice. In times of peace they are open all day and night.



Capital Life

The eyes of the Southern Republic are turned to Port Oasis for guidance and inspiration, or so some Oasians fervently believe. Inflated egos and superficial personalities seem to crowd the walled city. Money and power are artfully crafted together form the city's backbone, and animosity lurks just under the surface of the capital, like a water viper ready to strike. Seen as a private playground for major Republican leaders, Port Oasis' reputation paints it as the South's capital of dishonesty and abuse of power. In a typically Republican contradiction, this reputation shares space with the view of Port Oasis as a shrine for art and culture. Indeed, with its position as a city afloat in money firmly established by the time of the Second Unification Campaign, Port Oasis turned to the arts to gain the credibility that few other city-states actively seek. Now renowned as major trendsetters, Oasian artisans produce few unsuccessful styles. The city's multitude of theaters, fashion halls, and other social venues teem with those seeking to enhance their personal status. Many younger Oasians, buoyed by dreams of importance, work their days away feverishly so that they can turn around at night and spend their earnings. In Port Oasis, image is everything.

It would be unfair to categorize all Oasians as self-inflating megalomaniacs. Many citizens live with the dubious reputation of their home as an uncomfortable fact of life, and some actively avoid the trendy cliques that others deem vital to their social well being. The reality is that hard work and dedication to one's circle characterize many Oasians regardless of wealth or personal power. Oasians are proud citizens of both their city-state and of the Republic, and see no reason to compromise one or the other. While distressed by the undercurrent of violence that seems to have gripped the city, most citizens simply avoid the afflicted areas, sticking to the quiet neighborhoods of western Old Port and Villeneuve. Unfortunately, they can do little but watch as their neighbors claw their way to the top.



◆ Business, Big and Small

As the capital of the Southern Republic, Port Oasis is a city steeped in politics. Almost 11% of its population is employed by the government and even more are indirectly dependent on state employers. Government-owned companies employ another 7% of people in this city where the head offices of such companies as the SR postal service, the national airline and several monitoring agencies are located. Another 55% of people are employed in the service industry. Many of these are involved in business management (including banking and investing). The fact that shopkeepers and independent businesspeople are considered part of the service sector, however, serves to inflate the numbers disproportionately. The remaining citizens are employed in the few heavy industries established around the city. With this eclectic mixture of professions, Port Oasis produces very little that its citizens actually require, so it thrives on selling what people want. High fashion, entertainment and investment moneys flow from the city, making Southern life, while not necessarily utopian, certainly more pleasing than it would be otherwise. In return for these outflows, Port Oasis receives raw materials for manufacture, foodstuffs and other necessities. Demand for Oasian specialty products is high around the Antarctic, and exists to some degree over the whole of Terra Nova. Most local citizens point to this as a sign that they are doing something right that others should strive to emulate, while many on the receiving end of these sentiments think that Port Oasis should produce more and talk less.

A number of the non-government manufacturers in the area are in very narrow niche markets, but make a tidy profit nonetheless. A prime example of this is Mouraissault, a maker of custom glassware. Their products range from optic lenses made to fill laser producers' subcontract work to elaborate and complex parts for sculptors or specialized multi-element bulbs for experimental lighting units. The company's prospectus has improved greatly over the last two cycles, and its stock offering (expected for next Winter) has received some sample prices 15% higher than their asking price.

Despite Port Oasis' reputation for being dominated by the service industry, there are several important manufacturing and resource extracting firms with headquarters and facilities in the capital. In fact, the top three members of the anti-environmental corporate group known as the Coalition for Rightful Environmental Exploitation (Deschamps Mining Affairs, Lloyd's Nuclear Consortium and Tetsuhama Trans-National) are based in Port Oasis. Deschamps and Lloyd's are both involved primarily in resource extraction and energy production, but Tetsuhama is highly diversified. Founded by Mekong expatriate Reo Tetsuhama, TTN is involved in a wide variety of heavy industries, including steel mills, vehicle manufacturing, mines and oil wells. Even in industrial sites not owned by TTN, Tetsuhama machinery or components are very common. In the last twenty cycles, TTN has also moved into the consumer market with a range of tools and other light-duty construction equipment.

◆ Current Concerns

Steeped in noxious and demoralizing pursuits, principally the quest for power, Port Oasis is a city gripped amidst a silent and pernicious tug of war. On the surface reigns a calm facade as the Port Oasis citizens' council organizes and maintains the capital. Oasian Peacekeepers, supplemented by SRID agents, patrol their sectors and ensure a relative level of security. This has not, however, stopped a rash of murders in the harbor area, (sometimes blamed on the Traveling Man, a notorious serial-killer) or a string of well publicized robberies. Local authorities claim to have the situation well in hand, but Louis Philippe deRouen has dispatched personal resources to solve the problems plaguing his city.

Few realize that these incidents are part of a dangerous game being played by hidden powers within Port Oasis. The Rostov family, the largest and most vicious crime syndicate in the Republic, spins an intricate web of activities throughout the city. By establishing concerns ranging from Mekong slaving rings to smuggling high technology Humanist goods, Andrew Rostov has carved a niche of power for his family. The Rostovs control the Blue Strip in eastern Old Port. Encompassing a two dozen block radius, this collection of simple Romanesque structures hosts illegal activities of all kinds, and to walk through the area without the family's consent is to invite disaster on oneself. Blackmailed SRID assistant directors ensure that little is done about the problem.

Vicious and uncompromising, the Order of the Falcon holds considerable sway over the capital. Born from the cabal of unified councilors that destroyed Marabou and brought Dimitri Nemen to power after the First Unification Campaign, the imperialist Order has long counted many powerful politicians and business leaders among its secret membership; that which fails to meet their approbation rarely survives within the city. The Order has arranged the downfall of past Prime Ministers, had its hand in the creation of the AST, and has recently been counseling its pawns in the Estates General to raise a voice for war versus the North. To date, even SRID has been unable to identify a member of the order, though some have accused Maia Landling of membership.

The Order has been in decline since the rise of Louis Philippe deRouen, who viciously eliminated much of its leadership in the early days of his arrival on the political scene. Since then, the major conflict has been between the Prime Minister and Jacques Molay, Lord Protector of the Allied Southern Territories. This unprecedented conflict — made possible by the each man's cooperation in rising to power through immoral means — has repercussions across Port Oasis. Various powerful bureaucrats and politicians have tried to align themselves on one side or the other of this battle, or have used the conflict as an opportunity to expand their own power. Intrigue has reached an all time high in the capital and many are beginning to believe that the doctrines of honor and patriotism are being forgotten in the process.



Old Port ◆

Surrounded by a thick blast wall, Old Port is a snarl of roads and alleyways divided by two main thoroughfares. Le Grand Processional cuts the city into eastern and western halves, while Le Grand Boulevard bisects the Processional. More than physically divided, Old Port is split into two distinct personas. Oasians that "Feast in the East" and "Rest in the West" is a common saying that accurately depicts this reality.

Beautified by a profusion of Greco-Roman structures, and tree-lined sanctuaries, the east is where Oasians and visitors come to play. A palace for the senses, amphitheatres, fine restaurants, trendy fashion houses, casinos, brothels, and blood fighting rings can be found around almost any corner. The east is so saturated with enterprise, even residents have trouble naming every store. The latest fads in style and form pour from eastern boutiques and galleries to sweep across the South, and sometimes even the North. Even the crime-fraught harbor districts display an opulence infrequently encountered in other city states. Unfortunately only the truly rich, or important, can squeeze the fullest decadence from the winding streets. Vivacious and impressive, this half of Old Port nevertheless hosts the most serious business of the land. Money flows through the marbled halls of eastern Old Port, where most financial institutions and the Banque République are headquartered. Complimenting this fiscal might is the political power of the Estates General, the Curia, and the Republic's working councils. While media attention shines on eastern Old Port luminaries, few forget that Southern life is shaped by her controllers.

The western half of Old Port is a mixture of sprawling palatial homes and high-rise apartments that house one third of Port Oasis' population. Oftentimes sacrificing style for function, western Old Port nevertheless maintains an air of dignity. While convenience stores and discount marts serve citizens who are not the social elite, even these are presented with a splendor that is typically Oasian. Parks nestled amongst the buildings and a selection of schools give western Old Port an excellent reputation among young families.

Buried under the west are the emergency housing quarters that all residents of Villeneuve maintain. These "coffin houses" are little more than cramped spaces where people sleep, and are infrequently used, except in times of emergency testing.

Villeneuve and The Launch ◆

Radiating for six kilometers from the fortified walls is Villeneuve, home to over two million Oasians. Here the haphazard design of Old Port is replaced by simple grid patterns. Tens of thousands of independent homes, multilevel living complexes and industrial production centers hug the landscape, in a display of highly utilitarian civic planning.

Villeneuve is an authentic residential paradise with policing, fire prevention, sanitation and maintenance provided by suburban councils. Numerous community parks, libraries, pools and even an ice rink, distributed throughout the breadth of Villeneuve render it an attractive living space.

Home to the space port facilities of the Southern Republic, the Launch is the showpiece of the Republic. From this heavily defended locale, the Southern Republic sends satellites and the occasional manned vessel into the vastness of space. Citizens are welcome to visit the facilities, although they are guarded and must remain in carefully monitored security areas, and the Launch has as many visitors annually as any location in the southern hemisphere.

Albigen ◆

Often referred to as the capital region, Albigen is home to Port Oasis. Many communities in the Albigen Region are crop farming interests. The land is damp, yet laced with rich nutrients that support a variety of local delicacies and staples that feed the Southern Republic. While not the backbone of the Republic's food production, Albigen plays a role in supplying many items that cannot be produced elsewhere. Some farms have recently supplemented their crop growth with livestock, where land types permit.

Albigen is home to over seventy small communities, whose populations range from 1,000 to 100,000 people. Five of these communities are small cities that serve as suburbs for Port Oasis. Five more are actually large farmsteads, run by families of close to three hundred people. Small independent neighborhoods and mining concerns exist, but these isolated communities draw support from the rest of the region to survive.

Most Albigenians are connected either directly or in a supporting role to the agricultural activity of the region. Some towns serve as areas from which farmers draw their supplies and necessities, including farmhands who often reside off the homesteads. The suburbs of Port Oasis are urbanized cities that produce heavy equipment to work the farms.

The people of Albigen are, unfortunately, caught in a paradox of their heritage and the obvious importance of their location. The fact that the government would subsidize them immediately to prevent hardship, is a disquieting proposition to these hard working industrious people. From the farmhands to the packager/distributors, Albigen is a complex weave of people, all intent on serving their region and keeping it strong without outside help. There are those who have come to the region to take advantage of government subsidies. These outsiders are ostracized by locals, but are becoming numerous enough to be a serious drain on the national purse.



3.10 - REUNION



Réunion is a city-state unlike any other. While most of her neighbors were founded to exploit nearby resources, Réunion was conceived as a rest and recreation area. Most workers could not afford to go back to Earth for vacation so the Chantilly corporation decided to open a tourist city to supplement its mining interests. Réunion's site was selected because it was atop a plateau crowned with breathtaking mountain ranges, was near beautiful Lake Chantilly and had a maglev line passing nearby.

Founded in TN 599, Réunion's design was based on an idea by young writer Alecsandra Lacshmi. She suggested the city blend in with its natural surroundings, becoming a chameleon to the landscape rather than an intrusion like other corporate enclaves. To achieve this, the city was built with marble from the quarries near Olduvai and hardwood from the North. The combination of stone and wood, highlighted by other urban elements in earth tones, makes the town look like a part of the landscape, and it has even been molded to fit the contours of the land upon which it rests. Crafted to be one of the most beautiful and peaceful areas on Terra Nova, Réunion succeeds on both counts.

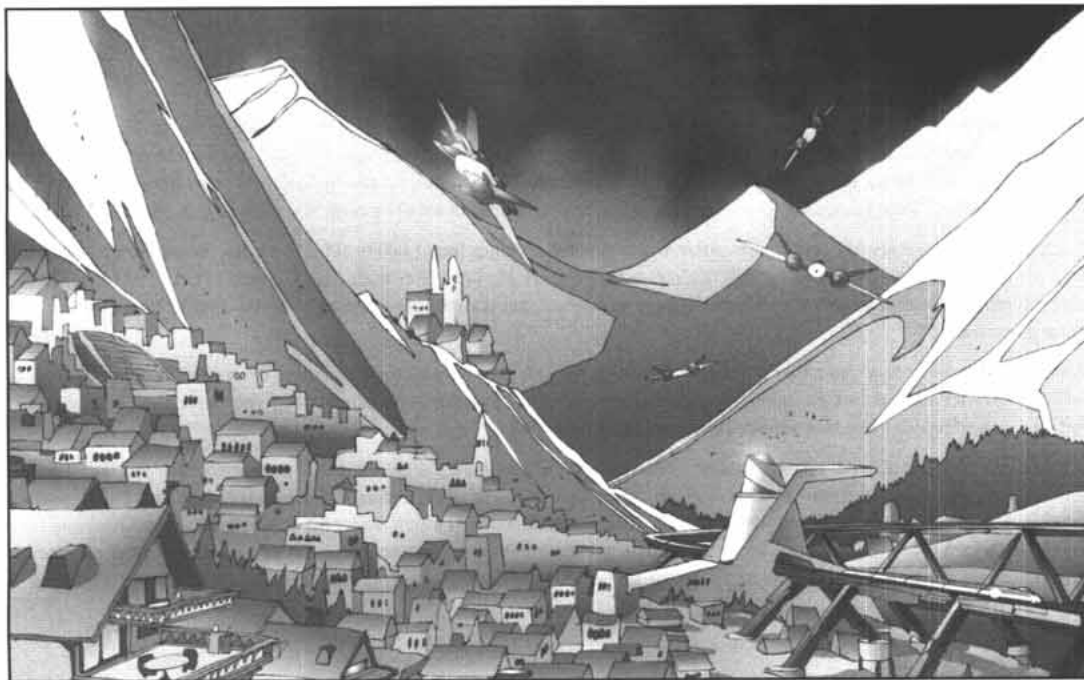
Réunion has a small-town mentality which is reflected in the city's design. As visitors enter the core of the city, they will notice that it is Réunion's administrative area. Government and corporate headquarters, alongside small single proprietorship boutiques comprise the city's core. Seated in the exact center of Réunion is the jewel of the core. The 20,000 seat Lacshmi Amphitheater is made completely out of carved white stone and is a wondrous site to behold.

Surrounding the city core is the main residential district where the majority of the population is housed. The living quarters are mainly low-rise, three-residence buildings, interspersed with a smattering of individual homes. The area's image is slowly changing, however, as hotels and shops are built to accommodate the many writers, delegates, treasure hunters and naturalists that flock to the city every year.

Outside of the residential district, apartments and cramped living spaces give way to cottage style homes. The craftsmen of the city take pride in giving each building a certain distinctiveness by carving elaborate designs onto the residences. It is a common sight to see craftsmen working to improve the esthetic of a building or park and many citizens are extremely proud of their unique homes.

Vital Statistics

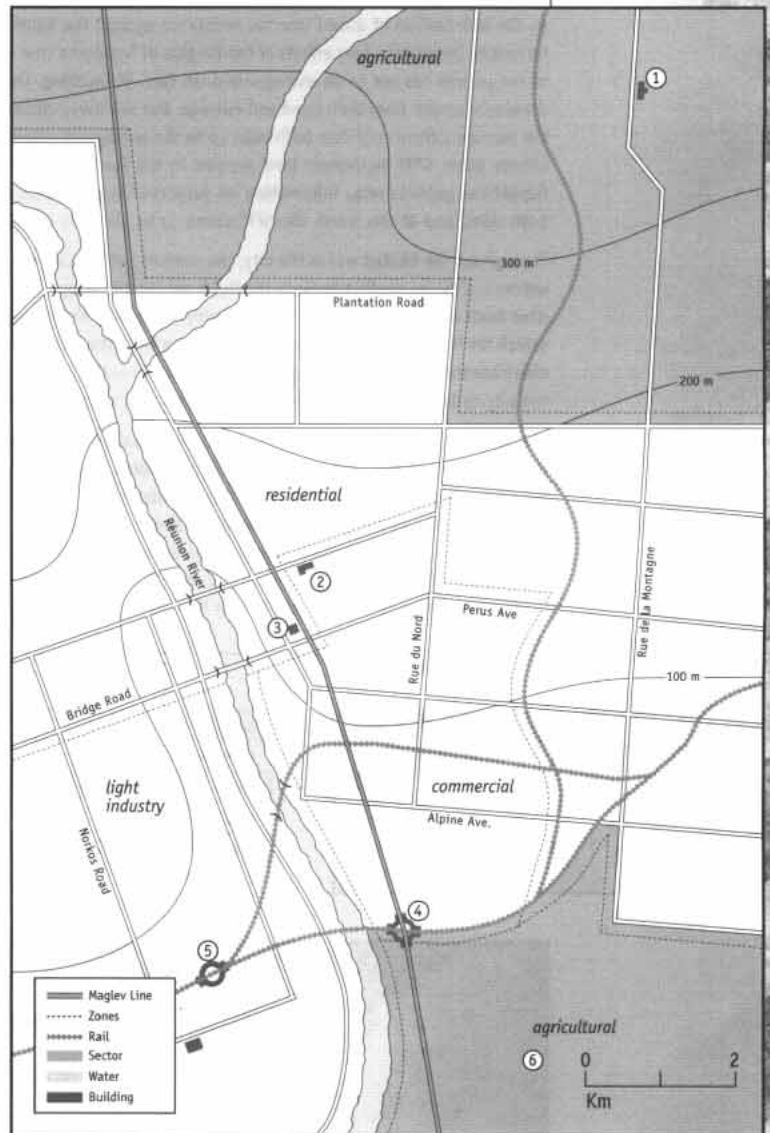
Location:	27°15' S, 25°45' W
Founding Date:	TN 1003 (Joined SR in TN 1582)
Method of Government:	Representative democracy
Head of Government:	Mayor Catherine Montpelier
Population:	420,000
Principal Industries:	Agriculture (cawfee) and tourism





Map of Réunion

Location	Description
1. Tuke Plantation	The source of the world-famous Réunion cawfee beans, the plantation fields provide employment to a great number of the city's citizens. Hailed by many as the city's true power, the Tuke Cawfee Company is a surprisingly community-oriented corporation. The harvesting and processing tools at the plantation comprise one of the largest concentrations of industrial scale agricultural equipment in the Southern Republic.
2. City Hall	Virtually invisible from the air, the city hall is a fine example of the local architectural style. Constructed from wood and marble and featuring an arboretum, the city hall is a beautiful mix of utility and aesthetics that blends seamlessly into its surroundings.
3. RGSC Clubhouse	The home of the infamous Réunion Gentleperson's Sports Club, the clubhouse is a lavish affair and welcomes individuals from all walks of life to its doors. Next to the club is a firing range sunk some 30 meters into the ground in order to avoid stray bullets from careening wildly into the city. Numerous complaints of loud noises from nearby residents have forced the club to consider relocating the range to outside the city limits; many members have complained that it would be an inconvenience. The club also rents space in a nearby arena where members can be trained in the club's Jäger.
4. Maglev Tower	A standard TNTR Oasis Tower style station is found here, but the outside of the structure has been fitted with wood and marble to help it blend into the surrounding city as much as possible in keeping with the rest of the city-state.
5. Réunion Rail Center	The Réunion rail center boasts modern switching facilities as well as good loading and unloading docks. There is also a small rail line which runs to the Maglev Tower.
6. Cottage Country	The outskirts of the city-state fade into a landscape dotted with small agricultural farms, cottage-style suburban residences and even some relatively wild lands. The Gentleperson's Club occasionally offers outings which include overnight stays in this wild place. Members who choose to experience these outings are shown a "rugged" time by their guides.



Life on the Plateau

Beauty is everything to the people of Réunion. A scarred building will be quickly repaired and dirty streets are quite uncommon. Conforming their practical laws to this vision, vandalism is not tolerated and offenders are swiftly punished with sentences often imposed as street cleaning duty. In the same vein, there is a great disdain for ugliness of character, and boisterous, unfriendly people are often unwelcome in the city. Those who pursue any violent actions in the city are often surprised by the community spirit that manifests itself in the form of groups of citizens coming to the aid of locals who are attacked.

Home to a generally trusting, good-natured population, Réunion welcomes visitors of almost all stripes. They are often invited to dinner, where stories are told and laughter is the norm. The people of Réunion also, however, firmly believe in the right and might of the Republic. This combination leads to an attitude that almost all visitors view Réunionites as patronizing — the exception being those from Port Oasis who come away with the impression that they are appreciated everywhere due to the heaps of praise piled upon them.

Recently, despite its small town mentality, Réunion has been forced to adapt to the reality imposed by tourism. Injecting thousands of dinars into the economy every cycle, the needs of these travelers must be attended to. Many clubs and bars have sprung up in the downtown core, which outsiders, and many citizens, now flock to. This has created a headache for the city marshal, who has had to hire more people on the night shift to make sure nothing gets out of hand.



3.11 - SARAGOSSA



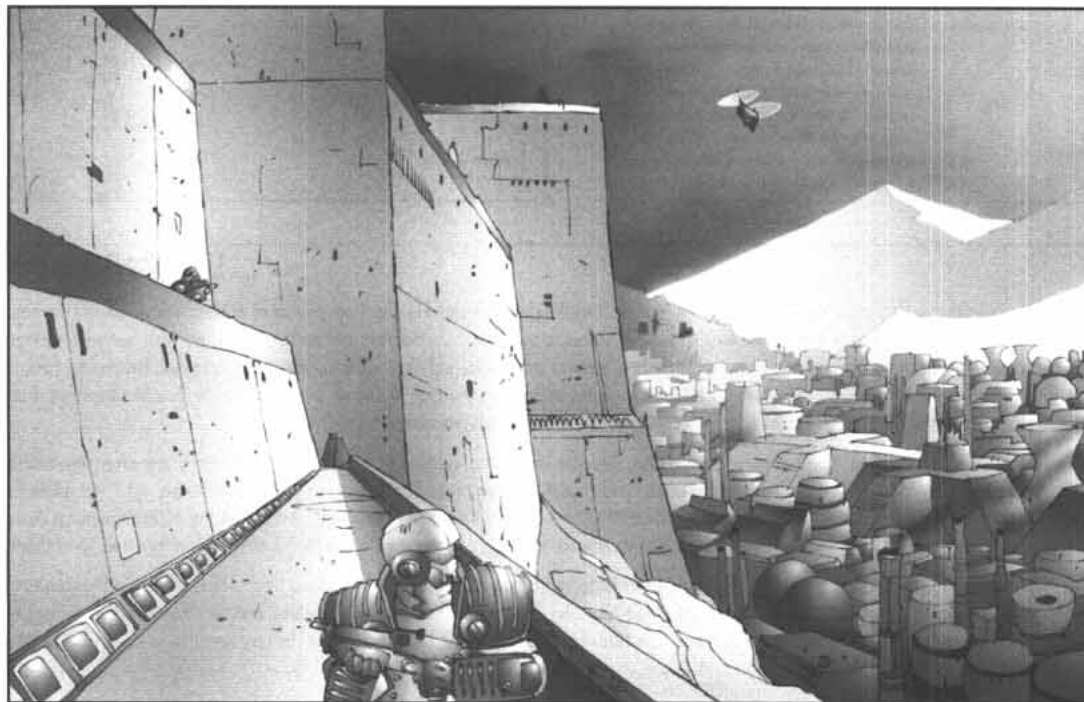
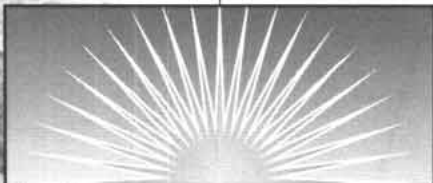
As the last bastion of armed internal resistance against the Southern Republican government, Saragossa is alive with the tension of terrorism. Despite the best efforts of the Knights of Saragossa (the local Republican legion) and other forces, the will and determination of the people has yet to be extinguished. In fact, if anything, the harder they are squeezed, the more defiant Saragossans become, drawing strength from their need and outrage. But not every citizen supports the Saragossan People's Front for Independence. In fact, the average citizen considers both sides to be the enemy and simply wants to live out a calm and peaceful life. There are also those who choose sides. SPFI supporters lend support in the form of information on prime targets, food, supplies and sanctuary. Meanwhile, Republican patriots relay information on suspected sympathizers and hidden bases. Either way, information is the key to victory for both sides, and at this point, the SPFI seems to be ahead in the game.

Throughout the limited war in the city, the economy of the city has staggered onwards. The agricultural concerns have remained largely untouched by the conflict because the fields are located away from the centers of armed forces. Similarly, most of the mining operations have been relatively unscathed by the conflict, although there have been instances where one side or the other has stormed a shaft to search for their foes. The power generators have been the hardest hit in the conflict as the SPFI has seen them as an expedient way to eliminate the Knights' superior communications technologies. They have been largely successful, and it is common for large sections of the city to be without power for days at a time after a strike against a generator.

The skyline of the city, set upon a majestic mountain, remains a thing of beauty — provided that it is seen at night and in silhouette. Although the number of buildings that have toppled is small, very few buildings in the city have avoided sustaining some kind of damage and pock-marks left from bullets or bombs ensure that anyone who enters the city knows exactly what is happening here. The dangers of living in the city have caused the people who live here to adapt, and people who walk openly in the streets are either bait or newcomers. The ever-present danger of snipers has caused most citizens to travel underground where possible, and dart from shadows to doorways when they must travel in the streets. The reason that unaligned citizens follow these paranoid routines is due to the significant number of neutral people who have been caught in crossfire or mistakenly targeted by one of the warmongering factions.

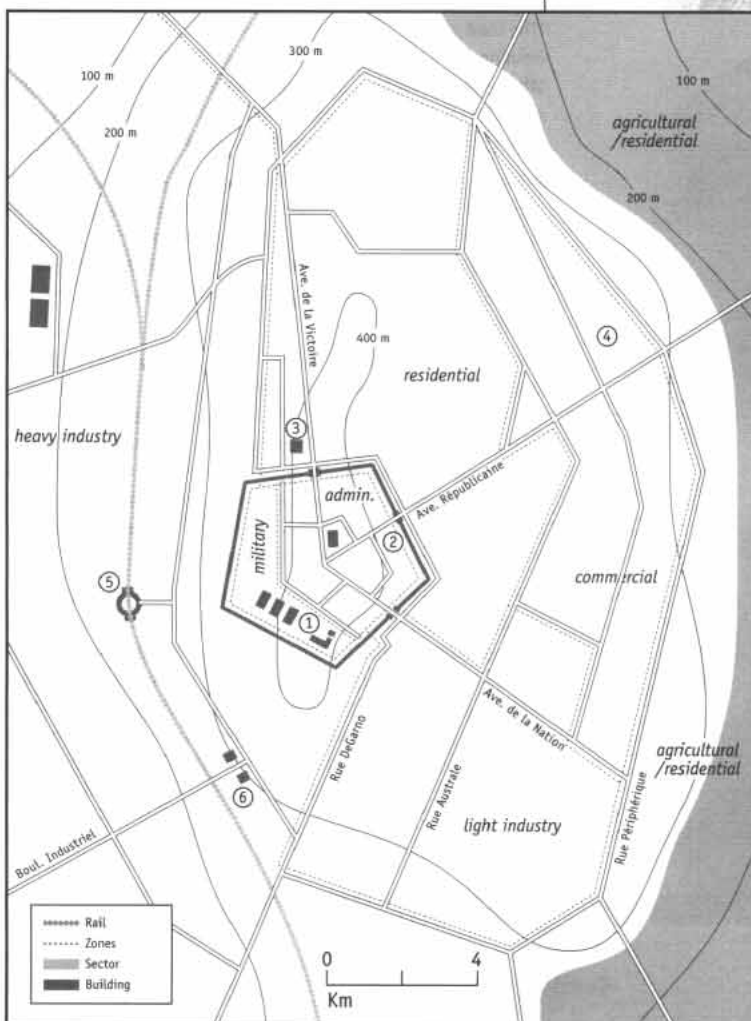
Vital Statistics

Location:	24°15' S, 110°30' W
Founding Date:	TN 1532 (Joined SR in TN 1636)
Method of Government:	Southern Republic district (martial law)
Head of Government:	Prefect Ethan Lo Samant
Population:	320,000
Principal Industries:	Power generation, mining, agriculture.





Location	Description
1. SRA Base	The home of the Knights of Saragossa, the western part of Hightown is a heavily fortified military base housing an entire legion of troops who spend their days occupying and patrolling the city-state. Terrorist incidents on base are rare, but a sense of fear is palpable even here.
2. Hightown Gate	The main entrance to Hightown, the gate is the principal opening in the high wall topped with electrified wire coils that surround the most elevated sector of Saragossa. Hightown is occupied by city officials, rich industrialists, and the military compound that houses the Knights.
3. Dead Zone	Torn asunder by struggles between the Knights and SPFI, the Dead Zone is a warren of bombed out buildings and bullet-holed pavement. These bleak streets hide a variety of illegal activities, including terrorist safe houses, a few cartel "warehouses" and street gang hangouts.
4. Midtown	Home to most of Saragossa's population, Midtown is the hardest hit by the ongoing conflict. If it is not a SPFI bomb blowing up in the house next door where a Republican soldier and his family were supposedly staying, it is a full sweep of all suspected SPFI sympathizers by the Knights. Gaping and blackened craters lie in old reception halls and residences.
5. Lowtown Station	The main entry point to the industrial Lowtown sector, the rail station deals mostly in industrial cargo. Although this area does bear its share of scars from the conflict, it is subject to fewer attacks than the other districts. As a result, some individuals have taken refuge in the area, seeking safety under massive boilers, empty rail cars or other large machines. These people are regarded by the rest of the population as the lowest of the low.
6. Power Plants	The main city power generators are under tight security because they make a tempting target for SPFI cells looking to make Republican rule uncomfortable for the city.



Saragossans live by the adage “adapt or die.” This is as true for the Prefect as for the street urchins in the dead zone, leaving no one immune to the city’s harsh realities. Hightowners have become used to having their picture ID ready at all times, have gained the capacity to ignore the heavy presence of security when they are trying to relax, and they almost never ever go into Midtown unless absolutely necessary. The military personnel from the base rarely travel alone, always tell the watch where they are going, when they’ll be back, and why they are going there. They all are very aware of how much like hostages they are in their own city. This fuels the greatest part of their animosity and anger towards the SPFI. There are SPFI supporters who can be found even here, however, and some of these are people of significant influence over the business, crime and social spheres of the city.

Midtowners are living in a war zone and they are acutely aware of it. Out of sheer necessity Midtowners seem to develop a sixth sense when someone is about to be shot or something is about to blow up. Despite their precarious situation, they are somehow still able to live out their lives and have moments of great joy. It is perhaps because they know that their lives could be ended by a whimsical decision by either side of the conflict that they try to enjoy life to it's fullest. Very few people can match the Midtowners in their fervor to have fun when the time comes, but when they decide to be serious, they have a staunch determination to see what they are doing through. They have developed the tendency to do things quickly, efficiently, and quietly.

Lowtowners are the rabble of the city, considered cowards that have no place with the rest of the Saragossan community. They are even shunned by the legal system, since all Lowtown housing is technically illegal development. Thus, Lowtown is the perfect place for someone to seek refuge if already labeled "Undesirable" by the community and the government ; this includes people such as petty criminals, street urchins and the homeless.



312 - Siwa Oasis



"The least colorful city-state in the Republic, next only to Loyang in the southern hemisphere in filth per square centimeter" is the defining entry attached to Siwa Oasis in the 1933 edition of Terranovan Travel. Despite the epitaph by Popular Publishing's Newton office, Siwa boasts some of the most refined architecture in the Southern Republic. Built in the same time frame that saw Port Oasis rise on the banks of Lake Esperance, Siwa Oasis naturally has more similarities with its "elder sister" than a name. The city-states share the same defensive wall, harbor and four section pie layout that was the architectural norm at the time.

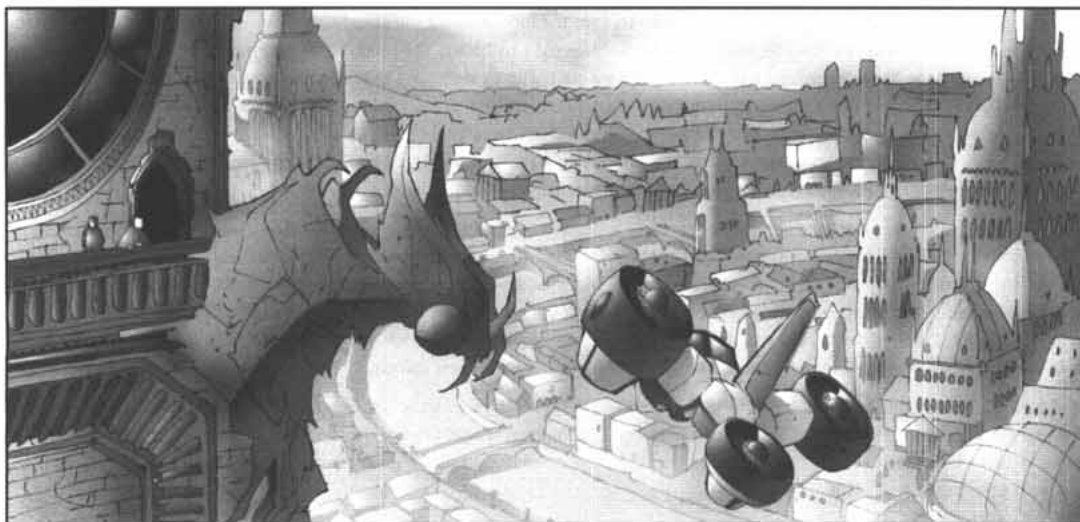
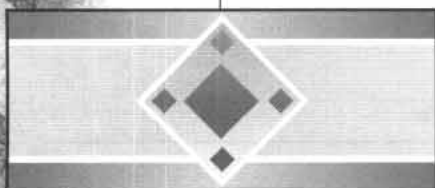
Following its destruction at the hands of the Marabou Marauders, Siwa was rebuilt by the famed architect Frederique Gillais. Gillais was instructed to appease the Siwans with little regard to the expense. Retaining the general layout, Siwa was refurbished with a Greco-Roman flare that consists of wide boulevards, colonnades, amphitheaters and temple-like facades adorning every building. When the construction efforts moved to the old wall, the remaining members of the Siwan council requested that the wall remain as it was. It became a monument simply known as "The Wall," no longer needed to defend the city, but to defend the name and spirit of Siwans from the forgetfulness of time.

The crescent-shaped harbor lies in the western quadrant, opening "The Wall" onto the majestic Siwa River. The interior city is bisected by four wide boulevards forming the spokes, while the old wall forms the rim of the wheel. The city's hub is the administrative sector, situated on the crossroads of the boulevards. The administrative sector consists of city hall, the city's Banque Républicaine and Exchange complex and the offices for the various energy consortiums. The remainder of the inner city is residential, accommodating a large population in an area that had been intended to house a populace one sixth the size. This feat is accomplished by Siwans' choice to build downwards and avoid the polluted atmosphere. Buildings whose structures appear to be two stories in height above the surface may descend six to ten levels below-ground. The wealthier citizens are housed near the hub of the city, with the districts declining in prosperity the closer they are to the city's rim.

Mirroring the old wall is the Siwa Defense Complex, forming essentially a new wall designed to be indistinguishable from the inner city. This defensive structure gives the outward appearance of a multitude of buildings, but is actually built on structure connected by hidden walkways and tunnels. The first crescent of buildings are the utilities, with the water filtration plant on the riverbank forming the northern tip and the sewage plant forming the southern tip. Between these structures lie the electrical relays and air filtration plants that make life in the underground city possible. Beyond, lie the life and bane of Siwa Oasis: its refineries. Oil refineries and holding tank complexes neighbor metal foundries and warehouse complexes in a sprawl of spewing smoke stacks. The industrial area is more than double the size of the inner city and extends as far as the gamma maglev line and the Republican Allied Rail depot. Beyond the maglev line, oil fields spread to the horizon, dotted with oil wells and wind turbines.

Vital Statistics

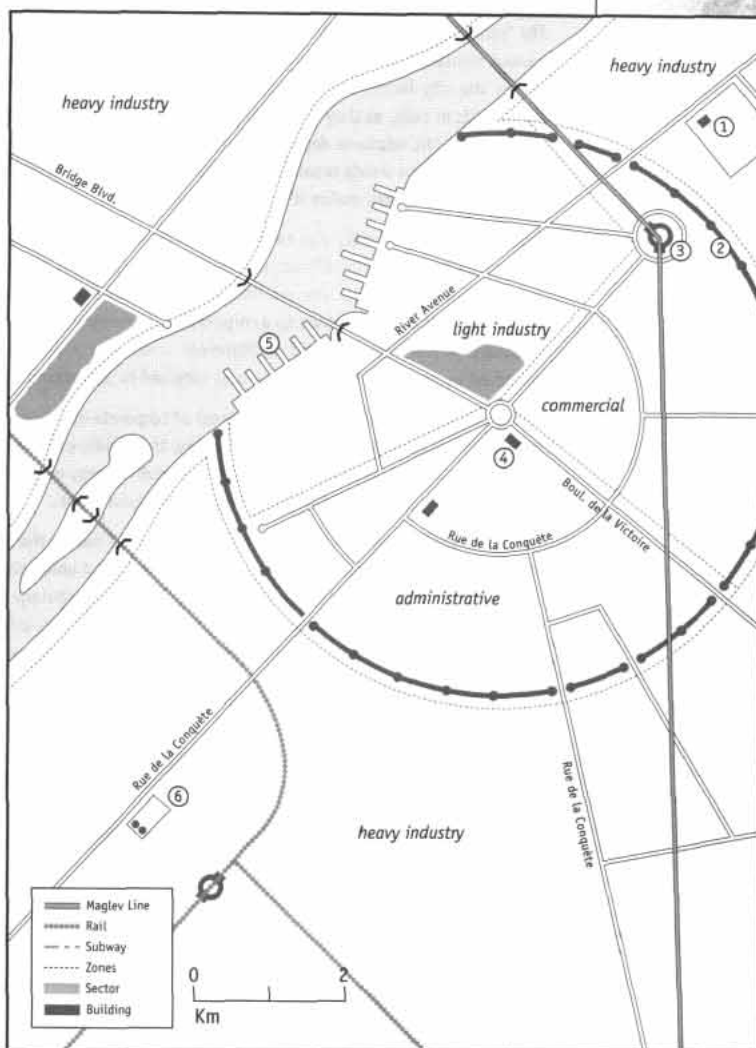
Location:	40°30' S, 3°30' W
Founding Date:	TN 732 (Joined SR in TN 1545)
Method of Government:	Representative democracy
Head of Government:	Mayor Farsil Dertmin
Population:	1.6 million
Principal Industries:	Metal and petroleum refining





Map of Siwa Oasis

Location	Description
1. Republican Oil	The largest fossil fuel producer in the Southern Republic. Republican Oil's headquarters are scattered about among one of the corporation's refining and pumping plants. The corporation is also partly owned by the Republican state and automobiles with diplomatic plates, drivers with mirrored sunglasses and escorts pass through the gates at all hours of the day and night.
2. Old Wall	The Wall that surrounds the city-state is seen as different things by different people. To Republicans from outside of Siwa Oasis, the Wall represents a way to keep the fumes and smog from tainting the surrounding countryside. To some of the Siwans, the Wall represents their captivity in the city of smog. To the majority of Siwans, however, the Wall stands as a symbol of the strength of both the Republic, and the stalwart Siwans who toil to uphold it.
3. Maglev Terminal	Built in the standard Terranovan TransRail oasis tower style, the maglev terminal has a very small passenger station due to the minute number of people who take vacations in the city-state. The majority of the contents which travel on the maglev that spends time in Siwa are material goods entering the city-state and processed fuels exiting the wall.
4. Siwa Civic Center	While the Civic Center does have a level that shows itself to the light of day, the majority of the complex is underground and can be reached by various underground byways.
5. Port	The Siwa Oasis port is a hub of river transport for many goods which are not important enough to warrant maglev transport. A large amount of medical supplies is imported to the ship by ship and is paid for by the Siwan Health Tax.
6. Gaz Australis	A Mekong trans-national company, Gaz Australis produces much of the petroleum goods that the Southern Republic exports to its allies. That a Mekong company has been allowed to use Republican natural resources has subjected the government to flak from several local refiners.



Life in the Smog

The "City of Fallen Angels" darkens the sky over a portion of the Esperance Basin and fouls a segment of the Siwa River. The dark temper of the average Siwan befits his surroundings, making Siwa the most violent city-state in the Republic except for Saragossa. Cases of domestic violence, assault, murder and suicide are, on average, 10 to 15 percent higher in Siwa than in other Republican city-states. This is not to say that all Siwans are of violent intent, some do choose to defy their adversity in opposition to falling prey to it. It is these citizens that embody the spirit of "The Wall."

Siwans are generally denigrated as under-cultured "fallen angels" by more sophisticated Republicans. Indeed, relatively few cultural events grace the Siwan social scene, consisting mostly of popular entertainment and seedier underground pleasures. Locals see themselves, however, as the heart of the Republic. They know that their toil in factories and refineries fuels the greatness of the nation — a conviction they share with Timbuktu. The two cities are in fact quite friendly and travel between the two is quite common as is trade along the long subterranean rail link between the two industrial city-states.

Siwa and Timbuktu now share more than an underground railway. The underworld has proliferated of late, offering an illegal "pit" match league catering to the savage streak of the populace. This increase in organized crime activity has local law enforcement and corporate security corps joining forces, in an attempt to limit, if not eradicate, its influence from Siwan society. To control smuggling, inspection details have increased in size and might on both the Allied Rail line and the gamma maglev line. Street patrols have increased in firepower and frequency both in the city and under it, hoping to limit underworld movements. The addition of Black Mamba MP Gears to the underground city police force has given the edge to law enforcement in the latest clashes.



3.13 - TIMBUKTU



The "city in gear" motto can be seen in many travel guides, information pamphlets and civic advertising in Timbuktu, referring to the various military and automotive companies that make their homes there. With a large quantity of prominent manufacturers located within the city limits, Timbuktu has come to reflect its corporate masters, with whole neighborhoods serving as company-owned compounds or cells, as they are known in Timbuktu. The center, home to the administrative and financial departments of the city-state, as well as public relations departments for the resident mega-corps, is comprised of an octagon of huge skyscrapers. The presence of these towers alone would separate Timbuktu from standard Republican urban planning, but the cellular division of districts between the various conglomerates makes it truly unique in the SR.

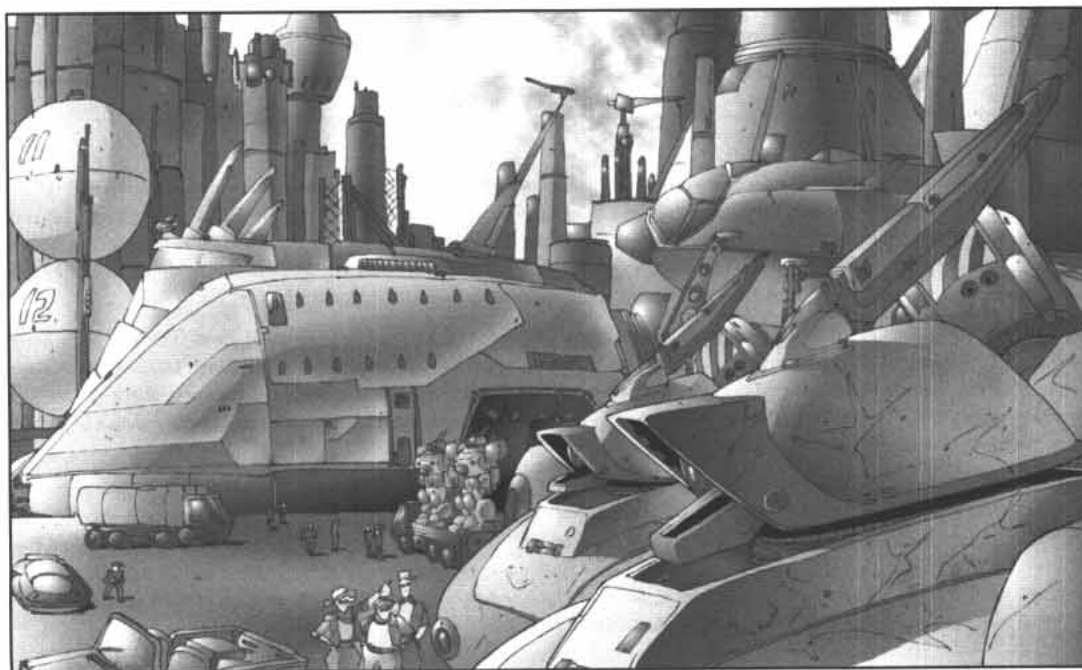
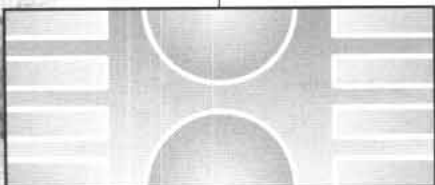
The premier series of cells, due to their proximity to the city's center, has developed into a lavish dining and hostelry district designed to accommodate visiting officials and business people. Eight boulevards radiate from the city core, providing easy access to the nexus from all areas of the city. The pie-like sections created in this manner define the corporate sectors, which are then subdivided into districts owned and maintained by a corporation. The corporate districts house manufacturing plants, employee and executive residences, corporate offices, research and development complexes and, in extreme cases, an airway or heli-pad. The districts' boundaries are delimited by the boulevards and the area required to accommodate the controlling company.

Citizens of Timbuktu that are not recipients of corporate-sponsored housing live in various moderate to low-rent housing complexes in state districts around public utilities. Notably, the middle-class residential area of Cascade, built to encircle the water works, boasts a spectacular view of LaFontaine Park with its dazzling array of water jets and pools. On the other extreme, Timbuktu's red light district resides in the area around the city's sewage treatment plants.

Timbuktu can best be described as cities within a city due to the divisive attitudes of the various corporations. Each company prefers to keep their employees within their own compound and under the watch of their security corps to avoid possible leaks of corporate secrets. With so many companies practicing corporate sabotage and espionage, the whereabouts of employees privy to sensitive information is closely monitored. The corporate paranoia has produced a general nervousness amongst the population, with many citizens fearful of extortion and the outright strong arm tactics employed of late.

Vital Statistics

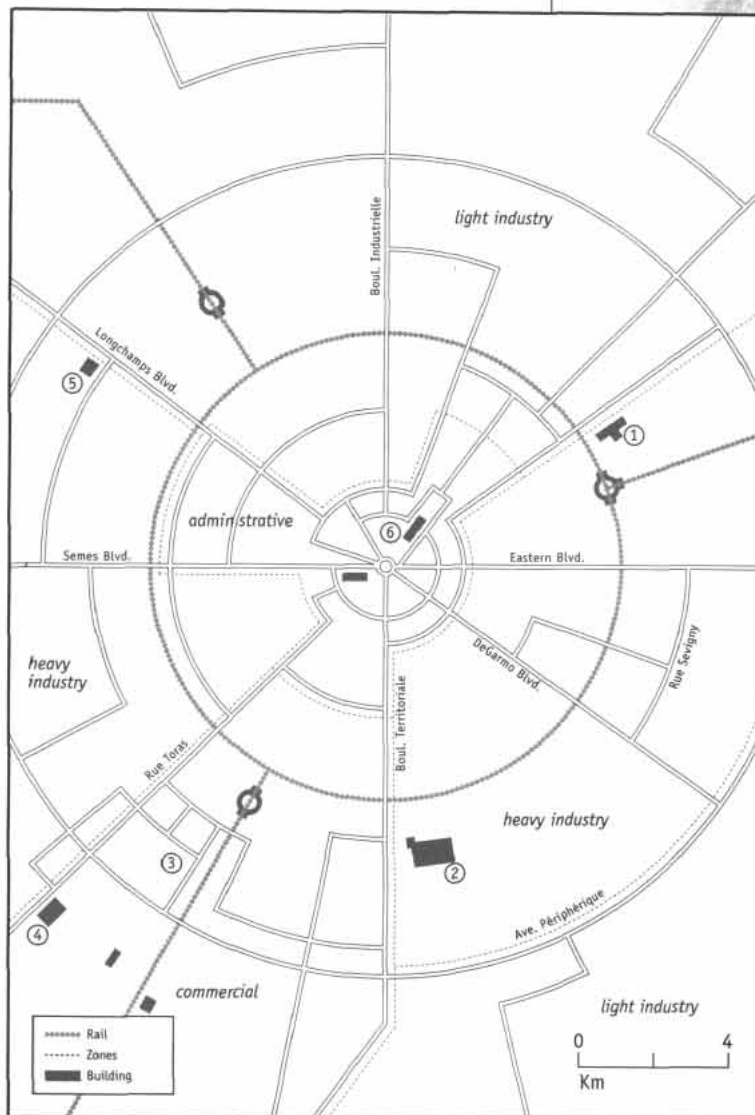
Location:	31°30' S, 65°15' W
Founding Date:	TN 888 (Joined SR in TN 1589)
Method of Government:	Representative democracy
Head of Government:	High Commissioner Valerie Grogard
Population:	1.1 million
Principal Industries:	Diversified heavy manufacturing





Map of Timbuktu

Location	Description
1. Dynamic Systems	Known for producing all manner of parts for a variety of different products, Dynamic Systems is currently in an alliance with Mandeers Heavy Industries to produce a high-end military gear. The company hopes to catapult itself into the eye of the Republic's requisitions officers. The facility located in the Timbuktu city limits is the administration and sales center of the firm, but there are also some research and development offices scattered through the buildings.
2. Territorial Arms	As the premiere Gear manufacturer in the Southern Republic, the huge compound that houses the company is very well protected by some extremely high technology systems as well as the standard security personnel. The Southern Republican Army also maintains a large contingent of troops nearby that can be called upon including forces from the Légion Noire.
3. Red Light District	The most dangerous place for a civilian to walk in the city, the Red Light District is home to a wide variety of villains. It is also a place where a panoply of goods are bought and sold by people who range in stature from street urchins and gangland wannabees to powerful CEOs and crimelords. Rumors of slavers and arms dealers have raised the interest of some of the local elite (and, if rumors hold true, Jan Mach).
4. Sewage Plant	The Timbuktu Sewage Plant is found in one of the few public areas of the city dominated by corporate sectors — naturally, it doesn't get very many tourists. The systems used by the plant are state of the art, and can turn the waste-filled water that the city produces into pure toxins and fresh water.
5. Windhill Engines	The maker of a wide variety of engines, from small electric engines to V-engines and landship fusion generator parts, Windhill is another well-guarded corporate enclave. The compound is enclosed in a see-through, high-security arcology.
6. Municipal Center	The offices of the city's high commissioner are located in this complex of high-rise buildings connected by raised walkways. The overworked corporate arbitrators' offices are also found in the Municipal Center.



A Life in Gear

The citizens of Timbuktu, by virtue of their environment, are productive but only semi-social. The ever-present possibility of being inadvertently charged with corporate corruption due to a conversation with an employee of a rival firm has removed much of the incentive for socializing. The people of Timbuktu battle their fears by living and playing as hard as they work. Citizens slack their tensions in the numerous showbars, brothels and clubs that can be found in the non-corporate districts. The perpetuation of this sort of recreation has led to the highest rate of alcoholism in the Southern Republic. Unfortunately, since there has been no serious (or at least evident) effect on productivity, the issue has yet to be addressed by the firms or the High Commissioner.

Timbuktu's determination to distract itself from fears of corporate espionage also make the city home to the Republic's most avid sports fans. Gear dueling is unquestionably the most popular sport in the city (see sidebars on the next page) but soccer, high-performance auto-racing and martial arts competitions are also wildly popular. Illegal pit fighting has also become common, a predilection shared with Siwa Oasis. A championship of sorts occurs between the two cities every cycle, its location protected by underworld powers in both municipalities. Gambling totals on the three day event are thought to be in the millions of dinars.

The presence of so much technology, money and greed in one city has proven to be fertile soil for a black market. Many people feel that the market is no more than a SRID cover to supply sensitive equipment to operatives on shadow missions, but the possession of high quality weapons by apprehended criminals has altered some opinions.



3.14 - ATSI



Atsi is dominated by its main industry, the refining of petroleum products. The city-state produces most of the raw materials required by the heavy industrial center of Loyang but does not share the same environmental hazards of its sister city. Much of the petroleum piped from the rich northern reserves is refined into polymers and plastics before being either shipped to Loyang to become manufactured goods or exported out of the Dominion via Yung An. The economy of the city revolves around the polymer raw materials.

The citizens of Atsi work as hard as any other Dominion citizens, yet their accomplishments are overshadowed on the business scene by those of the manufacturers that use these very materials. Simple sheets of polymer are essential in the production of most of the merchandise the Dominion exports, yet the price of these raw materials is quite low, creating a gulf between the price of the end product and the raw materials used to create it. The general feeling amongst the majority of Atsi's residents is that they are being taken for granted or even exploited by the other city-states. This is especially pronounced amongst the younger generation. Political rallies to change pricing structures and tariffs are common in Atsi but are usually peaceful.

What is more troubling to the city council is the despondent attitude of Atsi's youth. The younger generation has seen their parents struggling to make a living against rising inflation and the artificially devalued raw product the city depends upon. Many young locals do not see the point in buying into a system which will only exploit them. They take the menial labor jobs which they are offered and work only hard enough to survive and enjoy themselves. Precious few of Atsi's children have the same drive as other cities', which has given them a reputation for being lazy.

Body piercing and sculpting is one of the ways these malcontents exhibit their disapproval of Mekong society. Another recurring trend among adolescents is the defacing of government and corporate property. Touted as art, political slogans and pictures are appearing across the city, stenciled with paint over city landmarks. The most notorious of these new "artists" is Bunny. Bunny's identity is known only to his or her young accomplices, but she has become something of a folk hero to the citizens of Atsi of all generations. Bunny's art features a huge pink bunny complete with a word balloon spouting political slogans. The rabbit questioning the lineage of the Lord Chancellor, which appeared on the Mekong Rail depot last cycle, is perhaps Bunny's best known work since it was plastered across the front page of every AST newspaper. The Assembly, acting upon the orders of the Lord Chancellor, has commanded the Atsi Policia to stop Bunny at all costs. The Policia have pursued him (or her) half heartedly at best, as many of them are among his or her greatest admirers. Beside, the Assembly has few friends in Atsi.

Vital Statistics

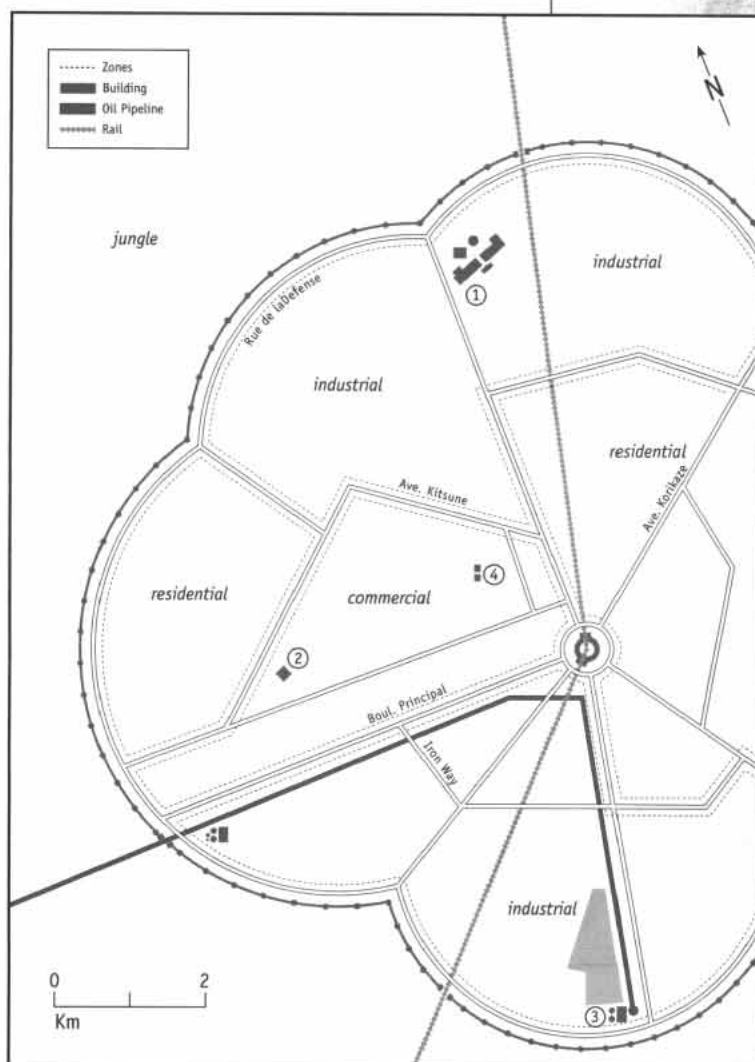
Founding Date:	TN 45
Joined MD:	TN 1532 (Mekong Alliance); TN 1562 (Mekong Dominion)
Method of Government:	Mercantile Oligarchy
Head of Government:	First Citizen Kwang Lee
Population:	2.4 Million (official census), 3.1 Million (estimated)
Principal Industries:	Refining





Map of Atsi

Location	Description
1. Calliope Research	Security at this sprawling compound is extremely tight due to the sensitive nature of the research conducted here. The main building is huge as it houses the polymer manufacturing center and furnaces; it can accommodate the specially designed rail cars which enter the building at one end and leave the other stacked with finished polymer products. In the rear of the main compound are the research labs, where Calliope develops their new technology.
2. Atsi Amphitheater	This huge theater is the best venue for classical performances in the Dominion, its vaulted theater being among the most impressive architectural design on the planet. The outer chambers incorporate the best aspects of an art gallery with a natural history museum, allowing visitors to gaze upon famous artworks while winding their way around the chambers that surround the inner stage. A broad grass area to the rear of the building serves as an open garden and an outdoor theater for the occasional free musical performance.
3. MR Sub-Depot	The depot has been plagued with bad publicity for the last two cycles. A squad of security inspectors found a gang of youths loitering in the depot; in the ensuing scuffle, three of the teens were killed. Since then this depot has been the target of numerous acts of sabotage, vandalism and four assaults. While the city's outrage has cooled, the conflict with the youths seems only to be escalating.
4. Rusty Bayonet	To those in the know this club/boutique is the place to be seen. The club often hosts body sculpting competitions. Two thirds of the warehouse which houses the club consists of a circular stage and professional quality audio system, with small bars and patron seating scattered haphazardly around it. The rest of the club is taken up by a beat up MASH trailer containing a sophisticated surgical bay where customers can indulge in the latest fashions. The owner, Tuan Tran, supplies medical service to criminals, up to and including facial reconstruction.



Calliope Research ◆

The current first citizen is Kwang Lee, CEO of Calliope Research, one of the Dominion's smallest military contractors. This company is 85% owned by various Southern Republic companies, giving it an unusual position in Asti's political scene. Calliope is a staunch supporter of the present inter-city tariff structure, which keeps the price of raw materials artificially low. Lee has few supporters on the city council and maintains his position only due to the political, military and economic power of the Southern Republican investors backing Calliope Research. He is ruthless in exercising his power and has been known to have powerful influence over the affairs of other companies across the Dominion, mainly through the political power of his Republican masters. This has not endeared him to the people of Atsi or the corporations that make up the rest of the city council.

Calliope Research is one of the largest polymer producers in Atsi and contributes over 60% of all the polymer materials that the Dominion uses to build civilian and military Gears. Only 10% of their resources are devoted to the civilian market. This has given the company a huge stake in the present military build up within the Allied Southern Territories, especially with the Southern Republic's legions. They are also known to be researching new highly advanced polymers which may be used in a new generation of Gears. Rumors of strange devices being tested at a secret proving range indicate that there may be a certain amount of truth to these claims. No one can as yet verify the sighting of mechanical silhouettes moving silently about the range, their shapes strangely distorted from that of any other Southern Gear designs. Whatever research is going on at the Calliope proving range, the level of security about the area bears mute testimony to its importance.



3.15 - HSI TSANG



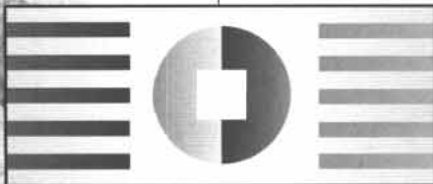
Hsi Tsang's recent history is one of bloodshed and betrayal, a perception it has never been able to shake. During the war with Earth, the Mekong-Ashington offensive was designed to seize the major production areas of the northern and southern hemispheres. The invading forces did penetrate deep into the heart of the Dominion. After their defeat at the very gates of the capital, the CEF retreated to establish a lines of defense centered around the four Mekong cities already conquered: Olduvai, Ngorongoro, Atsi and Hsi Tsang.

For three cycles, the occupied cities were the site of many resistance movements. Munitions depots and barracks were looted or destroyed by an unlikely alliance of the Yakuza and Hsi Tsang corporations. The Earth commanders feared that other cities under Terran control would likewise begin to revolt, and decided to make an example of Hsi Tsang. Overnight, every major company in the city was systematically purged of its leadership and suspected terrorists were killed outright. Blood flowed in the streets: over 10,000 men and women were killed that night and buried in mass graves outside the city. In the face of such brutality, the other occupied cities had little choice but to comply with their new masters. Even the Yakuza were forced to relent. The resistance movement did not die, but it was forced to choose less overt means of resistance than guerrilla attacks.

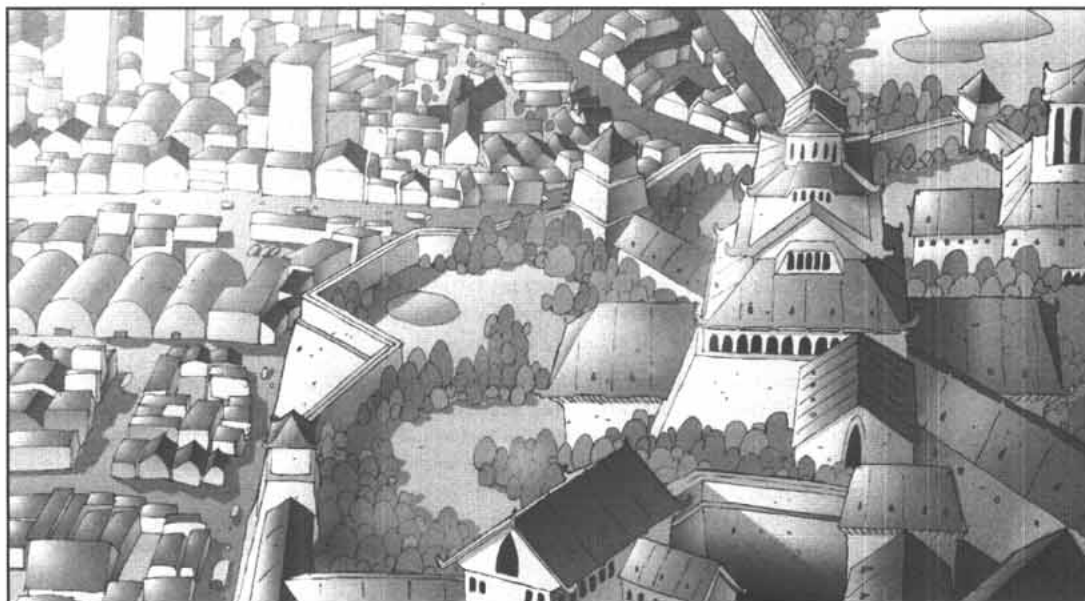
Hsi Tsang became very important strategically and the Yakuza soon was a clearinghouse for military intelligence for both sides. The gangs, united under Toshiro Miyazaki, owed allegiance to the Dominion but believed the city had been sacrificed as a pawn to preserve Mekong City itself. Many crucial military actions were determined solely upon the strength of the intelligence gained from these petty criminals, and even the CEF forces paid handsomely for their services. Under the iron grip of the occupation forces, the people turned to Miyazaki and his men for protection, which he provided — for a price.

Three cycles later the Earth army left in full retreat. The Miyazaki clan stepped into the political void. Toshiro used his extensive wealth to rebuild the battered city and its local enterprises. Soon, the Miyazaki clan was ensconced in every major business in Hsi Tsang and the citizens were indebted to the clan. The city-state of Hsi Tsang is now the personal empire of Toshiro Miyazaki, but maintains extensive business and political relationships with the rest of the Mekong Dominion. As a free city, Hsi Tsang has a reputation for being lawless, but this is far from the truth. The Yakuza and the mercenaries they pay maintain firm control over the population and come down hard on anyone who disturbs their interests. The Yakuza's political and economic power is hard to define, but its presence is felt everywhere and is second only to that of Speaker Sogabe or the Lord Chancellor himself.

Vital Statistics



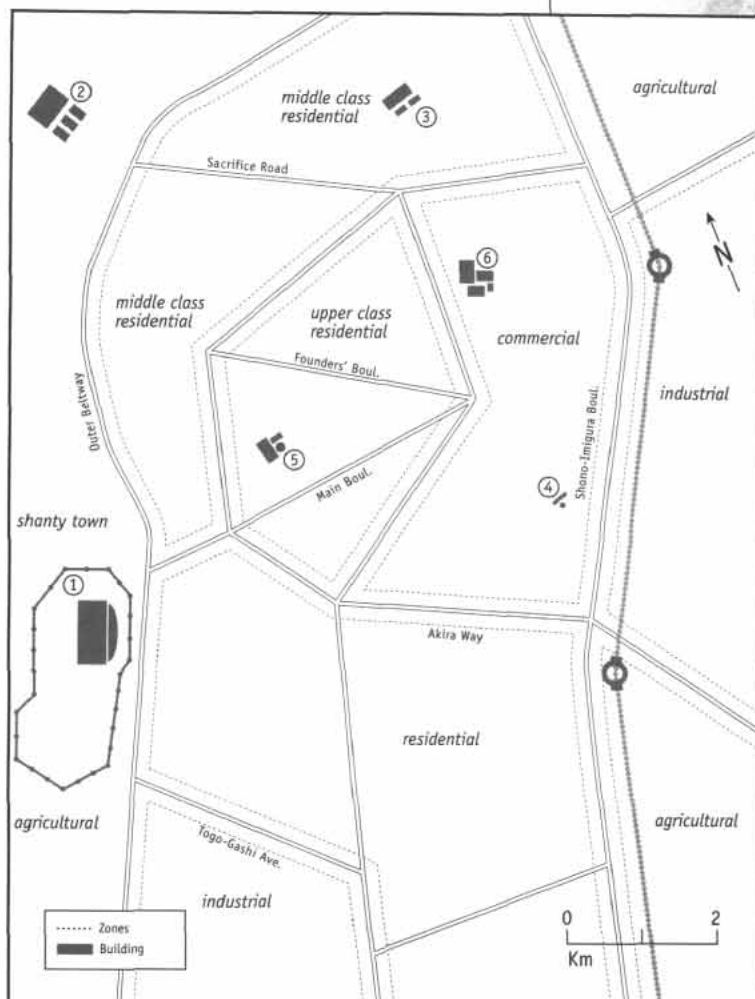
Founding Date:	TN 1458
Joined MD:	TN 1532 (Mekong Alliance); TN 1562 (Mekong Dominion)
Method of Government:	Oligarchy (clan based)
Head of Government:	Oyabun Toshiro Miyazaki
Population:	2.7 million (estimated)
Principal Industries:	agriculture (official), criminal activities (unofficial)





Map of Hsi Tsang

Location	Description
1. Palace	The Palace is the largest private residence in the Dominion and is also home to Durocher's private guard. Its opulence is a marked contrast to the deserted residence and business buildings which surround it. Only the truly desperate or ambitious of citizens ever seek entry to the palace, and few that do so without official business there ever return.
2. Internment Camp	This camp was the site of the pogroms and purges which the CEF occupation forces inflicted upon Hsi Tsang. Pilgrims and survivors occasionally visit the camp to grieve for the loss of relatives. The camp remains deserted except for the mass burial mounds and rusting hulks of Terran equipment.
3. Mercenary Guild	Arguably the most heavily fortified building in the city, the guild hall is a squat bunker with most of its bulk underground. Tunnels cut through the rock allow access to various secret entrances, while concealed gun emplacements protect the bunker itself.
4. Servant Market	This small compound is the site of the Dominion's booming indentured servant trade. The elegance of the place is reminiscent of Romanesque architecture and a testament to the money invested in the market.
5. Miyazaki Residence	The official residence of the Miyazaki clan is a broad, sprawling home fit for an ancient samurai lord. It is famous for its beauty, particularly the gardens and ponds of the inner courtyards. It is here that the Oyabun conducts his official business, though recently his paranoia has forced him to avoid such an obvious location.
6. Central Market	In spite of continuing hardship, the people of Hsi Tsang continue to peddle their wares at the central market. In addition to the everyday fruits, vegetables and meats that the peasants sell, one can purchase almost anything for the right price.



The Servant Market

Slavery and indentured servitude are a Hsi Tsang practice closely associated with the Yakuza and the Mercenary Guild. It is also one of the most repulsive Dominion practices for the rest of the planet. At the market an auctioneer, usually a guild official, auctions the servitude contract of each person involved. These people are usually non-citizens who have committed some sort of crime, citizens with huge debts, or unfortunates who have no other source of income. The purchaser is entitled to any service the bonded servant can perform. The servant on the other hand has to be given lodging, food, a minimal wage and can expect the protection of his new master. It is usually rare for bonded servants to be grossly mistreated, though within Hsi Tsang itself the reverse is too often true.

A typical contract of bonded servitude can last as little as three weeks or a whole lifetime, but the most common term is three cycles. Servant brokers, usually hired through the guild, are constantly scouting out new contracts and are frequently found traveling through the interior of the Dominion and the Badlands looking for new prospects, both to sell and buy contracts. A three cycle bonded domestic servant contract can be bought for as little as 10 to 20,000 kronars, while a mining industry worker's can be as high as 1,800,000 kronars. Because of the high cost of hazardous duty contracts, owners tend to overwork these servants, while domestics and personal assistants are less abused due to their lower cost. It is considered bad form to mistreat bonded servants, and Speaker Sogabe is attempting to reform the bonded servitude laws governing the practice. She is, however, meeting intense resistance from those Dominion corporations that rely on this cheap source of labor, such as the logging industry.

True slaves — women, children and some men kidnapped from various locations — are also unfortunately available. These captives do not have the minimal protection afforded by servitude contracts and are offered for sale at lavish private auctions. Invitations to these are difficult to acquire and may only be obtained after an average of three established customers vouch for the new client.



3.16 - LOYANG



First Citizen Hiroki Nakano must surely be wondering which gods he had so offended in a previous lifetime to be assigned to Loyang. Hell is said to have nine levels; Hiroki firmly believes that if Loyang is not one of them, it surely must provide the air conditioning. The city-state's reputation of having the worse pollution problem in the Mekong, perhaps even the whole of Terra Nova, is well deserved. The city elders will not openly acknowledge the situation but it is well known that the city should be declared a disaster zone. Were it not for the efforts of the elders on behalf of the Loyang corporations (consisting mainly of extensive bribes to the Mekong environmental review board), it would have.

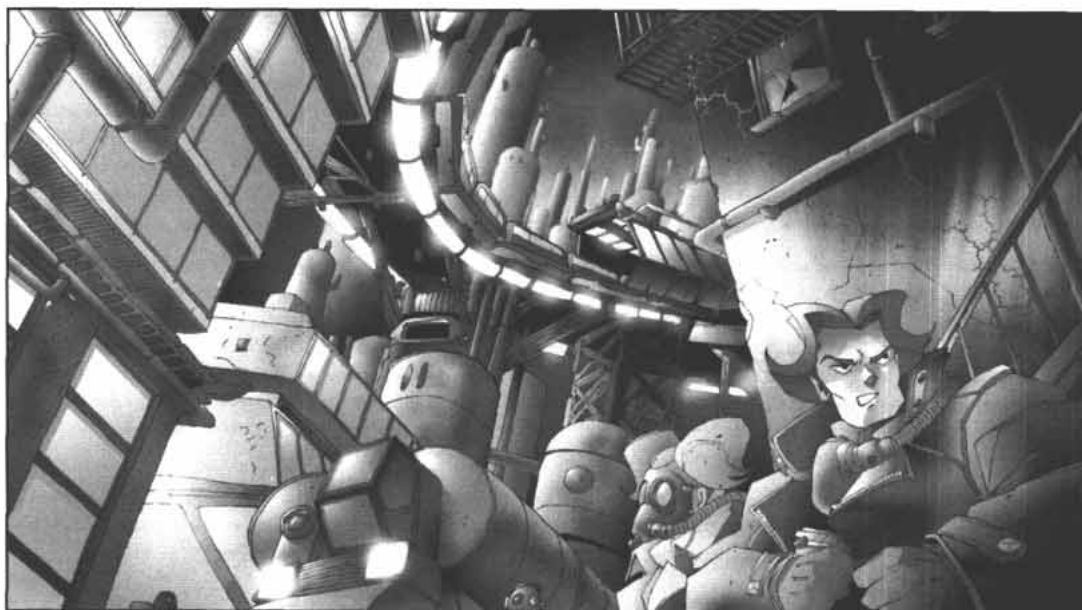
Loyang emerges from the land like a great spiked beast, its horns and teeth countless processing towers, exhaust stacks and high-rise buildings. The sky overhead is often obscured by a dense smog cloud. The belching of multiple plants create strong convection currents over the city core, making flying over this sector dangerous and contributing to the maintenance of the fog cover. Thin rain drizzles over the city on most days, the result of a micro-climate created by the interaction of the local winds with the factories' exhausts. Everywhere, chemicals have seeped into the ground around the main plants and all corporations maintain a large contingent of firefighting Flammjägers close at hand to battle the frequent chemical fires that spring up. The few green spaces left in the city are green in name only. The numerous billboards and public access terminals are encrusted with a patina of indetermined origin, and frequently flicker and short out.

The city-state is governed by a board of elders made up of the twelve CEOs of the city's major corporations. The First Citizen is always the CEO of the Loyang bureaucracy. While the system is supposed to mirror the Dominion's highly successful political system, it is little more than a forum for the corporate elite to divide up the resources of the city. The board of elders is dominated by four individuals: Tio Martinez, owner and operator of the Martinez Lumber cartel; Rui Jian Hong of Mekong Metals; Jessica Peters of Loyang Petroleum; and Kwang Lee of Northern Energy. First Citizen Nakano is well aware of the fact that he is considered a mere figurehead by Loyang citizens, while the elders treat him as their personal lackey and occasional scapegoat.

Shanties are constructed in public places and between the feeder pipes that run throughout the city-state. The city's Outtown keeps growing and has started to encroach on Midtown. The higher-ups appear oblivious to the wretched conditions of the work force and seem to believe that urban renewal projects consist of constructing more elevated gangways to avoid the huddled masses, or to increase security sweeps.

Vital Statistics

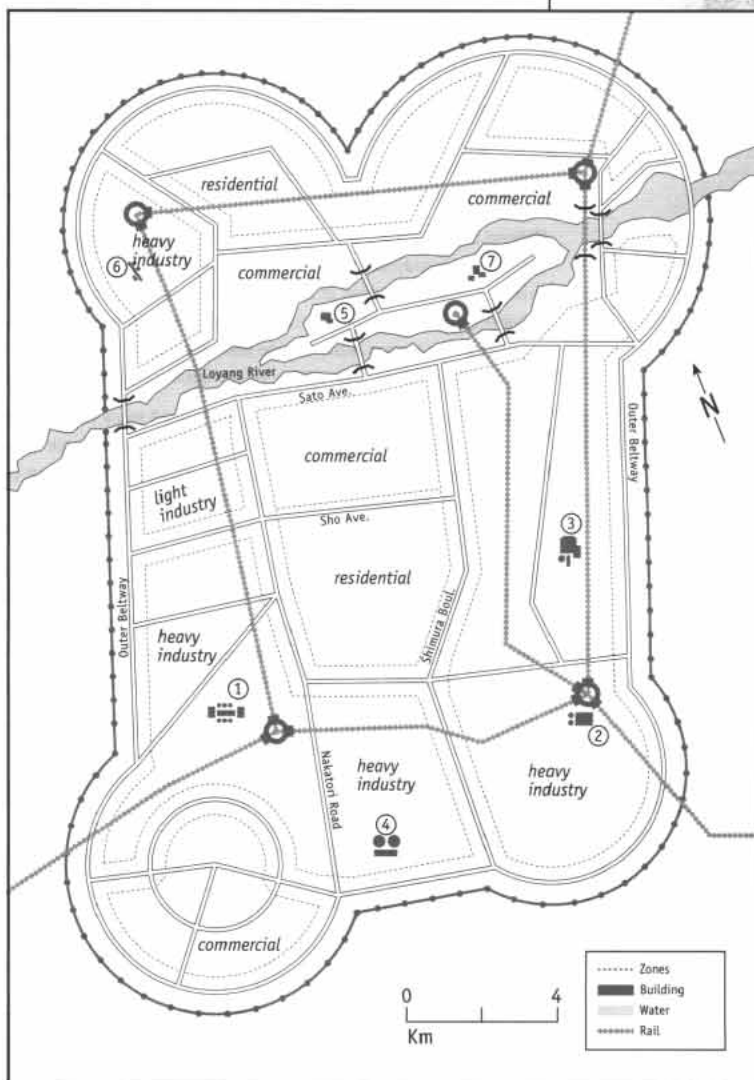
Founding Date:	TN 630
Joined MD:	TN 1552 (Mekong Alliance); TN 1562 (Mekong Dominion)
Method of Government:	Mercantile Oligarchy
Head of Government:	First Citizen Hiroki Nakano
Population:	2.8 Million (official census), 3.3 million (estimated)
Principal Industries:	Resource development, refining, lumber





Map of Loyang

Location	Description
1. Martinez Lumber	The sprawling Martinez Lumber compound consists of massive buildings dedicated to the processing of fernwood and related lumber products. Processing chemicals have seeped into the ground of the complex rendering it extremely toxic and the bark mound very flammable.
2. Sub-Depot #2	While the Main Rail Depot is a model of efficiency and logical design, sub-depot #2 has more in common with a military garrison. Traveling through the area is a trial in itself. The facility incorporates the Loyang Interleague Aerodrome.
3. Mekong Metals	Dominated by huge smelting plants, the Mekong Metals compound is a sprawling monstrosity that seems to have been created as a technological version of hell itself. Massive smelting plants heat the surrounding air while metal stacks thrust into the air to vent hazardous or flammable gases.
4. Northern Energy	The trio of cooling towers of the fission generating station are the largest buildings within the city. Deep wells ensure access to enough water to be prepared for any contingency. Local residents maintain permanent protests outside.
5. Elders' Hall	This building resembles a military bunker more than the city's municipal council. The Board has permanently stationed two cadres of Policia riot Gears outside the hall and thirty Peacekeeper soldats within the building itself.
6. Motorwerks	Judged the best corporate citizen by the Loyang Council of Business Promotion, the Motorwerks facility is a showcase of modern assembly techniques. The twelve-floor building combines five floors of offices with seven semi-automated factory floors built directly into the ground.
7. Sub-Station #24	Even among Loyang cops, the callousness of sub-station #24 is infamous. This detachment is outfitted with the latest in riot equipment and maintains four cadres of Black Mamba MP Gears. It is not uncommon for a suspect brought in for questioning to simply disappear or to be found the next morning floating in the river.



Civil Unrest

Lung cancer, emphysema and birth defects run rampant in the work force, which consists mainly of MDC convicts or indentured servants whose contracts have been purchased by one Mekong corporation or another. Loyang is home to 2.8 million people, only 1.2 million of whom are free citizens. The few park lands in the area died centuries ago and have been claimed by migrant workers, who have erected shanty towns wherever open space can be found.

Because such a large portion of the population has been relocated to this urban hellhole, Loyang maintains one of the largest and best equipped Policia forces in the Dominion. Standard equipment for a Loyang constable consists of body armor, sidearm, assault rifle and an assortment of grenades. Riots and demonstrations are regrettably common within the Loyang work force and are dealt with very severely. This has not had the desired effect, merely increasing the frequency and escalating the level of violence of these confrontations. Within the last two cycles, three separate groups have launched terrorist attacks on the Elder hall, the most notable of which was the rocket attack which killed Elder Donovan Oaks, the representative of Mekong Rail.

Hiroki has tried to curb the riots by instituting new anti-pollution guidelines but has met strong resistance from local businesses. Retooling factories, eliminating emissions and shipping garbage outside of the city instead of dumping it into the Loyang river would be far too expensive to justify in their eyes. The air is of such foulness that citizens are forced to wear goggles, acid resistant outer clothing and respirators when walking outside. The air and rain is of such acidity that all of the buildings have acquired a dull brownish complexion while the residents are uniformly pale due to the ever-present chemical mists which wreath the city.



3.17 - MEKONG CITY [LEAGUE CAPITAL]



Mekong City is the most powerful city-state in the league and serve as its de facto capital. The isolated Intown sectors are occupied by the towers of the rich mercantile corporations, the Mekong Assembly stock market and the buildings of the civil government. Together, these organizations control every aspect of the Dominion's internal and external life. Antennae and satellite uplinks dot the structures, linking the corporations with their subsidiaries everywhere. Much of the day to day business of running the league takes place in the corporate headquarters as opposed to the Mekong Assembly, and it is not uncommon to encounter couriers and pages shuttling important dispatches between these buildings. The high concentration of corporate, financial and political power in this one district dwarfs that of entire leagues. Its heart is of course the Dominion stock exchange and associated corporate entities.

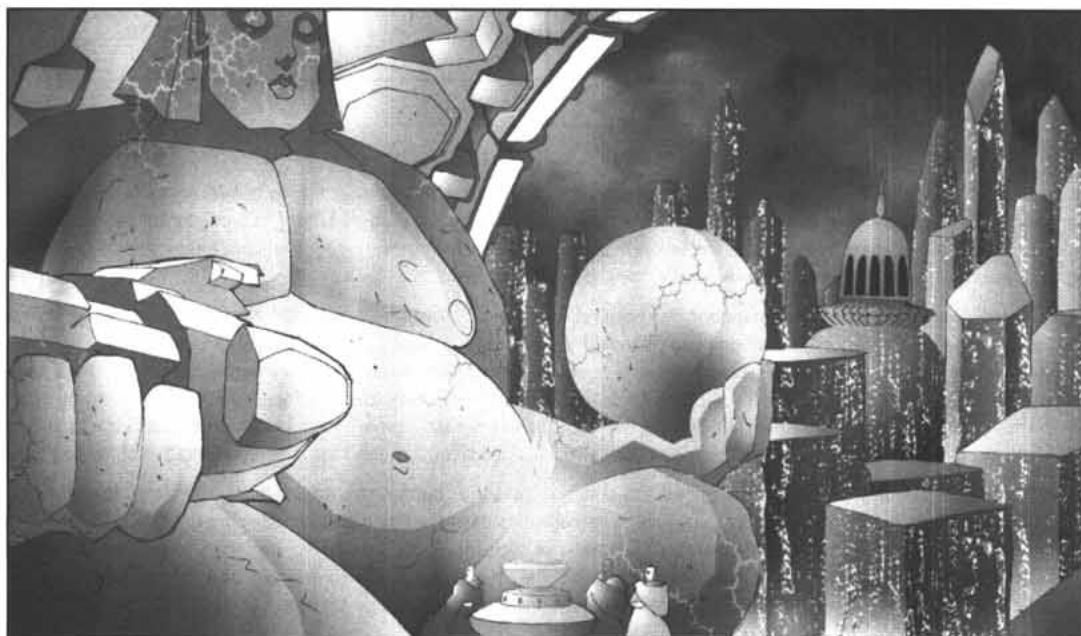
Mekong City also houses the Peacekeepers' central command, the Prime Enclave. From here, foot, cruiser and Gear patrols throughout the city are coordinated. The roof of the enclave holds a large heliport, nestled between the bulges and turrets of the regional point defense system. A portion of the heliport is devoted to the patrol dirigibles used to watch over the populace from the air. Prime Enclave is home to three regiments, including the 32nd Mekong Anacondas. It is also home to the Academy of Law, which is one of only five facilities in the league authorized to train Warders for Constabulary duties. One of the most tightly secured levels of Prime Enclave is the infamous fourth floor, where the city surveillance systems are watched day and night by Peacekeeper data analysts.

The districts of the city are surrounded by the old stone ramparts which were first erected by the Founders centuries ago. The ramparts were originally constructed to keep out the carnivorous pack lizards, common in the Mekong jungles. Since then the city-state has outgrown the constricting original battlements and new ones are constantly being built to safeguard the new developments. The older walls are still maintained and provide a boundary between Intown and Midtown, while an electrified fence circling Outtown keeps the Pack lizards at bay. Here and there, discrete towers and surveillance posts complete the defense system.

Beyond the Outtown fence are the rice patties and the other fields of the agricultural sector. Peasants tend these fields during the day and at night return to the relative safety of Outtown. Each collection of fields is tended by a grouping of families who travel and work together. One peasant will be given the job of overseer and given a high powered rifle to watch over the workers. This may have the appearance of a work party on release from a penal institution — an image the CNCS likes to exploit in its propaganda — but in fact the overseer is on guard for Pack lizards and other beasts who may occasionally attack the peasants while they toil.

Vital Statistics

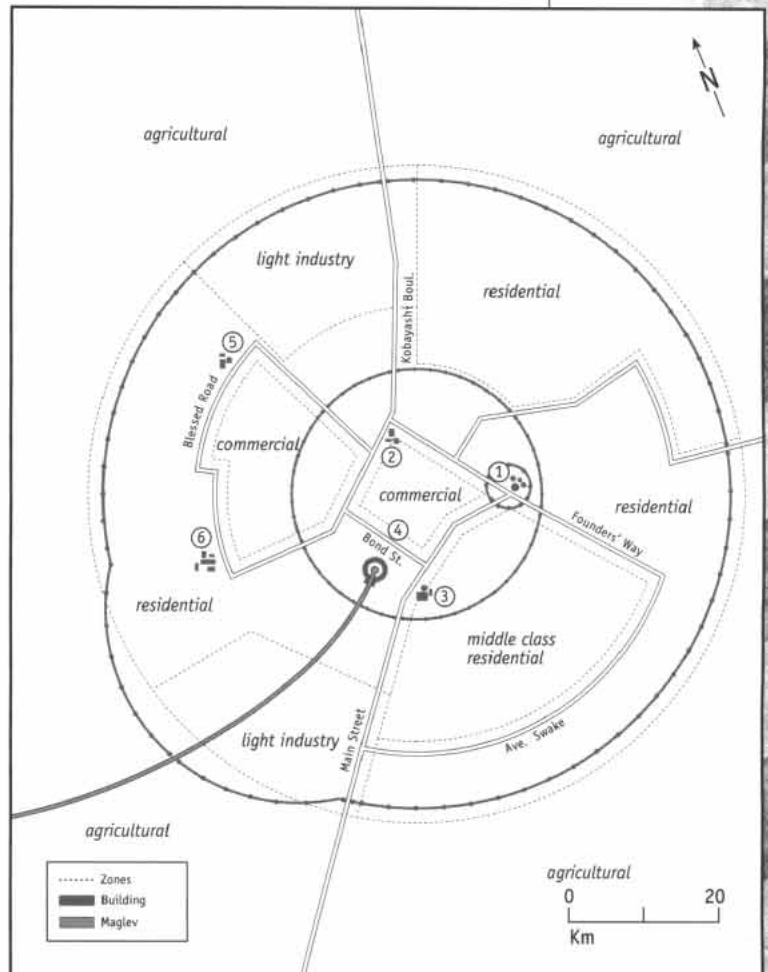
Founding Date:	TN 550
Joined MD:	TN 1532 (Mekong Alliance); TN 1562 (Mekong Dominion)
Method of Government:	Mercantile Oligarchy
Head of Government:	First Citizen Pablo Guerra
Population:	3.0 million (official census); 3.5 million (estimated)
Principal Industries:	Civil government, stock market, various industries





Map of Mekong City

Location	Description
1. Assembly House	This building's huge domed roof appears squat and tiny beside the massive corporate towers. The architecture of the Assembly hall is reminiscent of ancient Terran cathedrals. Foundation park sprawls around the hall separating the building from the city center, showcasing the prestigious Fount of Good Fortune. A small honor guard of Peacekeepers patrol the area.
2. ICP Headquarters	The tri-towers of the ICP building encircle the beautiful Freedom Plaza, which contains some of the finest walking gardens in the league. The tri-towers also incorporate a lush indoor shopping center which puts the shopping district of many city-states to shame.
3. Prime Enclave	At only ten stories high, Prime Enclave is dwarfed by the corporate headquarters of Bond Street, but is no less important. Much of the building is devoted to command and communications with the huge Peacekeeper organization, while also serving as a fully functional police detachment.
4. Bond Street	This district houses various corporate headquarters and national embassies. Bond Street workers take the moving sidewalks for granted, while tourists marvel at the sheer extravagance of the whole system.
5. Golden Temple	Mekong citizens revere the site of the conclave of the plous that created Zental Buddhism and the neo-Shinto religion. This massive temple is easily the most opulent building within the league. The first temple was destroyed during the War and this massive edifice has been built to replace it.
6. Academy of Science	Nestled within the residential area and close to a small strip park, the Academy's huge ivory towers and distinctive hexagonal roof makes it seem alien to the small houses it dominates. Graduates are notorious for their arrogance.



Economy & Infrastructure

Mekong City has two major economic sectors, the first being agriculture (rice production and lumber harvesting), the second being government. Mekong City is the capital of the Dominion and the center of an economic empire which spans the globe. A common saying in the Dominion is that "all roads lead to Yung An, but the kronar stops in Mekong." In fact, the capital may well be the largest concentration of wealth on the planet. Every major corporation in the South and the North either has an office building here or is represented by brokerage. All seven leagues maintain an embassy in the city and the comings and goings of the powerful are commonplace. First Citizen Pablo Guerra has established an unofficial motto of "if it can't be done in Mekong City, it can't be done at all."

Guerra's job is to ensure that the city is run in a manner which facilitates commerce, which has given him broad discretionary powers. He is the head of the Dominion-wide civil service, which is presently serving Speaker Sogabe, CEO of ICP. He has a vast amount of power at his disposal, which he uses sparingly. The status quo is one of the prized philosophies he lives by, believing that any disruption of the existing system would be bad for business. He has reservations concerning Sogabe's social programs, but is trying to implement them to the best of his abilities without disrupting the city or the entire league.

Mekong City does not maintain its own Policia like the other city-states of the Dominion; instead, it has a large Peacekeeper presence. Because of its importance as the trade center of the southern hemisphere, the city's security is always a prime concern for the ruling corporations. With such a high number of Peacekeepers present, Mekong City has the least amount of violent crime of any Mekong city. It does, however, have the highest rate of corporate espionage in the hemisphere and a concentration of Yakuza second only to Hsi Tsang. Corporate crimes are generally dealt with between the two mercantile entities involved or brought before the Assembly; only rarely will it escalate into outright violence. In these cases, the Speaker will order the Peacekeepers into action using the discretionary powers at her disposal as head of state. Such incidences are rare, as the Peacekeepers are known for being especially harsh in their treatment of warring corporations.



3.18 - NGORONGORO



Ngorongoro's economy is composed of a highly diversified number of corporate entities. Many of the local industries are subsidiaries or full sections of some of the Dominion's largest Mercantile Corporations, and while their parents may be massive, they themselves are not. No industry dominates the city's economy or is in a position to irreparably harm it if it left. This has given the city a unique atmosphere, devoid of the rivalries and machinations so common in the corporations of the larger city-states. The lack of rivalry has led to the city's reputation as a resort community. True, the majority of Ngorongoro's income is derived from industry but it does benefit greatly from the tourist trade.

Many small resorts and hot springs are scattered about the area, catering to the rest and relaxation needs of visitors. In Ngorongoro resorts it is said that the Taipan of Dominion corporations can rub shoulders with the lowliest of employees from any other corporation. Most Taipans travel with extensive security precautions, but the fact remains that in Ngorongoro corporate barriers are lowered between citizens, giving rise to an environment free from the taint of business rivalries.

Ngorongoro is renowned for the spectacular beauty of the surrounding mountains, in particular Mount Kandrasar, the Dominion's only active volcano. High up its slope is a massive building employing over 3000 people. This facility is ICP's answer to the energy needs of the Dominion. Huge pipes snake out from this building to a number of fissures in the volcano. Pressurized water is pumped in to be turned into superheated steam by the magma lying a mere hundred meters or so below the surface. The steam is then expelled at great pressure through a second system of tubes and into turbine generators producing electricity. This energy is sufficient to power the entire city-state of Ngorongoro and it is estimated that only six more facilities would supply the entire Dominion.

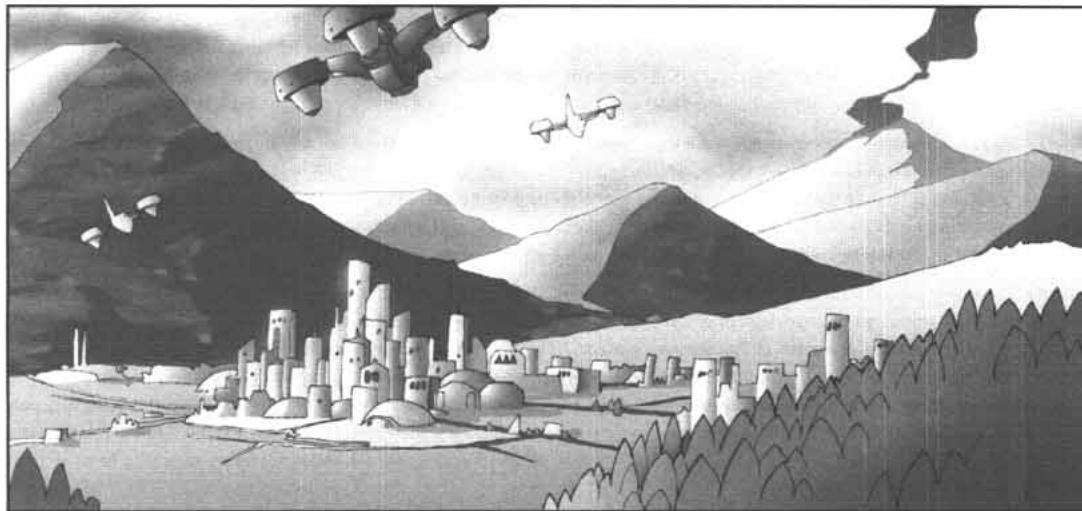
Recently, director Darnel Ridley has been pushing the facility to the limit trying to produce more and more energy. This is because he has been exporting energy to the city of Hsi Tsang. The profit involved is not huge because the power being sent is radically underpriced, leading to many assumptions as to the exact motives of the director or the specifics of the trade deal. Many workers have expressed concern over the safety conditions within the plant. Darnel stresses that the facility needs to expand in order to fulfill its energy quotas but his pleas have been ignored by the city council.

The directorate council, headed by Director Thomas Wiebe, is nervous about expanding the plant due to the recommendations of a small group of scientists who have also made a home on the slopes of Mount Kandrasar. The small research facility houses approximately 30 scientists and graduate students from the University of Mekong's geology faculty. They generally keep to themselves but can occasionally be encountered fetching supplies from the main city. They believe that the invasive geothermal techniques proposed by Ridley may destabilize the volcano. While the city is some 30 km away and there have been no significant eruptions in centuries, the city is wary of allowing the geothermal facility to expand until they get all the facts.

Vital Statistics



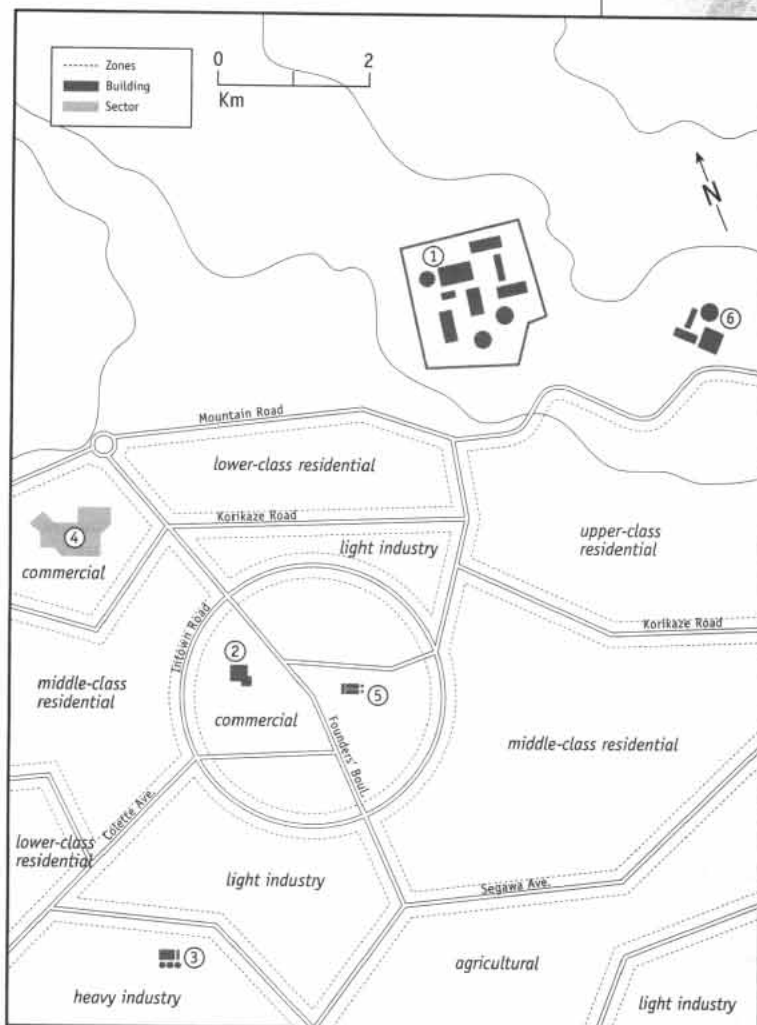
Founding Date:	TN 1601
Joined MD:	TN 1601
Method of Government:	Mekong Dominion Directorate Council
Head of Government:	Director Thomas Wiebe
Population:	1. 4 million (official census), 1. 6 million (estimated)
Principal Industries:	power generation, various smaller industries





Map of Ngorongoro

Location	Description
1. Zoo Compound	This zoo is the only place on Terra Nova where many old Earth animals are kept in captivity. The sprawling enclosures are home to tigers, bears and alligators, among 200 different animals. There is a Terranovan section which contains 300 separate species.
2. Pip's Café	Pip is well known in the city as a distinguished animal trainer and retailer, and her shop is typical of a Ngorongoran pet café. Residents bring their pets with them to enjoy local cuisine and each other's company. Small perches are provided for parrots and tamed sunshadows, while well trained pets are allowed to roam free.
3. Kang's Tanning Yard	The yards are a major supplier of pelts and skins for the Mekong fashion industry. The outer compound of his tannery is filled with drying racks loaded down with skins. As a sideline, the carcasses are either butchered for pet food or used to create glue, causing a lingering, pungent odor. Kang is reputed to have ties to the Miyazaki clan.
4. Animal District	This part of the city is filled with large and small shops, some reputable, others not, but all filled with an amazing variety of animals. Exotic creatures can be found here — for a price.
5. Glorious Dragon	From the massive lobby to the stadium-sized casino, the Glorious Dragon Hotel emphasizes size and opulence. No expense was spared on the décor, which puts even the opulence of an emir's estate to shame. Celebrities are common guests at the Glorious Dragon and the hotel staff are trained with service, security and silence as their watchwords.
6. Magical Empire	Sparky and his cousins Slappy and Scrappy Springer are the hosts of the Dominion's #1 adventure/theme park. Children of all ages can experience adventure rides based on popular trideo series. Robotics bring these rides to life and roam the park as characters of the popular show "Sparky Springer's Treehouse."



Local fauna

Trapping and exporting live animals is a major industry in the Mekong Dominion, not only for farming and clothing purposes, but also for the entertainment and culinary sectors of the economy. This remains true for Ngorongoro and the surrounding area, particularly since many species of beautiful and diverse animals can be found in the region and nowhere else. Foremost among these unusual creatures are the varied forms of flying reptiles and imported birds which are constantly seen darting about in the sky overhead. Residents of Ngorongoro are so enthralled with the local fauna that almost every house is home to at least one pet. These animals are treated no differently than any other member of the household — and occasionally, better.

Pets are such an important part of the city-state's society that each day after work, the head of the household or one of the elder children will take the pet out for a stroll to the local pet café. The owner will take the opportunity to show his love for his pet while enjoying a cawfee or other drink with his friends. It is considered poor form for a pet to misbehave while in one of these cafe's and it reflects badly upon the owner. Common Ngorongoro pets include parrots, sparrows, sunshadows and various breeds of dogs.

Few Earth animals are able to survive in the Terranovan biosphere, for they often have no place within the Terranovan ecology and cannot always eat the local fare. Mekong people are traditionalist, however, and like to have a link to the past. The Council Zoological Compound is a huge nature establishment where many terrestrial animals are kept in captivity. These animals were force grown from cryogenically preserved embryos imported at great expense by the Founders. Small dedicated plantations keep them supplied with the proper food.



3.19 - OLDUVAI



The city-state of Olduvai is located in the foothills of the Ngoc mountains, on the shores of Lake Van Ness. The region was originally settled as one of Terra Nova's scientific centers, with many of the early planetary exploration and survey parties having camps and supply depots in the area. For this reason, the region is best known as a treasure trove of early colonial cultures and has attracted a fair share of attention from historians over the cycles. One of the most famed local discoveries is the skull of a millennium-old male Terranovan, affectionately known as "George," discovered by accident in TN 1529. George was likely one of the early Human Concordat surveyors who never made it back to the base. Other discoveries, such as tools and ground vehicle hulks, help the modern Terranovans understand the mindset of their pioneer forebears. To the ancestor- and tradition-conscious Mekong, such links to the past are an essential part of their identities.

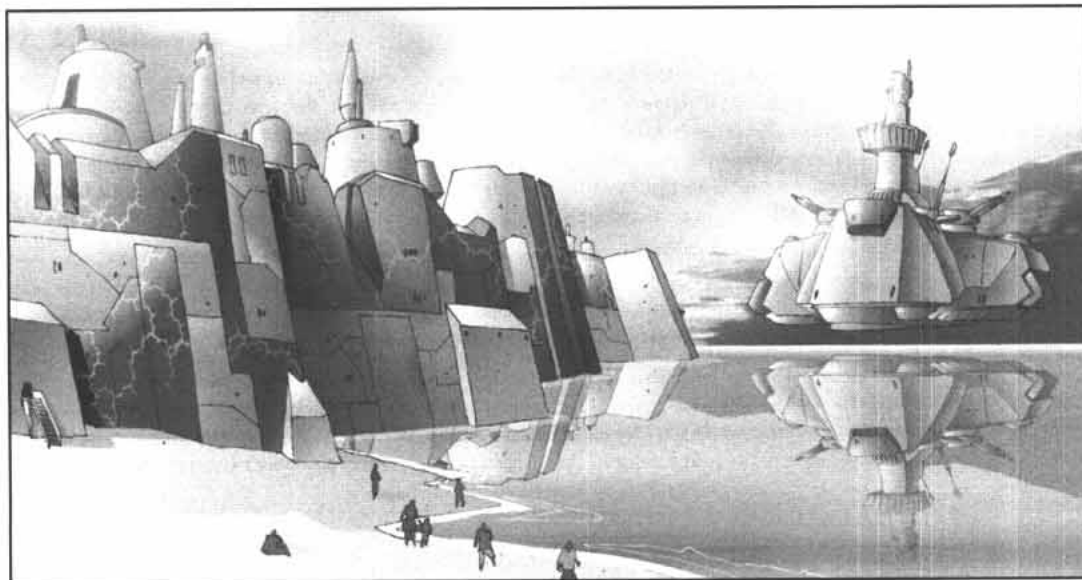
This city-state is little more than a collection of archeological sites and the small community which has sprung up around them. The settlement is also one of the closest Mekong outposts to the Badlands, and as such, contains many businesses and facilities devoted to travelers and caravans. Like Hsi Tsang, Olduvai is a free-wheeling and sometimes dangerous city, especially outside the walled compound. Were it not for a large military presence, Olduvai would be little more than anarchy. A small council of governors administer the city and provide a certain amount of structure to the chaotic sprawl of buildings which comprise the city-state.

Most of the planet's universities have established research annexes here and are required to contribute to the municipal coffers. As these archeological expeditions are usually operating on a shoestring budget, the contributions are minimal at best, often little more than a simple donation to the council treasury. The governors are elected yearly by the residents of the city; anyone who has lived in Olduvai for one complete cycle is entitled to vote in these elections, with the exception of foreign military personnel. Elected governors are drawn from the ranks of the universities or local businesses. Most of them are generally too preoccupied with their full time jobs to care much for the mundane, day-to-day running of the city, which is overseen by the head of the council, the Rector. Pending approval on major decisions, he handles most of the paperwork as well.

Fifty cycles ago, the city built a wall to encompass the foreign scientist living in the city and protect their work and laboratories. MILICIA guards patrol outside the district to ensure safety and to check the credentials of anyone entering or leaving. Within the walls, private guards secure the various annexes funded by foreign governments. Were it not for the splendid gardens and beautiful architecture of the district, it would seem like the students and professors living there were little more than prisoners. The students in particular are offended by the impromptu searches conducted by MILICIA patrols and have organized protests on a number of occasions.

Vital Statistics

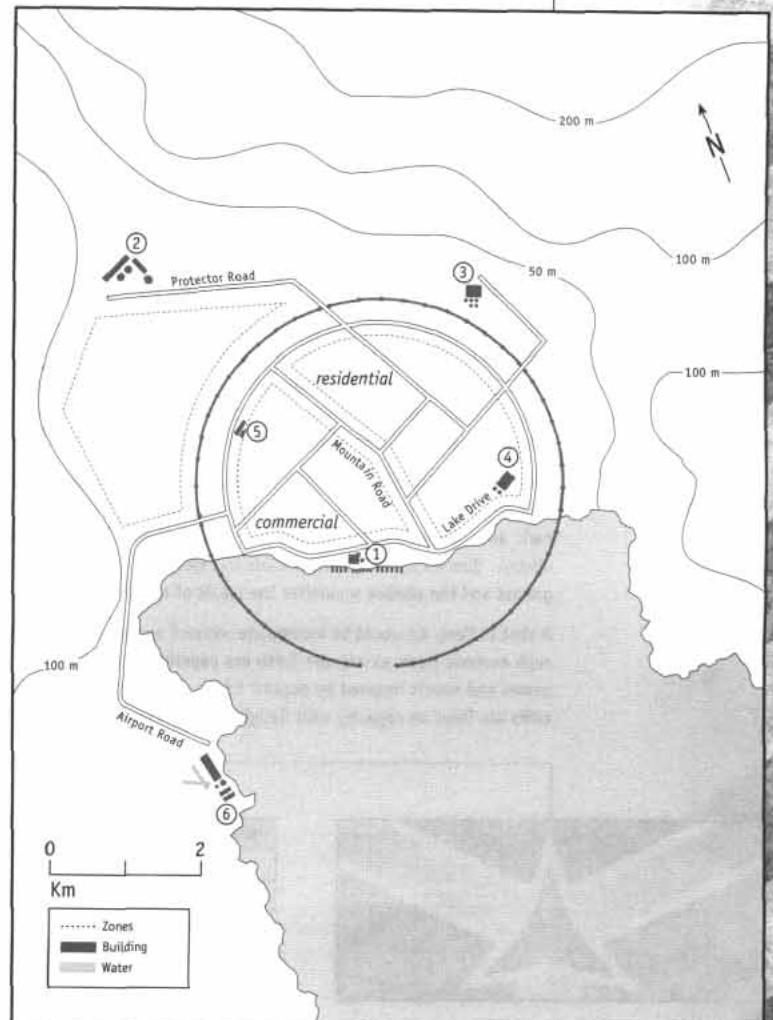
Founding Date:	TN 1528 (modern city)
Joined MD:	TN 1562
Method of Government:	Corporate Democracy
Head of Government:	Rector Nicole Lindberg-Fong
Population:	280,000 (estimated, no official census)
Principal Industries:	Academic research, caravan supplies





Map of Olduvai

Location	Description
1. University District	With high walls and armed guards at the gates, it seems more like a foreign city than a suburb devoted to the universities. Unfortunately, colonial artifacts have always been a valuable item to collectors and scholars alike. Over the cycles, Brigands have repeatedly raided the archeological collections of Olduvai scholars.
2. MILICIA Garrison	The garrison's duties consist mainly of customs inspections and Badlands patrols. There is also a series of heavily fortified bunkers containing stockpiles of fuel and fissionable material for the landships that sporadically visit the garrison. The remainder of the buildings are little more than an artillery firebase and barracks for the regiments stationed there.
3. The Parched Throat	Sammy's place is a fixture of the community: roadhouse, casino, brothel and occasional opera hall, all rolled into one central location. The establishment tends to be frequented by a less cultured clientele, drawn by the gambling, bands, dueling pit and exotic dancers.
4. Colonial Museum	The majority of the archeological artifacts discovered by Dominion expeditions are housed here. Much of the building was destroyed by CEF bombardments, along with much of its contents. This has spurred an archeological revival as museums and universities across Terra Nova try to rebuild their collections.
5. Olduvai Textiles	This small enterprise is run by Tetsuo Katsumata and is one of the few industries thriving here. The factory makes use of the cottonweed plants, which are common in the area, to weave cheap bolts of cloth for use in the garment industry.
6. Ramonair Aerodrome	The company shares space with a MILICIA patrol squadron, which occasionally creates friction between the staff and the military pilots. In addition to a dozen or so privately owned aircraft, the hangers house a small fleet of three long-range passenger aircraft, which are overworked and dangerously under maintained.



Rector Nicole Lindberg-Fong

The present Rector, Nicole Lindberg-Fong, is determined to encourage the growth of her small city-state. In her four consecutive terms in office, her initiatives have sparked an unprecedented 12% increase in immigration to Olduvai. Chief among her concerns is the fostering of a cultural identity for the city; she sees Olduvai as the spearhead of a cultural revolution in the league. Unfortunately, the bulk of the city's population is comprised of professors, soldiers or shady traders, most of whom regard her initiatives as futile and a little flaky. Interestingly, Nicole was not born in the Dominion and only emigrated from the United Mercantile Federation recently. The widespread Mekong dislike of outsiders would seem to preclude her from rising to the position of Rector, but not in this city-state. She is well respected within the community but has difficulty commanding respect from the rest of the Dominion. If it was not for the fact that her husband Miyamoto Fong is Commandant of the Olduvai Policia, her job would be far more difficult. It is well known that Nicole has extensive contacts throughout the Badlands and beyond, which has assisted her in ensuring the city-state's prosperity.

Nicole's husband is far less successful at his chosen profession. As the Commandant of the local Policia, Miyamoto has the dubious honor of policing the city's population. His rank is equivalent to that of a regimental commander, which hardly does justice to the meager resources at his command — the Policia squadron consists of a mere hundred men, only thirty of whom are constables qualified for field work. Miyamoto's duties include acting as squadron commander, public relations official, MILICIA liaison, quartermaster and circuit judge. In the absence of any large corporate headquarters in the city, Fong has been forced to draft representatives from small local businesses and the military to act as a judging board. Mediating the squabbles which arise within the board occupies much of his time. The remainder is taken up trying to stop local political tensions from erupting into bloodshed. To this end, the city has purchased three Jägers for its troops; somehow, Fong has acquired a Strike Jaguar as his personal Gear.

SOUTHERN CITIES



3

3.20 - YUNG AN



The Yung An city-state is often called the "city with three souls" by its inhabitants, referring to its influence on Mekong agriculture, industry and culture. Much of the efforts of its population goes towards feeding the behemoth Mekong City, giving it a sort of motherly outlook towards its sister city. Recent statistics indicate that much of Yung An's production, be it rice, automobiles or literature, is shipped to sustain the three million inhabitants of the capital and the regions around it. The strategic importance of the city-state to the well-being of the league thus necessitates a large military presence and the infrastructure to support it.

The city is governed by a small council headed by First Citizen Lillian Ng. Like most Mekong government, the council is composed of business interests and generally stays out of local affairs. First Citizen Ng is appreciated as a competent but unimaginative leader, one that keeps the show running but little more. The real authority lies elsewhere: it is common knowledge among government buraocrats that Port Director Ryosuke Kami controls the inner working of the city. He prefers to let Ng deal with the boring and politically unthreatening business of city ordinance, however. Kami also lets him deal with the peasants.

Yung An is one of the central hubs of the Dominion's rail system, with major lines converging upon it from Atsi, Loyang and Ngorongoro. It is also traversed by the maglev line that comes from the Emirates before heading to Mekong City. Local gangs have taken to partying near the junction where the garrison's spur meets the main railway. When the youths spot MILICIA Gears scrambling from the garrison, they will jump into their cars or bikes and race the soldats along the length of the rail for as long as they can. The soldats enjoy the good natured competition and many of the Gear pilots have made friends with the youthful racers.

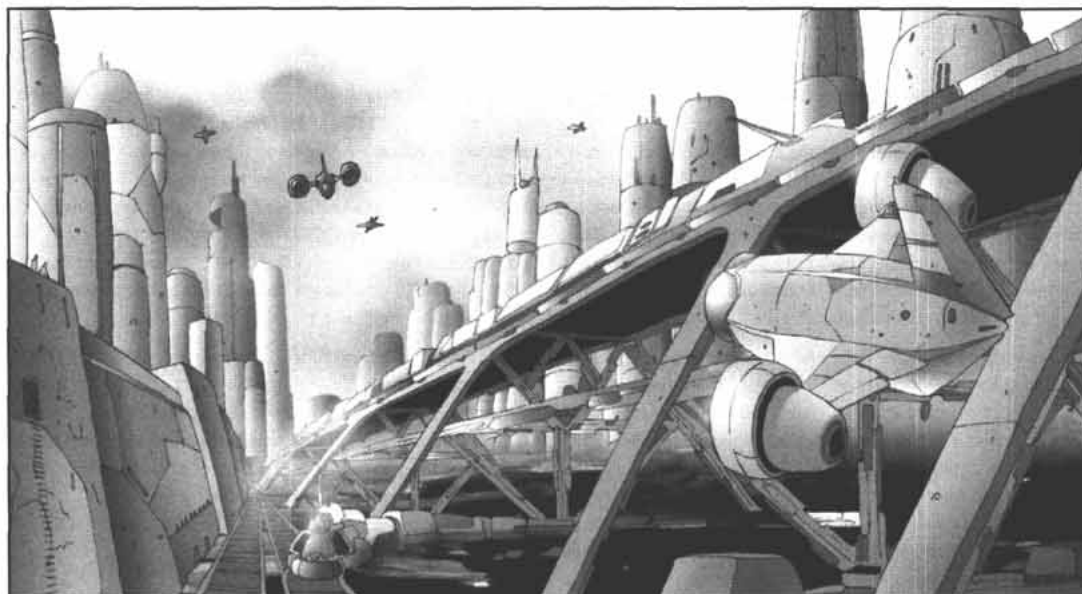
Yung An is the site of the original landing by the Founders and houses a famous monument to their memory. A triangular park is nestled between the remains of each of the three Founder landing craft and is a popular meeting place for the city youth. In the middle of the park, an elaborately engraved obelisk is placed at the center of a carved black marble table. A water stream runs down the sides of the obelisk, then along the jet black table to cascade seemingly into the ground itself in one thin unbroken sheet of water. The water, the ground and the obelisk symbolize the ideals of the Dominion: Peace, Prosperity and Providence.

A visit to Yung An would be incomplete without a stroll along the Rue de la Muse. It is here that the league bares its artistic soul. Even such esoteric items as antique Earth era paperbacks (sealed in vacuum chambers to avoid corruption) to the latest in self-published games and novels inspired by popular trideo programs can be found in the stalls and shops that line the sidewalks. On rainy days, the cafés are filled to capacity with fledgling writers and poets enjoying impromptu readings by their idols.

Vital Statistics



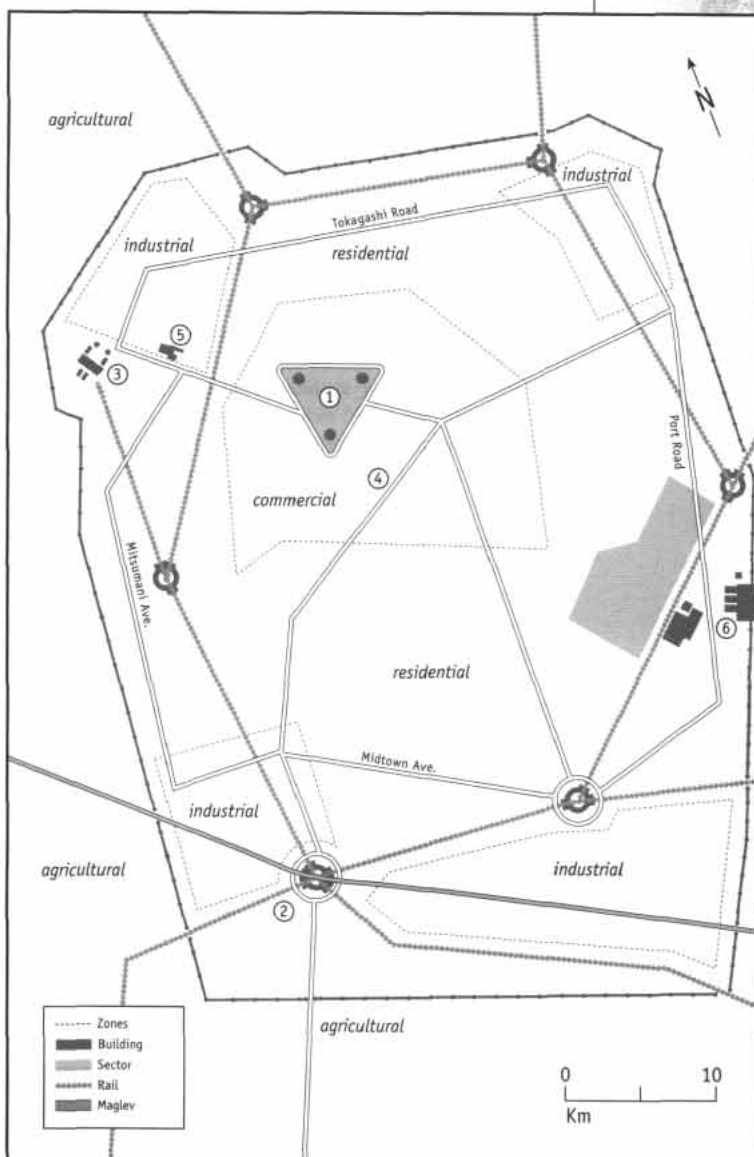
Founding Date:	TN 10
Joined MD:	TN 1532 (Mekong Alliance); TN 1562 (Mekong Dominion)
Method of Government:	Mercantile Oligarchy
Head of Government:	First Citizen Lillian Ng
Population:	2.9 million (official census), 3.6 million (estimated)
Principal Industries:	Shipping, agriculture, various industries





Map of Yung An

Location	Description
1. Colony Triangle	The three original colony landing craft which descended from the Gatheship Endeavor to found the Dominion make up the three points of this national monument. The craft themselves are closed to the public, being structurally unsound and quite overgrown by vegetation.
2. Main Depot	This sprawling junction is occasionally referred to as the unforgiving steel heart of the city-state. The depot is a nexus point for Dominion commerce, serving as a link to markets across the planet. A huge landship dock is nestled outside the rail yards, providing a port of call for the Third Dominion Naval Task Force. Security in the depot is provided by a joint force of Mekong Rail Security, MILICIA troops, Yung An Policia and league Peacekeepers.
3. MILICIA Garrison	The MILICIA regiment have been provided with a small spur rail depot. The depot has been modified into rapid deployment barracks for the regiment by adding fortifications and a small landing strip. From here, the Red Lions patrol the region in search of bandits.
4. Rue de la Muse	The street's numerous cawfee houses and streetside cafés cater to the artistically inclined. Vehicle traffic is prohibited along the Rue de la Muse, except for the Peacekeeper bicycle patrols. On a nice day, the wide street is filled with artists and merchant selling their wares; everything from original paintings to new trideo games can be found in this open market.
5. Territorial Arms	This huge factory complex produces a variety of Gear components for the Dominion and foreign markets. The factory is a large employer in Yung An, but has been continually plagued by work shutdowns and internal strife. Despite the absence of trade unions within the Dominion, civil service arbiters have repeatedly been called in to adjudicate disputes in the plant.
6. Dominion Shipyards	The enormous complex consists of three civilian construction docks, four military docks, and two repair docks. The military docks are separate from the remainder of the complex and enclosed by massive hangars to guard the sensitive projects they protect. The third dock is committed to the construction of the behemoth class petroleum/ore transport DCS Agora.



Arts & Entertainment

Yung An prides itself on being the cultural capital of the Dominion. It boasts the most theaters and playhouses of any city-state in the league and is also the center of a diverse and thriving entertainment industry. The largest production house is Sterling Endeavour Productions, which specializes in inexpensive productions for export across the planet. SEP also has a large domestic market which is also quite profitable and might allow the company to attain outer tier status within the next two cycles. The business is controlled solely by Katherine Sterling, whose family has run the corporation since its birth 65 cycles ago. The AST's longest running soap opera, Southern Nights — starring the ravishing and highly popular Robyn Stewart — and the highly respected investigative news show Dominion Report are among its many accomplishments.

Dominion Report's simple name belies the hard hitting news coverage its reputation is built upon. The show's anchor Francisco Harrison, a Norlight's ex-patriot, takes an active role in the show's coverage, stripping the veil from the otherwise respectable Mekong Dominion. His favorite targets are the MILICIA garrisons, MDC, the Mekong Assembly, Lord Chancellor Durocher and of course Toshiro Miyazaki. The last two are believed to have placed a substantial bounty on Harrison's head, which has in no way diminished his journalistic resolve. The Southern Republic views the show as a subversive influence but its popularity has protected the show so far.



3.21 - CHUNG TANG



Chung Tang is located near the frontier of the Dominion with the Badlands in the western plains. More than a village and not quite a city, the settlement is the focal point of civilization in the region. People from all over come here to trade and exchange news and products. Trade houses and depots are protected by its walls and defense systems, and passable roads lead to rail links bound for the Dominion's interior. The enclave's nearest neighbors are the agricultural communes it protects; in addition to these are four Badlands homesteader counties, two of which are actually within the commonly accepted political boundaries of the Dominion.

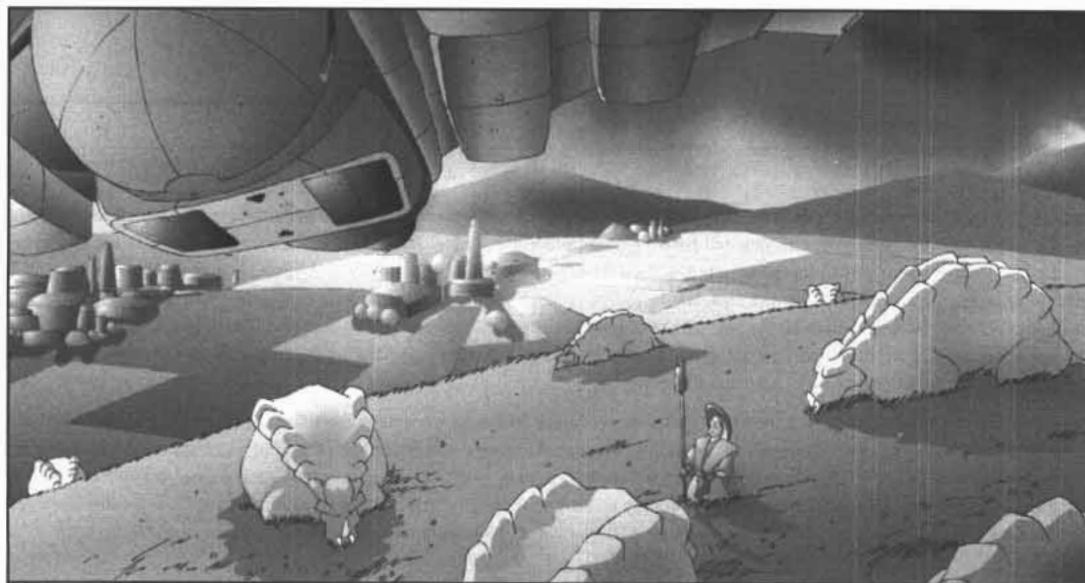
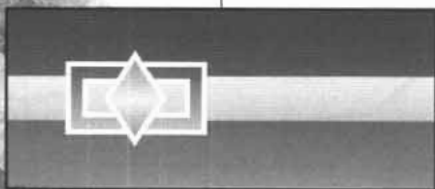
A hundred cycles ago, the enclave was a major stop on all caravan routes leading in and out of the league. Any group traveling through the region spent a few days here to rest and maintain their vehicles in relative safety. While it is still a crucial link in the region's trade routes, Chung Tang is also an important staging area for the Dominion's military presence in the area as well. Border patrols are heavily armed and seem to have standing orders to harass foreigners, including the inhabitants of the four homestead counties. According to official policy, they are little more than squatters on Mekong land.

Skirmishes between the homesteaders and the local forces are sporadic but bloody. Political pressure from the Southern Republic is all that is keeping the Dominion-controlled MILICIA regiments from wiping out the encroaching civilians. The Republic is wary of angering the NuCoal association, of which the four counties are members. Should the political winds change, it is expected that the Dominion will slaughter the "invaders" without a second thought. In response to the obvious threats originating from Chung Tang, the Badlands farmers have begun purchasing military grade weapons and vehicles from Paxton Arms. The Dominion forces are not impressed and have stepped up the training exercises in the area. To date, three MILICIA and one Peacekeeper regiments are stationed in the enclave, which boasts some of the most formidable fortifications in the area.

The growth of Chung Tang has been steady over the last hundred cycles. Recently, the official census has placed the enclave's population close to the 100,000 required by Dominion law to declare city-state status, which has put First Councilor Nathan Fontana in a precarious situation. The population of the city dislikes the local garrisons, while the army in turn distrusts the locals. Violent confrontations between the two are becoming more frequent, and the MILICIA is threatening to institute martial law should conditions deteriorate further. The locals, on the other hand, are demanding liberation from the oppressive military presence. If the city incorporates as a free state, as the local council wishes, Nathan knows that the Dominion will act to ensure it remains under control. His every waking moment is spent trying to diffuse the situation to the best of his ability. He only prays that it will not destroy the city he and his family have lived in for decades.

Vital Statistics

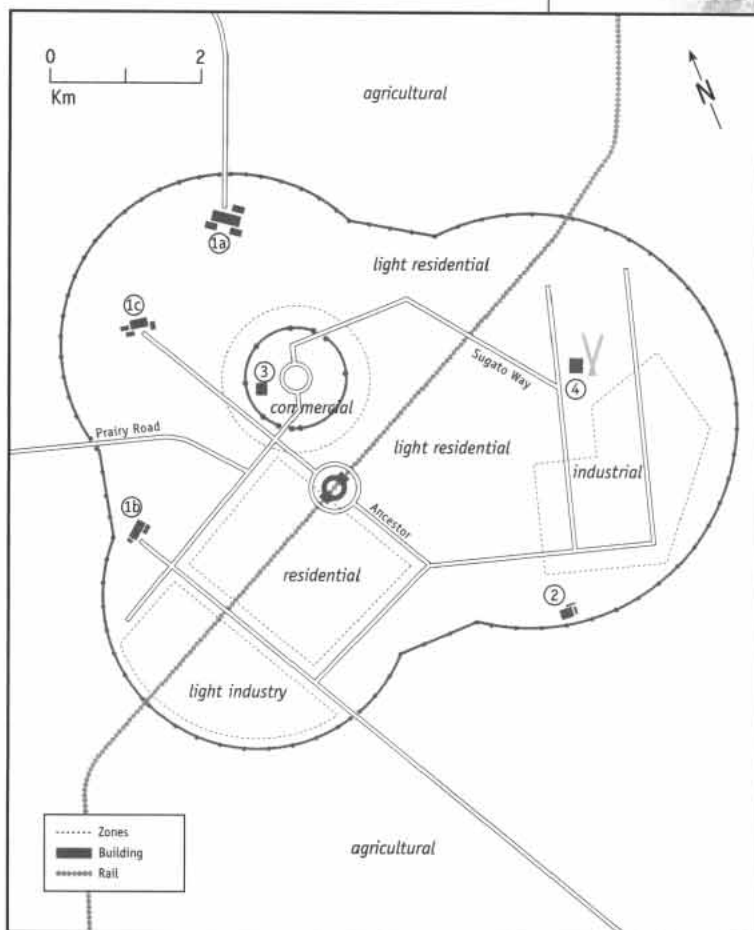
Founding Date:	TN 1830
Joined MD:	TN 1830
Method of Government:	Mekong protectorate council
Head of Government:	First Councilor Nathan Fontana
Population:	98,734 (last official census)
Primary Industries:	Barnaby herding, agriculture, caravan & military supply





Map Of Chung Tang

Location	Description
1. MILITIA Garrisons	Three MILITIA regiments maintain an active presence in Chung Tang. These three bases (Alpha, Beta and Gamma) provide a centralized command and strike task force to respond to any Badlands incident. At any one time, up to half the garrison may be pursuing sorties into the Badlands. The garrison maintains a constant state of alert due to a rise in terrorist bombing in recent months.
2. Peacekeeper Depot	The garrison maintains a refueling depot in conjunction with MDC, which they allow the general public to access. The facility is equipped to refuel, maintain and service any form of long range transportation vehicle, up to military class vessels, but not including aircraft. The complement of the garrison is a little larger than expected for an outpost of this sort, which many believe is due to the Mekong Assembly's increasing lack of trust in the MILITIA. The garrison also houses a small warder unit which serves as a pilot/port authority for the occasional landship that visits the city.
3. Council Hall	This building is constantly under construction, trying to satisfy the demands of a community which is growing in leaps and bounds. The Council Hall is open 34 hours a day, but even with such long hours it never seems to be enough to complete its tasks.
4. Ramonair Aerodrome	Taipan Judyth Ramona and her corporate entourage are frequent visitors to this facility, which serves as a major wayport for air transportation from the Badlands as well as a testing facility for Ramonair prototypes. This dual purpose make customs and security a prime concern and envoys of Taipan Ramona are constantly consulting the MDC/Peacekeeper garrison for advice.



Shepherds ◆

Like most Terranovan urban agglomerations, Chung Tang is protected from marauders by a series of defensive measures. Its walls are the simplest line of defense, and protect the various local warehouses and population shelters; it would be impractical (and probably inefficient) to surround the entire area covered by the enclave. Tank traps and ditches are found between some of the surrounding fields as well. Air defense turrets scan the sky, waiting to intercept hostiles.

The enclave's main compound is surrounded by rolling hills and huge savannahs from which the local communes and many enclave residents draw a living. Herds of barnabies and springers are sheltered within the enclave in massive wooden pens. Early in the morning, the herds are let out to graze under the watchful eye of peasant shepherd, riding the smaller furred barnaby common in the Dominion. The military maneuvers of the enclaves garrisons often disrupt the herds, creating a great deal of antagonism between the locals and the army, which they view as arrogant outsiders. The military forces, on the other hand, distrust the enclave's residents, since many of them are friendly toward the Badlands homesteaders. Over the cycles, a number of Badlanders have married into Chung Tang families, which has increased the distrust of the MILITIA even more.

Bounty ◆

Occasionally, criminals escape or fail to show up at their assigned correctional institute. If the criminal does not pose an immediate political or military threat to the Dominion, it may not be profitable to assign precious Policia or Peacekeeper resources to hunt them down. Thus, all escaped criminals have a bounty placed upon their heads equal to 10% of the money they are expected to earn during their sentence. This is paid to any individual which returns the criminal back into the custody of any law enforcement constable. If the criminals are returned deceased, the bounty is reduced to a mere 3% as they can obviously no longer work off their sentence. Chung Tang, being a natural transit point for escapees trying to get out of the Dominion, attracts its fair share of bounty hunters.



3.22 - MIRAT



The Eastern Plain is home to the Mirat enclave, which is expected to achieve city-state status within the next ten cycles. Its success is due to the discovery, just before the War of the Alliance, of a huge oil field about 30 kilometers from the enclave. The natural resource was discovered by a Badlander by the name of Isabella Kolchenko, who was seeking her fortune in the Dominion. Before she could announce her claim to the field, the war with Earth began and such concerns became secondary to simple survival. The Kolchenko clan homestead was destroyed by the colonial expedition forces not long after.

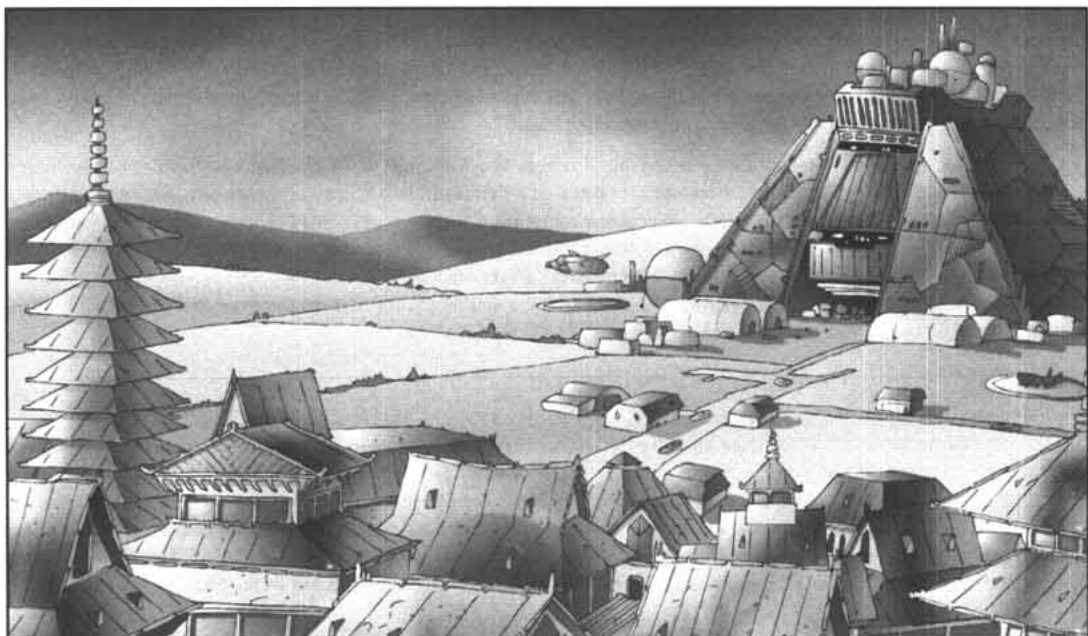
Faced with an uncertain future, Isabella invited her entire family to move into the Eastern Plain. Approximately 30,000 Badlanders moved into Mirat, which welcomed the refugees with open arms. The tiny enclave had little strategic significance, but was occasionally plagued by CEF skirmishers. Outlying communes were burnt down and weekly aerial bombardment of the enclave became expected. The arrival of the Kolchenko clan, most of whom were armed and trained in some manner, was extremely welcome. The clan even had a number of heavily damaged but serviceable Gears, which they pledged to the defence of the enclave. When the Earth forces returned to harass the settlement once more, they encountered unexpected resistance.

The presence of Isabella's clan and the strategic insignificance of the enclave meant that the Earthers were not willing to commit a large amount of resources to an irrelevant battle. The few assaults they did launch afterward consisted of only a few squads, a mere fraction of their total forces. The enclave's defenders were hard pressed to repel even these half hearted attacks, as they were not professionally trained or equipped soldiers, but they succeeded. The attack became less frequent, and then one day stopped completely. The enclave had resisted the colonial forces for a cycle and half before the war finally ended.

Over the seasons of bloody fighting, the population of the enclave came to appreciate the culture of the Badlanders, welcoming them as brothers and sisters. The Kolchenko clan reciprocated by adopting the entire enclave as clan members, and many families were born of this. Once the conflict was over, Isabella revealed the secret she had guarded so closely over the last few cycles. The location of the Kolchenko oil field was told to the delight of the entire enclave. Isabella was praised for keeping the secret during the war, for if the existence of the huge, untapped oil field had been known to the enemy, Mirat would surely have been wiped out. The War of the Alliance would perhaps even have had a different ending. With a surge of public acclaim, Isabella was elected clan head, her predecessor having been killed during the war.

Vital Statistics

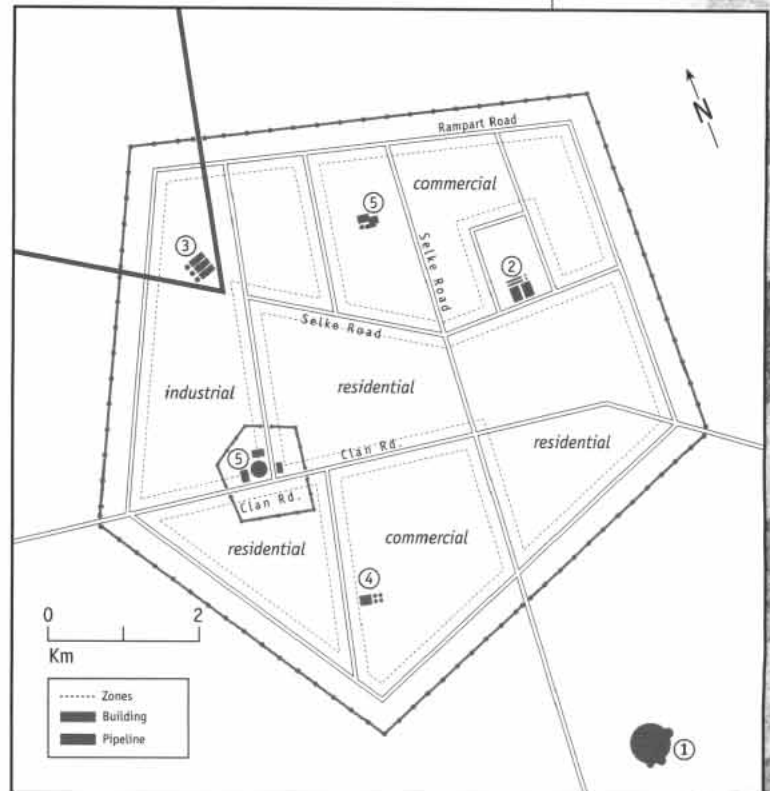
Founding Date:	TN 1871
Joined MD:	TN 1871
Method of Government:	Mekong Protectorate council
Head of Government:	Clan Head Isabella Kolchenko
Population:	76,934
Principle Industries:	Petroleum refining, Caravan supply





Map of Mirat

Location	Description
1. Ranger's HQ	Almost as impressively armed as a Republican Gamma base, the Kolchenko tower is a massive edifice built three kilometers south of the enclave. The Rangers patrol the surrounding area and the city itself in some of the finest Gears that money can buy. A typical Kolchenko soldier spends most of his time almost exclusively honing his close combat and gunnery skills, while neglecting exercises emphasizing squad tactics.
2. Storage Depot	The Kolchenko depot is a vital source of supplies for the communes of the area. It is here that the vital necessities of life and the occasional luxury product can be found. Foodstuffs and electronic components are the most popular items purchased from the depot, followed by ammunition, trideo and clothing.
3. Communal Refinery	The exploitation of local oil deposits is instrumental to the prosperity of the enclave. The communal refinery will process petroleum imported from any source for a nominal per-kiloliter fee. It features a number of pipelines that go into the city from smaller feeder depots, eliminating the necessity of shipping the oil directly to the refinery.
4. Peacekeepers	Prejudice against the Republic has made it politically unpopular to station MILICIA soldiers within the enclave itself. Mirat respect the Dominion military, however. To date, conflicts between the clans and Peacekeepers have been minimal, with clan elders frequently enforcing the edicts of the Constables.



Prosperity

In the postwar cycles, the clan has become hugely prosperous, as has the entire enclave of Mirat. The standard of living of its residents is now comparable to that of the highest paid officials of any Dominion corporation. Many companies have moved into town to exploit the natural wealth of the Kolchenko oil field and the many smaller fields of the area. A steady influx of immigrants and capital have made the enclave expand at an incredible rate, its population being expected to achieve city-state status in the near future. The fiscal power of the clan is such that the Mekong has allowed them to retain control of the enclave. The clan has been officially recognized as the ruling council by the Assembly, in spite of the unusual precedent this sets for future generations. The Kolchenko keep a vigilant eye on all immigrants to the enclave, treating all malcontents to swift and brutal justice. A small contingent of Peacekeepers has recently arrived to assist them, in an effort to temper the wild frontier town which is on the verge of becoming a city.

ICP has an exclusive contract with the local storage depot's owner, Travis Ivanovich. He has become extremely wealthy due to ICP's release of merchandise at below wholesale prices. Travis' political power within the clan council is growing, along with his influence among the surrounding communes. Ivanovich is trying to increase immigration, hoping that Mirat will soon apply for city-state status and join the Dominion as a full partner. To date, the council has remained reticent to support such an agenda, believing that the enclave would become little more than a satellite of the Assembly. This tide is turning as the vehemence of Travis's political maneuvers increases.

The Kolchenko Rangers Gear Regiment

The clan has created its own Gear regiment to protect the enclave. The regiment calls itself the Kolchenko Rangers and has been granted official status as a MILICIA-affiliated regiment. The Rangers are unusual in two respects. First, only Kolchenko Clansmen or those they approve are allowed to join. Second, each Gear is highly customized and often sports flamboyant paint schemes. Each cadre is formed from a particular family within the Kolchenko clan and maintained by them. The honor of the family is defended by the cadre and friendly dueling is common, serving to hone the combat skills of the regiment as a whole. The regiment is renowned as having some of the finest pilots in the Dominion. While it may be true that the overall quality of the pilots is very high and the upgrades of their Gears increase their value, it is also true that the regiment does little in the way of field training as a cohesive group. Military analysts are quick to dismiss the effectiveness of the regiment were they to be fielded in any large scale conflict. In any event, the Kolchenko Rangers are one of the major reasons why local brigands stay away from communes housing Kolchenko clansmen.



3.23 - STRATHCLYDE [LEAGUE CAPITAL]



Located within a deep valley along the Southern Division, the city-state of Strathclyde is the center and capital of the Eastern Sun Emirates. From here, the Patriarch rules the league, and the emirs gather at the lavish Ethereal Palace that dominates the city of Strathclyde and stands as a symbol of their power and decadence. The city is one of splendor and squalor; the emirs and solicitors who live here enjoy a city whose pleasures and magnificence never fade. Characterized by shaded avenues and magnificent architecture, Strathclyde is one of the most beautiful cities on Terra Nova. The reality for the millions of commoners who live beyond the walls of Strathclyde is very different indeed. Abject poverty, crime and oppression are all part and parcel of their daily lives. Whether they toil in the many textile factories or brothels of the city, the shajhalin of Strathclyde know little in the way of hope or happiness. Strathclyde is a city caught between excess and want. Those who have can sate their desires on anything they can imagine and more, while those who want know nothing except pain and misery.

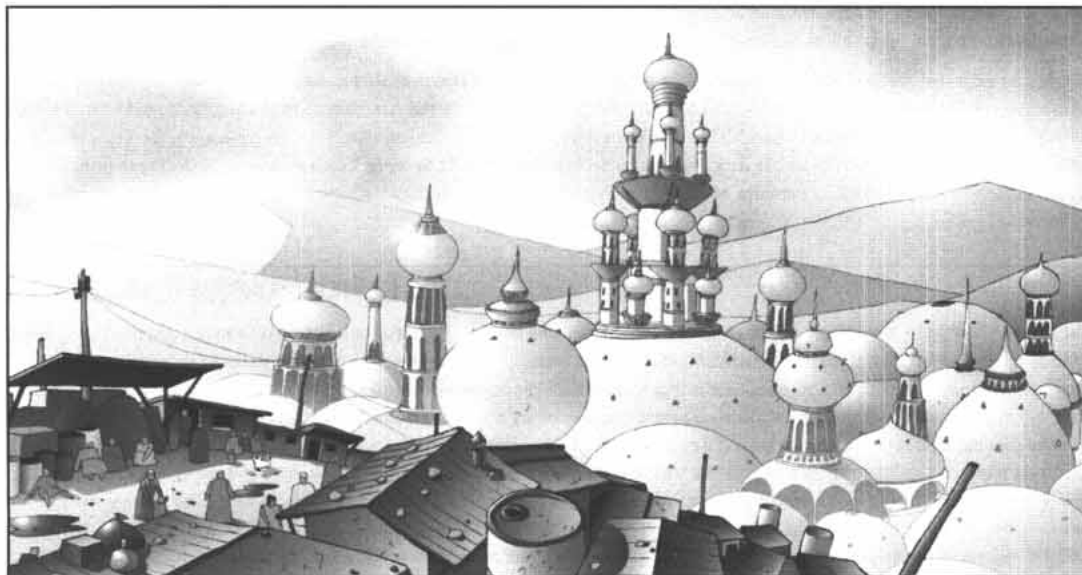
Until the great betrayal of Malach Masao, the seat of government of the ESE was the venerable city-state of Skavara. This all changed after the Southern War, as Malach's ambition and egotism prompted him to create a visible legacy he hoped would surpass the ruins of the Eastern Sun and remind all of his greatness and accomplishments. This dream became the city-state of Strathclyde. Malach chose the location for its natural and awe-inspiring beauty, and named his future city after his lover — Benna Strathclyde. Unfortunately, after deciding that Benna was plotting against him, Malach ordered the unfortunate woman sealed in one of the hundreds of minarets adorning the new city-state.

At the center of his great city, Malach set the designs for the most elaborate palace ever built in the Eastern Sun Emirates. One, he hoped, that would forever outshine the ruin of the Eastern Sun which he so despised. The construction of the Ethereal Palace took a work force of over 100,000 more than ten cycles to complete. The majestic castle contains no less than 50 towers, countless chambers and a central spire rising hundreds of meters into the sky.

Strathclyde is a sprawling city-state, composed of three distinct and concentric areas that expand outwards from the monolithic Ethereal Palace. Located at the center, the Palace and its grounds mark the distinctive skyline of Strathclyde, rising high above the valley that encloses the Patriarchal city. The Middle Tier, sandwiched between the walls of the palace and the slopes of the valley, consists of portico-lined streets, baroque buildings and the most expensive stores on Terra Nova. Beyond the Middle Tier lies a veritable wasteland, a sprawling mass formed by the ghettos that surround Strathclyde for miles. It is here, in these shantytowns, where Strathclyde's shajhalin live.

Vital Statistics

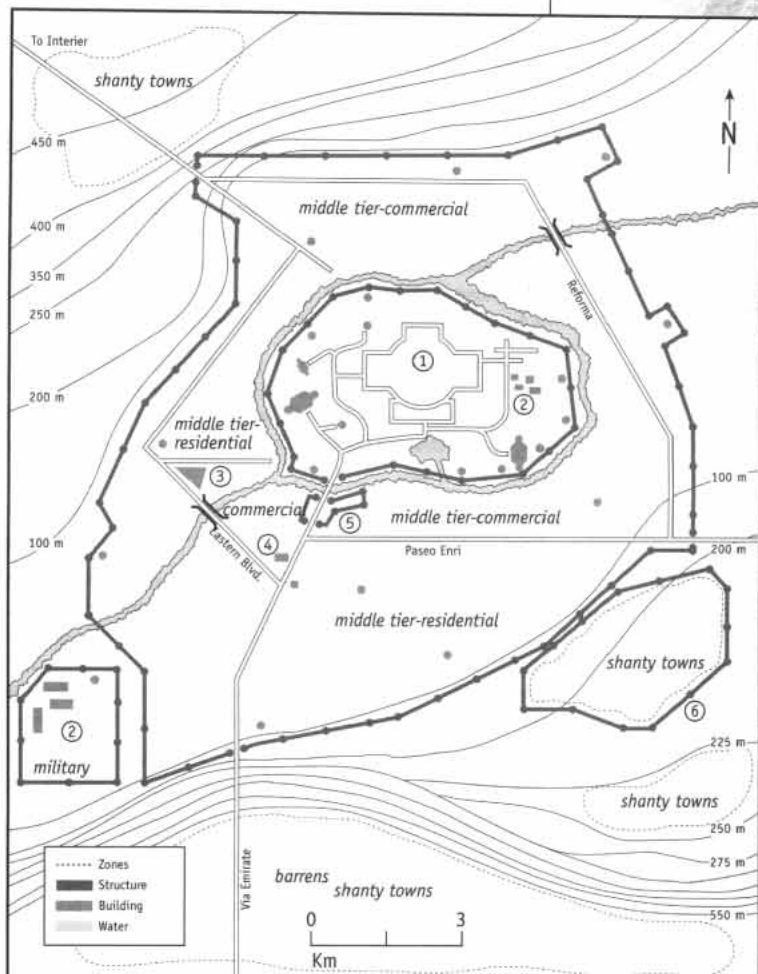
Founding Date:	TN 1693
Joined ESE:	TN 1693
Method of Government:	Monarchy
Head of Government:	Patriarch Oliver Masao
Population:	1.6 million official (6.5 million estimated total population)
Primary Industries:	Commerce, Service Industries and Textiles





Map of Strathclyde

Location	Description
1. Ethereal Palace	The seat of the Patriarch's throne, the Ethereal Palace is in reality a conglomeration of literally hundreds of palaces and royal buildings. A city in its own right, the Ethereal Palace has everything it needs to survive isolated from the rest of Strathclyde, or the ESE.
2. Ethereal Guard	The Patriarch's personal army, the Ethereal Guard has two barracks, one within the Palace's walls and the other in the outskirts of Strathclyde. The Palace compound has its own airfield and houses the Guard's main contingent.
3. Solicitor Senate	This classical building, designed by Humanist architect Zaar Bhen, houses the Solicitor Senate. It is here that the middle-class of the ESE oversees the bureaucracy of the league.
4. The Royal Emirate	Located a few blocks west of the Eastern Boulevard, the Royal Emirate Hotel is a sprawling complex designed for tourists who want to spend their vacations living the lives of the emirs. The daily rate of 3000 dinars ensures that only the richest on Terra Nova visit the hotel where their every desire can be met. The hotel ensures the total privacy of its guests and keeps a large security force to deal with intruders or journalists hoping to catch a juicy story.
5. Gates of Masao	The principal entrance to the Ethereal Palace, the Gates of Masao are guarded at all times by a cadre of the Ethereal Guard. "Standing To" is a great honor among the Ethereal Guard, and only the most dedicated are chosen to watch over the gates. Only the emirs, and a handful of solicitors, are allowed access to the palace without royal summons — all others, including foreign dignitaries, must first be invited.
6. Teotican	The largest shajhalin community, Teotican is starting to emerge as a small distinct suburb of Strathclyde as opposed to the many shantytowns that characterize the Barrens.



Society

The city of Strathclyde was originally planned to be free of shajhalin, except for the royal slaves of the Patriarch — it was to be a city devoted to the emirs and their Patriarch. In reality, small numbers of shajhalin were needed, but Malach wanted these kept to a strict minimum. This did not last long, however, as the St. Vincent's War caused a massive wave of refugees to flock to the city, looking to their Patriarch for protection against the plague. More commoners arrived after the war, hoping for better lives in a city many had described as heaven. Today over 5 million commoners live near Strathclyde, and only a minority are employed by the Patriarch and the solicitors; the rest are barely able to provide for themselves. Counting the shanties, Strathclyde is actually the most populated city on Terra Nova.

The lucky shajhalin work in Strathclyde, either as servants for the Patriarch, textile workers (the textile mills of Strathclyde are known to produce the finest garments of Terranovan silk) or in the many brothels, restaurants and clubs that exist in Middle Tier. The unlucky others live a wretched existence in the polluted, disease-filled Barrens.

Although the seat of government, Strathclyde has not been free of uprisings or revolts as the excesses of Enri Masao's descendants exact a hefty toll on the lower classes of the capital. The Ethereal Guard patrols the city, suppressing all outbreaks of revolt with extreme violence — tactics include death squads, razing whole shantytowns or executing random shajhalin as a lesson. The most brutal repression of a shajhalin riot occurred in TN 1789, when the Patriarch ordered the firebombing of all shantytowns in the south Barrens. The fires burned for days, but the Patriarch's forces prevented any commoner from escaping the inferno. When the ashes cooled, over 200,000 shajhalin had burnt to death.

Isolated from the bleak existence of the shajhalin, the solicitor class rules the Middle Tier of Strathclyde. Living much like their equivalents in other leagues, the middle class of the Strathclyde follow a relatively normal daily routine. Here, large numbers of supposedly "freemen" run all sorts of businesses, all catering to the needs of the emirs and Patriarch. Those not involved in commerce usually devote their time to the Solicitor Senate and the administration of the ESE.



3.23.1 - THE ETHEREAL PALACE



Few structures on Terra Nova can rival the sheer majesty and beauty of the Ethereal Palace. Although the site is associated with decadence and cruelty, most acknowledge it as an architectural marvel — many consider it one of the wonders of Terra Nova. Sprawling over a hundred square kilometers, the palace contains dozens of structures, from beautifully decorated minarets rising from the many manicured gardens, to small estates owned by the emirs of the ESE, to the central court and the spire that dominates the palace grounds. And yet, even with its sublime beauty, the palace is tainted; the statues and walls have been silent witnesses to centuries of violence and brutality.

Over 5000 shajhalin live below the palace, in an extensive network of catacombs and cellars. These shajhalin never leave the palace and are ignorant of anything beyond the palace's walls. Known as calamites, the commoners of the Ethereal Palace spend their days and nights performing various duties for their betters. Calamites function as groundskeepers, tailors, artisans, servants and mistresses. Most are ignored by the Patriarch, although some are unlucky enough to become the focus of his attention as lovers or playthings. That fate is far from pleasant, and most end up tortured or dead.

Isolating the palace from the world, the walls of Ethereal Palace are its first line of defense. Formidable and imposing, the walls are used as one of the barracks of the Ethereal Guard, and are equipped with all manner of defensive systems, including anti-aircraft batteries, gun emplacements and armored bunkers. The sheer size of the walls, over ten meters tall and over twenty deep, means that Gears are often seen patrolling the parapets. The interior is likewise grandiose, designed like a maze to hamper attackers if they ever manage to breach the walls.

Designed by Cyril Theodosious in TN 1702, the walls are a marvel of architecture and engineering. Extensive volumes have been written about them, discussing every aspect of their design in excruciating detail.

At the center of the Ethereal Palace is an elaborate, multi-domed structure known as the Court. The Court's many towers, chambers and halls form the core of the Ethereal Palace, and it houses the majority of emirate functions. Huge banquet halls, ballrooms and extensive chambers are used for nearly any need the emirs and their guests may have. The large vaulted hallways are dimly lit and adorned with tapestries and Terranovan silk rugs. The walls are made from a dark reddish-gray marble that is unique to the Southern Division. Imperfections in the marble result in a slight shimmering effect that gives the Court a magical quality and atmosphere. The ceilings are likewise spectacular, adorned with mosaics and gold trim, making each arch a work of art in its own right.

Cycles of additions and expansions have made the Court almost labyrinth-like, with whole areas lying empty and silent, long since unused and lost in the sprawling layout of the palace. Libraries, sitting rooms, baths and even a zoo can all be found in the Court.

Located at the extreme right of the Court is the council chamber where the emirs of the ESE meet every season to discuss matters with the Patriarch. The chamber is roughly oval in design with 50 seats lining the sides of the room. At the apex of the chamber, the original command chair of the Eastern Sun rests on a raised dais (now adorned with sculpture inspired by Terranovan stoneheads), and is used by the Patriarch as his throne. The ceiling of the chamber is a massive stained-glass dome, allowing light from Helios to bathe the room in soft hues.

Rising above Strathclyde in Babelesque glory is the most impressive feature of the Ethereal Palace — the Spire. This majestic minaret is the personal residence of the Patriarch and his immediate family and advisors. It contains hundreds of rooms and chambers, some of which jut out from the Spire and seem to rest in mid-air. At the very top, in a vast cupola, lie the Patriarch's personal throne room and Masao's private aviary. An elevator located behind the throne in the Council Chamber is the only way to reach the Spire, and it is constantly guarded by two ceremonial (but deadly) Black Mamba Gears piloted by the Patriarch's most trusted and loyal bodyguards.

3.23.2 - THE MIDDLE TIER

Even though the Middle Tier is comparable in beauty to other Terranovan cities, its proximity to the Ethereal Palace makes it look mundane and unimpressive. The Middle Tier grew around the palace in the cycles after its completion, as the middle class of the ESE seized the chance to establish a home for itself. The move also allowed the solicitors to cement the bureaucracy of the ESE in one central location.

The Middle Tier is divided into four sectors, each of which surrounds the Ethereal Palace in ever-widening circles. Given the erratic layout of the palace, the streets and boulevards of the Tier often run at odd angles, resulting in a number of winding streets. The lavish homes and mansions of the wealthiest solicitors dominate the areas closest to the palace. Concentrated around the intersection of the Eastern Boulevard and the Via Emirate, this sector of the Middle Tier is the most famous. Portico-lined streets, amphitheaters and shaded avenues house the most expensive and chic boutiques, hotels and clubs in the South.

The majority of the buildings in the Middle Tier are modern and secular in appearance, as the solicitors attempt to break away from the typical dome and minaret architecture of the ESE. The result is an interesting mix of old and new that further adds to the intriguing qualities of the Middle Tier and Strathclyde.



THE BARRENS - 3.23.3

Beyond the wall that separates the Middle Tier from the Barrens lies a vast sea of shanty towns and ghettos, home to the impoverished shajhalin of Strathclyde. Only a minority are ancestrally tied to Strathclyde, and these either reside within the Ethereal Palace or toil in slavery for the solicitors of the city. The rest of Strathclyde's lower class, depressed and disillusioned, barely manage to survive in the Barrens, having nowhere else to go.

Shantytowns, ghettos and small hive-like dwellings characterize the Barrens, and over the cycles an economy based on barter has developed, giving the people of the area a chance for exchange and survival. Drastically different from other shajhalin communities in the Eastern Sun Emirates, the people of the Barrens know little in the way of peace. Their lives are ruled by petty warlords who battle with each other over the few goods that make it into the Barrens. The Banderias have little power in the Barrens, and only those "legal" commoners living within the walls of Strathclyde are protected by them.

Technically, no emir has providence over the Barrens, not because the commoners there are free, but because the emirs and Patriarch do not care about the dejected serfs who live there. As long as they do not cause too much trouble (and frequent patrols and death squads ensure this), the Patriarch is content to leave the Barrens alone. This degree of freedom (if it can be called that) has resulted in a large influx of commoners from other parts of the ESE.

The Grottos ◆

Hundreds of small caves nestle along the valley's steep slopes, home to a large percentage of the ancestral shajhalin of Strathclyde. Protected by their isolation from the lawless Barrens, these shajhalin communities here have burrowed into the valley's walls, creating an intricate network of caves and tunnels in which they have built their homes. Tapping into a pre-existing tunnel system, these grottos extend underneath the plateau that surrounds the city and deep into Strathclyde itself. It is rumored that it is possible to reach the catacombs beneath the Ethereal Palace through these tunnels.

Teotican ◆

Next to the Barrens, the settlement of Teotican is home to the largest concentration of shajhalin in Strathclyde. An outgrowth of the Grottos, Teotican was first formed in the early 18th century as the refugees of the St. Vincent War pushed many out of the Barrens and upper Grottos. Today it is a walled community, composed of both ancestral and Barren shajhalin, and is growing into a thriving metropolis. The citizens have forged ties with the Middle Tier, and they count among their numbers some of the finest tanners and metal workers. These factors ensure that the people of Teotican do well for themselves. Their prosperity has not gone unnoticed by the hungry in the Barrens. With each passing season, Barren raids on Teotican have increased, threatening the future of the fledgling community.

Fransiko Almodovar runs Teotican. He is a fair man and has been partially responsible for making Teotican what it is today. Fransiko, a Revisionist, wants to secure Teotican, and if the Patriarch and emirs do not accept the responsibility of protecting the shajhalin settlement, he will look to Bangweuleu and Massada for support.

THE ETHEREAL GUARD - 3.23.4

The men and women of the Ethereal Guard are among the best trained and most fanatical of all the centuries under the Patriarch's banner. The safety of Strathclyde and the Patriarch is entrusted to them, and they are among the most trusted and respected of all Emirate units. The Ethereal Guard's command is made up of emirs and a few solicitors, but the shajhalin make up the rank and file. Taken from their families from birth, the shajhalin members of the Guard are raised apart from the rest of the ESE. Existing in their own social strata, the Guard answer only to the Patriarch and revere him as a living deity. And perhaps more importantly, see him as their father.

Unlike the typical emirate retinues, the Ethereal Guard is well trained and organized, having over five centuries of distinguished history. The Ethereal Guard is steeped in ceremony and tradition, and most members ritually torture themselves in elaborate ceremonies demonstrating their loyalty and fealty to the Patriarch. It is not uncommon for male members to castrate themselves, as it is seen as the ultimate act of devotion to their commander. Their sense of loyalty is such that each member is willing to sacrifice himself to save the Patriarch from danger. To do so is the greatest honor an Ethereal Guardian can achieve.

The Ethereal Guard is commanded by the Patriarch himself, though its day to day command falls under the auspices of Emir Karin Voss. Voss fought valiantly during the War of the Alliance, and now at the age of 56 cycles has helped suppress a number of local revolts. Intensely cruel and coldly efficient, Voss knows no restraint when dealing with her foes, and her fanaticism and piecing battle cry have earned her the nickname "the howling Banshee." Though once beautiful, Voss' body is a road map of pain, displaying wounds and scars that earn her the respect of her unit, and the fear of her foes. In TN 1938 the Patriarch ordered the Guard deployed to the Eastern Plain, preparing for a summer assault on the territories Free Emirates.



3.24 - CIMMARO



High above the jungles of the Eastern Sun Emirates, Cimmaro is located on the southern slopes of Piedra Dorada, one of the Major Akarum's tallest peaks. This desolate mountain contains some of the richest mineral deposits outside the Badlands, a treasure many are willing to pay highly for — a fact the emirs of this city-state know all too well. During the formation of the ESE, the people of Cimmaro (most of them descendants of criminals forced to work for Minore, a subsidiary of the Consortium) resisted the emirs. Following a short but bloody confrontation, the city finally fell under the sway of the Eastern Sun, but its commoners never fully submitted to the emirs, and uprisings and rebellions have been almost constant ever since.

Today Cimmaro is a city tainted by violence, and is one of the roughest city-states in the ESE. The old feud between the emirs of Cimmaro, which ended only last cycle, was a lure to mercenaries and thugs, making the emirate retainues of Cimmaro some of the largest in the league. Seasoned veterans, the retainues of Emirs Sirrano Barjhal and Oschar Sethyra have stopped battling each other and are now involved in the Free Emirate rebellions and the Interpolar War.

With much of the retainue forces off to war, the local appetite for violence focuses on the Coliseum. Here, Barjhal stages Roman-style gladiatorial matches and Gear duels, recruiting both desperate shajhalin and skilled mercenaries.

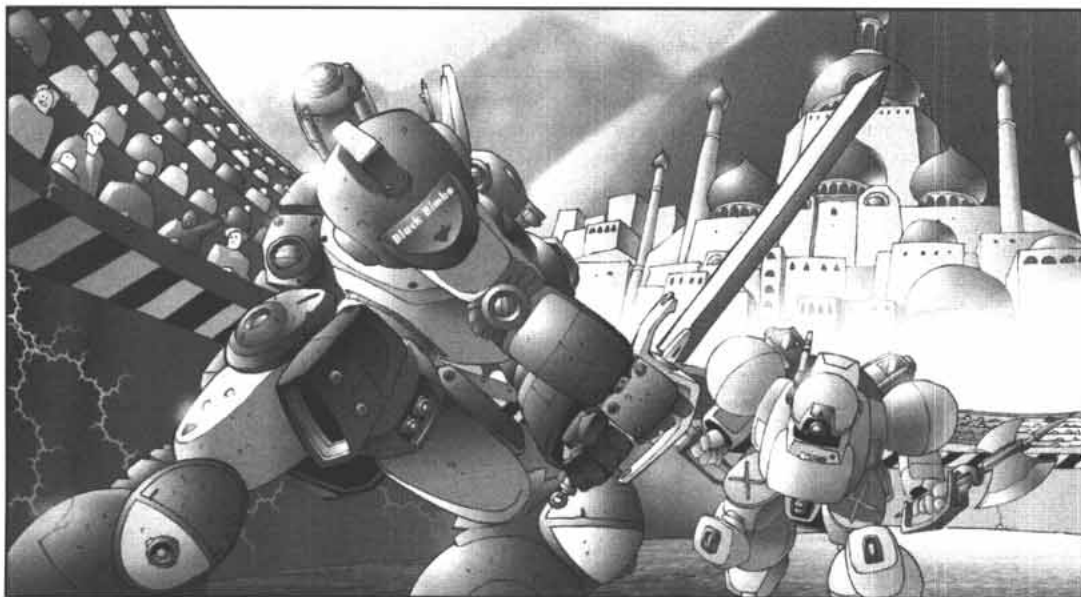
Few cities on Terra Nova can rival the natural beauty of Cimmaro. Built along (and up) a treacherous slope, Cimmaro rises over the Interior and above the clouds. Below the clouds, harsh weather and treacherous conditions prevail, but once above them, the mountain opens up into a serene vista gently bathed by Helios' rays, earning Cimmaro the name "Kingdom of Clouds." Cimmaro itself is composed of hundreds of small clusters of buildings and settlements located throughout the mountain on small plateaus or man-made terraces. These "islands" form the core of Cimmaro and a elaborate system of gondolas, bridges and elevators connect the various settlements that make up the city-state.

Cimmaro is known for its mines, and the countless quarries that pockmark Piedra Dorada form the staple of its economy. From a distance, the openings of the mines resemble dark, vacant eyes staring out over the Interior. The majority of Cimmaro's shajhalin population slave away mining the materials found in the Piedra Dorada and neighboring mountains, ranging from simple ores to the precious and rare gemstones such as the aquazul gem. Many of these mines have been in existence since before the formation of the ESE, and no effort has been made to keep them in working order, much less safe. The mines are known to frequently collapse, trapping the workers in the darkness where many die before they can be rescued.

Vital Statistics



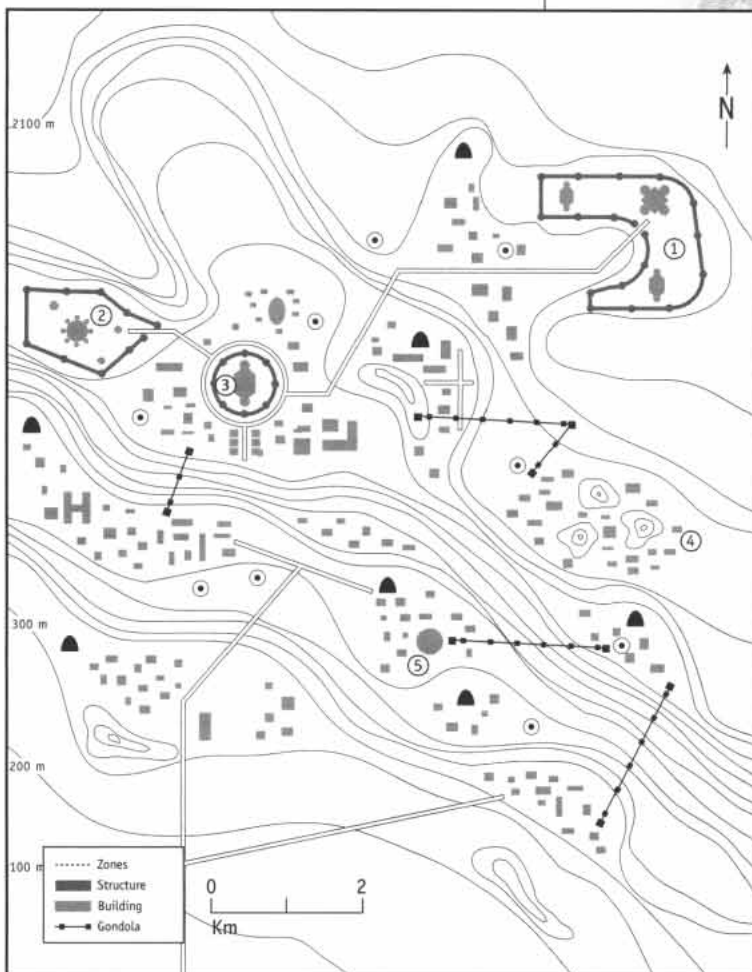
Founding Date:	TN 601
Joined ESE:	TN 1492
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Sirrano Barjhal and Oschar Sethyra
Population:	1.0 million (plus transients)
Principle Industries:	Mining, ore refining and gambling





Map of Cimmaro

Location	Description
1. Palace Barjhal	The highest settlement in Cimmaro, Barjhal's palace looks down over the city-state. A lavish building, reminiscent of Earth's mesoamerican cultures, the palace is self-sufficient and extremely well defended; its walls have never been breached, even during the feud with Sethyra.
2. Sethyra's Throne	Smaller and less grandiose than the Palace Barjhal, the ancestral home of Emir Sethyra is nonetheless an imposing sight. Sethyra has holed himself up here and accepts few visitors.
3. The Coliseum	The center of Cimmaro, the Coliseum is the sight of the city-state's famous gladiatorial duels. Part of Barjhal's criminal empire, the Coliseum turns a nice profit from bets and allows Siranno to "recruit" potential warriors for his personal retinue. Before the Interpolar War, the Cimmarite Coliseum was one stop in the Gear Duelling circuit, forging ties with Khayr ad-Din.
4. Los Tres	Los Tres is a mercenary settlement nestled at the base of a rock formation known as the Trinity. The Trinity is composed of three spires of rock, making it one of the most distinguishable landmarks of Cimmaro. Some mercenaries of Los Tres still support Emir Sethyra and could be a source of trouble for Barjhal.
5. The Assembly	Found near the bottom of Cimmaro, the Assembly is the industrial core of the city-state. It is here that all the ore is refined, and later shipped to Skavara and Javari.
6. MILICIA Barracks	The MILICIA has traditionally maintained a presence in Cimmaro. Elements of the MILICIA's 56th regiment, The Stone Demons, have been stationed here since the end of the War of the Alliance. Not wanting Cimmaro to fall into Free Emirate hands, high command ordered the Stone Demons to remain in Cimmaro when the Interpolar War broke out, much to the disappointment of the regiment.



Society

Both emirs regard the Cimmarite shajhalin as an expendable resource, forced to work in the many mines that dot Piedra Dorada. Mining is extremely hazardous work, and shajhalin casualties are high. Each cycle sees Barjhal importing more and more slaves from his slave ring to recoup the losses. Cimmaro has a history of violence, and on more than one occasion, the emirs have found themselves under siege by the shajhalin masses. Cimmaro's isolation from the rest of the ESE has only made matters worse. Things stabilized somewhat when the MILICIA established a garrison there. Outright rebellion, however, has never taken in Cimmaro, mostly because the shajhalin can never cooperate with each other, most being too hot-blooded to organize themselves effectively.

The feud between Barjhal and Sethyra dominated the city-state for over fifty cycles. At its worst, between TN 1892 and 1899, Cimmaro was a battleground, with both emirs building defensive fortifications and raiding each other's palaces. Curiously enough, the emirs never escalated the feud into open war, and it always remained a tense standoff between the two rivals. Part of this was the realization that Svetlana Masao and her son Oliver would never stand for open fighting in Cimmaro. At the same time, Barjhal's secret relationship with Svetlana allowed him some leeway. As long as the feud did not get out of hand, the former Matriarch, and now her son, was willing to look the other way.

Few remember what started the feud. Some say it was a simple disagreement, others a bet gone wrong. Regardless, Barjhal perpetuated the feud to cover his criminal dealings, and to whittle away Sethyra's influence in emirate politics and Cimmaro's mining industry.

In TN 1936, Barjhal simply ended the feud by blinding Sethyra. He made an offer to spare Sethyra's life, as long as the old emir simply abdicated to Barjhal. Retiring from emirate politics, Sethyra has come to realize what a pawn he has been all his life and plans to avenge himself. Sethyra knows that Barjhal is Oliver's right hand man, and knows that without the Patriarch, there would be few allies willing to back the crooked emir.



3.25 - JAVARI



Officially the oldest city-state in the Eastern Sun Emirates, Javari was born in the cycles before the completion of the beta maglev line. It began as a staging area for the workers and storage materials needed for the line. It would have remained so, had it not been for the frequent delays the work crews encountered trying to cross the Serpentine Mountains. In the interim, the Consortium established a number of factories to produce the massive quantities of materials required for the maglev. By the time the Beta line was finished, Javari had grown to a sizable population of 20,000.

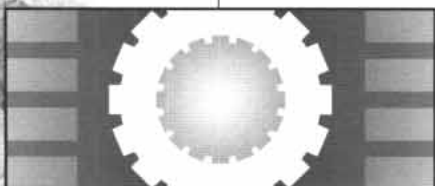
When the Eastern Sun arrived, Javari was the industrial heart of the Consortium, a sprawling factory-complex with a population of over 100,000. The second city-state to join the fledgling Emirates, Javari profited from its union with Enri Masao and his crew. Although later eclipsed by Skavara, Javari provided the fledgling ESE with an industrial life-line, giving the league a chance to develop and expand. The presence of the beta maglev allowed Javari to establish itself internationally, trading heavily with both the North and the Badlands until the Mekong Dominion stepped in after the Southern War.

Located along the western slopes of the Serpentine Mountains, the ominous presence of the Nube Muerte volcano forever shadows Javari. Erupting twice in known history, the eruption of TN 890 devastated Javari and destroyed most of its industries. The Consortium rebuilt the city and constructed a series of trenches and canals to divert lava flows. This initiative spared the city-state from a second eruption in TN 1650. Mostly dormant since then, dark smoke and ashes occasionally billow from the volcano, covering Javari and the surrounding countryside in thick gray-purple ash that is mildly toxic but not corrosive.

Javari itself is built along the many lava trenches and valleys that the TN 890 eruption etched into the Serpentine. All of the buildings in Javari are built inside these ridges, some of which are many hundreds of meters deep and a few kilometers wide. Huge factory complexes dominate the murky depths of the trenches, and smoke stacks rise high above the trenches. The pipelines, power cables, sewer systems and covered bridges that connect the various trenches are all located above ground, draped over the mountain's side, creating an interesting honey-comb effect throughout Javari. The main means of public transportation are huge gondolas that ferry the commoners from their living complexes to the factories and back. Above the trenches, the emirate palaces of Emirs Gilan and Uther overlook the hive-like city. Javari is extremely overcrowded, originally designed to accommodate no more than 400,000 people, only a third of its present population.

Vital Statistics

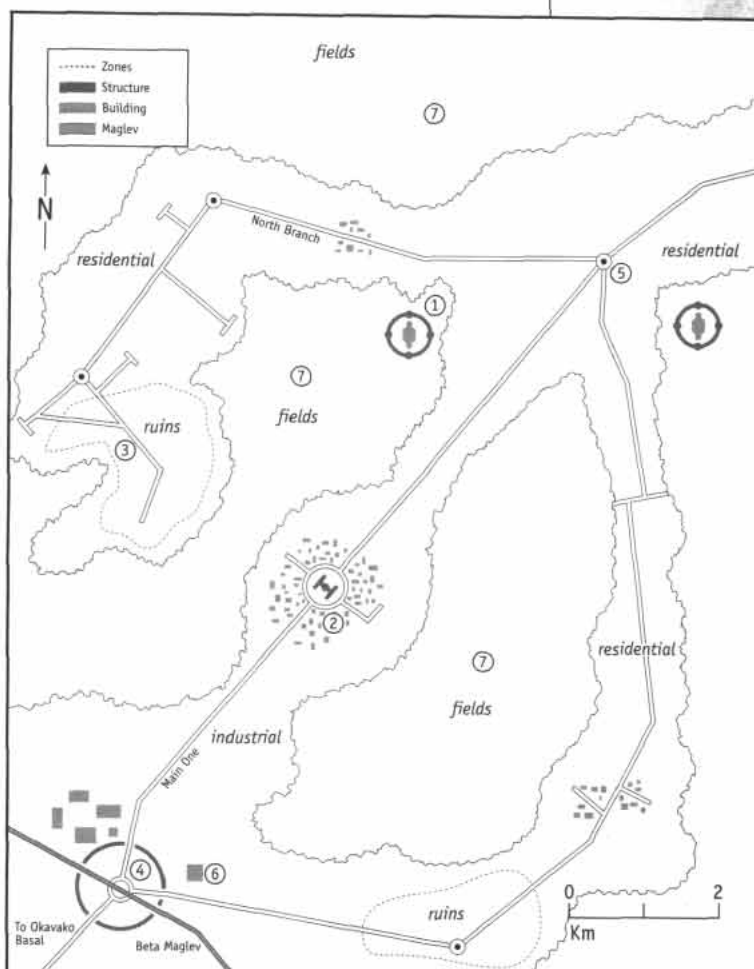
Founding Date:	TN 502
Joined ESE:	TN 1492
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Leda Gilan and Kazuo Uther
Population:	1.2 million
Principal Industries:	Heavy Industry, herding (in recession)





Map of Javari

Location	Description
1. Emirate Palaces	Sitting on opposite ends of the main trench of Javari, the Emirate palaces are constructed from dark, volcanic rock quarried not far from Javari. The juxtaposition of this dark stone with arabesque ones (minarets, cupolas frescoes) make the Javarite palaces seem otherworldly.
2. The Consortium	This collection of buildings was at one time the main Consortium arcology in Javari. Now, ancient and in dire need of repair, the Consortium is the equivalent of the shajhalin town hall of Javari.
3. Ruins	The CEF's orbital bombardment of Javari in TN 1913 has left its mark. Blasted buildings, burnt-out factories and rubble characterize the ruins of Javari, where only the most desperate now live.
4. Terminal B	Similar in design to Badlands oasis towers, Terminal B is the most important of the three maglev docks in Javari. All the imported materials are brought here, to then be sent to the factories to be produced into final goods. These goods are then transported back to Terminal B where they are sent either to Skavara or the Mekong Dominion.
5. Thermal Towers	Javari is powered by geothermal energy provided by the Nube Muerte volcano. These towers also serve to monitor volcanic activities and give warning at signs of a possible eruption. In addition, the emirate retinues use the towers for barracks.
6. MILICIA Outpost	The MILICIA has a small outpost near Terminal B to ensure its safety and continued operation.
7. Grasslands	The plateaus between the trenches are where the Javarite cattle industry makes its home. Here ranches and pasture fields dot the mesas, and only recently have shajhalin begun moving here to escape the polluted trenches.



Society

Nowhere else in the ESE is the notion of the faceless masses more prevalent than in the industrial heartland of Javari. All of the shajhalin are employed (enslaved, really) by the huge factories that make Javari what it is. Conditions are hard in the factories and little is done to ensure the long term health of the workers; the assembly lines are dark cavernous places filled with dangerous machinery and noxious clouds of toxic gas. Children attend special technical schools until the age of nine, at which point they enter the workforce and work 18 hour shifts like everyone else. The banderias of Javari run these schools, answering to a solicitor Board of Adjutants.

Despite these harsh conditions, the shajhalin of Javari survive and even thrive. The commoners in Javari, unlike most in the ESE, have always enjoyed a semblance of democracy, mostly because of the banderias. The banderias have organized mass strikes and protests, and have used the fear of rebellion, and more importantly sabotage, to dissuade the emirs from using violence or force against their people. These banderias are the most powerful of all the shajhalin family-guides in the ESE, and their higher echelons live better than some solicitors do. Wary of the power of the Javarite banderias, the emirs of the city-state grudgingly acknowledge their usefulness and allow them to exist.

Although the factories are run by solicitors or foreign managers, it is the banderias of Javari that ensure the workers keep showing up for work, and that the emirs do not overstep their bounds. The banderias realize that they must be careful, and have never used their power in any other form than to ensure the safety of the commoners.

The solicitors of Javari are an interesting lot. Motivated by personal gain, they have integrated themselves into every facet of life in Javari, and more than any other Emirate city, the emirs are totally dependent on the solicitor caste.

For hygiene and safety reasons, all shajhalin have their hair regularly shaved, even women and children. To break the uniformity, commoners often tattoo their heads with intricate and colorful designs. These markings have not only become a statement of individuality, but also of respect and prestige as those who have been working the longest often have the most complex tattoos.



3.26 - SKAVARA



The city-state of Skavara holds a special significance for the people of the Eastern Sun Emirates, for it was here that the Eastern Sun crash-landed, giving birth to the league. The second highest city-state in terms of elevation, Skavara is located on one of the few plateaus of the Serpentine Range. Although originally founded in TN 506, during the construction of the beta maglev, Skavara was gradually abandoned as Javari became the seat of the Consortium. Before the arrival of the Eastern Sun Skavara was a ghost town, existing under the shadow of the beta maglev line. The factories that helped construct the maglev line had been quiet for over 800 cycles, and the few thousand souls living there survived solely on the profits from agriculture and trade. This all changed when Enri Masao began building his new home on Terra Nova, and transformed Skavara into the capital of the Eastern Sun Emirates.

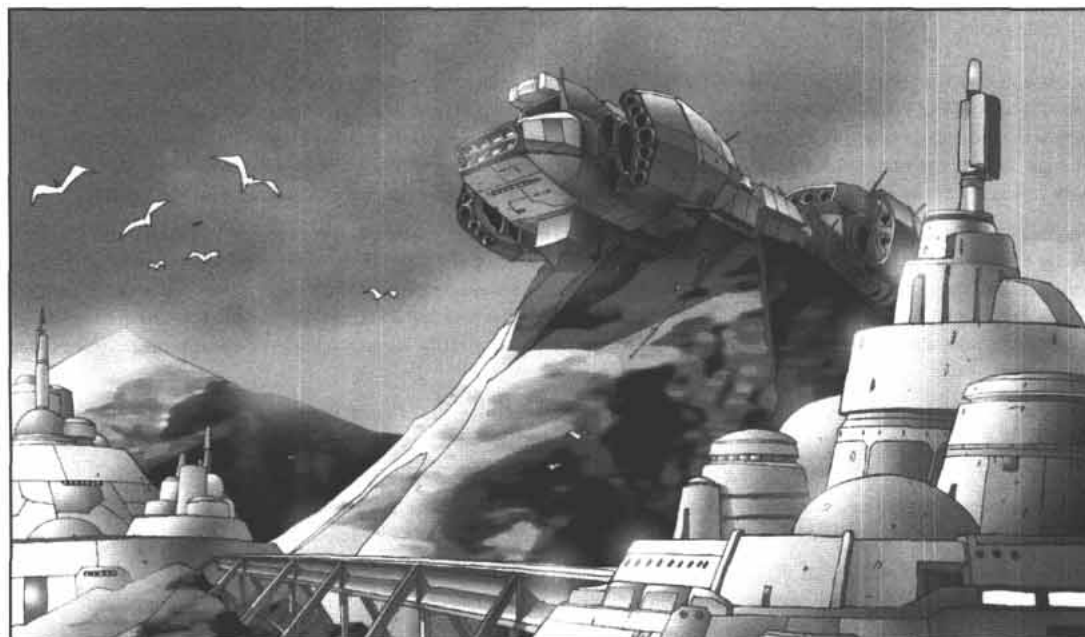
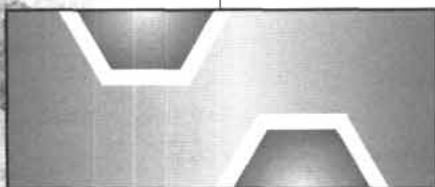
Skavara remained the seat of government until Malach Masao yielded to the Southern Republic and constructed Strathclyde as the new capital of the ESE. Although no longer in the spotlight, the emirate of Skavara has always been important to the league. A number of powerful, charismatic and influential emirs have ruled Skavara, making it the second-most important city-state in the ESE. From the 18th century onwards, Skavara rivaled Javari as a center of industry, fully eclipsing it after the War of the Alliance.

The current emir, Gavriel Draho, has ruthlessly kept the commoners in check; his legions of gray-uniformed troops — known as the Vanguard — patrol the city, ensuring order. Maintaining a visible presence, the Vanguard is ready and able to put down any shajhalin outbreak. Careful not to entice the population into revolt, Draho, much to the pleasure of Lord Chancellor Tanaka, began raising the shajhalin standard of living by providing health care and education. This does come with a price, as the shajhalin are expected to work 24 hours a day, in two 12-hour shifts. For six days a week, shajhalin work two shifts on, one shift off. Skavara is also home to a large foreign population, as most international corporations in the ESE have their main offices here.

Skavara, unlike other cities in the ESE, is starkly utilitarian in its appearance. Most factories are located in the surrounding countryside, connected by series of roads and railroads. These factories create "hubs" that dot the plateau of Skavara, each a small microcosm revolving around the factories housed there. After the War of Alliance, Draho constructed Shajhalin Towers; massive skyscrapers/arcologies where 90 percent of the commoner population live. Connected to one of the factory hubs, the Towers are a striking feature of Skavara's skyline. Forbidden from traveling beyond their own Tower and factory hub, the shajhalin know little about the rest of Skavara.

Vital Statistics

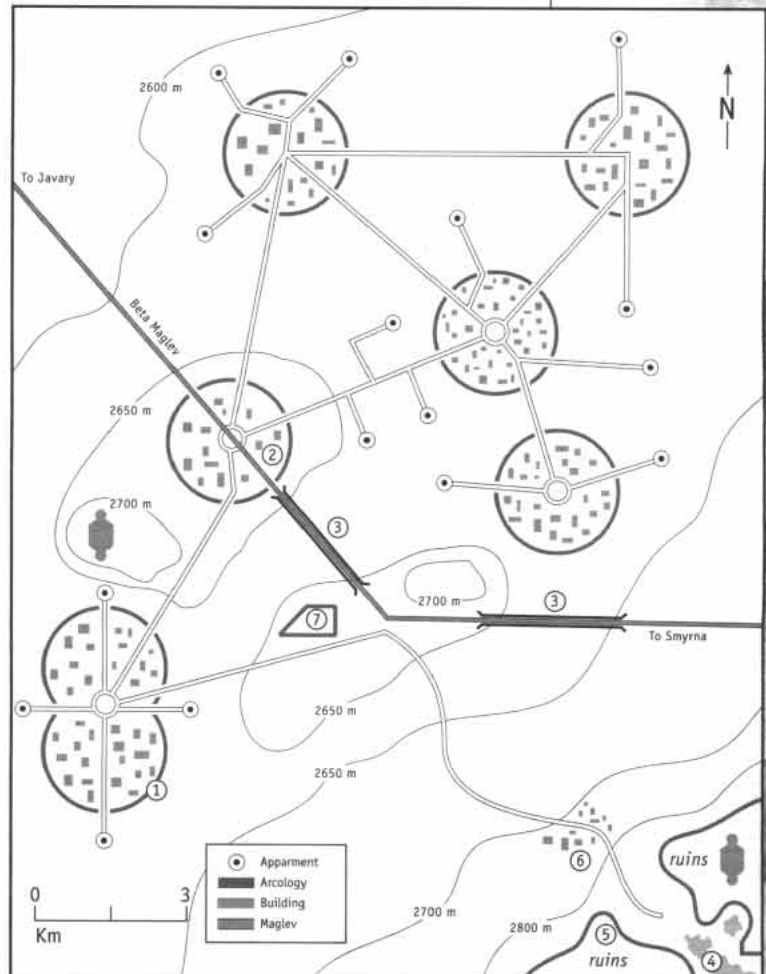
Founding Date:	TN 506 (abandoned in TN 511, repopulated in TN 1492)
Joined ESE:	TN 1492
Method of Government:	Hereditary Aristocracy
Head of Government:	Gavriel Draho
Population:	890,000
Principal Industries:	Industrial production, Gear manufacturing, tourism (pilgrimage)





Map of Skavara

Location	Description
1. SHI	The largest local factory complex, Skavara Heavy Industries employs over 200,000 shajhalin. Production runs 36 hours a day, and since the Interpolar War, a combined MILICIA/Vanguard brigade protects SHI. Aside from manufacturing Gears and AFVs, SHI produces of the Titan attack helicopter and munitions.
2. Antillis Hub	Next to SHI, the Antillis Hub is the second most important hub. Home to a terminal of the beta maglev line and the conventional rail network connecting Javari and Skavara, Antillis is the lifeline of Skavara. A number of foreign corporations and embassies are located here as well.
3. Elysian Heights	Two of the Terra Nova's longest maglev suspension bridges are found in Skavara, spanning a combined length of seven kilometers. The average height of the bridges is two hundred meters, and passengers traveling over them are treated to a spectacular view.
4. HCS Eastern Sun	Resting high above the factory hubs of Skavara, the Eastern Sun is the most visited site in the city-state. Pilgrims from all over the ESE travel here to visit the great wreck. Over the cycles, a small community has developed at the base of the mighty ship where pilgrims can find a place to sleep and eat. The ruins are the only place where Skavaran shajhalin are allowed to travel.
5. The Forgotten City	The site of the original settlement of Skavara and the first home of the emirs. Now abandoned and closed to the outside world.
6. MILICIA Barracks	Home to the MILICIA's 73rd Regiment, the Serpentine Watch, the barracks of Skavara overlook SHI and the Antillis Hub. A mixed Gear/Infantry unit, the Serpentine Watch has enjoyed a long relationship with Skavara and in particular Emir Draho. Since the Interpolar War, Black and Green companies have been deployed to the Eastern Plain.



The Vanguard

Next to the Ethereal Guard of Strathclyde, the Vanguard is the most capable military unit in the Emirates. Avoiding the chaotic organization of most emirate forces, the Vanguard is modeled after MILICIA units, the only difference being its adherence to the practice of using heraldic color schemes instead of camouflage. Formed in the 1700s, the Vanguard distinguished itself during the St. Vincent's War and then again in the War of Alliance. The Vanguard is composed of both shajhalin and mercenary elements, both well paid and looked after by the emir of Skavara. Living in lavish barracks, the Vanguard's shajhalin are very loyal to Draho.

The Vanguard was not deployed to help fight the Basal Rebellion, only entering the fray after the beginning of the Interpolar War. The reason for this was simple — as the Vanguard is primarily composed of a large number of shajhalin warriors, Draho did not want to risk a mutiny or rebellion in Skavara. Instead, Draho supplied equipment and Gears to the efforts to pacify the rebellions. Now that the league is at war, Draho is free to send his troops into battle, and has personally led them on a number of successful campaigns — mostly against Northern units in the Eastern Plain and the Mekong Dominion. It is because of the Vanguard that Draho stands a good chance of being named Commodore of the league, effectively assuming martial control over the ESE — of course with the support of Oliver Masao. Because of this, Draho has had to walk a delicate line between trying to gain the Patriarch's favor and limiting his control.

Three regiments make up the Vanguard: the Crimson Blades, the Anvil of Draho, and the Specters, of which one is always stationed in Skavara to patrol the city-state. Emir Marya Jento oversees the day to day managing of the Vanguard while Sidar Omar Draho, cousin of Gavriel, commands the three regiments. Well-trained, the Vanguard is equipped with the latest Gears, mostly Iguanas and Black Mambas, and is supported by locally produced Titan attack choppers and Naga Striders. Omar is a strong supporter of his cousin and looks forward to Emir Draho being named Commodore of the Emirates, so he can lead the Vanguard into battle once more. Emir Jento is less certain of the wisdom of Draho's current plan, but knows full well that criticizing him could be fatal at this stage.



3.27 - SMYRNA



The emirate of Smyrna, though one of the smallest and least influential, is also one of the most well known outside the ESE, mostly because of the respected Collegio Smyrna and the AST's High Technology Research Center. Separated by the Serpentine mountains from the heartland of the Eastern Sun Emirates, the emirs of Smyrna have for the most part forged their own path — regarded as both visionaries and pariahs in their own league. Although Smyrna was not officially founded until 1602, a community had existed there since TN 1467, built on the ruins of the original beta maglev settlement. Established by Johan Khajar, the medical officer of the Eastern Sun, the future emirate of Smyrna developed as a quiet community far away from the bustle of Skavara. Johan never adopted Terra Nova as his home, and instead did what he could to amass as many "relics" of Earth in his settlement to remind him of home. Datafiles, hardcopies, works of art and sculpture all made their way to Smyrna over the next few centuries as Johan's descendants continued his legacy. By TN 1602, Smyrna had developed into a burgeoning scientific community, and on 2 Winter 1602 the Collegio Smyrna opened its doors for the first time, officially marking the birth of Smyrna as a city-state. Since then, it has enjoyed a quiet influence in the ESE and throughout the South.

Spread over one hundred kilometers of gentle slopes and foothills, Smyrna resembles a paradise when compared to the treacherous Serpentine mountains that isolate the city-state from the rest of the Eastern Sun Emirates. It is composed almost entirely of small clusters of white marble buildings separated from each other by vast expanses of baroque gardens, parks, artificial lakes and courtyards. Each compound is dominated by one of the many faculties of the Collegio Smyrna, and the city-state is dotted with countless workshops and lecture halls. The center of the city-state is the vast domed library of the Collegio.

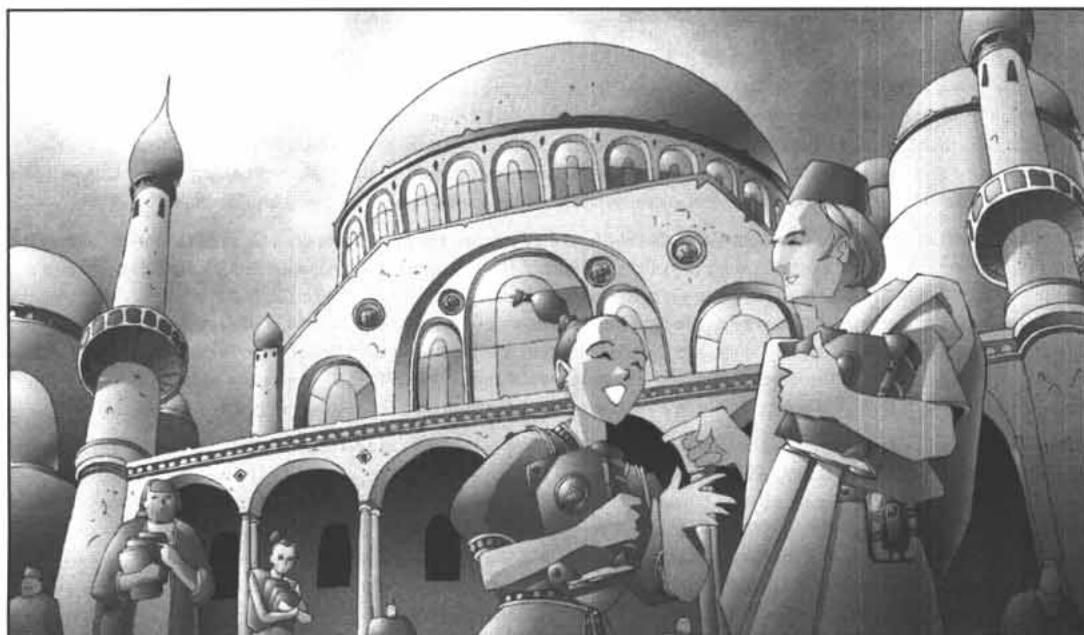
Student ghettos are common in Smyrna, each a home away from home for the thousands of students who attend the Collegio. The emirs of the city closely monitor the students, and a large force of agents planted within the student communities quickly deal with potential troublemakers. Those targeted simply vanish, never to be seen again, causing most of the students to live under a veil of paranoia and suspicion.

Smyrna has the lowest percentage of shajhalin in the ESE, and those that live there either maintain the Collegio or work in one of the pharmaceutical corporations stationed in the city-state. Smyrna's population is largely composed of students, hailing from all over the South and, before the Interpolar War, the North. A triumvirate of emirs have always ruled Smyrna, all descendants of Johan Khajar.

Vital Statistics

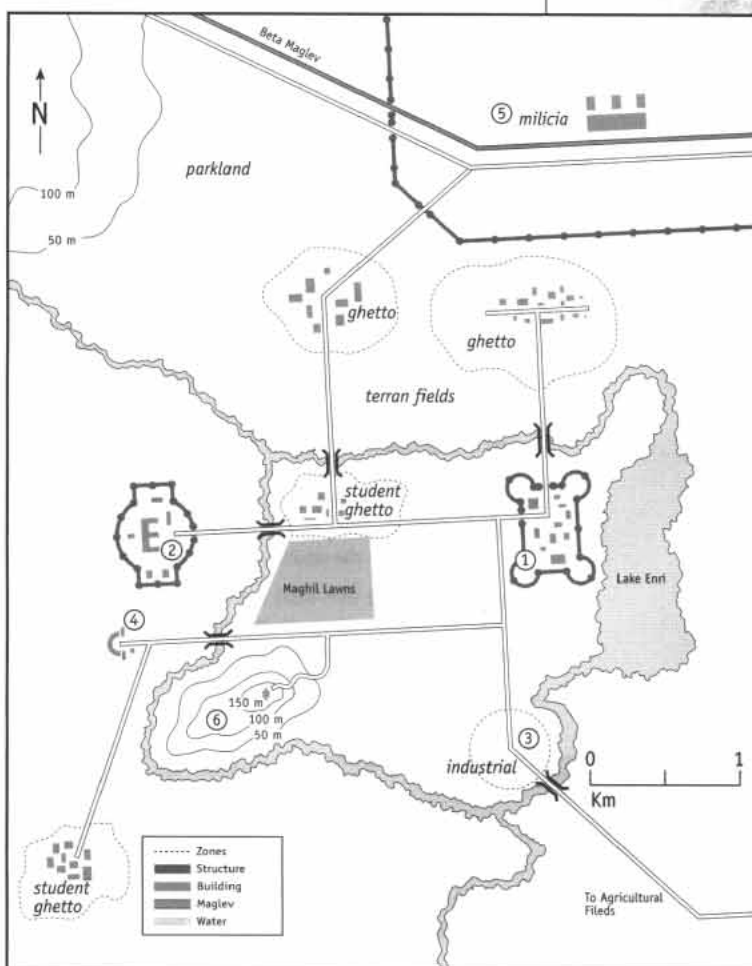


Founding Date:	TN 507
Joined ESE:	TN 1602
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Anurima Khajar, Shara Khajar and Lydia Khajar
Population:	300,000 (plus 100,000 students)
Principal Industries:	Academic and diversified research, pharmaceuticals





Location	Description
1. Main Campus	This magnificent collection of buildings forms the core of the Collegio Smyrna. Here one can find the administration buildings, student services and the impressive Smyrnite Library. The library holds over 1,000,000 tomes and datafiles, including one of the largest archival NNets used to catalogue the vast reference materials.
2. HTRC	Located opposite the Main Campus, the AST's High Technologies Research Center is connected to the Main Campus by one of Terra Nova's most picturesque colonnades, lined by shops and student housing. A marble wall surrounding the complex hides the defenses of the HTRC. Aside from physical defenses, all sorts of surveillance and espionage countermeasures prevent anyone not authorized from hacking into the Center.
3. Industrial Core	While Smyrna concentrates on research and education, a few industries have set up here, taking advantage of the well-trained labor force. Among other things, Smyrna is known for its pharmaceutical production. Most medical corporations have either production facilities or research labs in Smyrna.
4. Fine Arts Pavilion	A mecca for aspiring artists, the Fine Arts Pavilion, or FAP, has trained some of Terra Nova's most talented artists. Concentrating on the classics, the FAP teaches the students century-old techniques, but ensures that the Pavilion's atmosphere always remains progressive and accepting of change. Student protests are common, and propagate the FAP's "artsy" mystique.
5. MILICIA Protectorate	One of the concessions the ESE was forced to make after the Southern War was to hand the control of the Smyrnite beta maglev terminal over to the MILICIA. The area directly surrounding the terminal belongs to the AST and it stations a MILICIA contingent here to ensure the safety of the beta line and the HTRC.



Established in TN 1602, the Collegio is famous throughout Terra Nova. The curriculum taught often deals with esoteric and controversial areas of study, such as genetic engineering and webbling research. A magnet for radicals, idealists, artists and the intellectually gifted, the Collegio offers an unorthodox education, a place where students learn bold new theories that many more conventional and traditional universities frown upon. In fact, although Gawaïne Di Smit is credited with discovering micro-Tannhauser Gates, her work owes much to theories popular in the Collegio in the late TN 1920s.

Some of the Collegio's research is highly questionable and even morally objectionable, however; this is officially justified as being vital to the universal acquisition of knowledge. Human guinea-pigs (and especially GREs) are subjected to a number of horrible experiments aimed at unlocking the secrets of the human mind and body — especially in relation to bioengineering and webbling (see Second Edition Technical Manual, pp. 24-25). Test subjects include both animals and human beings, often resulting in grotesque horrors, most of which have been locked up and kept for future research. Students bear a number of nicknames referring to this experimentation, including "Shellies" (a reference to the ancient Earth classic novel *Frankenstein*) and "KirKids" (a reference to the scientists of Kir Arya who created the Prime Knights).

The main focus of the HTRC is analyzing and replicating Terran technology left behind since the War of the Alliance. Everything from GREL body armor to rifles to the dreaded hovertanks and even CEF starships have been dissected and stripped apart in an attempt to bridge the technology gap. Lately Anurima Khajar has secretly focused the HTRC's resources on analyze the gate-coffin fragments she has recovered in the Badlands.

Both the Collegio and the HTRC are headed by the fractious sister triumvirate of Smyrna. Shara has become a pawn of Colonel Proust, and the GREL is using her affections towards him to gain valuable secrets. Anurima is trying to establish ties with Lord Chancellor Tanaka and Proconsul Lang Regina, hoping to earn the ESE a seat among their new order, and a chance to travel to Earth for herself. Lydia, the oldest of the three sisters, is more interested in the FAP than politics. While aware of Shara's deceptions, she hasn't told Anurima because she is angry with her for cutting the Pavilion's budget.



3.28 - BASAL



Today, seven cycles after Emir Shirow declared Basal's independence, the ashes of the rebellion are still falling across the city and the surrounding plains. The vicious fighting has left much of the city a veritable ruin; its buildings empty skeletons of steel and concrete, the surrounding fields nothing more than seas of dust engulfed by the silence of the thousands who have died. The effects of the rebellion are evident throughout the city: electricity only exists in certain areas, barren streets lie littered with rubble and burnt-out vehicles, vacant windows stare sightlessly into the night and the howling wind carries with it the soft wails of weeping parents. And yet the countless posters of Shirow fluttering in the wind attest that at its heart Basal is a free city and the capital of the Free Emirates.

The rebellion and the Interpolar War have crippled Basal's economy, and even the necessities like food and shelter are hard to obtain on a regular basis. The fall of Basal has also had an effect on the economy of the Eastern Sun Emirates, creating shortages of food across the entire league, contributing to the growing malaise. The people of Basal, however, recovered somewhat after the Oxford Accord and, more importantly, after the establishment of the Free Emirates. Supplies trickle in more regularly, and some of the city has been repaired. To maintain their morale, the shajhalin of Basal take to the streets after each attack or bombardment to repair the damage in a show of solidarity and pride in the Free Emirates. For the last few months, a relative quiet has fallen across the city and fighting has been sporadic, but most suspect that the storm is far from over and that the worst is yet to come.

Before the war, the city-state of Basal dominated the Eastern Plain with monolithic might. The actual city of Basal, known as the Old Quarter, is relatively small and over 700 cycles old. For the most part, the city-state is an intricate network of farming hubs, suburbs and aqueducts that dot the Eastern Plain and surround Basal. The majority of these, now abandoned, consisted of large fields and complexes where the produce was once farmed and shipped out to Basal and the rest of the ESE. Small cities in their own right, these complexes fan out from Basal, forming three concentric circles around the Old Quarter. Only the innermost circle remains today, the other hubs long since falling victim to the rebellion and the Interpolar War, home only to refugees trying to escape the fighting.

Some have suggested that Basal will never recover from the war and regain its past glories. Emir Shirow, however, has repeatedly promised the shajhalin of the city that he will never abandon them or their homes. All will be rebuilt once freedom is obtained. He also insists that Basal be the effective capital of the Free Emirates, although the dangerous conditions make this difficult at best.

Vital Statistics



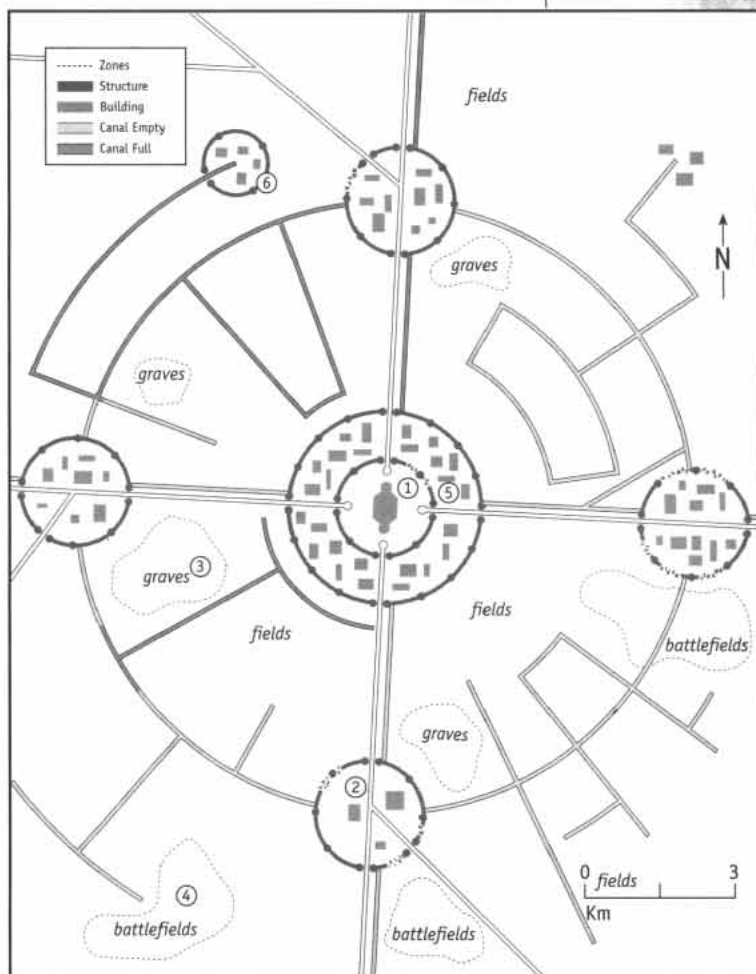
Founding Date:	TN 1207
Joined ESE:	TN 1492 (in revolt against Strathclyde since TN 1931)
Method of Government:	Hereditary aristocracy
Head of Government:	Emir Nigel Shirow
Population:	590,000 (750,000 in TN 1931)
Principal Industries:	none (due to rebellion)





Map of Basal

Location	Description
1. Old Quarter	The heart of Basal, the Old Quarter houses over 80 percent of the post-rebellion population. Surrounded by walls and defensive bunkers, it is the last line of defense for the city-state. In seven cycles of armed fighting, neither Patriarchal or MILICIA troops have breached its walls.
2. Emirate Palace	Enclosed by its own wall and fortifications, Nigel Shirow's palace bears the scars of the rebellion. The magnificent frescos, domes and towers of the palace are all pockmarked, some entirely destroyed. Basalite shajhalin make it a point of always repairing what they can, proudly defying Oliver Masao's attempts to crush them.
3. San Angel	One of the four farming complexes that surround Basal, San Angel was destroyed during the opening phase of the Interpolar War. Silent ruins now, only a few shajhalin have returned to try to reclaim the complex.
4. El Paseo	Located in the western rim of Basal, El Paseo is a large cemetery where the majority of the dead of Basal are buried. A sprawling necropolis, El Paseo is the final resting-place for over 100,000 Basalites. There are no graves in El Paseo; instead, everyone is buried in sealed mausoleums to prevent the spread of disease.
5. FC 6A	The lifeline of Basal. Filtration Center 6A pumps water from the McAllen network and directs it to Basal. Being the only filtration center still in operation, 6A is extremely well defended, both from ground and air attack. Two of Basal's three air defense systems are located near 6A to protect against air strikes.
6. Battlefields	Countless battlefields littered with burnout vehicles and rusting Gears surround Basal. Most of the salvageable equipment has been taken, but it is still possible to find functioning NNets, ammo and weapon-systems, not to mention the odd Gear or APV amid the ruins and devastation.



Society

The people of Basal live under the constant shadow of war and terror, but for the most part have been able to adapt to the increasingly harsh conditions. Hardy and determined, the shajhalin of Basal are defiant and try as hard as they can to continue living their lives as normally as possible. During the day, Basal's streets are empty and desolate; only the occasional stray animal or victim of shellshock wanders amidst the rubble. At night, however, most commoners carry on with their lives, relatively free from the specter of sniper attacks or artillery bombardments — children go to school and the workshops try to produce whatever goods they can while troops train to fight.

Basal's population is composed almost entirely of shajhalin, as most solicitors fled the city during the first days of the rebellion. Those who stayed were hunted down by the commoners and executed along with their families in brutal ways, their bodies left to hang from their apartment buildings. Basal is also home to a large mercenary force, including some MILICIA defectors and veterans of the War of the Alliance who joined up with Basal in TN 1931. Since the fall of the Humanist Alliance, a large Humanist contingent has set up shop in Basal.

Since TN 1936 the North has also maintained a base a few kilometers to the north of Basal, known as Firebase 9-Delta, where the Headquarters of the Eastern Task force is located. The influx of Northern troops has caused tensions among Basalites. Weary of the North's motivations and resenting the growing Revisionist propaganda making its way to Basal, the shajhalin have developed a mistrust for the Northern troops. While they respect their allies, the fiery Basalites do not want the North to get too comfortable in their city.

Emir Shirow and his family are revered as heroes and most shajhalin respect and adore their leader. A visible presence in Basal, Shirow often tours the city talking and hearing what his people have to say. His marriage to Lysia Masao has given the people of Basal hope that the rebellion will soon end, and their city-state installed as the new capital of the Eastern Sun Emirates.



3.29 - BANGWEULEU



Before the formation of the ESE, Bangweuleu was nothing more than a small agricultural settlement struggling to survive. Its adobe hovels and simple way of life were ignored by the officers of the Eastern Sun, who went on to make their fortunes elsewhere. It was not until the reign of Erik Masao that Bangweuleu underwent the transformation from homestead to city-state, as Dela Boash, an engineer aboard the Eastern Sun, claimed it as her emirate in TN 1501. Within 100 cycles of its establishment, Bangweuleu had not only assured its prominence as a trading center, but also its importance to the economic survival of the ESE. The city was nearly destroyed twice in its history, during the Southern War and the St. Vincent's War, but with typical Easterner fervor, it managed to rise from the ashes time and time again.

Never giving in to the excesses of other emirates, the emirs of Bangweuleu have been able to provide for their charges and offer them a higher standard of living. Uprisings and revolts have occurred in the past, but for the last 100 cycles most commoners have quietly worked in the textile mills and mines in return for their generous living conditions. When news came of the rebellion, the shajhalin faithfully followed, believing in Emir Boash.

Revisionism, thanks to Bangweuleu's openness and contact with trade caravans, has grown in popularity among the commoners of the city, who see echoes of the Gentle Prophet in the sacrifice of Enri Masao, and have come to regard the Captain as a saint. The emirs, knowing that a crackdown would only lead to violence, have opened their doors to the religion under the sole condition that their authority will never be challenged. Emirs Ethene and Boash work closely with local Revisionist leader Father Cyril Atamo, supervising and keeping him in check.

Bangweuleu, located at the foot of the Pacifica Mountains, is a small city-state composed entirely of one to two story buildings that surround three hills. It carries with it a primitive air that gives it a timeless and mythical feel — the past seems to come to life amidst the narrow, winding streets of this city-state. Yet its primitive trappings hide the wealth of the city enjoyed before the rebellions — luxurious cars, servants and palatial mansions of the aristocracy and wealthy merchants were all common in the emirate.

The lack of walls and other fortifications give the city a welcoming atmosphere that is almost nonexistent in the other, more oppressive, city-states in the ESE. Bangweuleu is not divided geographically according to class. Here, solicitors and shajhalin live side by side, forcing amicable relations between the classes. The rebellion and the Interpolar War have left their mark on Bangweuleu. Not as devastated as Basal, Bangweuleu is nonetheless a city-state under siege. Although the last assault occurred over a cycle ago, acts of terrorism and the occasional air raid keep Bangweulans on their toes.

Vital Statistics

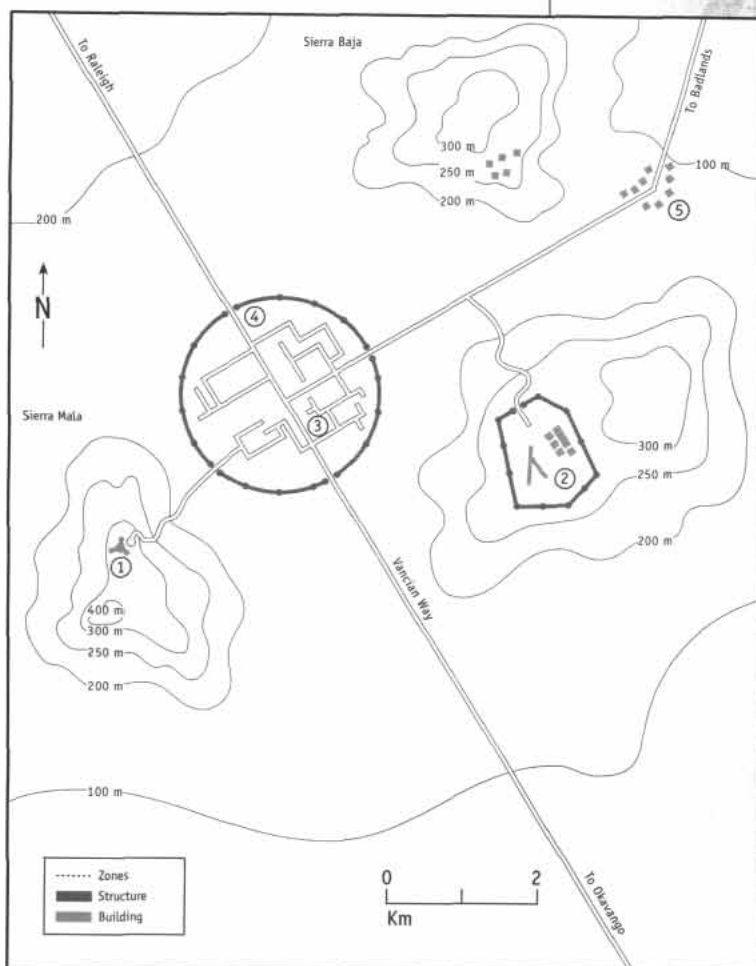
Founding Date:	TN 1501
Joined ESE:	TN 1501 (in revolt against Strathclyde since TN 1933)
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Armann Boash and Dratha Ethene
Population:	1 Million (1.2 million in TN 1933)
Principal Industries:	Mining, textile production and trade (largely suspended since 1933)





Map of Bangweuleu

Location	Description
1. The Ziggurat	Located on the tallest of the three hills of Bangweuleu, the Ziggurat is the palatial home of the Emirs Boash and Ethene. Its distinctive pyramid shape is visible for kilometers around the city and it is built like an arcology — self-sufficient and well defended. Unlike most emirs, the emirs of Bangweuleu graciously open their palace to the public, allowing commoners access on certain holidays where they can pray, sell their wares or even voice their concerns.
2. Humanist Pavilion	The largest Humanist Expatriate settlement outside of Raleigh, the Humanist Pavilion has become a second city in Bangweuleu, home to the HAPF and other Humanists, and partially responsible for maintaining the economy of the Bangweuleu going. The Pavilion houses the largest HAPF barracks and repair docks in the Free Emirates, responsible for not only repairing damaged Gears and striders, but limited manufacturing of replacement parts.
3. The First Church	Constructed in the late 1920s, the First Church of the Apostle of Mamoud is the center of Revisionist worship in the ESE, in particular the Apostate sect. Located in the Bazaar proper, the First Church is backed by Emir Dratha Ethene. The church has been instrumental in caring for the wounded of Bangweuleu, winning more shajhalin to the gentle ways of Revisionism.
4. Heckel's Den	The main smuggling center in Bangweuleu, anything can be bought here for a price, no matter how exotic or illegal. Slaves, weapons and drugs are all staples of Heckel's business.
5. Nortlight Camp	One of the many supply bases for the Eastern Task Force, the encampment in Bangweuleu has been in existence since shortly before the reconquest of Raleigh. Ammo, spare parts, rations and medical supplies are stored here and defended by Northern Guard units.



The Bazaar

The Bazaar of Bangweuleu is what drives the emirate. Without it — and the goods that once poured and now trickle into it — Bangweuleu would not be the city-state it is today. The crown jewel of the emirate, the canopied Bazaar exists in the valley created by the three hills of the emirate. Encompassing an area roughly 20 blocks wide, the Bazaar is the most dynamic and kinetic region of Bangweuleu. The oldest part of the city, the Bazaar is characterized by narrow winding streets, small shops owned by local merchants and the countless tents and stalls of the many thousands of merchants who set up along the crowded streets. The smell of food, clouds of incense and the aromatic scents of perfumes and spices waft through the streets. The streets are covered by richly colored canopies of Terranovan silk, which cause the streets below to shimmer with gentle cascades of color and light.

The central area is a large square where anything from art to vehicles can be bought and sold. Most transactions are done for cash, and any Terranovan currency is accepted. Barter is also popular among the shajhalin, especially in these lean times of war and rebellion. Each merchant must first apply for a permit and pay a fee, of an amount determined by the emirs' solicitors. Bribery and kickbacks are staples of the Bazaar's economy. Black market and illegal goods can be found, but only if one knows where to look and who to ask. Most of these are sold out of sight in the meandering maze of streets and alleyways surrounding the square.

The rebellion and the Interpol War have hit the Bazaar hard, but somehow Emirs Boash and Ethene have managed to keep the goods flowing into Bangweuleu. At first trading with Basal and Okavango, trade soon developed between the Humanists expatriates and expanded to the Northern troops when they arrived. Now, the Bazaar is an integral supply point for the Northern and Free Emirate forces, a fact that has not gone unnoticed by Republican strategists. With the flow of Northern troops across the Badlands, the Bazaar has (if anything) grown as a smuggling center. Freedom fighters from Khayr ad-Din and other places in the desert come here to purchase weapons, either from such places as Heckel's Den or from more above-board merchants.



3.30 - OKAVANGO



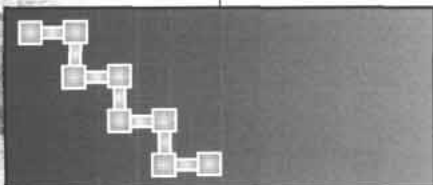
Lost amidst the dark jungles and swamps of the Eastern Sun Emirates' Interior, the city-state of Okavango stands like a jewel in the night, offering safety and shelter from the hellish swamps and wildlife that inhabit the area. Although Okavango is one of the smallest city-states of the ESE, it is also the most unique and enchanting. Built on a massive network of floating rafts, bridges and artificial islands, Okavango has the distinction of being the oldest settlement in the ESE, and therefore archaeologically important.

Archeologists postulate that Okavango existed as far back as the first three Terranovan centuries, and was abandoned sometime around TN 600 for unknown reasons. Strangely, there are no survey or colonization records of the period showing any settlement in the region, clouding the origins of Okavango in mystery. The first references to a city of Okavango (a name given by colonial surveyors to the swamp) appear in the 9th and 10th Terranovan centuries when the Consortium built plantations in the area to feed its growing population. Members of the Faculty of Anthropology at the Collegio Smyrna believe that the original Okavango (of which a few ruins still exist) was settled through a similar process as the many other isolated, semi-primitive settlements dating back to the early colonial times — such as Prima Colonia near modern Olduvai (see Mekong Dominion Leaguebook, p. 55). They cite as proof the early Okavangans' skill at masonry and the presence of hundreds of stoneheads in the Okavango Swamps and Interior of the ESE.

Called the Jewel of the Jungle for good reason, the city of Okavango seems to appear suddenly out of nowhere, its buildings dwarfed by the murky jungle and swamps that surround it. Among the most unique cities on Terra Nova, Okavango is entirely composed of islands, rafts and tree homes connected by suspended and floating bridges. The primary means of transportation are barges and hover vehicles, which continually buzz above the city, occasionally leading to horrific accidents.

Okavango must continually struggle for its survival against the jungle and swamps that surround it. Every cycle the jungle is poised to reclaim the area as vines and undergrowth slowly worm their way into the city, occasionally destroying homes and bridges. A structure can be reduced to rubble by the jungle if unattended for long periods of time. The growing vines that cover many of the surfaces of Okavango give it an ancient look and feel. The core of the city, the area used by emirs for their palace complex, is the oldest, and most structures there date to the first three Terranovan centuries. The palace is marked with strange statues and designs that few archeologists have deciphered, and rumors abound (especially among commoners) of their real purpose.

Vital Statistics



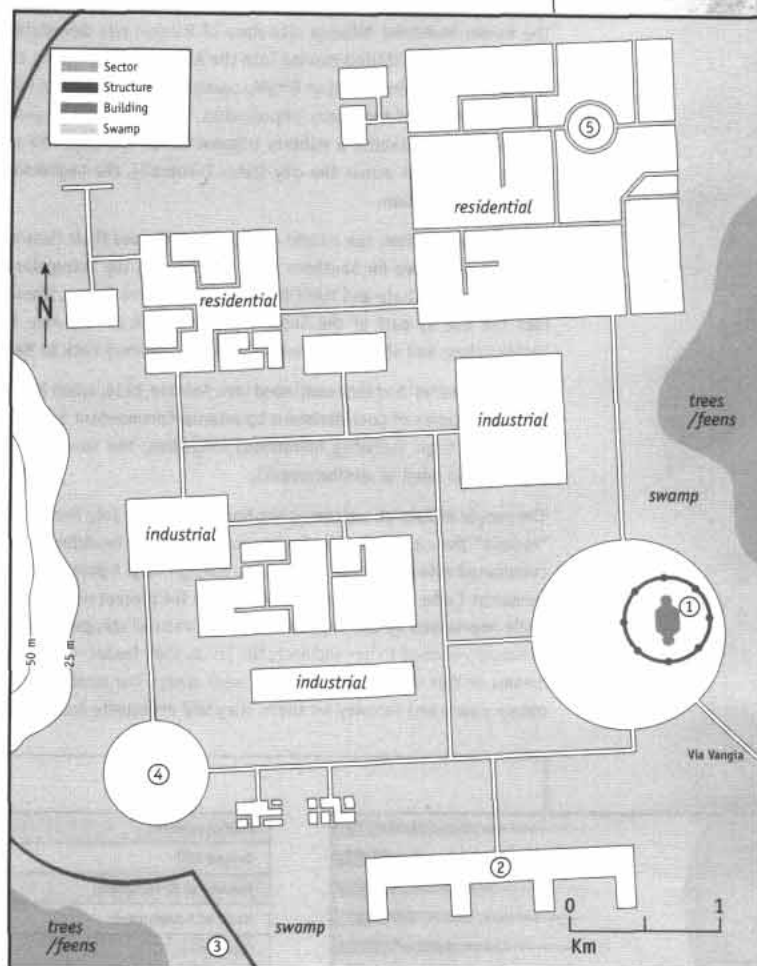
Founding Date:	TN 1078 (first ruins dating to before TN 100)
Joined ESE:	TN 1492 (in revolt against Strathclyde since TN 1935)
Method of Government:	Hereditary Aristocracy
Head of Government:	Emir Rafael Bhravo
Population:	534,000 (680,000 in TN 1935)
Principal Industries:	Agriculture (jhang and rice), archeology and tourism (suspended since TN 1935)





Map of Okavango

Location	Description
1. Palace	The Emirate Palace of Okavango serves two functions. Firstly, it houses the personal residence of Rafael Bhvavo, and secondly it acts as a shelter for the people of Okavango. Between the first and second wall of the Palace ground are special bunkers, originally constructed to save the population of the Okavango in case of floods or severe storms.
2. Docks	Bustling with activity 36 hours a day, the docks of Okavango are where all the jhong and rice produced in the plantations is brought before being loaded up into transports bound for the Vangian Way. The docks are run by banderías, answering to solicitor dockmasters. Before the war, they also harbored one of the main black markets in the South.
3. The Barriers	Surrounding Okavango, a series of huge concrete blocks helps keep the rising waters of the rainy season from flooding Okavango. Only once, in TN 1803, have the waters of the swamp risen over the blocks, flooding the city-state. These blocks, each over 10 meters tall and several wide, also serve as Okavango's main line of defense, and since the Interpol War have been lined with turrets and gun emplacements.
4. Zoo	Focusing on "dangerous" species, the Okavango Zoo displayed specimens from all over Terra Nova. In Masao's failed attack on Okavango an artillery round hit the zoo, freeing a number of animals. Most were caught or killed, but a number of extremely dangerous specimens are still loose.
5. Redondo	The main market of Okavango, this floating island found in the middle of the largest platform, Teotihuacan, is where all commerce was handled before the Interpol War. Now Redondo is home to Revisionist missions, providing food and medical care to the people of Okavango.



Society ◆

More than anywhere else in the Eastern Sun Emirates, the shajhalin of Okavango are extremely individualistic and proud of it. The modern day shajhalin of Okavango are actually descendants of the scattered communities that existed in this area well before the Consortium moved in. Conquered through force and coercion, the Okavangans were absorbed by the Consortium and treated as shajhalin, but they shared little in common with the culture developing in places like Javari, Cimmaro and Basal. Okavangans shared a unique culture that worshipped the swamp and the stars, placing emphasis on ancestral worship and a pantheon of deities numbering in the hundreds. Curiously enough, the Okavangans prophesied that a star would fall and a new leader would emerge to guide them. When news of the Eastern Sun filtered its way to Okavango, its people welcomed Enri as their prophesied leader and were one of the first settlements to join the ESE.

Today, most of this heritage has been lost and Okavangans have appropriated traditional shajhalin culture, but the roots of their origins can be seen in the architecture and customs of the city-state. Although few remember the Old Gods, the emirs adopted the divine attributes cementing their rule over the people of Okavango.

A deeply spiritual people, the shajhalin of Okavango see time as a series of cycles of prosperity and hardship. According to them, there are four cycles which constantly repeat in the same order, known as epochs. While referring to the passage of time, the Four Epochs are also synonymous with the four seasons of Terra Nova, running from Winter through Autumn. The First Epoch is a time of rebuilding anew, of new starts and forging a new destiny. Characterized by hardship and accomplishments, the deeds of the First Epoch form the foundation for the later epochs. The Second Epoch is a time of prosperity, but a balanced one. From the bounty of the Second Epoch, the Third is the start of the downward spiral: the people of the Third Epoch give into decadence and hedonism, enjoying the spoils of summer. The final Epoch, the Fourth, is a time of suffering and pain, of bloodshed and turmoil where everything built in the Second and Third Epochs is destroyed, laying the foundations for the rebuilding of the First. Most Okavangans believe the ESE to be in the Fourth Epoch, and are willing to suffer, knowing that brighter times lie ahead.



3.31 - RALEIGH [UPDATE]



The former Humanist Alliance city-state of Raleigh was devastated after the annexation of the HA by the Southern Republic. When Republican troops started moving into the Alliance in the Spring of TN 1936, the people of Raleigh were shocked. This, combined with two minor outbreaks of Theban Blight, caused a wave of panic to wash over the frontier city-state, which was only brought under control with the arrival of the Ignus Legionnaires, the 12th Gear Regiment. One of the first actions of the Legionnaires was to arrest all Preceptors and establish a military tribunal to run the city. This move angered the characteristically wild Raleites into violence, and fighting broke out across the city-state. Eventually, the Legionnaires, augmented by the 2nd Cavalry Regiment — Steel Demons — quelled the rebellion.

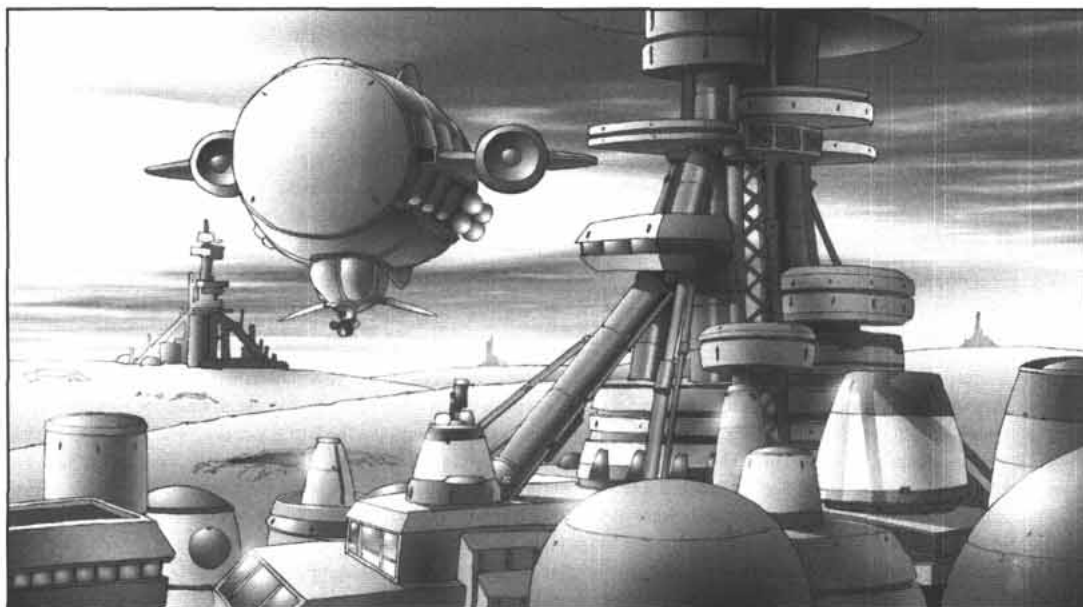
Dejected and broken, the people of Raleigh continued their lives as best they could, but their quiet city-state was slowly transformed into a staging area for Southern units anticipating the Interpolar War. Additionally, the Legionnaires and the Steel Demons regularly engaged Free Emirate and HAPF forces in the Pacifica Range. When the Interpolar War broke out, both Republican units led the charge into the ESE as part of the South's pincer attack on the Free Emirates. Unfortunately, the campaign was a total failure for the Legionnaires, and shortly afterwards they were ordered back to Raleigh to act as a garrison.

The Legionnaires' bad luck continued into Autumn 1936, when Northern troops entered the Tobian Plain and commenced their attack on Raleigh. A series of poor decisions by interim-Commandant Sinhal and the tenacity of the attacking troops led to a Northern victory a few weeks later. Suffering horrendous casualties, the surviving Legionnaires were disbanded and incorporated into other MILICIA regiments in need of reinforcements.

The people of Raleigh welcomed the Northern troops only because elements of the Humanist Alliance Protection Force were the first to "reclaim" the city-state. The Sagittarius strider and hovertank crews of the HAPF were welcomed as heroes, treated to a parade that culminated with the troops hosting the Raleigh flag. A pale shadow of its former self, the city began rebuilding. Still entrenched in the Humanist Caste system, the Raleites looked for preceptors to lead the way but only a few remained, most dying of plague outbreaks while imprisoned by the Republic. Into this vacuum stepped Lysia Masao. Respected in the Alliance before the annexation, the people of Raleigh warmed to her and accepted her as their leader — even it meant becoming a Free Emirate. The people remain attached to the dreams of Yuri Gropius, but Raleites were always the most independently minded Humanists. Lysia Masao has hopes that if she can obtain peace and security for them, they will eventually accept a new social system — as long as it respects their traditions.

Vital Statistic

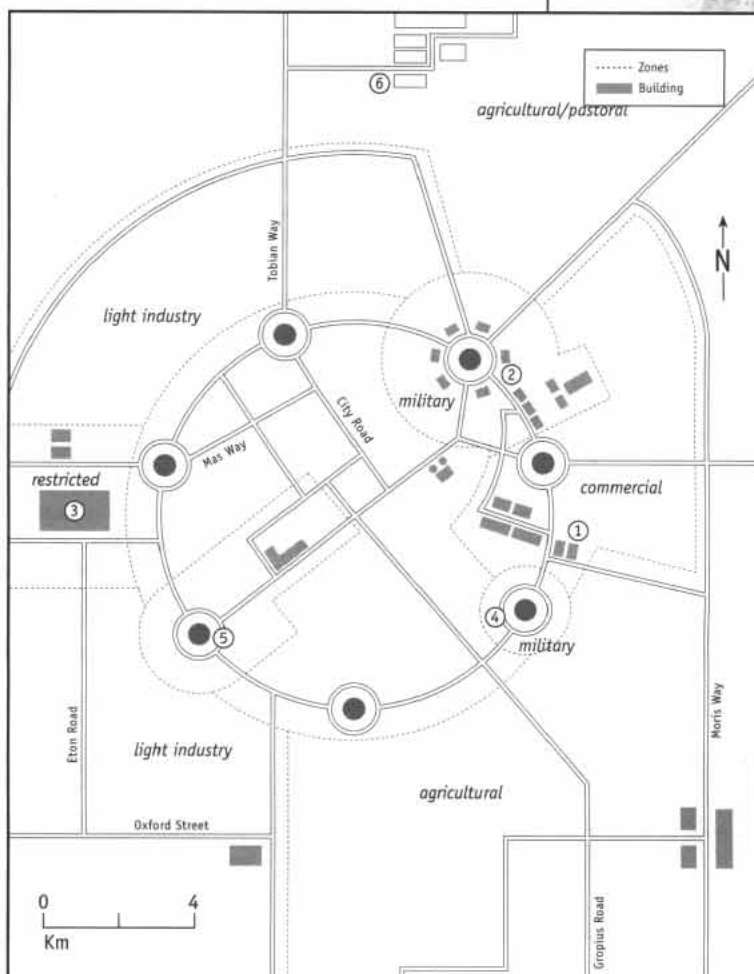
Founding Date:	TN 812
Joined ESE:	TN 1936 (joined Free Emirates)
Method of Government:	Hereditary Aristocracy
Head of Government:	Emir Lysia Masao
Population:	532,000 (560,000 in TN 1935)
Principal Industries:	Agriculture, meat and alcohol (suspended since TN 1936)





Map of Raleigh

Location	Description
1. Sports Grounds	Once the sight of weekly festivities, the sports grounds now house a number of refugee settlements, including a Northern field hospital. Only recently have the pubs and sports fields been reopened to the people under the orders of Lysia Masao — a move that has added to her popularity.
2. Singleton Tower	The tower and adjacent buildings are the HAPF's control point in the western Free Emirates. Badly damaged during the Northern advance into Raleigh, the tower is slowly becoming the center for all Humanist activities, as more and more Humanists flock to the first freed HA city.
3. Tatant Facility	Destroyed during the fighting for Raleigh, no attempts have been made to rebuild the Tatant Facility. It is here where the South executed a number of Preceptors and Protectors in an attempt to prevent an organized resistance movement from cropping up.
4. Rockhampton Tower	Lysia adopted Rockhampton as her personal residence after the liberation of Raleigh. Aside from allowing her to base her emirate forces nearby, the old MILICIA outpost's defenses allow her to sleep easier knowing that her brother would have to be fool to try and attack her while bunkered there.
5. Eromanga Tower	This is a commercial facility that also houses extensive restaurants and entertainment facilities. A video arcade also allows visitors to play the latest games. Eromanga was the center of Raleite youth culture before the war, with "tower skulkers" seemingly living out their lives in the huge mall.
6. Animal Pens	In the northern outskirts of the city, a great series of stone pens provides the herders with a place to keep their animals when visiting the city on their way to other pastures or when coming to sell them at the market.



The Emir of Raleigh

Emir Lysia Masao, wife of Free Emirate leader Nigel Shirow, is the most progressive and level-headed emir in the ESE. Her time with her first husband, deceased Lord Chancellor Hemami, and her life in the Humanist Alliance taught Lysia a great deal about fairness and what it means to be a leader. Dedicating her early life to being an ambassador of good will in the South, she traveled across the hemisphere championing for human rights and trying to heal the wounds of the War of the Alliance. Careful not to rock the boat too much, Lysia was a respected dignitary nonetheless, uncharacteristically willing to use her position to try and help those in need. The more her brother gave into decadence, the more Lysia fought to be a model of decency and human kindness.

After her husband was killed, Lysia fled to Raleigh where she hid during the Republican occupation and annexation of the HA. During this time she organized a secret movement, giving aid to those in need and smuggling fugitive protectors and preceptors to Bangweulu. This made her very popular among the commoners of Raleigh and for this reason, they supported her when she claimed the "emirate" of Raleigh. Even the preceptor class acknowledged her potential to lead, and quietly backed her as well. Few know for sure how long the remnants of the Humanist Alliance will back Lysia, and the Emir of Raleigh is aware that sooner or later Raleigh may break away from the Free Emirates. For now, Raleigh and the Free Emirates need one another, and the parties involved know that cooperation is the order of the day.

Lysia Masao's immediate concerns are the Interpol War and securing the Free Emirates. Knowing the South well, even more so that Nigel Shirow because of her marriage to a Lord Chancellor, she knows that the South will be hard-pressed to accept the Free Emirates after their cooperation with the North. The key, in her opinion, is the creation of ties with people like Kenichi Tanaka, a prominent Southerner open to alliances across the Badlands. The Republic's reaction to the Alliance's ploys has signaled to her the rot at the core of the Republic. Lysia knows that sooner or later the Southern power will fall, and if the Free Emirates and the ESE want to survive they will have to forge new ties and carve out a new place for themselves.



3.32 - GARDENA

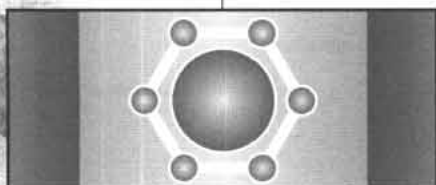
Gardena is built into a natural cave formation which descends into the MacAllen Tunnel network and consists of three main sections, each at a different depth. The Upper District encompasses the city's surface domes, that appear as low white hills against the Tobian Plain savannah. Gardena was settled initially because of its natural caverns and room to build a subterranean community with access to an abundant water supply. The Upper District currently contains about a fifth of the city's population, and is primarily made up of businesses and industries that need access to the surface.

Most visitors never get any further into Gardena than the Upper District because they are regarded as potential spies and disease carriers by the xenophobic locals. Gardena maintains a policy of not allowing anyone in unless they have somewhere to stay. Since hotels in the lower River District are few and almost always full of dignitaries, scientists and wealthy foreign traders, it is very difficult to get further than the Upper District.

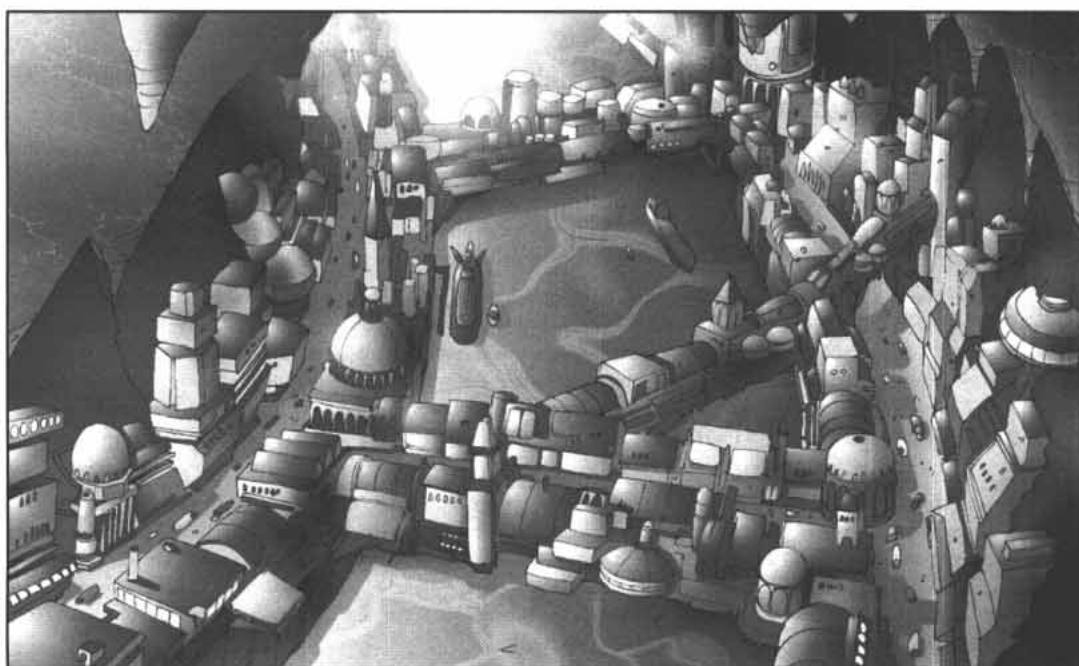
The second area down is the River District, where the majority of the city's population lives and works. It lies some 600 meters below the surface, and is built within a series of huge caves through which an underground river flows. River District architecture is famous across Terra Nova. Some residences are completely submerged, while others actually make up huge bridges that span the river every few hundred meters. Aquatic farms lie almost everywhere. Boats and submarine vessels ply the waters, linking the community to distant aquatic farms and mining sites within the MacAllen tunnels. Fortunately, typically Humanist orderly planning from the earliest days has resulted in Gardena being carefully symmetrical and well organized.

Bluewater District, which lies more than a kilometer and a half further underground, is restricted to Gardenan natives only. The only foreigners to come here are Republican investigators. The Southern Republic Intelligence Directorate (SRID) is very suspicious of local Humanist activities, but have been only able to get a few agents in to date, obtaining little useful information. Bluewater is built along a meandering half flooded MacAllen tunnel. The city's dispersed layout has allowed the Alliance to keep hidden the size and capabilities of its potent naval force. The District has similar farming and mining operations to River District, and its authentic coffee beans are world renowned. Some Gardenans are uncomfortable with the modicum of fame that the coffee export trade has given to Bluewater, a region they see as their final refuge from the corrupt outside world.

Vital Statistics



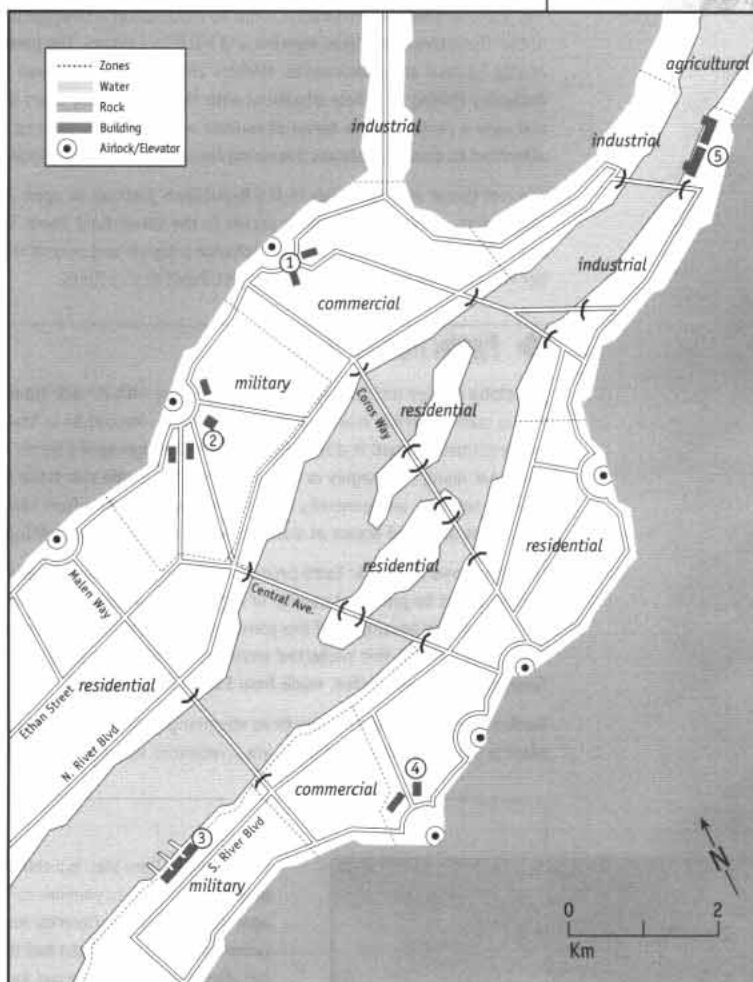
Founding Date:	TN 573
Joined HA:	TN 1496
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Tessa Bleu (3rd Tier)
Population:	940,000 (1.28% Preceptors, 7.23% Protectors, 91.49% Commoners)
Principle Industries:	Agriculture (specializing in hydroponics and Earth strains), submersible construction.





Map of Gardena (River District)

Location	Description
1. River Markets	The River District's central market is located near the elevator that comes down from the Upper District's Marché de la Grotte (The Grotto Market). Here, goods that have been carefully scrutinized and tested by DHM staff for disease arrive to be bought by Gardenans. Locally produced food and goods are also for sale and are more popular with the xenophobic clientele.
2. MILICIA Barracks	The barracks have become the center of Republican efforts to introduce their own culture into Gardena. Many of the shops and entertainment places nearby cater to Republican, Mekong or Eastern tastes. Deviancy is also the highest in this area and it is patrolled both by protectors and MILICIA police officers. The two forces often come into conflict over jurisdiction.
3. Submarine Docks	The main docks for Gardena's fleet are within several man-made caves, many accessible only by submersibles. The HAPF strictly controls this area, their patrol Gears and submarines intercepting all craft that enter Gardena here and at the eastern end of the river.
4. Bluewater Elevator	The entrance to Bluewater is completely sealed off by the HAPF. Smaller markets offer products grown in Bluewater, and the rich smell of coffee fills the area every Saturday (which is market day). Foreigners shopping at Bluewater market often get a cold shoulder, but are generally allowed to go about their business.
5. Neptune Const.	One of the three largest aquatic vehicle manufacturers (Aquadyne Industries and Seahorse Submersibles being the other two), Neptune Constructions has dry docks and manufacturing facilities located at the extreme east part of central River District. Neptune is involved in the top secret Project Diomedes (see p. 64) to develop Gears for use in the MacAllen cave network. Beyond this point lie only farms until the tunnel completely floods.



Life Under a Stone Sky

Gardenans live almost all their lives underground, with few direct contacts with outsiders. Physically, they tend to be very pale skinned, have an aversion to bright light, and are susceptible to sunstroke and sunburn. Gardenans tend to be agoraphobic (afraid of open spaces), having always lived under a cavern roof. Being close to water all their lives, they are adept swimmers and are familiar with SCUBA gear, boats and submarines. Often very xenophobic (deep dislike and mistrust of foreigners), they almost always speak Intralingua, refusing to communicate in Universal French or Anglic and other languages spoken by foreign visitors.

These Gardenan character tendencies increase as one descends down the districts. In the Upper District, Gardenans are used to dealing with foreigners for trade or have jobs that take them outside, so these cultural traits are not as severe. River District dwellers tend to be about average, but it is the Bluewater natives who take things to extremes, even mistrusting those who live and work in the Upper District.

When Gardena was first incorporated into the Alliance, the newly formed Department of Health and Morality (DHM) identified these tendencies. A program to remove these cultural problems was quite successful for many cycles. When the Alliance was conquered by the Republic, however, the DHM deliberately ended this program as part of Operation LongNight in order to make it harder for Republican occupiers and spies to deal with Gardenans.

Since the War of Alliance, the Republic has tried to open up Gardena by running a program of Republican cultural exchange. The Combined Southern Resource Advisory Committee (CSRAC) has arranged for entertainment facilities featuring purely Republican cultural activities to be opened up in the River District. The MILICIAMen assigned to Gardena have made good use of these to escape the social hostility of the natives. Although the DHM try to stop them, many young Gardenans are experimenting with Republican music, trideos, drugs and fashion. This rebellious atmosphere has also attracted the interest of the secret Gardenan resistance group, the Hehli (see p. 32).



◆ Fire and Water

The political situation in Gardena is not so much about a struggle for power within the government, as about dealing with the existence of the disruptive Republican element and MILICIA soldiers. The presence of the MILICIA in River District has always been a problem. The mostly Eastern and Dominionite soldiers are carefully shadowed by protectors and agents of the Humanist Insight and Regulatory Authority (HIRA) to defuse situations with the locals. Long tours in the underground seems to bring out the worst in the MILICIAn, and over a century ago a series of tunnels were set aside to keep them away from the populace. HIRA and the DHM also pay special attention to those Gardenans becoming involved in the Republican cultural exchange programs.

The real threat at present lies in the Republican pressure to open up Bluewater District. Preceptor Tessa Bleu has outright refused this suggestion, not wishing to allow access to the secret fleet there. She has been quick to point to the growing problems of deviance as a result of the Republican cultural exchange program and several incidents of excessive deviant activity have been orchestrated to give her the political clout necessary to resist Republican efforts.

◆ Plunder from the Deep

The alpha maglev runs through Gardena, bringing with it trade from the Badlands and the North. Its primary freight yard rests right next to the main Gardenan market place, known as the Marché de la Grotte (The Grotto Market), although locals just call it "Grotte." A large conventional rail yard is also here, allowing the high-speed trains from Raleigh, Oxford and White Rock to bring their merchandise for shipment along the maglev or sale at the Grotte. Badlander trade caravans routinely trek through the Emerald Belt to reach Gardena's popular markets, and generally are escorted by protectors from the border. Gardenans force away all traders who do not choose to stay within the assigned domes at dusk, to avoid a shanty town setting up next to their city — which might encourage disease.

Gardena grows authentic Earth produce like corn, coffee beans, and cocoa in carefully controlled underground facilities. Because these goods cannot be produced outside of a laboratory anywhere else on Terra Nova, they command high prices. This is all possible because Gardenans take advantage of the plentiful water and moisture to run huge hydroponic gardens, combined with genetically engineered plants and soil. In this protected environment, they are able to produce high yields and grow produce to unusually large sizes. Most famous is Gardenan Coffee, made from Earth coffee beans.

Gardena has strict import restrictions stemming from fears of disease and will not allow any food stuffs to be brought into the city. Even plant produce and prepared hides are scrutinized and sterilized before being allowed in.

City Preceptor Tessa Bleu (3rd Tier) ■

City Preceptor Tessa Bleu is a charming lady nearing retirement from public life. A native of Gardena, born in Bluewater, she rose to prominence in the DHM as a specialist in nutrition and ran projects to further develop agriculture in the city. Recently her niece, Xian Welgon was placed under suspicion by DHM operatives as a potential subversive. Welgon had taken full advantage of the CSRA's Republican cultural exchange program, and after investigation she was found to have a boyfriend in the MILICIA. Bleu took over the investigation personally. From surveillance video and careful analysis of her niece's submarine navigation records, lifted as part of the investigation, she now believes her to be a member of the elusive Hehli. Bleu has kept this information to herself, officially closing the investigation. With matters with the CSRA creating more problems, she is considering using her niece to get the Hehli to help her in return for whatever they need.

Operation: Bashful ■

"Two days ago the Bajan submersible explorer Coverale and her crew were captured by protector forces on the outskirts of Gardena's River District. The information was made public by Satellite News Services as per operational instructions. No secure areas or vessels seem to have been the subject of attention, although previous Bajan missions may have compromised security. My personal feeling is that we are in a strong position to call for sanctions. Panic and alarm activities have gone well in Gardena and Oxford, receiving global broadcast. The HAPF have mobilized forces along the border and helped seal off those sections of Gardena we wish to keep from the MILICIA and other foreigners. Data from the Coverale's computer records has been decoded and initial analysis has provided some useful information on the Albion Caves Network. Debriefing of her crew continues.

"In response to the Bajan actions we have launched two Capricorn class long range explorers north. It is hoped this will trigger a military response, perhaps detaining the crew. This should allow the Illuminatus the leverage to "contemplate" invading Baja in order to maintain the security of the Alliance. Within the next season I believe the time will be right to scale up our submersible construction and training programs without raising alarm. Given this, I feel there is no need to initiate Operation Avalon, since Bluewater is under no immediate threat from the Republic now that their attention is focused elsewhere. Although the falsified destruction of the Bluewater area would allow our fleet greater security, it would definitely complicate supply and construction."

— Faeol Laton, Director HIRA





The Upper District ◆

The Upper District encompasses 259 surface domes and the large trade market: the Marché de la Grotte. Many domes are just family-dwellings for Gardenans who have not been found a "proper" abode deeper underground. The HAPF operates out of a number of domes that support turrets and other weapons to protect Gardena. Some domes operate as hotels for traders and the few visitors that are allowed into the city. Several large domes belong to the MILICIA, and this is one of the few places where one can always find people loitering around on the surface — MILICIAnen prefer to spend their off duty hours playing sport and relaxing in the open. On the east side of the city is the market, approachable after passing through a guard point. All trading occurs below the surface. A 500 meter long entrance slope under the lip of a chain of domes allows access to the enormous cave-like Grotte trading area. Vehicles, beasts, people and produce create a confusion of noises, smells and movement in the half-light that Gardenans prefer.

The River District ◆

The River District is reached through one of six huge airlock elevators, although protectors also have two corkscrew tunnels for emergency access. The airlocks on the lifts and tunnels are needed to maintain ambient air pressure and moisture, as well as to avoid letting in organisms that might destroy crops. A quarantine station is built into each airlock and anyone coming down from the domes or the surface must first be cleared. Gardenan citizens can expect a brief palm scan and breath analysis, followed by a disinfectant and insecticide spray before finally being allowed to don new shoes and enter. Outsiders must pass a full medical examination that tests for all known infectious diseases. It can take up to three full days before the results are available and the subject is allowed in. MILICIA troops have a separate internal base area in the River District to allow them to maintain a guard in Gardena proper.

The River District is built around a 29-kilometer section of the MacAllen Tunnels running right at "sea level" so that it is only semi-submerged. Locks and pump systems keep the place from flooding. Large sections of river have been used to grow crops, and everywhere glowing pillars looking much like bizarre stalactites hang from the roof. These provide illumination to the citizens when outside their personal living spaces and other buildings. They also provide the plants with the right radiation for optimal growth. Other crops are grown in older tunnels, abandoned as the community expanded, and tunnels specially built to provide optimal conditions for each species.

The River District also sports some of the most incredible architecture on Terra Nova. Huge bridges made up of houses, offices and shops span the river. These constructions accommodate up to a thousand people, and include rail and road facilities. Many buildings are built high into the cavern walls, with rooms fronting onto the river. The height of luxury are the mansions which sit on the river, typically with one or two levels below the waterline featuring thick viewing windows and submarine garages.

The Bluewater District ◆

The Bluewater District is about 1550 meters below the River District, and is made up of a partially flooded sixty-kilometer section of a tertiary artery of the MacAllen tunnels. Initially a research base, it is now a community in its own right, supporting the remaining thirty percent of the Gardenan population. Although a special airlock elevator connects it to the surface, it is usually reached via submarine in the MacAllen tunnels. The lift shaft is always kept pressurized, to prevent Bluewater from flooding, and the elevators are required to take a very slow passage to the surface to avoid nitrogen bubbles forming in the bloodstreams of passengers. Safety and security systems are extraordinary in the shaft, with gravity powered emergency airlocks ready to halt any depressurization at three separate levels and stop the district from being flooded.

The only foreigners allowed to venture into Bluewater District are Republican officials, conducting inspections to check on any Alliance activities they are unaware of. The truth is the Gardenans are engaged in secret vehicle construction, with a sizable fleet of submarine research and protector craft being built and based here.

Aquadyne Industries has established a submarine construction and conversion facility here and in Thebes. They have been established for almost 30 cycles, but since the Bajan vessel appeared in Gardena they have obtained large government contracts for mining, survey and naval craft. Neptune Constructions and Seahorse Submersibles have also established themselves in the last six cycles.

Citizens of Bluewater consider their district to be the true heart of Gardena. Living the deepest under water and the furthest from undesirable outside influences, they feel they hold the key to the city-state's future. Indeed, many of the Hehli's staunchest supporters have never set foot outside of Bluewater and its surrounding tunnels. This elitism sometimes does a disservice to the district, however. Indeed, without the intermediaries of the River and Upper districts, Bluewater could not thrive as it does off foreign trade and national industry. Agricultural trade is especially fragile because Bluewater administrators tend to react with instant quarantines whenever there is a hint of disease in the district. This cuts off all coffee sales and crops have been known to rot before they can be treated for shipment. City Preceptor Tessa Bleu does her best to limit these quarantines in order to keep trade flowing and keep a lid on Republican frustrations with "unacceptable constraints of the free flow of trade goods."



3.33 - GROPIUS



Gropius is actually made up of sixteen smaller towns in the Trondheim Valley. The city was originally called Tanalom until it was renamed in honor of the founder of the Alliance, Yuri Gropius, upon his death in TN 1558. The Trondheim Valley opens up onto Lake Waymar and features a microclimate which has proven to be excellent for growing grapes. The city is a conglomeration of the sixteen boroughs, with no central business district or administrative core. It appears to be made of vineyards, wineries and vine-covered whitewashed cottages all linked together by narrow cobblestone or paved roads.

From the air, the structure that dominates the valley is the Olympic sports facility that is the center of Southern attention every four cycles during the two weeks of Olympic events. Three large circular stadiums are surrounded by numerous buildings and fields. Since the Olympics are only held every four cycles, during the rest of the time local protectors and MILICIA use many of the secondary structures to house troops and equipment. Others are used for accommodating tourists and visiting teams who come to train and compete here in various seasonal sporting events.

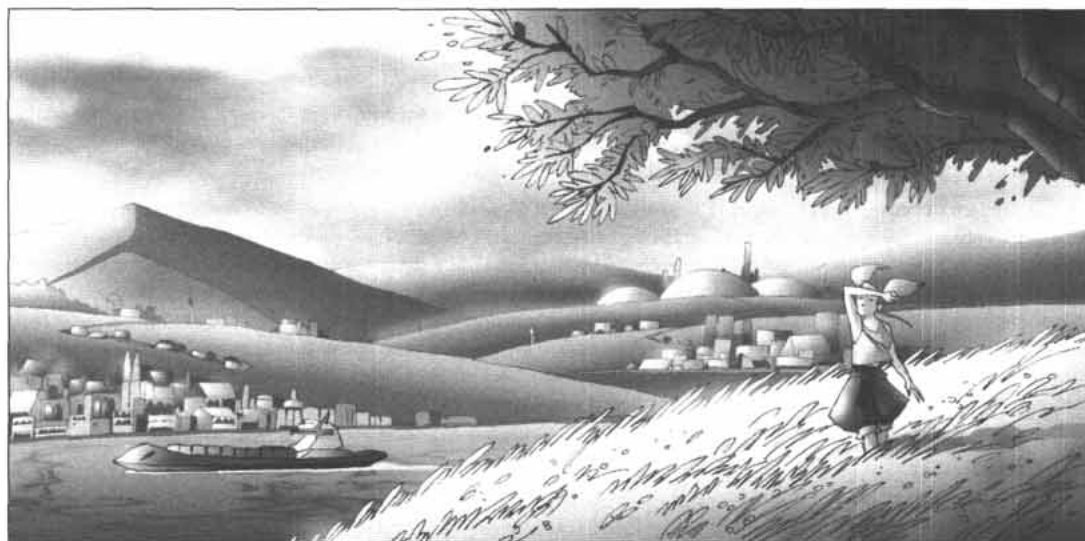
When people think of Gropius, it is inevitably about either art, wine, or terrorism. Gropius is the center for fine arts in the Alliance, and the best artists come here to learn and teach. The local wines are exceptional, and several labels are world renowned. The beauty of the region and the high level of tourism, makes for a notably cosmopolitan lifestyle. The only thing that mars this is the Freewill terrorist movement (see p. 29) that fights to see the city secede from the Alliance and join the Republic.

Gropius has a fairly extensive subterranean rail system and most wine is shipped to Perth in special vibration dampening freight wagons. The rail system is used in conjunction with communal mini-buses that are available for hire to those citizens who do not own cars. Gropius also sits on the rail connection between Perth and the Southern Republican capital of Port Oasis. It has an extensive underground station that acts as an exchanging point for cargo and passengers, since Republican trains travel only as far as Perth. This changeover also assists anti-smuggling and counter-espionage activities. The Republic accepts this and have similar requirements for shipments their way.

The activities of the Freewill terrorists have left Gropius with a legacy of heavy security. Most of the towns that make up Gropius are pedestrian only zones and are protected by sophisticated surveillance systems. Sniffer patrols, random inspections and discrete scanner systems are a common sight. Most town buildings have extra thick outer glass windows to protect against bomb blasts. At train stations and the airport, virulent prohibition against leaving luggage unattended reminds foreigners of the constant threat that exists. Most locals take all this in stride, but it can be very disquieting to other Humanist citizens who are so used to an almost totally non-violent way of life.

Vital Statistics

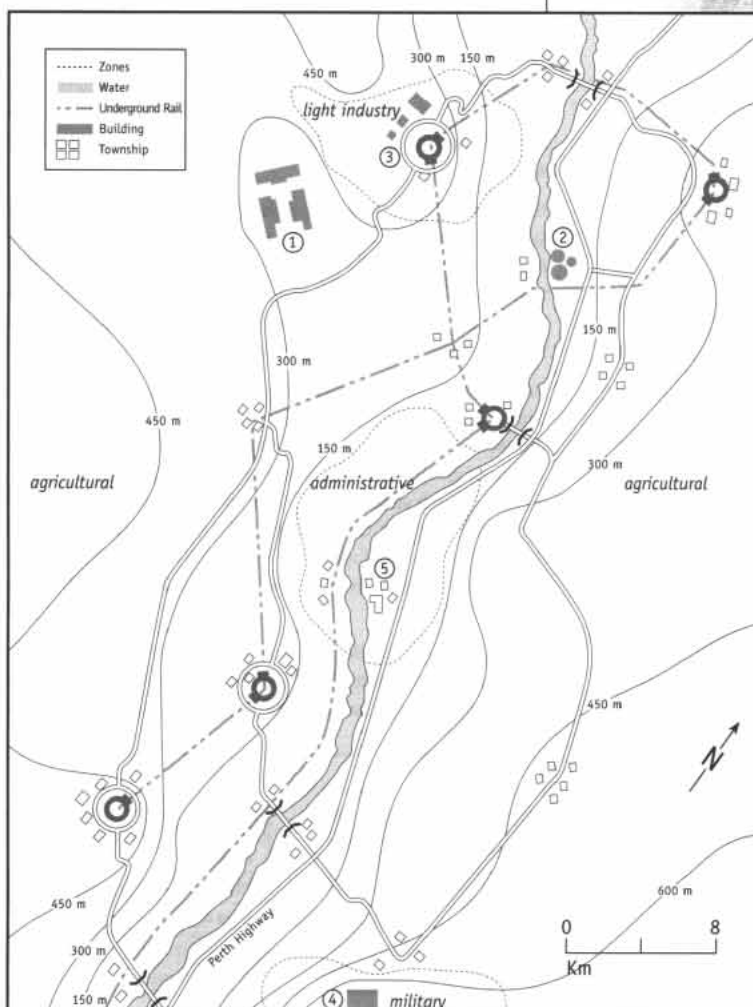
Founding Date:	TN 812
Joined HA:	TN 1481 (Had Humanist system since 1477)
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Fyona Nahvie (3rd Tier)
Population:	2.3 Million (1.07% Preceptors, 7.39% Protectors, 91.54% Commonsers)
Principle Industries:	Agriculture, wine, fine art and glass blowing





Map of Gropius

Location	Description
1. Leura Vineyard	This famous vineyard is owned by popular local artist Kray Stanten. A renowned painter of landscapes and nudes, his parties are considered the height of the Yurite social scene. His guest list regularly includes Republican and Humanist luminaries.
2. Olympic Facility	Three large circular stadiums are surrounded by numerous buildings and fields. Protectors and MILICIAMen use many of the secondary structures to house their forces and equipment. The town of Breton, home to the facility, is heavily policed by protectors to keep Freewill terrorists from striking at this symbol of Humanist pride. Breton also features housing for Olympic athletes and is monitored by the DHM to track foreign influences.
3. Rail Yards	Gropius has an extensive underground station that acts as a hub for cargo and passengers from the Republic. Much of Gymle township is involved in servicing and repairing the rail network in Gropius. Gymle has been targeted by the Freewill on several occasions and features a wide variety of security measures, including a high concentration of HAPF troops.
4. HAPF Barracks	The barracks sit on a rocky escarpment overlooking the Trondheim Valley. It is here that the Silver Chalcies have begun their campaign to cleanse the valley of Freewill terrorists once and for all. Of course, the barracks are therefore a prime target for Freewill attack and feature impressive security measures.
5. Jago Vale	Jago Vale is the nominal "city" center. More for its locality than anything else, it has developed into the central administration area for the whole valley. Famous also for its pure Terran grapes, it has been subjected to numerous bombings by the Freewill over the decades. The DHM and HIRA offices here are fortified villas. The protector barracks supports tall watchtowers to assist surveillance and security.



Arts and Class

Gropius has become the arts center of the Alliance, and many preceptor and commoner artists reside here. Since private hobbies are encouraged throughout the league, many members of all castes make pilgrimages to study and socialize with some of the finest artists in the Alliance. Foreign artists also come to study and are accepted because, according to Humanist tradition, an artist's skill can be measured by the number of people who wish to study under him.

Tourists come for the wine and art. Indeed Gropius' popularity as a holiday spot has been slowly rising for many cycles now, and it is second in the Alliance only to Oxford. Seaplane flights from Ashanti are becoming popular, and the Alliance has an extensive floating terminal and customs facility on Lake Waymar to cope with the growing traffic. Cruises depart from here on evening and day tours, with passengers sipping wine and enjoying themselves.

The Terranovan Olympics are held every four Summers and attract participants from the farthest corners of Terra Nova. Although dominated by Southerners, since the War of Alliance the games have become popular with Badlanders and Northerners. Most of the events are based upon traditional ones, testing skills and abilities that were important to the soldiers of the time. This idea has carried through to the present, incorporating events using more modern weapons and skills. The Humanists put on plenty of pomp and ceremony during the Olympics, and many members of foreign ruling classes can be found here making the most of the media attention and private parties.

Perhaps the best known local artist is Kreeg Stanten, a renowned painter of landscapes and nudes. A tall, bearded man with long flowing black hair, he makes a striking figure, always dressed in the latest fashions. A strong supporter of the Republic for "artistic reasons," he flits between Gropius and Port Oasis in his personal seaplane. A lover of fine red wines, he has used his wealth to buy the Leura Vineyard. He holds parties for artists, Republicans and Republican sympathizers on most weekends. HIRA suspects him of being a Freewill sponsor.



3.34 - OXFORD



Oxford is the oldest city in the Alliance and the one that has suffered the most. It was reduced from a vast farming community, to smoldering ruins when the Southern Republic decided to demonstrate its power during its campaign to conquer the Alliance. A massive ballistic missile bombardment and long range air raid killed 80,000 outright and displaced almost half a million others. Shortly after this tragic event, the Alliance conceded to the Republican invaders. Even now the legacy remains and residents of Oxford have unique sympathy for New Baja, the Southern Badlands protectorate that was virtually wiped off the map by the Earth forces during the War of Alliance.

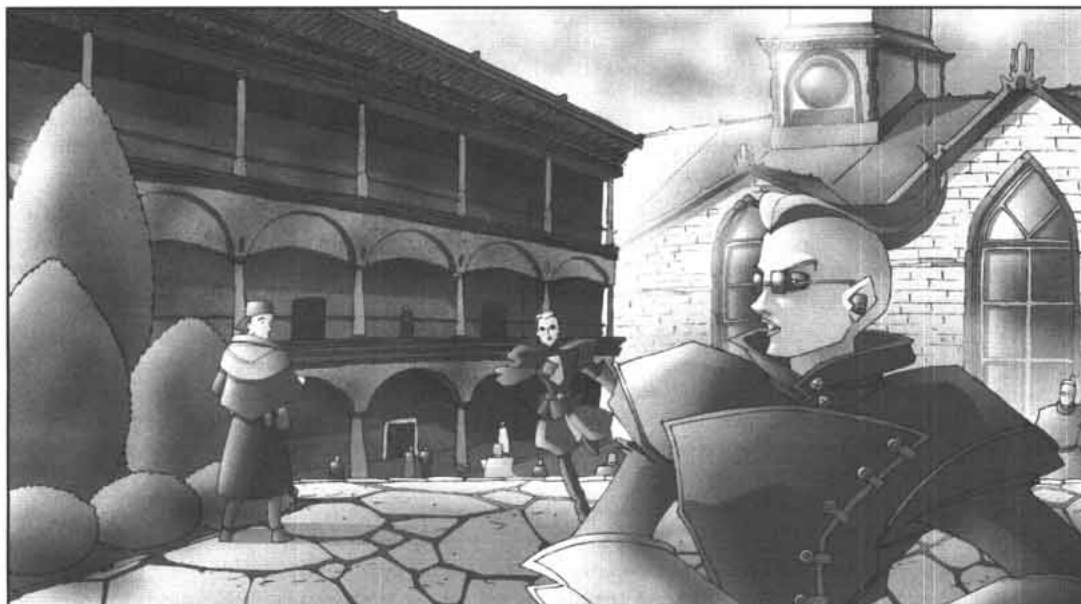
Oxford has been rebuilt and shows no clear signs of its former suffering. Much of the rebuilding was done with the help of Raleigh, which sent engineering and construction teams to rebuild the urban areas. The Raleighites employed many of their native construction techniques, resulting in a great many stone structures in the government and the inner city areas. In an attempt to make Oxford even greater than it had been, the Alliance commissioned elaborate offices and public facilities. The legacy of this can be seen clearly to this day in the great sweeping arches, vaulted ceilings and tall spires that dot the city center. The sprawling Oxford Academy of Science (OAOs) is one of the best examples of this grand architecture.

Much of Oxford's public transport system, warehouses and storage areas lie deep in the local bedrock. Oxford now has a giant stone wall and dry moat along its periphery, which defines the city from its surroundings. The seven meter high wall forms a perfect circle, broken in seven places by bridge gates. The wall is some forty meters thick and has a central walkway along its length. Most of the city's commerce is conducted in shops and offices that fringe the inner wall. Called the Merchant Circle, its dawn and dusk markets are a highlight of any visit. Massive stone bridges, to be destroyed in times of trouble, rise from both sides of the wall to allow citizens to access the Merchant Circle. Many of the outer bridges spanning the broad dry moat are famous for their carvings and sculptures. Protector towers stand above the wall, many adorned like the bridges they guard. Traders rent plots to sell their wares, living in their caravans on the wall. Protector and sniffer patrols run night and day to keep the peace, especially in areas where outsiders have set up shop.

Immediately around Oxford, large cultivated fields can be found in all directions, broken only by main roads and the occasional village. Each outlying township is built like Oxford itself but on a smaller scale, and benefits from organized and efficient planning. A surprisingly cosmopolitan café culture flourishes in these towns, with street and roof cafés popular with locals and visitors alike.

Vital Statistics

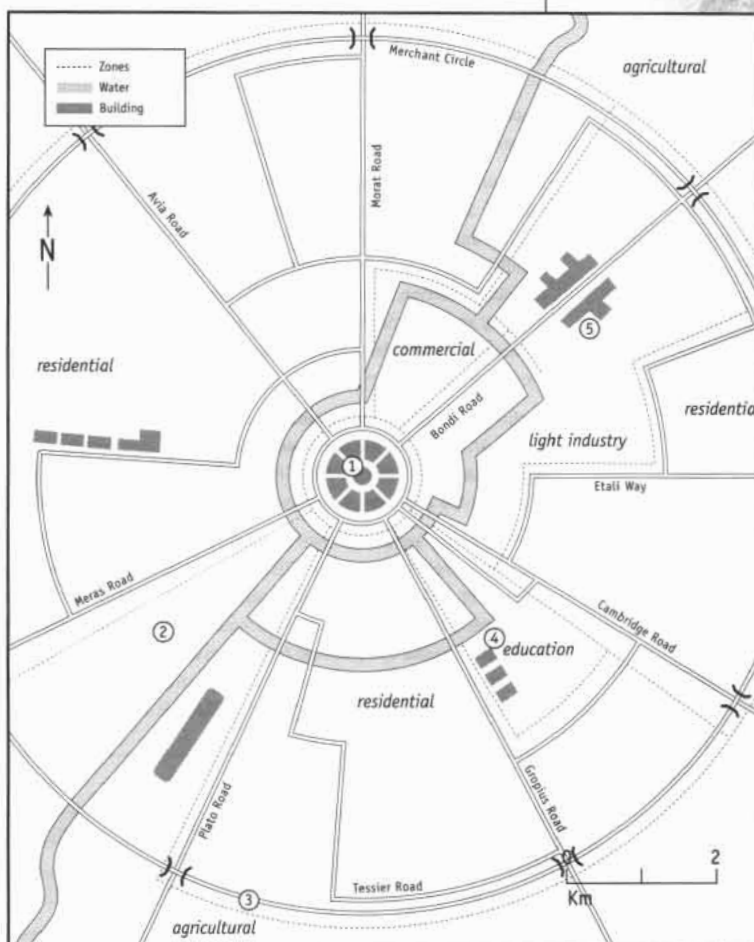
Founding Date:	TN 469
Joined HA:	TN 1493
Method of Government:	Self perpetuating Oligarchy
Head of Government:	City Preceptor Davyd Tomlyn (3rd Tier)
Population:	470,000 (1.49% Preceptors, 6.60% Protectors, 91.91% Commoners)
Principle Industries	Agriculture, advanced genetic science and power.





Map of Oxford

Location	Description
1. City Center	This is the area where the Alliance first rebuilt what was destroyed by the Republic during the War of Unification. Built predominately with the aid of Raleites, they are large natural stone constructions consisting of vaulted arches and tall spires. They contrast sharply with the rest of the community.
2. Agricultural Grounds	A huge slice of the city is dedicated to gardens that are used for research into plant genetics. Each cycle, the Agricultural Fair is held here, and attracts thousands to see the great flower beds. The Grounds are associated to the Academy of Science and often serve as the site of its agricultural research.
3. Merchant Circle	Over half of the great outer wall is dedicated to markets and is known as the Merchant Circle. Here, local farmers, Badlands trade caravans and other foreign traders market their wares. Huge protector towers are spaced intermittently along its length. The markets are most active at dawn and dusk.
4. OAoS	The Oxford Academy of Science is built in the same style as the city center and the campus sprawls over an entire neighborhood. The grounds are divided by canals, separating facilities and student residential areas, and students and staff often relax along the grassy banks during class breaks. At the end of each semester, during the examination period, the student body seems far less relaxed, of course.
5. Railway Center	Oxford is the Alliance's major railway center. This extensive underground complex contains the Alliance's main train construction and repair facilities in large subterranean workshops. The few surface trains barely hint at the extent of the underground network that appears only outside the city's walls.



Café Culture

Oxfordite society is very receptive to foreigners. After its almost complete destruction 250 cycles ago, many natives refused to return and moved to other cities. To ensure the repopulation of Oxford during its rebuilding, the Alliance government decided to bring many refugees from elsewhere in the league and the Badlands. This has left the city with a cosmopolitan atmosphere, helped by a constant trickle of immigrants thanks to the efforts of the Immigration Authority (IA). Oxfordites as a whole are known for their vocal promotion of peace. That Illuminatus Anastapulos' covert conference on the Eastern rebellions was held in Oxford is just another feather in its peaceful cap.

Oxford constantly attracts tourists to its romantic and cosmopolitan Merchant Circle wall markets. The Circle is a popular honeymoon spot, allowing couples to spend the day exploring the wall's many markets, cafés and restaurants. The city-center's gothic architecture also attracts tourists with its spires and vaulted archways. Several temples of various denominations were built in this style immediately after the formation of the AST. Nearby hotels have employed traditional Raleite building techniques to create similarly designed facilities for guests. Of all Humanist cities, Oxford has proved the most accommodating to foreign tourists.

Cafés dot the city and most Oxfordites have one they regularly frequent for one or more of the daily meals — and Gardenan coffee of course. Cafés are a home away from home for many citizens, where they can meet friends and generally have a good time.

Oxford holds its Agricultural Fair annually, attracting thousands of horticulturists and bioengineers from around the nation to see the season's new plant strains and animal breeds. Flowers are particularly popular and Oxford has a reputation for producing beautiful and lovely scented blooms. Every few cycles a new strain becomes the flower of love in popular culture, although the "classics" remain favorites. A popular event is the Oxford Derby, a two-kilometer outdoor horse race run on a dirt track within the fair grounds. One of the few major equestrian events on Terra Nova, it is a favorite with visitors from other Southern leagues.



3.35 - PERTH (LEAGUE CAPITAL)



Perth is one of the largest cities on Terra Nova, in terms of population and physical size, covering a diameter of approximately 100 kilometers. It consists of a mixture of suburban and agricultural areas with few buildings rising more than four stories. The great center of government, the Acropolis — the residence of the Illuminatus — towers over the surrounds with its Grecian splendor. Indeed, the whole city seems to be designed to emphasize the building. Sitting on a small artificial hill in the approximate center, the Acropolis can be seen night and day, its vaulted white marble pillars and domed roof visible even from the city fringes.

Built on a rigid geometric pattern, the city exudes an atmosphere sometimes described as “organized sanitation.” From the air, it appears as a harmonious mass, complete with strategically placed roundabouts, parks and canals. Massive sculptured fountains and statues dominate the city’s parks and open spaces. Streets are kept spotless and drones maintain all government buildings in pristine condition all cycle round. Perth is famous for its small concave harbor which sits on Lake Hawkins, on the south side of the city. Only the oldest section, known as the Old Quarter, breaks with the overall harmony of order, accommodating foreigners who prefer it to the sterility and artificial feel of the city proper. The strangeness of the city’s design has led to much speculation about the planers being believers in arcane beliefs that place importance on architecture, such as Feng Shui, the Chinese art of geomancy, or temple-masonry. Most tourist books devote time to perpetuating these “myths.”

Perth has an efficient underground railway system allowing vehicles to be kept away from pedestrian areas. Within five kilometers or so of the Acropolis, all roads are underground, and commuters are forced to use walkways and electronic passenger shuttles to get to the main government offices. All of Perth’s communication and service lines are deep underground for protection. Microwave relay towers and even the great space defense laser grid are well integrated into the city plan and are easily missed, even by locals.

Humanists are known for their leading research in many scientific fields, particularly microelectronics and laser technology. Foreign leagues immediately think of Thebes and White Rock when they consider where the Alliance is developing all its latest military equipment. The truth is that, although these other Alliance cities are engaged in important military research and development, there is also a great deal of highly advanced work taking place in Perth under the guise of purely civilian applications. Preceptors keep research projects obscured by spreading them across a number of small specialized businesses in such a way that any one of them is only aware of a fraction of the work. Completed work is then channeled to “known” military producers for manufacturing to maintain the charade. Espionage equipment is also made for HIRA this way.

Vital Statistics

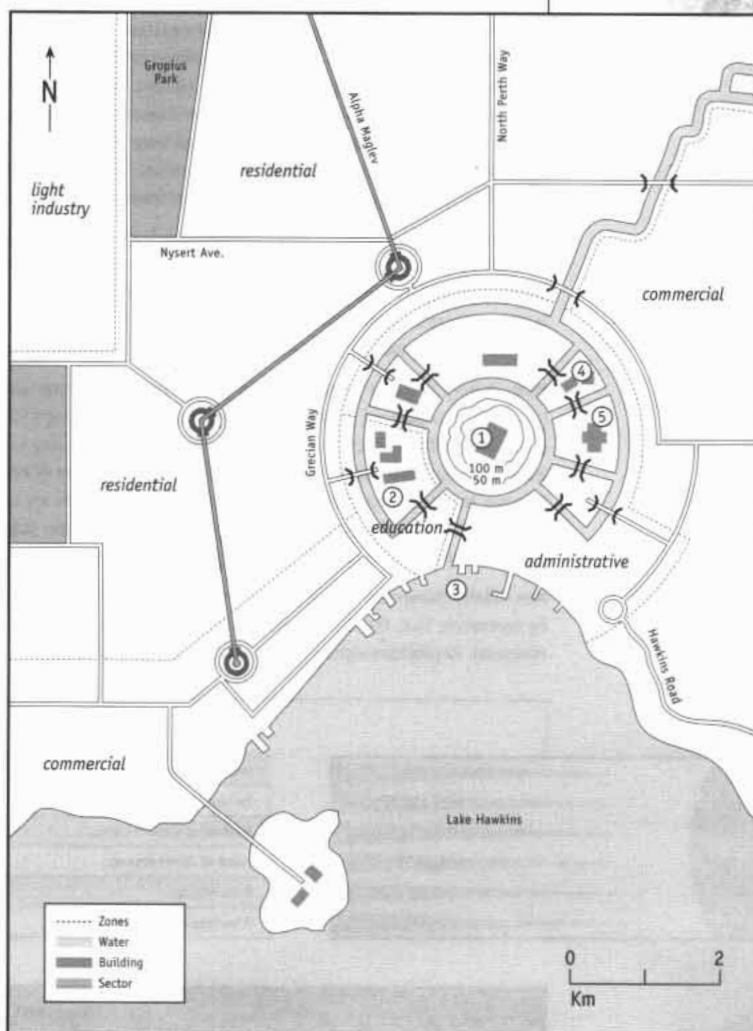
Founding Date	TN 460
Joined HA:	TN 1481
Method of Government:	Self Perpetuating Oligarchy
Head of Government:	City Preceptor Nhemy Lowerson (3rd Tier)
Population:	3 Million (1.70% Preceptors, 6.67% Protectors, 91.63% Commoners)
Principle Industries:	Computers, electronics, aquatic farming and tourism





Map of Perth

Location	Description
1. The Acropolis	The Acropolis sits high on an artificial hill, resplendent in its vaulted Grecian marble pillars and domed roof. The whole of this huge block is off limits to everyone who does not work there or have an appointment. The Silver Watch protect the main gates, and many tourists come to watch the changing of the guard (which happens every three hours). Feline statuary line many boulevards and even serve as decoration on buildings.
2. Perth U.	The University of Perth's campus mixes buildings and recreational areas equally, and even has its own small harbor and beach on the shore. The campus features several statues of some of the greatest Humanist scholars. The University encourages a tradition of outdoor lecturing when weather and material permit, and many classes are held under the shade of a tree.
3. Lake Hawkins	Perth's harbor forms a wide concave dock area and boardwalk. It is a favorite recreation and tourist spot. On shore, bicyclists and inline skaters race along dedicated lanes near the waters' edge, while other visitors stroll along the raised walkways. On Lake Hawkins, sail-powered and motorized craft provide an excellent view of the city. A sail at sunset is considered a must by most visitors to the city-state.
4. Entertainment Park	Another of Perth's central attractions, the great entertainment park offers all manner of rides and games which can be enjoyed for a moderate entrance fee. Every cycle, three new rides or simulators are added to keep the locals coming back. Foreigners are often surprised by the lively and wild atmosphere of the park, which contrasts sharply with the reserved Humanist stereotype.
5. DA Buildings	A whole block is devoted to the Department of Administration, where many of the buildings' architecture features grass-covered roofs that slope to the ground. Most of the district looks like a giant patchwork of parks from the air.



Culture and Elegance ◆

Perthian society has a particularly intellectual bent, due to the presence of the Illuminatus and the large number of resident preceptors. Many of the buildings around the Illuminatus' Acropolis are museums, theaters, opera and music halls, good restaurants or clubs devoted to science or the arts. An atmosphere of refined manners and culture reigns in these places and around the city center, helped by the presence of the "Silver Watch" protectors and remote monitoring systems. Perth is known as a festive city, with a parade or fair occurring every week. There are also many sporting activities during weekends, with teams from corporations and the various suburbs competing for various prizes (including holidays at some of the most exclusive Humanist resorts).

Politics and world affairs are important topics of conversation in Perth, partly because many of its residents work in the government. Within the commoner and preceptor castes, career grade carries across to the social environment. At most dinner parties and official functions, groups tend to gather along these lines, with junior public servants not mixing with middle or upper grades. Since it is the Humanist custom to wear business identification openly at any official event, this informal segregation is very easy to maintain.

Perthian City Preceptor Nhemy Lowerson is responsible for the functioning of Perth and the Illuminatus' public image. Lowerson is fanatical about her job and tries to keep track of everything, from garbage collection to the Illuminatus' birthday preparations. Perhaps the most public member of the Inner Circle, she has her own demographics team that reports on the outcome of never-ending surveys and analyses regarding what people think of Perth and the Illuminatus. She has been under growing stress ever since coming into the job six cycles ago, because the reports keep indicating that the Illuminatus popularity is on a steady decline. Lowerson believes the growing Republican influence in the Alliance is responsible and has been demanding more and more out of HIRA and the DHM to try and fix this.



3.36 - RALEIGH



Raleigh is situated in a vast grassy area at the eastern extreme of the Tobian Plain. From a distance the city itself appears to be a broad, relatively low series of large hewn stone buildings set in concentric circles amongst fields of waving crops. Closer to the city are a series of stone walled animal pens, reminiscent of ancient Earth culture. A large rail yard and airport break up the city's monotonous series of three and four story buildings. The stonework is hewn and glued together with a locally manufactured cementing substance called Gorp. Streets are made of an unusual mix of rock and Gorp. The most notable structures are seven towers rising up from the center of each of the large circular suburb hubs near the city's center. The most notorious structure is the Tatant Reeducation Facility in the western part of the city. Locals navigate by using the seven towers and Tatant as reference points.

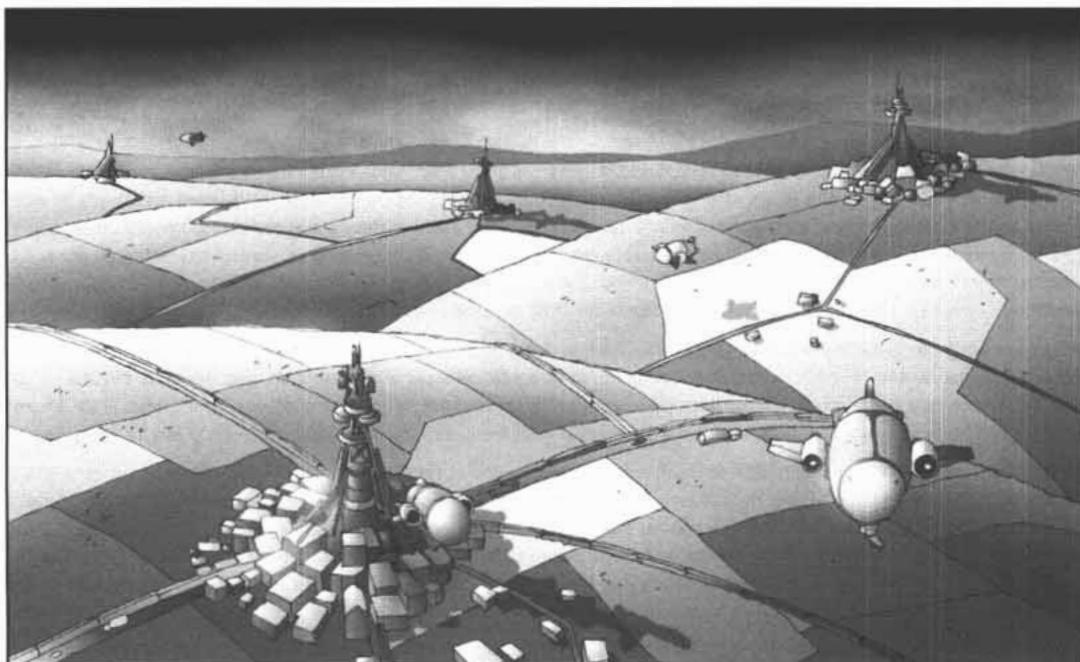
Many of the original inhabitants of Raleigh were from the Terran country of Australia and many cultural traits have managed to survive the light years and centuries. Notable features in the city attributed to this connection include eight rugby/cricket fields, pubs seemingly on every other corner, and the presence of the wallaby, which has managed to infest the outskirts of the city. Another legacy is the presence of the Dream Time religion, brought by the original inhabitants. Believing that sprits reside in all things, many Raleigh devotees are involved in remote farmsteads and herding.

Most visitors describe Raleigh as cold and miserable in Winter and hot and dusty in Summer. Along with its temperature extremes, Raleigh is also plagued by insect life from the distant Okavango Swamp that reaches into the Alliance each Summer. This proliferation of stinging, biting insects makes Summer a trying time and many wonder why the early settlers thought the place was worth inhabiting. Wallaby plagues are also a problem. Introduced as a reminder of home, they quickly adapted to the local environment and now present a threat to local agriculture. Attempts to cull the population are carried out each cycle but the safety afforded by local giant grasses means that sizable quantities survive. Road kills litter the outer suburban and country roads, and many commoners have overcome their pacifistic tendencies and attempt to deliberately hit these pests. Large bumper grills are a common site on all but central city vehicles.

Non-Raleite Humanists see the city as the Alliance's wildest place, some even placing it on par with Badlands towns. They are reassured by preceptors that this is only the result of the hard living conditions found in the area, and that the high crime statistics are not abnormal. Republican visitors note that they are openly resented by locals, although other Southerners are readily accepted.

Vital Statistics

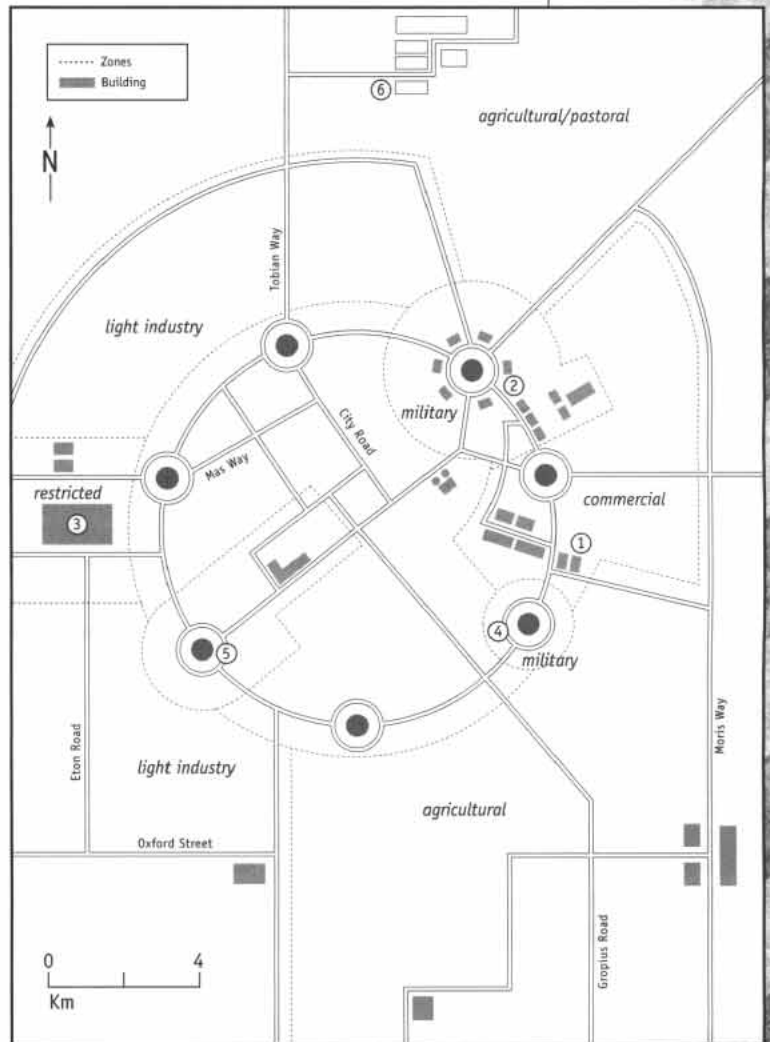
Founding Date:	TN 812
Joined HA:	TN 1503
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Jon Flycroft
Population:	560,000 (1.07% Preceptors, 4.46% Protectors, 94.46% Commoners)
Principle Industries:	Agriculture, meat and alcohol.





Map of Raleigh

Location	Description
1. Sports Grounds	Between Ebagoola and Rockhampton towers lies an area of sports fields and pubs. On weekends and holidays, it forms the nucleus of festivities and a great deal of serious drinking takes place. Protectors in the area are very tolerant of minor acts of deviancy, but crack down hard when things get too rough. There have been rumors of a recent DHM crackdown in the area, but most people discount these as paranoia.
2. Singleton Tower	The tower and adjacent buildings are the HAPF's control point for the Alliance's northwestern border. At 350 meters, it is the tallest of the seven local towers, and supports powerful communications and radar equipment. The tower also features air defense emplacements, protecting the city from aerial attacks.
3. Tatant Facility	The Tatant Reeducation Facility is the DHM's national headquarters. A section of the complex contains a huge incarceration area where deviants are reeducated back into the Alliance (see also p. 78). Much of Tatant is underground, but its imposing surface structure still gives a gloomy atmosphere to this sector of Raleigh.
4. Rockhampton Tower	The MILICIA also has a tower, named Rockhampton, equipped with extensive hopper facilities which see plenty of use in good weather. MILICIA barracks are in the tower's lower levels and in the surrounding buildings.
5. Eromanga Tower	This is a commercial facility that also houses extensive restaurants and entertainment facilities. Dragon Programming Incorporated (see also p. 82) has located its headquarters in this building. A video arcade also allows visitors to play the latest games. Eromanga is the center of Raleite youth culture, with "tower skulkers" seemingly living out their lives in the huge mall.
6. Animal Pens	In the northern outskirts of the city, a great series of stone pens provides the herders with a place to keep their animals when visiting the city on their way to other pastures or when coming to sell them at the market.



Life on the Wild Side

Raleigh has retained a number of Australian customs in its social life. Beer drinking and sports seem to dominate the city's social scene among commoners and protectors. Each cycle there is a beer festival (18 Summer), which coincides with the beginning of the cricket season. Brews for public sale vary each cycle and sport particularly interesting names, such as Pickled Crow, Bruce's Brain-Damaging Beverage, Springer Zing, Red Back Brew, Miller's Millet and Dunny Drop. There are several cricket teams of different standards but the big competition surrounds the Sesshite teams that come to play for one week each cycle. Competition is fierce and Raleites, normally fairly easygoing people, can get very worked up over bad umpiring decisions or poor performance by the local teams. With Sesshites comes their culture, which includes a wide variety of immoral practices. Rather than deterring the Sesshites, the DHM uses their presence to study the effects on locals. Protectors and HIRA representatives in Raleigh find this a foolish risk, but Raleigh's city preceptor Jon Flytcroft allows it. The other popular sport, played in winter, is rugby. Based upon old Terran ball games it has a sizable following and is popular with the local protectors.

Raleigh has an interesting deviancy dichotomy: of all the Humanist cities its population tend to be the least caught up in the ideological fervor for maintaining the utopia. One example can be seen with the commoners' deliberate killings of wallabies around Raleigh. Such violence should be unusual, not the norm. Raleite commoners also tend to be very physical in their entertainment forms, enjoying contact sports such as rugby. Yet Raleigh is the home for the central DHM Tatant Reeducation Facility. Even with Tatant's fearsome reputation and close proximity, commoners seem unconcerned to be engaging in deviant activities. It is HIRA's belief that the DHM has deliberately allowed a level of deviancy to grow for research purposes within the community. So far, rowdy behavior, drunken brawls and running down wallabies has been the only definitive change, although HIRA expects worse.



3.37 - THEBES



Thebes is a mixture of old and new. One of the first cities established on the planet, it sports large areas of ancient ruins side-by-side state-of-the-art research and development facilities. Thebes consists mainly of white-washed stone buildings and sits on the southeast shore of Lake Hawkins. Where it can, Thebes maintains the distinct Alliance architectural preoccupation with symmetry in its design. Many of the buildings fronting the lake are a reminder of a Terran Mediterranean city in their architecture. The exceptions are the large archaeological dig sites which mar the otherwise picturesque lake-side scenery.

Thebes extends to the lake, where there is a large floating pier, housing various aquatic projects. The huge protector barracks are a mostly underground facility built on the ruins of an earlier city. This semi-subterranean fort has been expanded and renovated, but this has come to a halt after the discovery of the deepest ruins yet in Thebes. Sous-Prefect Stephyn Erst of the MILICIA has graciously allowed his troops to be moved to a field camp to accommodate dig teams uncovering these ruins, by allowing the protectors to relocate to the MILICIA barracks.

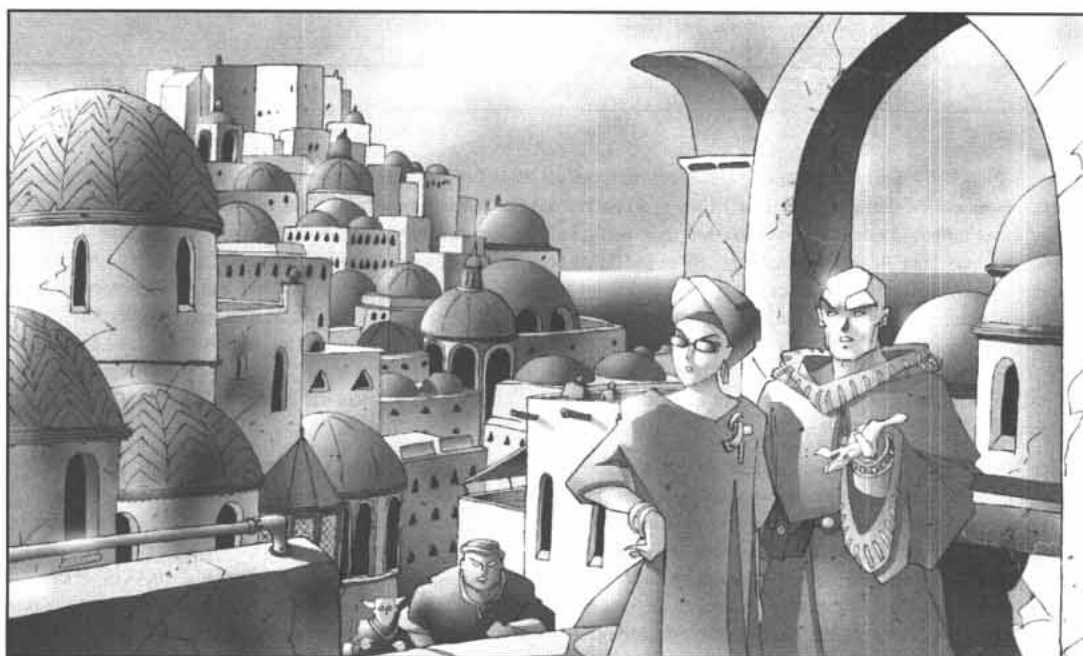
The countryside around Thebes is varied. Along the lake shore the terrain is almost flat, accommodating several large farms. To the north lie rolling hills, small rivers and lakes, eventually leading to the polar region. Several isolated excavation sites exist here with four small mining operations. Through Thebes are road and rail links from Perth, Oxford and Strathclyde, generating busy trade within the mercantile district. Naval connections to Perth are also in constant use. The eastern end of Lake Hawkins is known for its deep clear waters and cycle round winds, which has made Thebes a popular site for sail-powered pleasure craft and sun worshippers.

Thebes is highly regarded for its technological industries. It specializes in engineering, and most of the creative design work is done in the excellent facilities of the Thebes Design Institute (TDI). Many small engineering firms work on offshoot projects and designs that come from the mainly preceptor-run engineering think tank at TDI. Thebes has gained a reputation for hiding cutting edge advancements from the public and foreign media, specifically those related to military vehicles and energy weapons.

Although Thebes lies well away from the Badlands border and the North, the HAPF values its safety greatly. Since Thebes will play a major role in any future war, it is well protected by troops hidden in the surrounding hills, and powerful anti-orbital lasers to ward off bombardment.

Vital Statistics

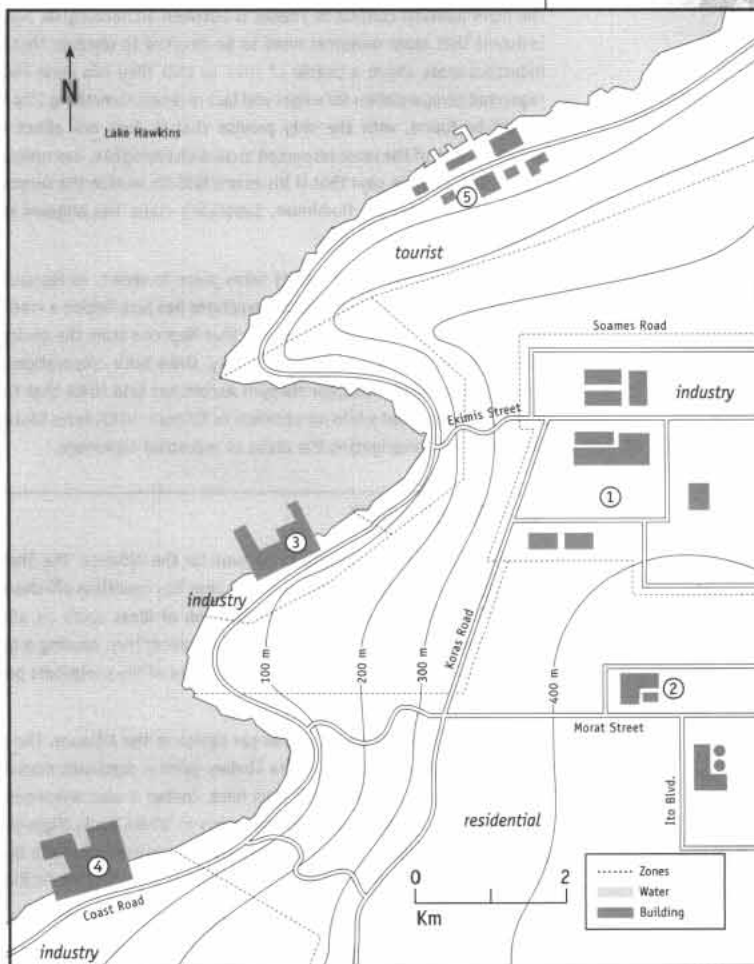
Founding Date:	TN 411
Joined HA:	TN 1487
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Jessika Olbian (3rd Tier)
Population:	1.6 Million (1.50% Preceptors, 7.50% Protectors, 91.00% Commoners)
Principle Industries:	High technology, engineering, and research.





Map of Thebes

Location	Description
1. TDI	The Thebes Design Institute lies in the heart of the city and is mostly surrounded by large sandstone walls to create research enclaves. The Institute sprawls over several blocks and bridges, allowing staff and students to travel safely over the roads that cut through the campus. Ever mindful of espionage, security personnel restrict access to research and testing areas. The Design Institute also sits on some major archeological sites, but all efforts to undertake a major dig in the area have been vetoed by TDI directors for security reasons.
2. Protector Barracks	The protector and MILICIA barracks are now the subject of extensive archaeological digging. The MILICIA have left the city, and archaeologists and excavation equipment now occupy that part of the facility. Some whisper that the dig was only an excuse to inconvenience the MILICIA.
3. Aquadyne Industries	Aquadyne has a large frontage on the lake, with floating platforms and dry docks stretching from the corporate offices. All manner of surface and submersible vessels are found here. Protectors guarding the area use the latest Gears and subs, and regularly escort experimental vessels to deeper water. AI is involved in top secret research and security is very tight.
4. Floating District	A virtual floating island has evolved over time to allow many small companies and research groups to conduct field trials of their equipment. Apart from the corporate barges, there are two marinas for mooring civilian vessels and pleasure craft.
5. Resort Area	The whole of the west foreshore of Thebes is devoted to resorts and entertainment installations. The area is a mass of beautiful white beaches, netted off swimming pools, marinas and grassy fields. It is very popular with locals and visitors alike.



Most Ancient and Modern

In Thebes, the topic of conversation almost always seems to be highly technical or involving ruins and bones. Engineers and archaeologists infrequently mix, and most pubs and clubs cater to one group or the other. Preceptors for the most part mix closely with their commoner colleagues. Protectors stationed in Thebes quickly learn to take more than a passing interest in archaeology or engineering, usually the latter, and mix closely with commoners. For such a large community, Thebes is a fairly close-knit, and the city prides itself on this heightened sense of community.

Thebans tend to relax and relieve stress through high technology entertainment. Thebes has perhaps the most elaborate computer entertainment simulations running on the planet, with buildings filled with computers and virtual reality simulators. Thebans like to play all sorts of games, the most popular being roleplaying dramas that run for cycles and Gear gladiator competitions. Thebans also like to compete with real vehicles, and popular water sports include speed boat and submarine racing. Several local teams compete in the Ashanti 200 each cycle. Some locals prefer to relax, spending time in one of the many lakeside cafes and restaurants or on a yacht or cruise boat.

Tourists in Thebes come to explore its ruins and spend time on the lake. Thebes competes with Olduvai for significant archaeological finds. Indeed, experts agree that Thebes is richer in potential dig sites but is hampered by the sprawling technological metropolis that lies over the oldest areas. History records the actions of Elias Tymes who demolished several promising sites in the seventeenth century in order to assist his land development firm. Efforts are now being made to find these long-buried ruins below the existing buildings and excavate them through a series of tunnels. This is a slow and complicated process, mostly because archaeology is not considered as important to the Alliance as technology. Many foreign archaeologists have obtained permission to assist at digs in and around Thebes. Recent findings indicate that the culture that built Prima Colonia in Olduvai may also have been involved in Thebes. Preceptor Ferten Saboliski leads the investigation to analyze this link. Great discoveries are expected in the future, archaeologically speaking.



◆ Rocks or Robotics

The main political conflict in Thebes is between archaeologists and engineers over the ruins that lie under city. The archaeologists are insistent that more resources need to be devoted to uncover these ruins and the relics therein. They also request that work cease in industrial areas above a couple of sites so that they can more easily complete their work. In response, high-tech corporations have requested compensation for wages and lost revenue, something City Preceptor Jessica Olbian refuses to do. Olbian says that a compromise should be found, with the only proviso that it does not effect the production of certain key military products. Preceptor Ferten Saboliski, one of the most respected local archaeologists, has insisted that a discovery of monumental importance will soon be revealed by the diggings. He says that if his teams fails to receive the support needed to complete its work, he will halt work and continue it at Olduvai in the Mekong Dominion. Saboliski's claim has angered many Humanists, but has also brought support from preceptors to pursue science over industry.

The other main conflict in Thebes takes place in secret, as Humanist corporations accuse one another of stealing research. Aquadyne Industries claims that Neptune Constructions has just fielded a modified Water Viper Silent Running in Gardena, incorporating an air and water capable light bazooka. They say that Neptune stole the design from them. HIRA, the state's internal security body, has begun an investigation. It is a complicated inquiry, since both corporations are involved in secret work as part of Project Diomedes. Neptune Constructions head Preceptor Hamysh Ascott has told HIRA that this development was the brain child of Preceptor Klyne Saxon, who recently disappeared while on vacation in Raleigh. HIRA fears Saxon may be selling secrets abroad and is in a desperate search for him. They are also investigating the claim of industrial espionage.

◆ The Cutting Edge

Thebes acts as an engineering think tank for the Alliance. The Thebes Design Institute, which oversees all the work in Thebes, is the Alliance's leading engineering school. Thebes has countless off-shoot projects devoted to producing cutting edge technology. Humanists believe brain storming and cross pollination of ideas spurs on advancement and TDI does its best to support this. Some electronic conferences have gone on for days between preceptors, causing a great deal of speculation about what is said on the heavily encrypted fiber-optic forum. In fact, a significant number of the protectors posted in Thebes are assigned to various industrial counter-espionage activities.

Thebes is the leading export earner per capita in the Alliance. The quality of Theban designs is respected across Terra Nova and it may only be a handful of cycles before Thebes gains a dominant market share in a number of important technical areas. The best quality lasers and sensor systems come from here. Thebes is also renowned for designing and producing some of the best drones in existence, although most of the manufacturing occurs in White Rock. High-quality secure communication systems are also popular, although the technology is only for sale once its has been rendered obsolete by further advancements. Thebes is also a front-runner in submarine technology. Although its companies usually have production facilities in Gardena, much of the research is done here first.

The Humanist fascination with personal technological gadgets is at its peak in Thebes. Almost every citizen wears or carries some small computerized device, partially as a fashion statement, partially out of real need. Personal communication devices integrated into pendants, bracelets and other items are especially popular. Datagloves come in a every shape and style, from chrome plated executive "power gloves" to understated slim-line gloves used by preceptors. Glasses and goggles with magnification and night vision capabilities are also popular and Theban nights see many locals wearing "bug-eye" glasses with light amplification lenses.

◆ Industrial Espionage

Thebes and White Rock represent the main military research, development and production areas in the Alliance. White Rock is naturally protected from spies by its mountainous home and the presence of the central command of the Humanist Alliance Protection Force. Thebes may seem initially to be a less attractive target of espionage because it has less defensive production than White Rock, but in actuality, many projects have both civilian and military applications and are thus very desirable.

The nefarious Republican intelligence organization, SRID, has always gone to great lengths to try and wrangle Humanists' secrets away from them. Restricted from officially being privy to all Humanist research by the terms of treaty that defines the Allied Southern Territories, the Republic works covertly to keep tabs on its most technologically advanced neighbor. SRID agents are not the only ones investigating rumors of energy weapons, vehicle and Gear development. Dominionite and Eastern spies also do what they can to steal, bribe and blackmail their way to Humanist technology. The Dominion is particularly aggressive at this. They employ their own and freelance spies, backed by substantial cash for bribery. With extensive production facilities of their own, any research or prototypes represent a significant cost and time savings. A current case involves Aardman Electronics, which HIRA suspects SRID of using as a front for espionage. Another example is Project Rook, which conducts less critical design research in Thebes, while the primary project work is carried out at a secret location.





Project Golden Bow ◆

Rumors about advanced weapon testing in Thebes are true. The project involves the replication and design of energy weapons. Work on CEF-inspired particle accelerators has proved to be slow going, and project leader Preceptor Beth Gybbons has been unable to gain any significant increase in range. She has asked HIRA to see if more details can be gained from Port Arthur. Unknown to her, the request has come to Gavin Hypolite who is trying to arrange for a pair of Isaac-class GREs to secretly come to the Alliance and help her.

Another part of the Golden Bow project has been running longer and has had much more success. Thebes preceptors see powerful energy weapons as the way of the future for the modern battlefield. Although their final aim is to make these weapons as portable and powerful as possible, most of their efforts have been made in fitting them to tanks and striders. This is so both to provide room for capacitors and to provide the weapons' fragile components with protection. The project has involved incorporating this technology into existing equipment as part of a widespread upgrade of HAPF equipment. The result has been the fielding of the newly developed high capacity Sirius-6 40MW heavy pulse laser cannon. The weapons are actually produced by Allied Defense Works in White Rock, but testing still continues in Thebes on improving this tried and true design. Its presence is no secret to the Republic, who have watched closely as the whole fleet of Alliance Hetairoi hover assault tanks have had their 15mm Jungle Mower heavy autocannons replaced with this new weapon.

Project Tin Man ◆

Project Tin Man involves the effective use of drone technology linked to a mobile drone carrier and fire support platform. The Alliance has a long history of using short range hunter/killer drones to take out large battlefield weapons. These drones are usually launched from airstrips or border defense platforms. When the Alliance was drawn into the AST, they had to hand over what remained of their small landship fleet to Republican control. Since these vessels have been their primary mobile drone launching and fire support vehicles, the Alliance was forced to turn elsewhere to find the equipment to support this tactic for the HAPF.

Thebes preceptors at TDI decided upon a large strider, which would both carry the drones and use them as spotters for heavy weapons — just as they had been used in their landships. The project called for a sizable strider to carry the crew of six, three drones and weapons. The result is the Orion, named after the mythical Greek hunter, and the drones it uses are called Canis, after the dogs which accompanied him. The giant eight legged strider is manufactured by HA Armor Werks, the same company that produced the famous Fire Dragon. The dragon series influenced the Orion's design, notably the articulated hull and stumpy armored legs.

Project Tin Man is long running and the Orion and its Canis drones have gone through several refits. Foreign leagues are very interested in recent rumors that after the last refit for the hundred or so Orions, a very powerful ECM/ECCM system was installed. Tin Man has also been upgrading the Canis drones with new targeting laser systems. Advances in laser miniaturization and optical sensors made by Theban engineers led by Natlyl Ryder have finally given these drones increased targeting range. This fact is being kept from the Republic at present and all sales of the Canis are being refused with the excuse that HAPF requirements have yet to be met.

Project Diomedes ◆

Project Diomedes' original intention was to build or adapt a Gear for work in the MacAllen tunnels, with the specific requirements of having stealth and assault capabilities. Project head Nicole Scahl was astonished when, in early testing stages, HIRA arrived with a brand new Water Viper Silent Running. Since that time three cycles ago, she and her team (working closely with Aquadyne Industries and Neptune Constructions) have produced their own version of the Viper SR, known as Posiedon Viper. It retains its stealth characteristics, with improvements being made to its weapons payload and deployment range.

The whole project is top secret, operating mainly from a large submersible platform called Aquarius Four in Lake Hawkins. Here Gears are assembled from parts made in Thebes. The platform is capable of moving slowly across the lake floor at a steady pace. HIRA and the HAPF make sure that all field testing is done under strict security, well away from prying eyes.

Also operating out of Aquarius Four is part of the Thebes region MacAllen tunnel exploration. Many remote probes and a few long range manned exploration craft have been sent north to try and find a usable connection between the lake and Gardena. They have found paths made up of small tunnels, but hope to find one consisting of major arteries that would be large enough to create a decent transport link. The problem has been the Pacifica Range, which creates a blockage between north and south parts of the Alliance's MacAllen tunnel network. Some crossings have been found but none that will allow large transport craft to safely ferry people and supplies in a reasonable time frame.

Project Diomedes has been infiltrated by the Hehli, the Gardenan underground movement. Using connections in Gardena itself, the Hehli have translated their underwater expertise into positions of influence in the project. They hope to use the results to further their cause or hamstring weapons that might be used against them.



3.38 - WHITE ROCK



White Rock is situated literally within the highest mountain range in the South, because much of the city is subterranean. It was established to tap the area's mineral resources and as a result tunnels honeycomb the mountains. White Rock has the highest elevation of any city on the planet. The primary water tower, above the city, is the highest man-made structure in the Southern hemisphere. The city is spread within three mountains, the largest part being in the central peak, named Kaet. The main military production facilities are in its sister mountain, Kaethrin, with the MILICIA and main recreational and shopping areas in the third sister, Kraestin. The city is made up of discs and tauruses of habitable areas, each level joined by lifts and corkscrew road networks. In various places, huge multistory windows allow natural light into the complex. The three mountains are linked at the lowest levels by tunnels and the upper levels by aerial triangular tube bridges designed to cope with the wind, rain and lightning that plague the region.

The three primary industries of White Rock are machine tools, automotive manufacturing and defense related production, the last being highly secretive. Some mining and refining also takes place, although no longer enough for export — the local industries now require the import of large quantities of refined metals. The Humanist Alliance Protection Force Central Command Facility (CCF) is also here, and lies under several hundred meters of rock. It houses the largest contingent of HAPF troops in the Alliance, whose presence is heavily scrutinized by the MILICIA. HIRA maintains strict control over visitors to even the non-military sections of the city, checking papers and scanning for weapons and explosives.

High-altitude living makes for a thinner atmosphere, which creates problems for visitors. Dizziness, fatigue and shortness of breath are common problems. Likewise Rockans experience problems when away from their mountain home, fortunately these are not life threatening for visitors or locals — although difficulties concentrating are often blamed for crashes during the annual White Rock Automotive Open.

The most noticeable features in the mountains around White Rock are the huge lightning rods. These towers draw energy from the chain-lightning storms and divert it to huge capacitors buried deep in the mountains. Although this technology is fairly new, so far it has proved a good way of obtaining free energy. White Rock also features some of the best land-based Terranovan astronomical observatories, which take advantage of lulls in the sometimes fearsome atmospheric conditions, to observe the skies through the thin air. A few of these observatories are also HAPF heavy laser sites, which keep the Alliance's center of military operations safe from aerial and orbital bombardment.

Vital Statistics



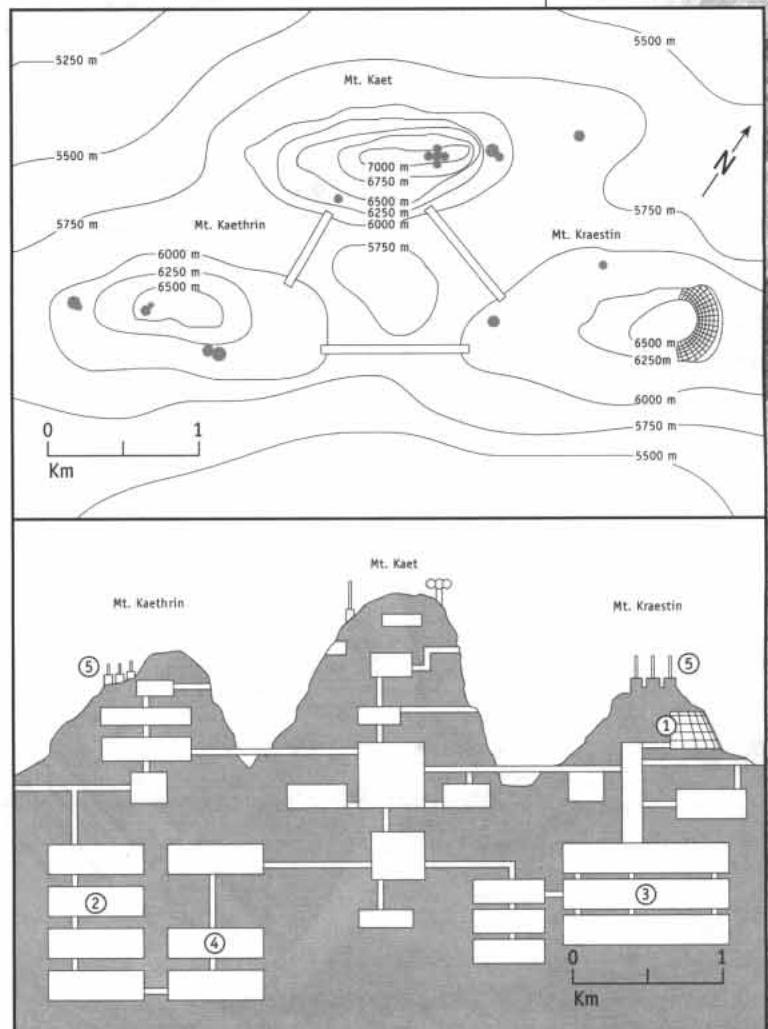
Founding Date:	TN 706
Joined HA:	TN 1509
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Landil Geem
Population:	1.2 Million (0.83% Preceptors, 13.33% Protectors, 85.83% Commonsers)
Principal Industries:	Machine tools, automotive and defense





Map of White Rock

Location	Description
1. Great View District	In Mt. Kraestlin, huge thick windows allow an impressive view northeast across the Pacifica peaks. The windows are twenty stories high, and tiered shopping and food levels allow their clientele to gaze out at a truly unique vista. The district is especially popular during storms, when citizens can see great chain lighting striking the peaks around the Pacifica Range.
2. ADW	Allied Defense Works is a virtual underground township to itself within Mt. Kaethrin. In addition to several production plants, ADW also has completely subterranean facilities to test its vehicles. Huge vaulted chambers allow ADW designers to put their vehicles through numerous trials. Two of these areas are large enough to accommodate limited hopper and flying drone work. Security is very tight in the ADW complex and Republican inspectors are shown only a selection of the facilities to hide covert work.
3. MILICIA Base	In Mt. Kraestlin, the MILICIA base has an area devoted to security and to keep its soldiers away from the local Rockans. MILICIA Gear pilots and ground vehicle crews are constantly taking their vehicles "on patrol" to break the boredom of their duties. Like in other cities, the area of White Rock around the MILICIA base features businesses geared to foreign pleasures and is considered a morally lax area.
4. Tycho Industries	TI is the largest automotive firm in White Rock and has pride of place near the main racing circuits in the mountain. This area allows extensive field testing of all ground vehicles and is used for the annual White Rock Automotive Open. Tycho is not as restricted as ADW and even hosts fairly extensive public tours.
5. Lightning Capacitors	Set around the three sisters, experimental conductors channel strikes of lightning to powerful subterranean capacitors for power use in the region. The banks of capacitors make storms all the more spectacular, as lightning strikes are concentrated onto White Rock itself.



Fortress Life

Rockan society is notably affected by its mountain environment as well as the presence of the HAPF and associated defense industries. Security is always an issue and travelers must learn to deal with the HAPF and HIRA, as well as the usual civic protectors who police the subterranean city. Humanists quickly learn to put up with the check points and random searches. Trideo propaganda in the city reminds many foreigners of a wartime culture, where most people do not speak in public about their work and quickly report any suspicious activity.

Even though there is a forbidding natural climate and heavy level of secrecy, there is some seasonal tourism. The White Rock Automotive Open is very popular and is held in early Winter each cycle. The different companies compete each cycle, racing with representatives from almost all nations on Terra Nova. Custom designed, high performance vehicles compete on several tracks ranging from time trials up and through the mountains to races up single peaks. Speeds in excess of 290 kph are reached on several downhill sections, corkscrewing through the three sister mountains. There are also a series of competitions for producing off-road vehicles and Gears. The hardest race is considered to be the "toe to temple," in which competitors race from low foothills to White Rock, taking the better part of a day. Strict rules exist on the modifications allowed, to ensure competitors keep close to production line specifications.

The other seasonal event is the White Rock Liqueur Festival, where participants come to taste the latest fine liquors. This is used extensively by Southern politicians and embassy personal as a three-day diplomatic meeting with no fixed agenda. It is said that some brews are actually lethal if they have been incorrectly prepared. White Rock is also the center of mountain climbing in the Alliance, and facilities developed for protector training are open to visitors for a small fee to explore this magnificent terrain.



Chapter 4: Port Arthur Sourcebook

The Earth enclave of Port Arthur was formed from the remnants of the Colonial Expeditionary Force left behind when the Earth fleet withdrew at the end of the War of the Alliance. The humans and GREs that were refugees are now full citizens of Terra Nova, working and surviving as any Badlander would.

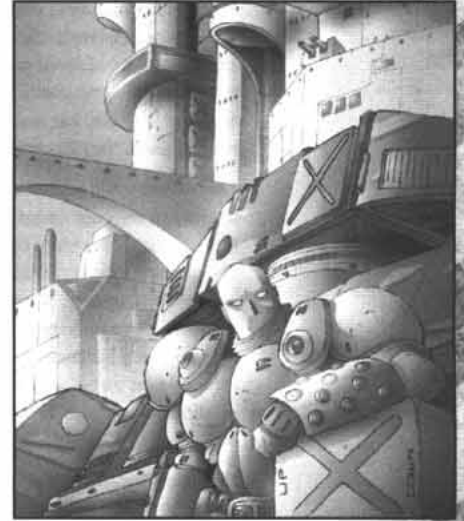


OVERVIEW - 4.1

The mention of Port Arthur brings images of invading supersoldiers pouring across the desert to the minds of many Terranovans. Defeated over a decade ago, the remaining invaders now live isolated in a remote desert refuge. With a hundred thousand GRELS under arms in Port Arthur, however, few Terranovans have forgotten about them.

Port Arthur is far more mundane than its reputation makes it. Over the last sixteen cycles, a battered and abandoned military camp overrun by refugees has slowly become a full-fledged city, the largest in the Badlands. A rough, crowded and poor city, however, in which legacies of the War of Alliance still plague many residents. This is especially true for the feared GRELS, who languish, denied the life they were created for.

Under the rule of Colonel Charles Arthur III, the senior Colonial Expeditionary Force (CEF) officer remaining on Terra Nova, Port Arthur has carved itself a niche in the Badlands. While the polar leagues still voice concerns about the invaders' city, most Badlanders have come to accept it. Not only have a quarter of a million Badlanders opted to live in or around Port Arthur, but the communities of the Westridge Range have also willingly allied with it. In TN 1931, Port Arthur formed the New Coalition (NuCoal) with its distant neighbors. While Port Arthur's size assures its influence, this trade and defense pact has tied it into the Badlands trade network like never before. It is also the first concrete sign that Port Arthur intends to challenge Paxton Arms' long held supremacy in overall Badlands politics.



History - 4.1.1

When CEF dropships screamed out of orbit in TN 1913, one of their landing zones was Creighton, a homesteading county in the Barrington Basin. There they built Western Basin Base (West Base), which became the nerve center of CEF operations. By Winter of 1917, Terranovan landship fleets had cut the base off, and when it was besieged later in the cycle the CEF admitted defeat and signed the Treaty of Westphalia. The treaty gave the invaders three weeks to evacuate West Base and leave Terra Nova. The result was chaos while Earthers scrambled to get aboard their few remaining transports. The CEF also tried to destroy or disable any equipment left behind that could benefit Terra Nova.

By Winter TN 1918, West Base was a shambles inhabited by a few thousand GRELS, wandering, bereft of direction. It was soon overrun by thousands of refugees in search of food, which was in critically short supply in the Badlands. There was such chaos there that the polar forces, which entered the Base after the CEF evacuation, reported it a total loss. By the latter part of TN 1919, over 130,000 CEF personnel (mostly GRELS) had wandered back to West Base, having nowhere else to go. A huge shanty town grew up around the base, riddled by violence and despair.

In Summer TN 1919, Colonel Arthur returned with his unit intact, despite the surrender. Finding himself the senior CEF officer on Terra Nova, he immediately proclaimed his authority over West Base, and then set about enforcing it. His methods were alternately brutal and solicitous, and he slowly attracted the loyalty of most GRELS and certain influential CEF officers. It was not until TN 1921, however, that he gained definitive control of West Base; it would take another two cycles before opposition to his rule ceased in the shanty town. Most of his opponents left or died during the conflict. The departure of the rogue Jan-class GREL Soldier Mayen-2575, along with nearly 10,000 GREL followers in TN 1924, signaled the formation of Port Arthur.

Distracted by the massive task of reconstruction, the polar leagues initially ignored the pitiful remnants of the CEF. By the time they realized their error, North-South tension had re-ignited and Arthur's disavowal of any loyalty to Earth persuaded them they had better things to worry about. In the cycles since, Colonel Arthur has worked carefully to make his city a part of the Badlands, treating all equally regardless of their backgrounds, and trying to raise the living standards and welfare of all Arthurians.

The Powers That Be - 4.1.2

The power structure in Port Arthur is extremely narrow; the primacy of military rule is rigidly enforced. Since military rule is just and the city is prosperous, Arthurians have few serious grievances, with the exception of the growing GREL dissent. The officer corps is riddled by rivalries, however, and increasing confusion grips the city as Colonel Arthur allows free movement and offers asylum to political refugees from both North and South. Those with an interest in the direction of Port Arthur have learned to play upon both these factors.

As a result of Colonel Arthur's strong and popular rule, Port Arthur has few of the social and political divisions afflicting many communities in the lead up to the next world war. Espionage and intrigue is rife however, though most of it is not directed at Port Arthur, which is simply a convenient battleground. Thus, SRID assassins stalk Republican dissidents, and NGIS agents work with PaxSec to watch NuCoal diplomats canvassing for new members. Under the forbidding presence of SecBuro, which does not have the resources to do more than police the foreign presence, these intrigues and hatreds rarely rise to the surface. Instead, there exists a strange bonhomie where enemies drink and party together while in the back alleys knives are drawn.



4.1.3 - Society

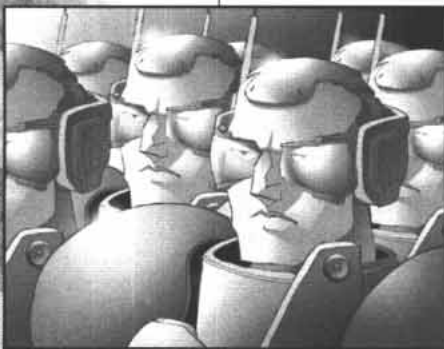
Port Arthur is organized much like a military unit, which is hardly surprising considering its leaders are all career military officers. Three social groups dominate city life: officers, civilians and GRELs. Despite the rigidity of this structure, Colonel Arthur has sensibly allowed a certain degree of social mobility to avoid serious resentment or agitation against his regime. The 5000 former CEF officers, along with 500 Terranovan graduates of the Arthurian Officer Academy, form the undisputed ruling elite of Port Arthur. They oversee not only every aspect of city life, but are individually prominent in endeavors such as business and science. While few of them command regular military units, they all command reserve GREL units, and thus still see themselves as military officers first and foremost.

The civilians living in the city are a diverse lot. Most were local to the Barrington Basin before the War of Alliance and found themselves interned in the huge camps built around Western Basin Base. Others entered after the war looking for refuge, vengeance or loot. More recently, many of the new citizens were attracted by Colonel Arthur's promise of a new beginning. Little ill feeling remains from the war, though the mental scars borne by so many results in high rates of violence and abuse. Even GRELs find acceptance, despite being looked upon slightly askance. This is partially due to Colonel Arthur's firm, fair and competent leadership, and because of the city's increasing prosperity. A major factor, however, is that the civilian population has developed a strong cultural identity as Arthurians. Most civilians were originally Badlanders, and living in Port Arthur has not inhibited their blunt spoken independence. Yet Arthurian civilians also see themselves as part of a greater community. Colonel Arthur is succeeding where many other Badlands visionaries have failed; he is slowly building the Badlands' first true nation. Maybe not this generation of Arthurians, but certainly the next will have the strengths of both Badlanders and Earthers, which could make Port Arthur a power to be reckoned with.

The most obvious social unit is the 100,000 Arthurian GRELs, separated as they are from the rest of the inhabitants by appearance and nature. Most live in strict military conditions, their days consisting of the make-work familiar to any soldier. They labor renovating buildings, sealing roads, laying cables, and performing weapons drills again and again. GRELs are soldier units and aren't equipped to deal with such a situation; depression, superstitions, erratic behavior and recklessness are fast becoming endemic problems. The rapidly rising number of defective GRELs is straining the capabilities of the few specialist psychiatrists remaining in Port Arthur. What the psychiatrists do not realize is that the situation is already critical, with the majority of defective GRELs going unreported.

Roughly ten percent of the GREL units in Port Arthur were rendered combat ineffective by battle damage, and they are the most likely to exhibit obvious behavior patterns outside specification. On the other hand, GRELs in the Arthurian military (the Korps) or those whose skills have allowed them to integrate within mainstream Arthurian society, display fewer signs of strain.

Genetically Recombined Experimental Legionare (GREL) Types ☐



Class	Purpose	Sex	% of total
Isaac	Technician	Male	5%
Isabella	Medic	Female	5%
Jan	Leader	Male	5%
Kassandra	Electronics Specialist	Female	5%
Maxwell	Gunner	Male	15%
Minerva	Driver/Pilot	Female	15%
Mordred	Shocktrooper	Male	35%
Morgana	Commando	Female	15%

All individuals within these classes are physically identical and have the same basic personalities and abilities, although environmental factors have led to a certain amount of differentiation.

4.2 - CITY TOUR

Port Arthur is an ugly city choking in dust. It sprawls chaotically outward from beneath the grim shadows of the ferrocrete covered berms surrounding West Base at the city's center. While main roads are paved, the tiny laneways that form the maze-like pathways meandering through the crowded blocks are not. The narrowness of the twisting lanes restricts large vehicles to the few main roads. In some sections of the city, the stench of the stabled springers and barnabies, that provide most of the transport, is suffocating. With increasing prosperity, large numbers of Neil Motor Works ATVs and dirt bikes are finding their way onto Arthurian streets, further clogging the narrow laneways and churning up more dust.

Port Arthur has no perimeter defenses, which is unusual for a Terranovan city, and unheard of for a Badlands one. The city simply fades out into the desert, with homesteaders growing their crops within sight of the main urban area. Port Arthur also lacks the towers and official buildings typical of a major city. The military command structure has centralized power in the refitted West Base Officers Quarter. Port Arthur is more vibrant than most Badlands cities, however. It seems to grow everyday, as new inhabitants are welcomed and simply build themselves a house or place of business on the outskirts. The constant stream of caravans from outlying homesteading counties, NuCoal and the poles, has beaten discernible roads into the desert. The many new arrivals find streets crowded with traders, miners, farmers and locals, with mercantile trade dominating the city's economy.





Western Basin Base [West Base] - 4.2.1

West Base is a grim, forbidding place. Built quickly and with nothing but the most tangible military goals in mind, it reflects a bleak and spartan purpose. The massive dark gray ferrocrete faced berms rise twenty meters around the base, studded with weapons and sensors, clearly emphasizing the reason of West Base's existence. Within the berms, smaller walls originally split West Base's hundred square kilometers into four quarters: the GREL Quarter, the Officers Quarter, the Space Launch Facilities and the Logistics Facilities. With its new purpose, West Base was renovated, at first mostly to repair the damage done by the departing CEF. The Space Launch Facility has benefited the most from such rebuilding, although the biggest changes involved increasing the size of the GREL Quarter and the creation of the Korps Main Base from the old Logistic facilities.

Some effort has also been put into trying to soften West Base's appearance and make it more hospitable, especially in the Officers Quarter. There is generally an air of fatigue to West Base, as it was designed to be a temporary facility but is still in service twenty-two cycles on. Much effort is now being put into renovating the deteriorating buildings and facilities. The need for constant renovation provides work for many of the GRELS.

Arthurian Government Complex ◆

In a concession to West Base's new purpose, Colonel Arthur has ordered six ten-story buildings erected at the edge of the Officer's Quarter. The Arthurian Government Complex is separated from the rest of West Base by a double chain link fence, which some claim to be mined. As with all else in West Base, security is a blunt instrument, though in this case the GRELS work for the Security Bureau (SecBuro) rather than the Korps. Each building has a separate function, though similarly drab exteriors give nothing away. The largest and most important building is the Political Bureau (Politburo), notable for its massive greenhouse atrium full of Earth plants, where Colonel Arthur and his cabinet of majors meet and work. Of all the complex buildings, it is the only one guarded by GRELS not wearing SecBuro patches. Rather, its guards wear the insignia of the 15th Tukhachevsky Guards Regiment, Colonel Arthur's old unit and now his personal bodyguards.

Other buildings house SecBuro, the Foreign Bureau, the City Bureau, the Officers Academy, and the Science Bureau. The latter building also houses the offices of the Hermes Corporation, the government-owned company selling access to the Hermes satellite network. Since it often deals with important polar business people, it is luxuriously outfitted. Only in the City Bureau, which manages day to day municipal functions, are there few officers. Non-commissioned officers run it since Colonel Arthur found they integrated into general city life far better than their superiors.

Officers Quarter ◆

Despite being the center of power and influence in Port Arthur, the Officers Quarter strikes most outsiders as austere. While a few small parks have been created and some buildings have been painted in softer colors, the effect mostly emphasizes the harsh planes of the fortifications and coldness of their designs. All inhabitants live in Officers Barracks renovated into apartment complexes, except for Colonel Arthur and his family who live in the former CEF High Commanders quarters. Most inhabitants work within West Base and are more likely to socialize at the Officers Mess than in the city. Officers have a private school, their own shopping facilities, and independent support facilities, forming a completely separate community, and reducing interaction between officers and civilians outside official business.

This isolated and harsh environment has resulted in a cultural hardening of Terran and military values. Many officers, including the Terranovan-born graduates of the Arthurian Officers Academy, view themselves as new Spartans. They think they are a military elite surrounded by enemies or inferiors, trying to keep alive some modicum of civilization on a hostile world. Bitterness also flourishes and suicide still takes a grim toll among former CEF officers, something that a greater interaction with the rest of the city might alter. Colonel Arthur is aware of the problem and works subtly to affect change without creating dissension.

■ Colonel Charles Arthur III

In TN 1917, Colonel Arthur's regiment was on a deep reconnaissance mission and under radio silence. The fleet had departed long before he even heard of the CEF surrender and it was two cycles before he returned to West Base. While he had no desire to rule, Colonel Arthur realized that only he had the rank and training to stop the chaos he found upon his return. Once decided on his course, he ruthlessly applied his exceptional military skills to the task.

Born in New Amsterdam on the shores of Earth's Yukon River in 6088 A.D. (TN 1871) Colonel Arthur grew up during the Third World War. In 6106 A.D. he joined the CEF in order to see other worlds. Colonel Arthur proved a natural soldier and gained rapid promotion. He was never a New Earth Commonwealth party member, however, and was always watched over by a political commissar (he shot the last one when news of the abandonment came). Today, his bitterness towards the NEC is only matched by his hatred for Paxton Arms, which he regards as responsible for the CEF's defeat.

Despite his dislike of Terra Nova, Colonel Arthur has accepted that he and his people are Terranovans now and struggles to make the best of the situation.





◆ GREL Quarter

Row after row of prefabricated three story barracks, interspersed with messes and sanitary blocks, give the GREL Quarter a look as uniform as the GRELS themselves. Some barracks display a few potted plants growing out the front, but for the most part the only green areas in the vast complex, home to 80,000 GRELS, are the five massive parade grounds. Little or no effort has been put into making the quarter more habitable, despite pleas from Major Siegfried Gruner, the head Arthurian psychiatrist who runs the quarter.

The drabness and occasional seediness of the buildings give the place a sorrowful air. Apart from basic laboring, most GRELS have few skills to contribute to Arthurian society, and they do not possess the capacity to easily learn new ones or even to entertain themselves.

While the GRELS seem to take their situation stoically for the most part, a slowly boiling resentment is beginning to be felt. It is so palpable in some parts of the quarter that Arthurian officers refuse to walk the streets there. Indeed, the quarter is so vast that Major Gruner openly admits to knowing very little about what is going on amongst the GRELS. He is aware, however, of the Perfect Form movement and the growing influence of the renegade Jan-class unit Proust-4365. Despite orders from Colonel Arthur, he has not succeeded in tracking down and terminating either problem. A lack of trained staff is hampering his efforts and he realizes he will not have the time to train more before the problems come to a head.

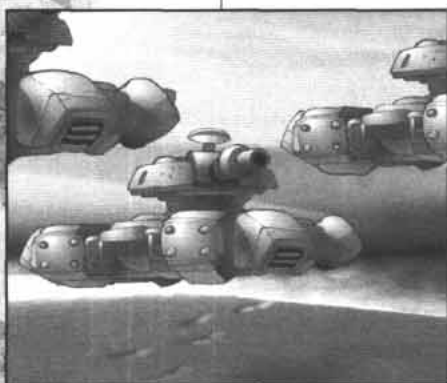
◆ Korps Main Base

The Korps Main Base appears rundown, the remains of West Base's original Logistics Facilities. As such, its huge vehicle sheds and supply dumps are far in excess of Korps needs, even in the small section it occupies. Most Korps personnel are stationed at firebases within the Arthurian Security Zone, leaving two thousand personnel housed in a base designed for ten times that number. Suffering from years of hard use, constant GREL laboring teams are the only thing that keeps the Base in a working condition.

The troops stationed here are mainly Isaac, Cassandra and Maxwell-class GRELS. The Isaacs labor at keeping the Korps' collection of salvaged hovertanks working, while the Maxwells and Kassandras run West Base's aerial and orbital defenses from underground command bunkers. The underground facilities are extensive, though mostly closed off since they exceed Port Arthur's present needs; unlike surface structures they were sturdily built and are aging well.

Some officers are pushing to have Main Base's industrial capacities placed under the Science Bureau to provide profitable contributions to Port Arthur's development, especially since the Korps appears to be losing the struggle to keep its remaining Earth technology operational. Most Korps hovertanks, for instance, have been reequipped with scavenged Terranovan weapons in place of their original particle accelerators. Colonel Arthur's dealings with the Humanist Alliance may provide him with the scientists and resources necessary to rebuild what was lost during the evacuation.

The Korps ■



The Arthurian military fields a small force of eight thousand GRELS for self-defense and area pacification purposes. The troops are split into a motorized cavalry brigade and an infantry brigade. Most GRELS rotate through the Korps on a seasonal basis and form Port Arthur's standing reserve, a method that has the twin advantage of keeping the supersoldiers in top fighting shape and out of trouble. Infantry units are more numerous than cavalry ones because of the difficulties maintaining and replacing the few hovertanks the CEF left behind. Retraining the vehicle crews to use local armored vehicles has proven to be far more trouble than anticipated, and Port Arthur thus only uses simple vehicles such as Elan jeeps. The Korps cavalry brigade, known as the Port Arthur Cavalry — or the PAK — was for many cycles the only hovertank force that the city-state had. Just recently however, a large number of vehicles, which foreign observers thought to be beyond repair, discreetly reentered service. Arthurian officials have openly admitted the Humanist Alliance provided industrial help and some expertise in exchange for some technology transfer. With almost a full second brigade of hovertanks available, Colonel Arthur is expected to soon announce an expansion of the Korps.

◆ Arthurian Space Launch Facility

The Space Launch Facility looks strange to Terranovan eyes. It is a vast flat open area of bare ferrocrete dotted with bunkers and runways, lacking the gantries common to Terranovan spaceports. Unlike the poles, Port Arthur cannot mass-produce rockets for cheap launches and must use its five Sleipnir-class space planes for everything. The polar leagues missed the Sleipnirs in TN 1917 because they had been hidden in underground hangars.

Most equipment is new, bought at great expense from the poles to replace systems destroyed during the evacuation. Since all the human CEF spacers were evacuated, Isaac and Cassandra class GRELS now run the Space Facility. With the commercial success of the Hermes Network, however, Terranovan scientists have been recruited and the GRELS are losing their place. Not wishing to be dispossessed, and heavily influenced by the Perfect Form movement, the Facility GRELS are planning to go on strike as soon as an opportunity presents itself.



The City - 4.2.2

In the first season of the invasion, huge internment camps were constructed near West Base to house the tens of thousands of Badlanders captured by the CEF. After the war, the four camps became the centers of the shantytown around West Base. Some buildings were erected according to CEF designs, since the concrete prefabrication plant built by the CEF was the only source of real building supplies. Most buildings were makeshift, built out of spare materials such as discarded CEF packaging crates. Conditions were terrible, and people lived without clean water and power. Only with Colonel Arthur's rise to power did matters start to improve. SecBuro cleaned out the criminals, Isaacs connected up a power grid and expanded the concrete prefabrication plant and GREL laborers rebuilt many buildings. Nothing, however, could be done about the chaotic layout of the city. Government money and GREL laborers have slowly brought many other useful additions to city life, such as planned markets, public wells, Isabella-staffed medical clinics and a hospital. They also provided the means needed to dig the unwall'd city out from beneath the sand after storms; luckily, the latter are very rare in this part of the Barrington Basin, one of the reasons the CEF chose this site.

Massive expanses of one and two story buildings, meandering unpaved tracks and overhead wires still make the city look like a refugee camp. On closer inspection, most buildings, though roughly built, are strong and well maintained. Also, with Port Arthur's economic success, more Arthurians are painting the gray prefabricated concrete and creating roof gardens.

Caravansary ◆

Looking like nothing more than a huge two story warehouse, the Caravansary is center of trade in Port Arthur. The one square kilometer building is actually a covered bazaar, the only place in Port Arthur where foreign traders may hawk their wares. While the outside displays the same bleak slate gray of any unpainted Arthurian building, the inside is a riot of colors, smells and noise. Divided into hundreds of stands, each held by a different business and lit by sky lights and wall strips, the Caravansary's airy two-story corridors throng with traders at all hours. Many of the businesses here are far wealthier than their small stands may indicate, though the luxuriousness of the second story offices often give it away. Since businesses cannot store large quantities of goods, let alone their convoys, in the Caravansary, the blocks around it are being turned into a proper commercial zone. Already warehouses, vehicle sheds, corrals and the many other facilities important to supporting mercantile trade, dominate the surrounding area. This includes hotels as well, but not many entertainment spots since traders prefer the establishments within the Caravansary itself. These are mostly clustered around a small atrium, with Earth and Terranovan plants, in the center of the Caravansary. The crowds are mostly Arthurian businessmen since most dealings there concern wholesale trade. For their daily needs, Arthurians frequent the many local covered bazaars scattered through out the city.

Southern Camp ◆

During his rise to power, Colonel Arthur faced consistent opposition from the people of this suburb. Named for the former southern CEF internment camp, today it languishes as development funding is directed by the Politburo to more "reliable" parts of the city. This is a rather self-fulfilling policy, though many of the current inhabitants are merely poor and frustrated rather than active political opponents of Colonel Arthur. Most buildings in South Camp are one story high and made of scavenged materials. The tracks between them are narrow and suffocating with the stink of waste dumped into the streets since there is no other way to get rid of it. This habit is probably why a number of epidemics have broken out in South Camp over the cycles.

A continuing sign of the individualist spirit that made South Campers so obstructive to Colonel Arthur is the welcome given to the ten thousand or so GRELS living here. Finding other Arthurians unwilling to live next to them, those GRELS who have chosen to separate themselves from military life and forge a new one of their own slowly filtered into South Camp. Here, residents were too poor to object, and after cycles of living next to one another, preconceptions have melted into a joint community spirit.

Entertainment Strip ◆

Following standard military procedures, Colonel Arthur stipulated that activities such as gambling and prostitution could only operate in a narrow strip of land between West Base and the designated Industrial Quarter. The result was the development not just of a red light district, as the Colonel had originally intended, but rather of an entire entertainment quarter, probably due to more liberal Badlands morals. The Strip is no Westphalia, and is a down-to-earth area of rough bars, seedy gambling dens, numerous brothels and other more socially acceptable entertainment spots like cinemas, restaurants and clubs. SecBuro's watchfulness, along with liberal regulation, prevents a strong criminal presence though it is more entrenched in the Strip than anywhere else in Port Arthur.

Most sections of Port Arthur's population frequent the Strip. CEF officers are uncommon in the area since most prefer to remain aloof from the majority of Arthurians, rarely socializing outside their mess hall. Major Gruner has allowed GRELS regulated access to the Strip, since any outlet helps relieve their growing tensions. A few entrepreneurs have even found ways to provide them with entertainment: wrestling matches, combat simulations and simple action movies attract GRELS like honey. The small allowance GRELS are paid does not go very far, however, and unsavory groups, like Wounded Knee smugglers, are successfully recruiting some with promises of combat and money. Desertions are leading Colonel Arthur to pressure Major Gruner to end GREL access to the Strip. So far the Major has resisted, but if the Colonel overrules him, tensions in the GREL quarter could boil over.



◆ Industrial Quarter

The Industrial Quarter has been one of Port Arthur's least successful development projects. It was set aside to provide space for the development of an industrial base and allow the city to not only become self-sufficient, but also provide exports and a base for the development of complex products like weaponry. Instead of developing into a competitor to Paxton Arms, however, it has become a competitor to Timmins, producing shoddy imitations of Northern and Southern products.

A few heavy industrial projects have gotten off the ground, including the expanded concrete prefabrication plant, a diamond refinery, and a small steel mill that specializes in supplying rails and struts to the mining industry. Most simple manufacturing remains at the cottage industry level, however, and Port Arthur's Balance of Payments remains in the red. The end result is that Port Arthur's economy remains dependent on the big government earners, the diamond mines and Hermes Network.

The Politburo is at a loss as to why their industrialization plans have failed, or how to stimulate the sort of development they desire. They are reluctant to start businesses themselves because they realize their own lack of expertise, though Fort Neil has suggested a partnership to build armored vehicles and the Humanist Alliance has offered covert technical support. The Arthurians are not yet aware of a subtle campaign waged by Paxton Arms, which is manipulating the Badlands economy to make heavy industrial development in Port Arthur uneconomic.

◆ Security Bureau [SecBuro]

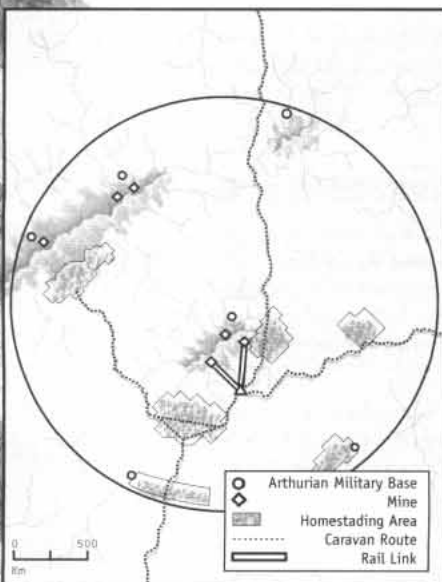
There are no true police in Port Arthur. All security, whether investigating espionage or a mugging, is the province of the SecBuro. It employs as many Terranovans as Earthers, but the Terranovans are concentrated in the City Investigation Section. SecBuro guards important facilities, using their own three thousand strong GREL force, and uses those same troops to back up the City Investigation Section to police the city proper. Using GRELS for policing requires large numbers of human NCOs to keep them under tight control.

When Colonel started his drive to take control of the city, he was approached by then Captain Enrike Beria, an officer in the infamous NEC Ministry of Verification and Disposal (MVD). Initially suspicious, Colonel Arthur could not deny the usefulness of the young captain. By the time Port Arthur was created, Beria, now a major, was a close advisor of Colonel Arthur and the founder of the SecBuro.

Despite polar paranoia, SecBuro has no ties to any remaining CEF espionage rings. Outside NuCoal, it has not had the resources to establish a significant presence. Since the war many tens of thousands of people having poured into Port Arthur unchecked. Hundreds of undesirables, agents of every possible faction on Terra Nova, and criminals have entered the city. Even after a thirteen cycles of successful operation, SecBuro realizes it has only scratched the surface of the machinations going on in the city and has no resources to waste on spying on the polar leagues.

SecBuro does police the city very well, if somewhat heavy-handedly. Major Beria is also aware of the growing GREL problem, his agents reporting the activities of Soldiers Sebastopol, Proust and other renegades. So far, Colonel Arthur has not chosen to inform Beria of his response to the problem, and Beria is getting worried. SecBuro also specializes in signals intelligence, where it has the use not just of Kassandra GRELS but also the entire Hermes network and other Earth technology.

4.2.3 - Port Arthur Security Zone



Port Arthur is more a budding nation than a city-state, a reflection of the Earthers' differing mind set. The fertile homesteading county originally chosen by the CEF for the location of West Base lies in a rocky area of the Barrington Basin elevated above much of that great sand sea. That particular county was not the only settlement in the area: a number of marginally profitable diamond mines and other farming counties also lay close by, and were left to ruin during the war. Colonel Arthur promoted the resettlement and development of the county in the TN 1920s to lessen crowding in Port Arthur, improve the city's economy and supply food to its citizens.

The Port Arthur Security Zone now covers an area of almost six million square kilometers. The Zone contains six major homesteading counties, the population of each expanding with every passing season. Korps development work under Major Henrietta Nelson, the Politburo officer responsible for the Zone, helps this process along by digging wells and underground irrigation canals, building roads, and by having completely eradicated rover activity within the Zone. The diamond mines have also been redeveloped and are now linked to the city by a railway. The spurs are going to be extended to some of the outlying homesteading counties to facilitate the movement of goods and people within the Zone. A separate line will eventually link the area to the gamma maglev and the city-state of Fort Neil.

The Korps protect this vast area using six firebases scattered around the Zone. The great mobility and speed of their hovortank force allow them to cover vast distances during the patrols, though the fuel-hungry vehicles usually limit the Korps to established routes with fuel depots placed at regular intervals. Their protection has also seen the trade routes through the Zone — and therefore Port Arthur — become the most popular in the Barrington Basin.



Homesteading Counties ◆

Based on the most fertile sites around Port Arthur, and heavily developed, the six massive homesteading counties in the Zone laid in ruins only fifteen cycles ago, victims of the War of the Alliance and their proximity to the CEF base camp. They have been reclaimed and reopened after the conflict, and are now so successful that their productivity has allowed Port Arthur to become a net food exporter by TN 1930. Their potential is such that they are still attracting new settlers, all of whom receive substantial Arthurian assistance. Arthurian authorities expect very little in return for this aid, since these settlers will eventually contribute to the economic wealth of the region and thus pay Port Arthur back indirectly.

The Counties would feel familiar to any Badlander, except perhaps for the lack of defenses (made unnecessary by the near-constant protection of the Korps). They are mostly independent of Arthurian authority and have developed into fairly typical — if a bit soft — Badlands communities. Interestingly enough, Arthurian patriotism is far stronger out in the Counties than in the city, despite the lack of Earther influences. Most Terranovan applicants for the Officer Academy have come from the Counties, and Colonel Arthur has mentioned several times that he is extremely proud of the homesteaders and their accomplishments.

The economic benefits of living near — by Terranovan standards, of course — a major urban center are probably responsible for these feelings, as are the defense and development work of the Korps. The counties' distance from the direct militaristic supremacy of the Politburo, however, also means that they experience only the positive effects of Colonel Arthur's rule. If the Politburo was to ever decide to bring the Counties under closer rule, and tried to enforce some of the Colonel's more restrictive and arrogant regulations, it is very likely they would not find the same acceptance as in Port Arthur.

Diamond Mines ◆

The six diamond mines located in the Zone represent a major part of the economic base of Port Arthur. Without them, Colonel Arthur's attempts to redevelop the city would have failed for lack of resources and capitals. Run by private consortiums, but half-owned by the Arthurian regime, the mines have grown exponentially from the small, almost artisanal pre-war diggings into full scale industrial excavations. Port Arthur's need for development capital and the subsequent massive exploitation of the site has brought it to the verge of exhaustion, however, and either more material or new sources of financment will be needed in the near future.

So far, all the mines have remained profitable thanks to some of the latest mining technology, the extensive use of penal labor and some excellent transport links (by Badlands standards). Acting as Port Arthur's prison system, the mines use prisoners for the dangerous and menial work that would otherwise be hard to get workers for. The prisoners live permanently underground during their stay and are guarded by brutal overseer units from SecBuro. In the short dozen cycles since this system was set up, the Arthurian diamond mines have developed a reputation for being some of the harshest and most brutal prisons on Terra Nova. It is unusual for anyone to survive more than three cycles in the dark, hellishly hot conditions of the mines, and their mere mention brings shudders to the most hardened criminal.

While this repressive practice enrages some polar observers, the Arthurian Justice system is fair, and only violent and unrepenting criminals are sent to the mines and their likely death sentence. Less dangerous criminals, such as thieves and con artists, find themselves sweeping streets and carting barnaby dung for a few seasons. Few locals complain about the system, especially considering the benefits the profits from the mines have brought the entire city.

Korps Firebases ●

Firebases were a tactical innovation by the CEF during the last cycle of the war. Each is a heavily fortified strategic point designed to force Terranovan troops into conventional assaults, while hovertank units tear at their flanks and supply lines. Named by random computer generation (Corel, Gamma, Orange, Prairie, Spirit and Xenon), the Korps firebases appear at first glance to be simple affairs. A series of trenches, firing pits, razorwire entanglements, tank traps, minefields, bunkers, and emplaced gun turrets are dug into rocky outcroppings, keeping watch over the surrounding lands. Tents provide accommodations for most of the staff, and the other facilities are just as primitive.

Despite its apparent crudeness, each firebase represents a formidable strategic obstacle. A full demi-brigade, a Korps formation of 900 troops, can be housed in each, with two squadrons of armor and overstrength complements of artillery, missiles and heavy weapons. This goes without mentioning its superior electronic warfare capabilities and the advanced targeting and sensor equipment available, both often still beyond Terranovan field capabilities.

The firebases are constantly busy sending out patrols, not just into the Zone, but also far into the Barrington Basin. Longer-range expeditions are launched from Port Arthur itself, allowing the firebases to concentrate on the defense of the city and the surrounding counties. To support the patrols, extensive vehicle hangars, workshops and supply depots have been buried beneath the firebases. The GREs that man these outposts have the best officers and equipment in Port Arthur. Despite their small numbers, they have proven more than capable of deterring polar forces, and have given the Peace River Defense Force a series of bloody defeats in recent border skirmishes.



4.3 - Yakut Brotherhood



The acronym NEC stood for New Eurasian Commonwealth for an entire century before the Commonwealth conquered the planet. The hard-earned victory ended the global conflict after 94 years of horror and allowed the NEC authorities to replace "Eurasian" with "Earth." Most gave credit for the success of the endeavor to the ruthless ruling coalition known as the Party. While most of the human personnel in the Colonial Expeditionary Force was made up of mercenaries seeking adventure, wealth or a new start away from their past, the core of the invasion army was constituted around hard-line Party members. Brought up with the truth of the NEC's manifest destiny, it was their fanaticism that drove the invasion forward. As senior officers, political commissars, MVD secret police, and troopers of the elite all-human ParaKomandos, NEC party members formed the heart of the CEF.

When the defeat occurred, all Party members were assured of a place in the ships of the departing fleet. Due to the scattered, global nature of the Terranovan conflict, however, it was inevitable that some would not return in time to the pick-up points. Instead of becoming resentful, most of these abandoned zealots pressed on and continued the fight, figuring that the fleet would be back sooner or later with reinforcements. Their first struggle was to secure control of West Base, but in the bitterness of the abandonment many whom they thought would, and indeed should, have been loyal to the NEC authorities turned on them.

Slowly they lost to Colonel Arthur and his loyal troops, many dying in a violent assault by Arthurian GREs in TN 1922. In the aftermath, the remaining senior loyalist officer, Major Eva Bukharin, decided the group had to go underground in order to survive as an entity and retain enough resources to allow them to carry on their mission of conquest. Thus the Yakut Brotherhood, named for the Siberian homeland of the NEC, was born even as Major Bukharin and her comrades surrendered and swore allegiance to Colonel Arthur and his new order.

Now existing as an informal network of like minded officers and enlisted personnel, the Brotherhood aims to take over the remaining Earth forces on Terra Nova from within, as well as striking at the hated colonials whenever possible. A secondary goal is to prepare the terrain for a second invasion by gaining sympathisers and establishing weapon caches and supply depots. Silently, most hope for the return of the fleet before the long years needed to carry out a coup pass. They do what they can to further the CEF's original goals, but few individuals or cells have resources outside Port Arthur.

The identity of former loyalist officers is widely known by all Arthurians, and they are distrusted and discriminated against solely because of their background. What is not known is that they have formed the network, and they go to great lengths to keep this fact a secret. The Brotherhood is very much a quiet player in Arthurian politics, for if Colonel Arthur ever discovered its existence, actions and purpose, there is little doubt that he would have all of its members eliminated on charges of treason.

Organization

The Brotherhood has to be extremely careful and secretive at all time. The high degree of suspicion its hundred or so members are already under for being former loyalists makes the risk of discovery much greater than for any other underground network. Since all members, whether enlisted or commissioned, share a common background, education, belief system and fanatical adherence to the Party, their unity of purpose is very strong. All know the main objective is the overthrow of Colonel Arthur's rules, and each move they make places them in positions that will allow the Brotherhood to eventually achieve that goal. Major Bukharin, who is now head of the group, forms a ruling committee with a few other senior officers. They issue general orders directly to each member and make sure no one in the group is not working at contradicting the work of another. By hiding in plain sight, the Brotherhood hopes to pass unnoticed — at least, long enough for their plans to come to term.

Current Concerns

The Brotherhood has two immediate interests. First is Major Beria of SecBuro. A party member in the MVD secret police, he was thought to have betrayed the loyalist cause back in TN 1919, but the discovery that he knows of the Brotherhood's existence and has protected it from investigation has led the loyalists to reassess their previous evaluation. If Beria were still loyal, then the Brotherhood's plans would be immeasurably advanced. They cannot rely on this assumption, however, and have no means of verifying it without endangering at least one member of the group.

The other issue is the support some members are directing to the renegade GREL unit Proust-4365 and his New Human Republic (NHR). They believe Proust to be still loyal to the ideals of the NEC, refusing to believe he could have his own agenda. Major Bukharin expressively forbade such support, believing it would attract unwanted and dangerous attention to their own efforts. A radical loyalist faction led by Major Theodore Mailaka has, however, ignored her, and a power struggle seems in the offing between the two. This is likely to be bloody because Mailaka is known to have ties to the CEF agent called Damien, who leads the Saragossan People's Front for Independence. Damien could tip the balance of power, should he decide to become involved.





Perfect Form Movement - 4.4

When Colonel Arthur returned to West Base one of his most trenchant opponents was a Badlander called Matsu Yamata. A Buddhist monk from Timmins, Yamata had come to West Base to help heal the wounds of the war and bring peace. His calm charisma and teachings of peace and love won numerous loyal disciples for his Perfect Form Movement, named after the stringent martial arts Yamata taught. Yamata opposed Arthur because he saw him as representing the violence and anger of the war. His principles of non-violent resistance could not stop Colonel Arthur's firepower however. In TN 1921 a large number of his disciples were killed when they tried to block an Arthurian assault on South Camp by forming a human wall. Following this massacre Yamata and a number of other senior disciples immolated themselves in front of West Base in protest.

After his death the Perfect Form Movement fell apart, but one disciple, a Jan class GREL called Soldier Sebastopol, did not loose heart. An unusual Jan, with above specification intelligence, Sebastopol had been entranced by Yamata's vision of a peaceful and prosperous world. Sebastopol lost an eye in the massacre at South Camp and after Yamata's death made his way to Temple Heights and took refuge in the Buddhist monastery there. Sebastopol stayed in Temple Heights for four cycles, healing his body and mind, and perfecting his understanding of Buddhism.

Sebastopol was slowly able to expand upon the ideas that Yamata taught him, overcoming the limitations of his hypno training. He became convinced that the NEC, by creating GRELs for the sole purpose of killing, was totally evil and that Colonel Arthur was furthering this evil by keeping the GRELs focused on military activities. Sebastopol worried that his brothers and sisters, as he now saw other GRELs, would be condemned by heaven if they were not rescued. Sebastopol himself was able to break his conditioning completely by rigorous martial arts and mediation practices.

In TN 1925, Sebastopol returned to Port Arthur determined to save other GRELs from the evil placed in them by the NEC. His faith provided Sebastopol with an inner peace, which made him extremely attractive to other GRELs. Sebastopol slowly started recruiting classes of six GRELs. He takes each cell to his dojo, a cave in the Westridge range near Temple Heights, and trains them in mediation, Buddhist beliefs, martial arts, and a sense of their own spirituality. The students then return to Port Arthur to set up their own dojos and spread the word.

Naturally, this is a slow process and even after ten cycles Sebastopol has only trained thirty-two classes. Their combined effect, however, has been to spread his beliefs widely in the GREL Quarter, South Camp and Jan Mayen. Major Gruner has recently become aware of Soldier Sebastopol and is making efforts to locate him. He is more alarmed by Sebastopol's movement than by Colonel Proust's, since Perfect Form's message could seriously undermines the combat effectiveness of the GREL soldier units who are affected by it.

Organization

The Movement has no formal structure other than the passing of the teachings from master to student. Each of the existing thirty-two Perfect Form dojos operates, recruits and preaches independently from the others. Soldier Sebastopol loosely oversees each by visiting them occasionally to teach a few classes. Apart from the members of his own spartan dojo, hidden deep within South Camp, Sebastopol also keep in contact with the wisemen of the Temple Heights monastery through infrequent personal visits.

Not all the dojos are keeping to the "true" path however. In South Camp and Jan Mayen, Sebastopol's message has won true adherents, both GREL and human, but amongst the eighteen dojos in the GREL Quarter at least half have deviated from Yamata's sage teachings. These renegade dojos take a militant approach to helping their brother and sister GRELs and preach the violent overthrow of Colonel Arthur. Only Sebastopol's personal touch, charisma and constant efforts are preventing a disastrous outbreak of violence in the city. It is these renegades that give Sebastopol a mostly undeserved reputation as a troublemaker and possible security risk among Arthurian personnel.

Current Concerns

Apart from saving more GRELs from the evil bred into them by the New Earth Commonwealth, the Perfect Form Movement has no aims beyond the immediate future. Sebastopol realizes that the growing anger and resentment in the GREL Quarter could boil over into a bloody rebellion, and is working hard to try and channel the discontent into more peaceful and constructive forms. He believes that another GREL exodus, similar to the one led by Jan Mayen, maybe the only peaceful solution to the conflict.

Sebastopol has also made contact with Colonel Proust's New Human Republic, but soon realized that Proust represents his worst fears come true. If he were to win, Proust would plunge the GRELs into such violence that they could never be saved. With this understanding, Sebastopol is moving to oppose Proust's activities within Port Arthur and has placed agents into the NHR.





Chapter 6: Peace River Sourcebook

The independent Badland city-state of Peace River. Located amongst the stone mesas of the Karaq Wastes, this neutral power is an economic and military powerhouse of Terra Nova. Paxton Arms is Peace River's corporate master, and business has never been better.



Recent Events in Peace River - 5.1

TN 1933 was a watershed cycle for Paxton Arms. The rationalist faction of Fidel Jacobi seemed poised to sweep President Simosa's reformist supporters out of power in the Autumn Board of Directors elections. Increasingly violent attacks by Sundra Gabriel's Riveran Badlands Revolutionary Front (BRF), especially random bomb attacks, were killing dozens and creating an aura of fear throughout the city. The whole of Peace River seemed on the edge of boiling over and massive riots in the Prospects became a weekly occurrence. In the deserts surrounding the massive city-state more violence flared. The Southern MILICIA and Northern Guard increasingly clashed within the Paxton Protectorate despite all the Peace River Defense Force's (PRDF) efforts to keep the peace and protect the small towns beholden to Peace River. The great corporation came to the crossroads between reform or reaction, and fundamental choices had to be made. The two cycles since that critical time would set Peace River on a path toward conflict and strength. Meanwhile, the dogs of war continued to bay.

Political Climate - 5.1.1

The TN 1933 Board of Directors election was a byzantine affair. President Simosa and Head Executive Officer (HEO) Milani DuBeau-Slovenski tried to undermine Treasurer Jacobi. In return, he worked at destroying Simosa using his Treasury Security Service and secret links with the Southern Republic. It was Jacobi's attempts at international intrigue that were his undoing. Most critically, he underestimated the resources of PaxSec.

Jacobi's Republican contacts warned him about the BRF's links to the Forzi smuggling cartel and the explosives that they were stockpiling. Choosing not to inform the Paxton Security Service (PaxSec), Jacobi counted on BRF atrocities increasing his electoral support. While this worked initially, in Autumn TN 1933 PaxSec uncovered the truth and the HEO took customarily direct action. On the very eve of the board elections, DuBeau-Slovenski gunned down Jacobi in his office, covering it up as a BRF hit. As a result, President Simosa's supporters swept the elections and the reformists' hold on power was secured.

Their hopes for increased stability were foiled, however, by spiraling BRF violence. The Peace Officer Corps (POC) and PaxSec seemed powerless to stop the BRF, which struck at will causing death and chaos. While popular BRF support was limited to the poorest citizens of the Prospects, they were entrenched enough there that nothing was able to displace them. While many terrorists were uncovered and executed, there were always more recruits to take their places and continue the fight. Especially damaging were the attacks on reformist activists designed to undermine peaceful change. This peaked with the assassination of worker caste director Rodrigo Ferdinand in Summer TN 1934.

Despite the attacks, the reformists pushed on with returning the city to Erbert Paxton's vision of an egalitarian industrial family. With his restored political strength, Simosa placed the Treasury under his ally Cho Rojang, disbanded its security service and set out to return Paxton Arms to the control of its people. He worked feverishly through TN 1934 laying the ground work and then in Winter TN 1935 Simosa announced a major share issue, with parcels of shares distributed to all management and worker caste employees. There was widespread outrage among the executive caste as the issue cut their dividends by half and ended their exclusive control of the Board of Directors. The move consolidated Simosa's support among the management caste, however, and with many of the workers.

The BRF's response was to increase the violence and further stir up their poor supporters in the Prospects. Seemingly nothing could be done to solve the multitude of problems in the Prospects, built up by centuries of neglect. Helen Hitashi, the Habitat Core Administrator, increased spending on education and health, among many other improvements, but it would be cycles before the positive effects would be felt. The cost of transport to higher terraces was cut to allow the Prospectors to enjoy the facilities available there, but this also had the effect of spreading rioting to the higher levels. Despite all the setbacks, Simosa, Hitashi and other reformers persist to this day. They continue to believe that only time will heal the wounds of past neglect.

Winning the reformers this time is the HEO's job, and Milani DuBeau-Slovenski is using all the resources of PaxSec and the POC to undermine the BRF's hold on the Prospects. Any time won is finite, though, for once the next world war begins, internal dissension cannot be tolerated. Once the war breaks out, President Simosa knows he will have no choice but to accept Milani's solution of martial law and expell all Prospectors into camps outside the city. To avoid such harsh measures; he is preparing for an even more extensive round of reforms. He intends to completely separate the administration of Peace River from the control of Paxton Arms.

Tired of failed attempts to reform the Peace River Council, he has dismissed it and in Winter TN 1936 Peace River's first ever democratic elections will take place to elect a new council. They in turn will elect a new Habitat Core Administrator. All Riverans will vote, with no caste limitations. Using Paxton's resources, Simosa is certain that reformist candidates will win the majority of seats and that Helen Hitashi will retain her position. This is the reformists' last hope to bring peace to the city. Despite BRF's threats, Peace River is slowly gearing up for the elections in Winter TN 1936.



5.1.2 - External Developments

During TN 1933 the MILICIA and Northern Guard fought an increasingly violent series of battles in and around the communities that Paxton had pledged to protect. Despite the HEO's urging to reduce the size of Paxton's Badlands commitment, President Simosa would hear nothing of it. Thus the PRDF increasingly came into conflict with powerful polar forces, especially around the Revisionist holy city of Massada. At General Lesli Moreshead's urging, President Simosa started hoarding armaments in secret depots in Summer TN 1934, as was done during the War of the Alliance. The skirmishes with polar forces came to a head with a major MILICIA push on Massada in Spring TN 1935.

The MILICIA forces pushed straight through the PRDF's overstretched patrols, making Paxton little more than an onlooker at the final confrontation between the MILICIA and the NLC's 18th Heavy Gear Regiment, the Blue Angels. Along with the near contemptuous response of the AST to Paxton's formal complaint about the violation of the Protectorate, the battle at Massada caused a drastic reevaluation of Paxton's Badlands strategy. President Simosa finally bowed to reality and in Summer TN 1935 limited the PRDF's range of operations to the Karaq Wastes and eastern reaches of the Western Desert. He also authorized a doubling of the PRDF's active force.

President Simosa's ideals will not let him completely abandon the rest of the Western Desert, traditionally within Paxton's sphere of influence. Utilizing all the resources of PaxSec and the Badlands Affairs Bureau, Simosa works to rebuild the hidden network that eventually became the Peace River Army during the War of the Alliance. At the same time, General Moreshead has started to integrate the militias of communities within the reduced Protectorate directly into the formal PRDF order of battle, providing both training and first rate equipment. HEO Milani DuBeau-Slovenski regards these maneuvers as foolish but does not oppose them — after all, they keep Simosa out of her hair. Milani works at creating political alliances rather than military structures, believing that only allies will keep Paxton safe in the coming inter-polar war. She already has made secret contact with Port Arthur's Major Beria and Fort Neil's Mayor, Royz Malkom, forever working in the shadows as she prefers.

Deeper in those same shadows Sundra Gabriel has also been working hard, not just insinuating her BRF deeper into the city and Paxton Arms but also forging strong links outside the walls. Her domination of organized crime within Peace River has allowed her to build up a web of connections with the Forzi cartel. This relationship has now developed to the point where she and cartel captain Maraka Forzi have agreed to make the BRF a full subsidiary of the cartel. The amount of money and arms this has brought the BRF makes her operations easier, though she is very careful to keep the Forzi from guessing that she is not simply a crime lord — the risks of connections to a dedicated political movement would scare the smugglers off. The growing breadth of Gabriel's activities has prevented her from traveling to Lance Point to advance her tactical studies under Ernesto Jaxon, but with her successes she has stopped being bothered by worries about her military knowledge.

In summer TN 1935 Valis Garrick, one of her contacts to the Forzi, brought a man to Peace River. The Forzi requested that she establish him in the city with a solid cover identity and anything else he required to set up. Gabriel has not only been unable to find out anything about her "guest" but has had trouble following his movements about. She is almost sure that he has been doing nothing significant. Having too much to do anyway, Gabriel now satisfies herself with only the occasional surveillance of her guest.

5.1.3 - Economic Situation

Commercially Paxton Arm's factories continue to run at full capacity to feed the polar appetite for armaments. Paxton has used this economic bonanza to update weapons systems and increase the numbers of the PRDF: a second division is slated to become active in Spring TN 1936. The boom has also seen attempts to revitalize the one section of Paxton's armaments range that has never done well, Gears. In Summer TN 1934 Paxton released new models of the Chieftain command Gear and Crusader support Gear, along with a stealth Gear, the Stalker.

Attempts to push Gear sales occupied much of Paxton's marketing force into TN 1935. Because the rest of Paxton's products more or less sell themselves in a pre-war climate, it could afford the luxury of trying to break into the polar Gear market. The civilian market seemed open to a certain amount of penetration and Paxton built on the success of its Pit Bull police Gear to try and increase its profile. The Valence Work Gear also began to spread throughout the Badlands and into the polar leagues because of competitive pricing programs. Little headway was made in the military market, however, despite large subsidized sales throughout the pro-Paxton Badlands, until early Autumn TN 1935. In the Summer of that cycle, Emir Nigel Shirow of Basal struck the so-called Oxford Accord, a secret deal with the Southern Republic to take some of the pressure off his rebel forces. This finally put him in a position to import the heavy armament Basal's beleaguered defenders needed. The terms of his agreement with Port Oasis made Paxton the only viable source for these weapons. Indeed, Shirow agreed to keep his rebellion an internal matter and that meant not involving the North. Southern arms manufacturers could not sell to Shirow without risking contracts with the ESE's legitimate government. That left only Paxton Arms. Shirow's only problem was his lack of disposable income. He would have to strike a secret deal with the North, hoping that he could get money from his allies in Valeria without angering the Southern Republic — a very serious gamble indeed.



THE BADLANDS QUARTER - 5.2

Squeezed between the arcoblock developments that cover most of the Third Terrace and the broken red rock of the mesa lies all that remains of pre-arcology Peace River. With narrow winding streets lined by squat, heavy buildings that could be part of any equatorial city and inhabitants who retain the fierce independence that characterizes most desert dwellers, this section of the city has become known as the Badlands Quarter. Less controlled by Paxton Arms than any other section — except perhaps the Prospects — the Badlands Quarter has become the bohemian fringe of the city. Here free thinkers whose opposition to Paxton is less violent than the BRF's can congregate. Less politically minded liberals also flock to the Quarter for the freedom, and their artistic endeavors have made it a popular recreation place for the more staid citizens of Peace River.

President Simosa and Peace River Administrator Helena Hitashi both see the Quarter as a valuable asset for their city-state. It provides a cosmopolitan melting pot where the castes can mix more freely and gives the Third Terrace a certain panache. It is a important part of their plan to reform the city as a whole. The rough peace that has reigned in the Quarter in the last decade also provides a useful contrast to the unruly Prospects.

Background - 5.2.1

The Badlands Quarter was originally carved into the mesa in the TN 1600s to house miners who could not fit into the original oasis tower that Erbert Paxton bought in TN 1595. As Paxton Mining expanded and built more oasis towers, the mesa settlement became unnecessary and in the hard times before the St.-Vincent's war it was sold off to independent Riverans who preferred to live outside the close supervision of the oasis towers. When Paxton Mining became Paxton Arms in the TN 1700s and prospered enormously the city rapidly expanded into the terraced arcology people are now familiar with. When the Third Terrace was under construction, however, Paxton discovered the independent Riverans living in the Badlands Quarter were not willing to let Paxton move them out to complete its architectural grand plan.

Faced with this opposition, Paxton responded with a typically grand plan. Instead of destroying the Quarter outright, Paxton proposed moving it into the Third Terrace, already under construction. Building — including the underground Erzach Ibn-Muhammad Mosque — would be disassembled and rebuilt. The Quarter would come under Riveran law, but be relatively free of omnipresent surveillance. Faced with the alternative of destruction, the residents agreed, and after its displacement the Quarter quickly became home for those seeking some separation from Paxton. This included artists and independent business people, but also criminals and political radicals. The Quarter also became a temporary home away from home for the many Badlanders who came to do business in the city. Cracking down on the criminals and political radicals was almost impossible given the maze-like construction of the Quarter, and generally only alienated the locals.

Over the centuries the Quarter became the red-light district and radically chic center of Peace River. The criminals opened brothels and nightclubs, as more extreme criminal activities became dominated by Prospects gangs, and the artists and political activists created a center of intellectual ferment, cawfee shops, bookstores and theaters unlike anything else in Peace River's controlled community. Slowly, entertainment became the main industry of the Quarter, and only caste prejudice prevented the area being bought out by the wealthy executives as it became an in place to go.

The Judas Syndrome before the War of Alliance saw the political nature of the Quarter take on a new importance; the large numbers of non-Riveran inhabitants and large transient population made it a center for intrigue. As the syndrome worked its way to a fever pitch in the last seasons before the war, it was not unusual for bodies turn up every morning in the dark and twisting byways of the Quarter. Every bar seemed to have shadowy deals being made, and radical politicians talked revolution in their lofts and cawfee shops.

The War of Alliance put a stop to such activities but the reputation remained with the Quarter. Initially the social upheaval of the post-war period rocked the Badlands Quarter particularly hard and running battles between radicals and the POC were a weekly occurrence. This chaos hurt the hospitality industries that were the Quarter's economic heart, causing further trouble. The election of President Simosa and his reformist faction saved the Quarter from turning into a slum. He immediately put Paxton funds into rejuvenating the Quarter's historical buildings and on promoting it as an entertainment and tourist center for the city. As his reforms also drew many young radicals, like Helena Hitashi, into the mainstream Riveran political process, the Quarter gradually calmed and the violence lessened.

By TN 1930 the Quarter had regained its feet, even surviving the possible economic threat of the Erbert Paxton MegaPlaza in good stead. Changes in the city have gone its way as violent radical politics followed organized crime into the Prospects and brought a measure of peace to the Quarter. The Badlands flavor of the neighborhood has remained, though an increasing number of polar expatriates also moved in. Slowly these newcomers have added more flavors to the multicultural mix, so that now a visitor can see a Bethanite restaurant next to a strip club, across from a Jerusalemite prayer house and a traditional Riveran hole-in-the-wall cawfee shop.



5.2.2 - Places of Note

The Quarter remains a good place to hide if you are not willing to risk the violence and poverty of the Prospects. Hostels, inns and rooming houses vie with bars and clubs as the Quarter's most profitable ventures, as heavy patronage by Badlands traders continues. PaxSec is aware that the high number of foreigners makes the Quarter a haven for spies but increased security has prevented a reoccurrence of the Judas Syndrome situation. Despite this, the Quarter retains a reputation for shady deals and the occasional POC drug bust merely heightens its risqué appeal. A few inns have even made an industry catering to newlywed Riverans wanting a cheap but exotic place for their wedding night. A number of areas and establishments within the Badlands Quarter are particularly famous or notorious, and are often on a visitor's itinerary even if they would never dream of patronizing them in their home town.

Street of Willows ■



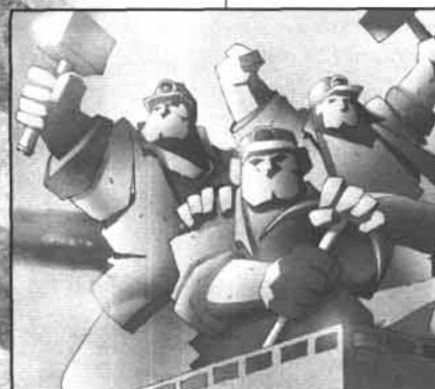
For reasons only known to the long dead builders of the Quarter, a fountain connected to the MacAllen tunnels was built at the head of this street, one of the Quarter's widest. The water trickles from the chipped and ancient basin and down channels in the street to be collected by the Southern Willow Tree Ferns that line its length. The ferns make the Street of Willows one of the most pleasant spots in the Quarter, the greenery softening the cold planes of the buildings and providing relaxing shade against the heat of the day. Over time, the street has become the center of the Quarter's sex trade, and at least half the buildings along the street are brothels. Catering to all tastes and funds, the street has a lazy decadence about it that is accentuated by the cawfee shops and bars that make up the rest of the businesses on the street. These usually throng with independent hosts and hostesses with rooms nearby. Riverans are an open minded people and the street draws its clientele from all castes. To prevent trouble, the brothel owners have private security guards to supplement the POC patrols. The resulting level of safety ensures that the popularity of the Street for a quiet evening's pleasure or private meeting is growing with every season. The Quarter's general lack of Peace River's otherwise persuasive security systems may also have something to do with this.

Cimmaro Café ■



At the edge of the Quarter, looking out over the Prospects and the yellow-red dune sea beyond, the Cimmaro Café has been one of the Quarter's most notable establishments for nearly a hundred cycles. It lies away from the main streets of the Quarter and can only be reached through the Labyrinth's twisting backways, which has kept its clientele mostly local. The present owner is Kwei Lingling, an Eastern Sun Emirates émigré, and under his careful guidance the Cimmaro has gained a reputation as one of the notable establishments in Peace River for food and culture. Southern cuisine and exotic bioengineered produce such as real coffee and Earth grain breads are just a few of the culinary treats the Cimmaro provides. Kwei has managed to retain his local clientele of artists and thinkers by keeping cheaper items on the menu. He has also turned the Cimmaro into an impromptu gallery by giving young artists a place to exhibit their work to potential patrons and buyers. A number of newly successful Riveran artists are in his debt for this reason and the café is richly decorated with both artwork for sale and gifts from former patrons. The interior of the establishment is all polished woods and stones, with the cramped intimacy typical of Badlands locales, but the patio out front, with its stainless steel tables and canvas umbrellas, is as modern as any Executive Plaza restaurant.

Miner's Square ■

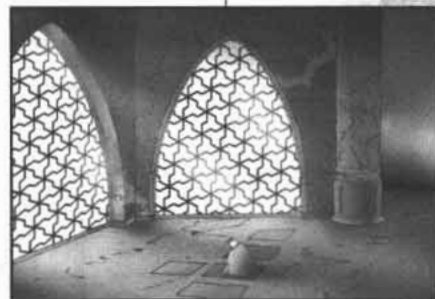


Mining the Badlands has always been a dangerous occupation with few safeguards and often second-rate technology. In its early days, Paxton Mining was no different and Miner's Square was built as a memorial to those who died in the company's mines. Though now an official memorial has been placed in Arland Longchamps Park, the older, larger memorial remains here in the Quarter. The massive statue of three miners standing together looking out over the vista before the city is powerful, all the more so since the statue represents all three castes standing together for the common good. While it once languished under hundreds of cycles of grime and grit, the titanium statue was specifically targeted for refurbishment by President Simosa during his renovation of the Quarter and is now a site of frequent school excursions. This does not mesh all that well with the Square's other popular use as the main watering hole for the Quarter. It is also popular with visitors and the streets around the Square are full of hostels and inns. The presence of so many Badlanders adds to the rowdiness of the Square's public houses and brawls and other disorderly behavior are a nightly occurrence. For that reason the POC Precinct house in the Quarter is also located here.



■ Erzach Ibn-Muhammad Mosque

Named for Terra Nova's only native Jerusalemite prophet, the Erzach Ibn-Muhammad Mosque is the greatest achievement of Paxton's displacement of the Badlands Quarter. Originally built into the rocky mesa surrounding Peace River, the entire mosque was moved block by block and installed into the underground structure of the Third Terrace. Whole section of cave wall were cut and reassembled under the guidance of the Imam. Ever since, the Mosque has remained the center of the Riveran Jerusalemite community (which includes a large proportion of the worker caste). The Mosque lies completely underground and is large enough to hold a thousand people. It is lit by shafts to the surface that emerge around the simple staircase that leads from the Outlander Bazaar above. Imam Nawad Feisung has been key to the Mosque's importance in the last thirty cycles. Near blind since birth, this fat and smiling cleric is a major reason why the Prospects have not flared into open violence. His calls for tolerance, reform and peace, as well as activities as a go between, have earned him the respect of all Riverans and helped slow the spiral of violence. This has not endeared him to the BRF and his humble house near the entrance to the Mosque is under constant but discrete PaxSec guard.



■ The Labyrinth

Even in a city known for its difficulty of navigation the lanes and byways of the Badlands Quarter stand out. Anyone of the numerous visitors who get lost there will attest to the accuracy of the Quarter's nickname: the Labyrinth. Riverans develop an innate understanding of the logic behind the complex maze of Peace River's arcology-like construction. No logic beyond the easiest route at the time is behind the Quarter's layout, however. Once off a few main thoroughfares, the streets narrow into dark passageways that are partially covered by overhanging buildings for protection from the elements. These laneways — streets is too grand a name for them — twist amongst buildings built to no particular plan and are made of stone cobbles polished slick by generations of use. The Quarter isn't flat either, for it was carved into the mesa and particularly hard bands of rock were built onto rather than quarried down. The result is puzzle-like, with the lanes twisting up and down in illogical meanders, sometimes looping back onto themselves, sometimes going nowhere. Despite all this the lanes of the Quarter are busy with a rich, eclectic crowd. Even after dark the bars and clubs keep the streets full of people, despite the almost complete lack of lights.



■ Outlander's Bazaar

Despite living in a trading city Riverans have always been rather xenophobic. This led to the exile of caravan traders to a special Outlander's Bazaar in the Badlands Quarter for many cycles in the early history of the city. By the time this restriction was removed, the Bazaar had become a colorful attraction and the traders saw no reason to move. The center of trade lies in the plaza of the Erzach Ibn-Muhammad Mosque. While the plaza once housed the stalls easily, the Bazaar has now had to expand into the surrounding streets. Even so traders must arrive early every Sunday morning to be sure of getting a stall. The money from renting the stalls is used by the Mosque to fund its welfare programs. The stalls themselves display a crazy variety of goods — pirated electronic products from Timmins, local artwork, Southern wetlander handicrafts, Western leather goods and much much more. The large crowds who flock to the Bazaar are just as diverse — from trendily dressed executives, to workers looking for a bargain, to Quarter locals doing their weekly shopping. Not everything sold at the Bazaar is legal but within its jammed confines the POC has had little luck at stopping the sale of small quantities of drugs and other black market goods.



■ Saracen's Keep

High in an old building overlooking the Bazaar is the home of Kally Laing, the young leader of the Quarter's greatest gang, the Saracens. Kally doesn't look like a gang lord who controls the pickpockets, drug dealers, and protection rackets of the entire Quarter. Actually, she looks more like a school girl. Born to an independent hostess in TN 1910, Kally had risen to control the Quarter largest street gang by the time she was 17 cycles old. Though very intelligent, Kally is also dyslexic. Frustrated by school, she preferred the streets and took out her frustration through violence. These traits enabled Kally dominate the other Quarter gangs by TN 1933, using a mixture of wiles and force. During the underworld turmoil created by the BRF/Forzi take over of organized crime in Peace River, Kally quietly took control of the Quarter. She has proved as good an organizer as fighter and by managing her new enterprises carefully has kept the Forzi from muscling in. Initially flushed with success Kally thought that as long as she stayed in the Quarter she could keep the Forzi at bay. If it was actually the Forzi she may have been right, but the BRF is another matter. Kally is just starting to understand that things are getting out of hand as the violence escalates; she has little idea of what to do as yet and is playing matters by her wits alone.



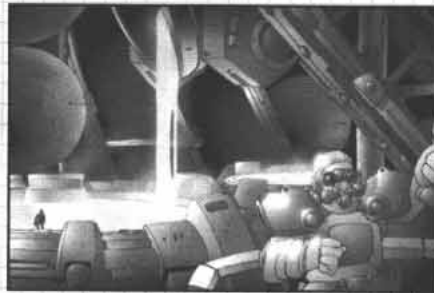


5.3 - Peace River Maps

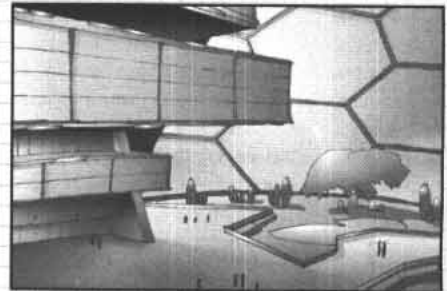
PEACE RIVER CUTAWAY VIEW

Legend

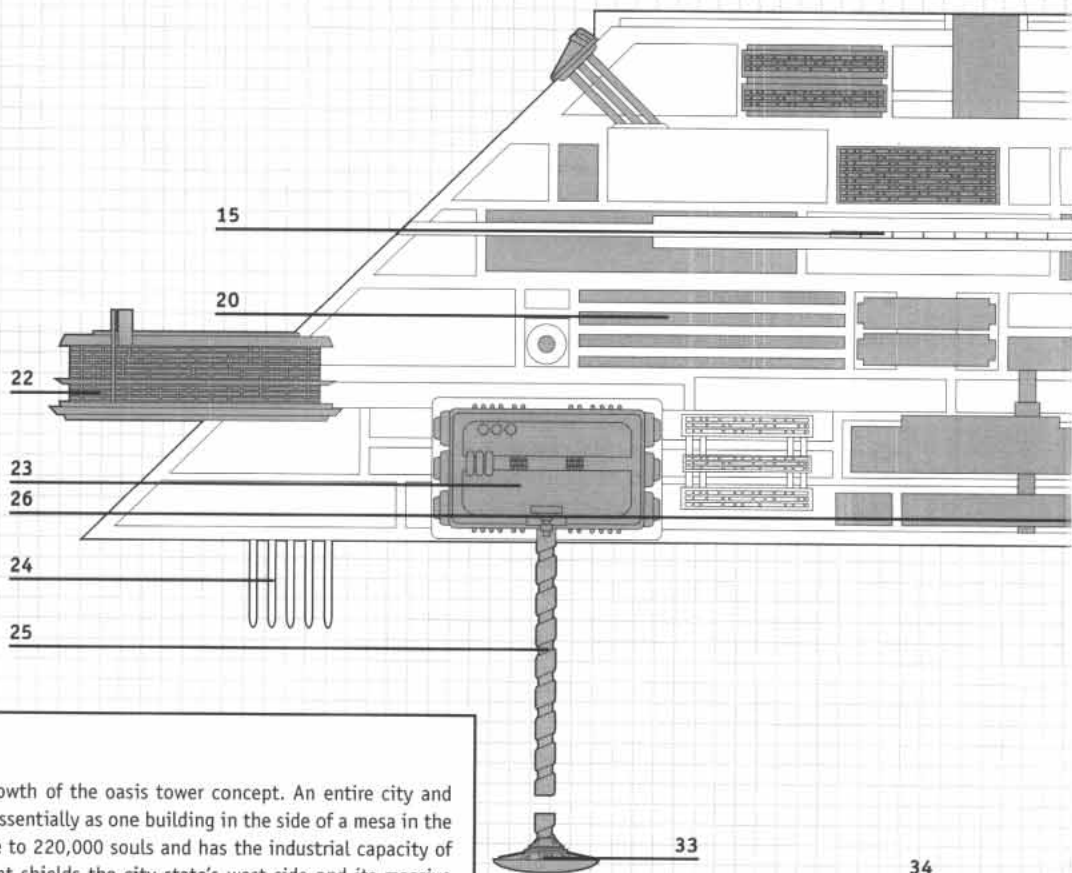
1. Air traffic Control Tower
2. Executive Tower (top portion)
3. Paxton Arms Central Offices
4. Air Defense Towers
5. Airfield
6. Airstrips
7. Airstrip Doors
8. Military Aircraft Elevators
9. Hopper/Fighter Elevators
10. Military Airbase and Hangars
11. Civilian Aircraft Elevator
12. Support Strut
13. Habitat Core
14. Paxton R&D Compound
15. Alpha Maglev Station
16. Executive Tower (interior)
17. Secondary Support Strut
18. Storm Wall
19. Ground Access Road
20. Industrial Sector (main section)
21. Industrial Sector
22. PRDF Main Garrison
23. Blast Furnace
24. West Seismic Anchors
25. Heat Sink Shaft
26. West Geothermal Power Station
27. Executive Tower Water Processors
28. East Geothermal Power Station
29. East Seismic Anchors
30. Peace River Reactor Core
31. Reactor Core Control and Storage
32. Lower Heat Exchanger Group
33. Furnace Heat Sink
34. East Geothermal Power Generator
35. West Geothermal Power Generator



Iron and Ore Processing Center — Industrial Sector 67

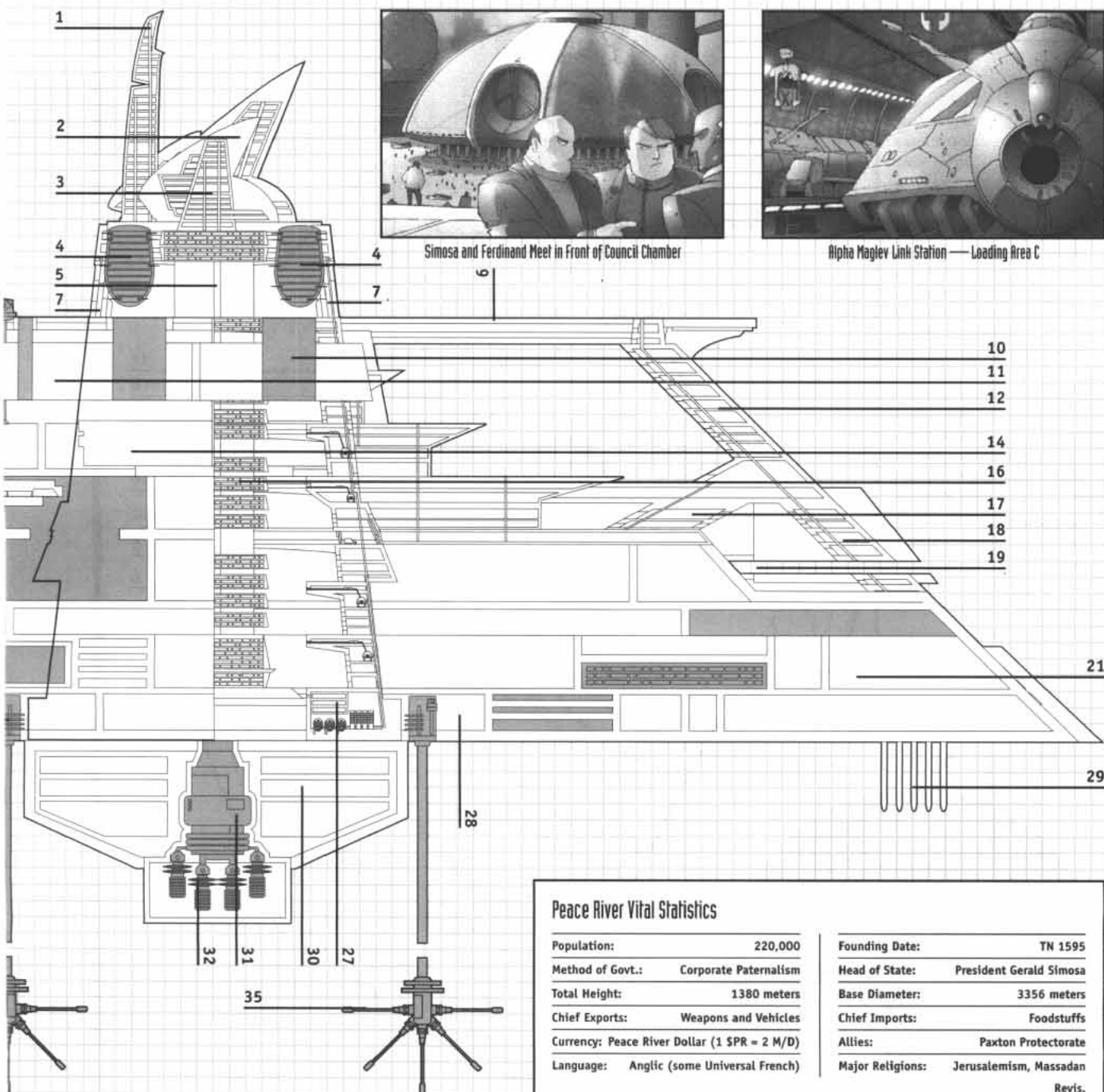


Huang Cho Building & Garden — Executive Tower

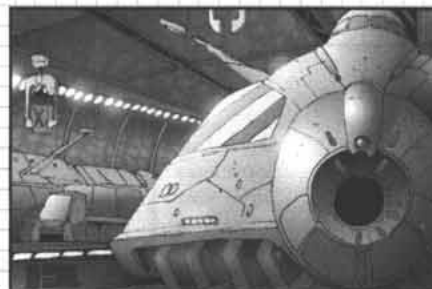


Peace River

Peace River is the ultimate outgrowth of the oasis tower concept. An entire city and massive industrial complex build essentially as one building in the side of a mesa in the Karaq Wastes, Peace River is home to 220,000 souls and has the industrial capacity of many nations. The rocky mesa that shields the city-state's west side and its massive steel construction make Peace River a virtually impregnable fortress. It is the greatest power in the Badlands and Terra Nova's biggest weapons developer. Internal dissent and polar espionage, however, threaten Riveran security more than foreign armies.



Simosa and Ferdinand Meet in Front of Council Chamber



Alpha Maglev Link Station — Loading Area C

Peace River Vital Statistics

Population:	220,000
Method of Govt.:	Corporate Paternalism
Total Height:	1380 meters
Chief Exports:	Weapons and Vehicles
Currency:	Peace River Dollar (1 SPR = 2 M/D)
Language:	Anglic (some Universal French)

Founding Date:	TN 1595
Head of State:	President Gerald Simosa
Base Diameter:	3356 meters
Chief Imports:	Foodstuffs
Allies:	Paxton Protectorate
Major Religions:	Jerusalemism, Massadan
Revis.	



5.3 - Peace River Maps

PEACE RIVER HABITAT CORE (CUTAWAY)

Legend

Sectors

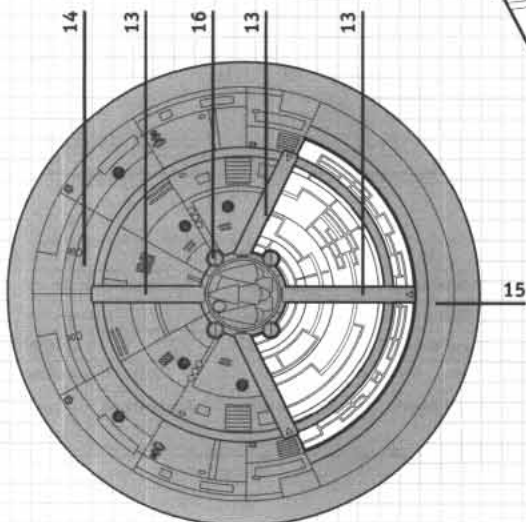
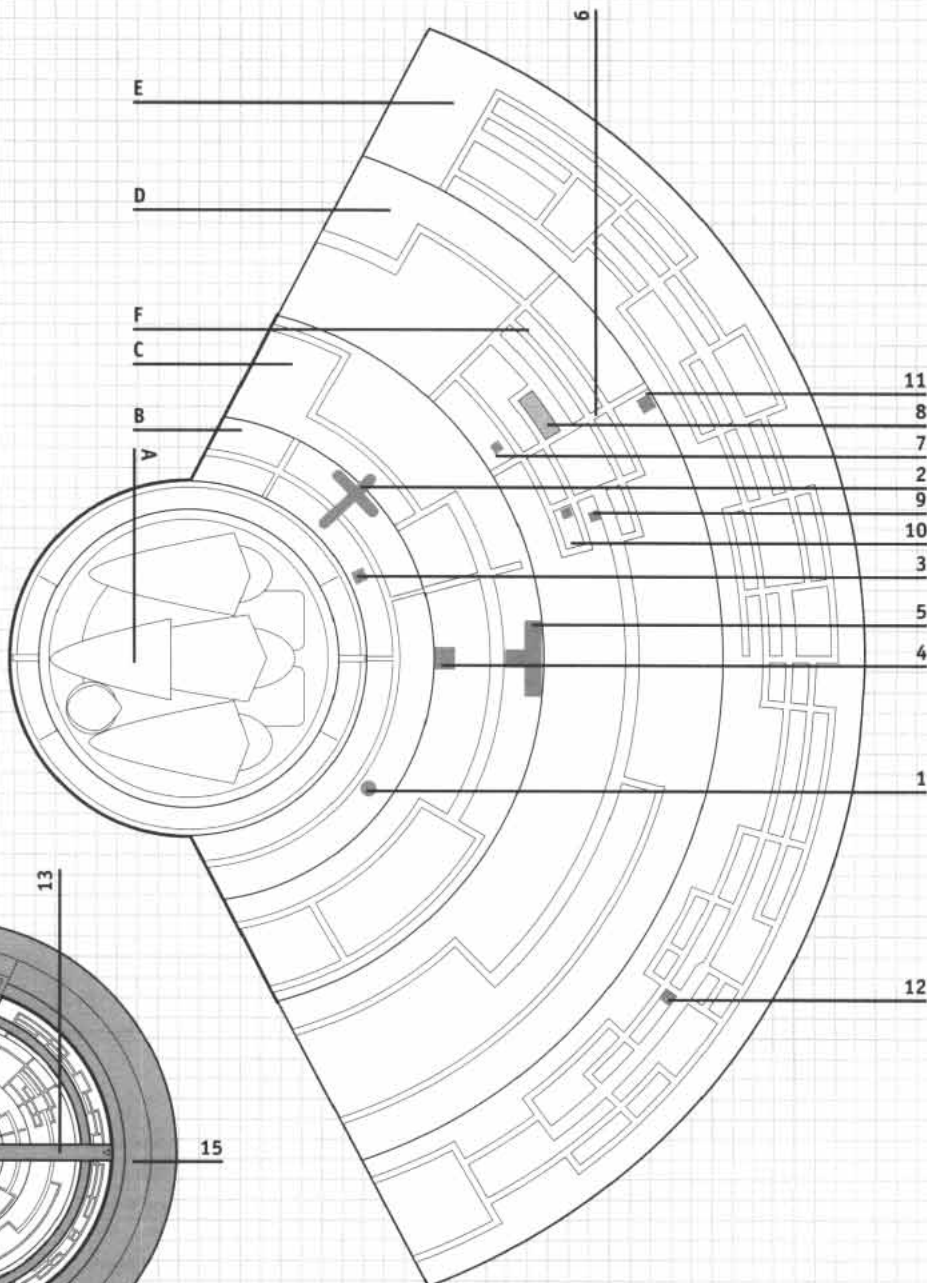
- A. Executive Tower
- B. First Terrace
- C. Second Terrace
- D. Third Terrace
- E. Fourth Terrace (The Prospects)
- F. The Badlands Quarter

Habitat Core Locations

- 1. Peace River Council Chamber
- 2. Ebert Paxton MegaPlaza
- 3. Réunion Café
- 4. Peace Officer Corps HQ
- 5. Second Terrace Municipal Hospital
- 6. Street of Willows
- 7. Salon Rouge Brothel
- 8. Miner's Square
- 9. Outlander Bazaar
- 10. Erzach Ibn Muhammad Mosque
- 11. Címmaro Café
- 12. Electric Nipple Café

Top View Locations

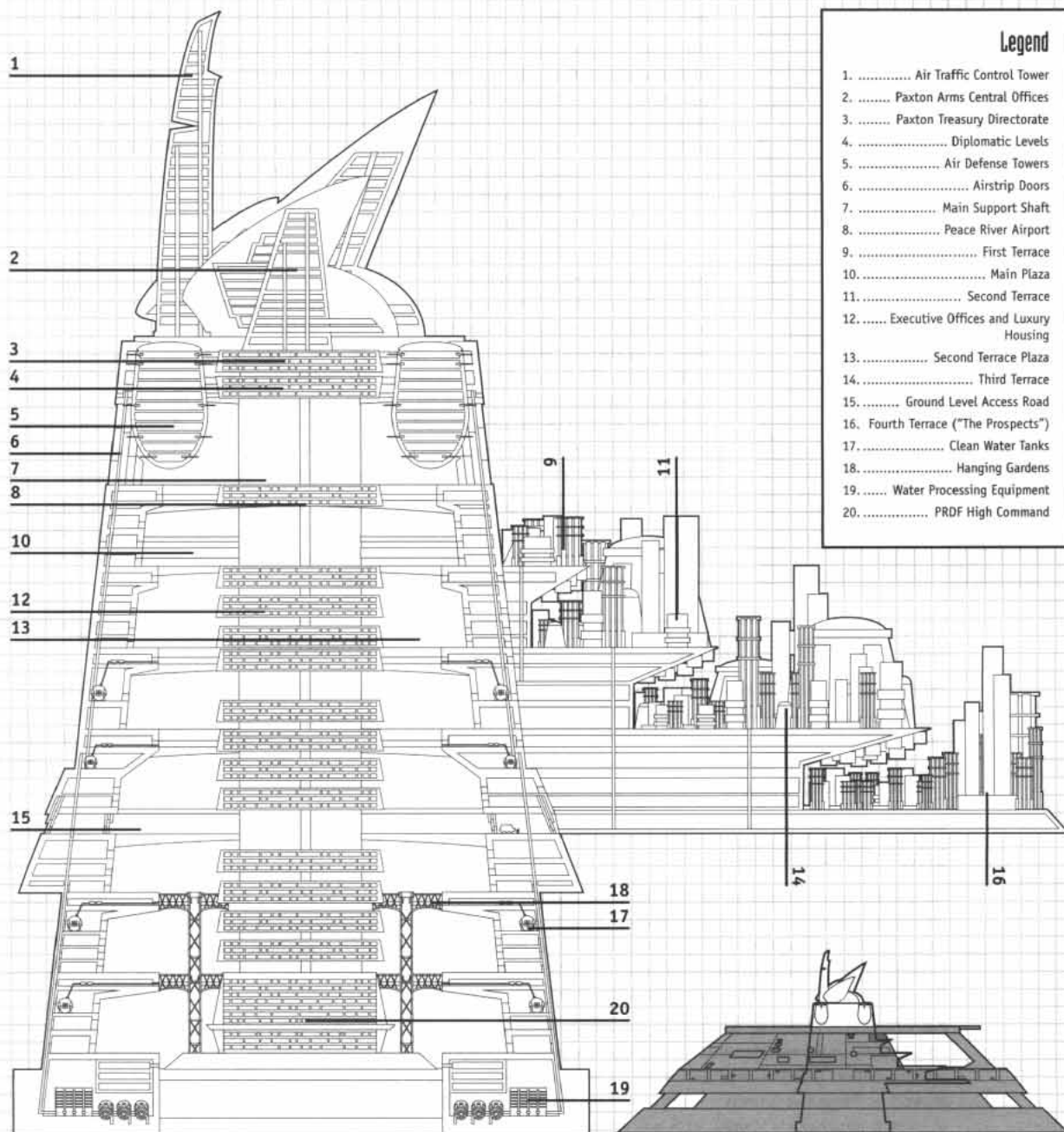
- 13. Airstrips
- 14. Industrial Sector
- 15. Storm Wall
- 16. Air Defense Towers





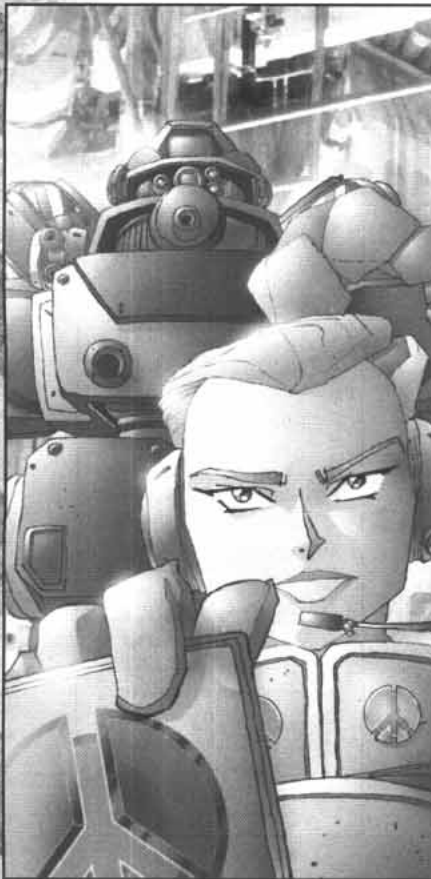
Peace River Maps - 5.3

PEACE RIVER EXECUTIVE TOWER & HABITAT CORE [CUTAWAY]





5.4 - PEACE OFFICER CORPS [POC]



The Peace Officer Corps (POC) is the civilian police force of Peace River. As such, it sits sometimes uneasily between the Peace River Defense Forces' MPs and PaxSec, which (in addition to its other duties) is charged with monitoring the POC's internal affairs. The POC is a close-knit group of officers whose duties include not only maintaining law and order within the city, but also patrolling and protecting Paxton's industrial facilities. Its jurisdiction ends at the Storm Wall. Traditionally, officers were drawn only from the management caste. Following President Simosa's TN 1921 reforms, officers are drawn from all levels of Riveran society (although the majority are still from the management caste). Worker recruits are, upon acceptance into the POC, elevated to management caste. There is also a sizable contingent of veterans from the War of the Alliance, especially among the Gear pilots.

The current Marshal, Terri Chen, is a career law-enforcement officer who was promoted to the POC's highest rank only five cycles ago when her predecessor, Andre Miller, retired after 17 cycles on the job. Chen has the confidence of her officers, President Simosa and Administrator Hitashi; HE0 DuBeau-Slovenski is, typically, reserving judgment until the Marshal has "proved" herself. Chen has impressed with her willingness to take to the field for informal visits and even the occasional raid or patrol. A strong believer in leading by example, she shrugs off complaints that she might get herself killed. Her "field trips," she maintains, keep her in touch with her officers and give them the chance to express their concerns to her directly.

The POC is divided into six sections: the Office of the Marshal, Patrol Division, the Criminal Intelligence Bureau, the Crowd Pacification Group, the Tactical Response Group and the Special Weapons Operations Squad. The Tactical Response Group and the Special Weapons Operations Squad have been expanded and re-equipped in the last few cycles as the threat of war looms and operations — both covert and overt — by the polar powers increase. There is, generally speaking, a friendly rivalry between each section of the POC. In recent cycles, however, these rivalries have become more bitter. Marshal Chen (correctly) believes that this is due to the increased pressure under which the POC operates. Attacks by the BRF, political unrest within Peace River and the ever-present threat of conflict with — or war between — the poles have strained the Corps to its limit. Chen and the section heads are doing all they can to relieve the situation, but there is no easy solution in sight.

The POC also maintains a variety of precinct houses across the Habitat Core, each commanded by a Captain. These generally billet patrol officers and a few CIB detectives, although some precincts lodge Tactical Response Group or Crowd Pacification Group squads as well. Each precinct is home to administrators from the Office of the Marshal as well.

5.4.1 - Office of the Marshal

The Office of the Marshal of Peace River is the administrative division of the POC. The Office is responsible for payroll, human resources, acquisitions, data management and communications, public relations and the POC's legal division. It is the third-largest division, after Patrol and the Tactical Response Group. The least glamorous but (in many respects) most important division of the POC, it is within the Office of the Marshal that the future of the Corps is shaped. Members of the other divisions often resent the "pencil pushers" of the Office, but Marshal Chen's hands-on attitude has done much to smooth out these differences.

5.4.2 - Patrol Division

Patrol is the largest division of the POC. Its officers provide foot, car and aerial patrols of Peace River and its immediate environs. Officers operate in teams of two and are assigned a regular beat. Bravely performing a thankless task, patrol officers are the most public face of the POC, bearing the brunt of the public's opinion of the Corps. Patrol Division is everywhere; when there is a domestic violence incident, Patrol Division responds; when there is a public brawl, Patrol Division breaks it up; when there is a curfew in the Prospects, Patrol Division enforces it. It's a tough job, and only the tough survive it.

Patrol Division is headed by Jake Jackson, a rail-thin ramrod of a man who expects the utmost in discipline and integrity from his officers. Jackson is a traditionalist who strongly disapproves of Chen's habit of patrolling the streets; they have clashed several times over the matter. Jackson is another lifetime law enforcement officer, and he firmly believes that it is the men and women of Patrol Division — "Peace River's finest" — who provide the thin gray line which keeps anarchy and destruction at bay. In the present climate of intrigue, terrorism and scandal, he is most probably right.



Criminal Investigation Bureau (CIB) - 5.4.3

Investigations of all serious crimes (with the exception of terrorism) fall within the purview of the CIB. Bureau detectives rarely wear their uniforms and often operate undercover. A sizable amount of their time is spent trying to control smuggling. They are aware that the Forzi cartel is operating out of Peace River, but so far have been frustrated in their attempts to root it out. Officers assigned to the CIB like to think of themselves as the brains of the POC. This may be true, but they are also the most likely to be engaged in a little profit-making on the side. Marshal Chen has been slowly uncovering the few bad cops in the CIB, with the assistance of its head, Ryu Hashimoto.

Hashimoto is a formidable officer, whose "back to basics" approach to law enforcement has yielded high conviction rates. He places great faith in the integrity and ability of his officers, many of whom he hand-picked. Hashimoto has for a number of cycles been conducting a private crackdown on citizens he considers "undesirable." He and a small group of like-minded officers are engaged in a variety of highly illegal activities (planting evidence on suspects, forcing confessions from unwilling or innocent suspects, etc.) to prevent crime. These operations are funded by selling confiscated evidence (typically drugs and other contraband). He does not want any crooked cops in his division; the chance of an internal affairs (i.e. PaxSec) investigation uncovering his own operation would become too great.

Crowd Pacification Group (CPG) - 5.4.4

Formed only 12 cycles ago in response to the increased worker unrest which followed in the wake of the War of the Alliance, the CPG is perhaps the most hated group of law enforcement officers in Peace River (after PaxSec, of course). Charged with maintaining public order in times of civil unrest, the CPG has become a close-knit group of officers who are intolerant of outsiders and over-sensitive to criticism. Armed with riot shields, stun batons and chemical sprays and backed up by specialist APCs with water cannon and ear-splitting sonic pacifiers, the Crowd Pacification Group is nicknamed the goon squad by their fellow officers and the zombies by the worker caste, their most frequent targets.

The CPG is commanded by Chun Yeoh, who mustered out of the Peace River Army after the war and joined the POC as a combat instructor. Yeoh insists on martial arts training for all her officers, who are given ample opportunity to practice their skills for real. Yeoh is also keenly aware that the strong political views held by many of her officers have attracted the attention of PaxSec, whom she is sure has placed several agents in the CPG.

Tactical Response Group (TRG) - 5.4.5

The TRG intervenes in violent situations (hostage situations or apprehending dangerous criminals) in Peace River and also cooperates with PaxSec in anti-terrorist operations. The men and women of the TRG are mostly PRDF veterans, though younger officers may have only served a peacetime tour before transferring across. All have combat experience of some sort and all are trained in a wide variety of weapons. The TRG conducts no investigations and is only called in as a rapid-response team to situations involving force which exceeds the operational parameters of the CIB or Patrol Division. In recent times, these situations have become more common, which has led to demands for increased manpower and funds from the divisional head, Elizabeth Bain.

Elizabeth Bain is a one-eyed veteran of the PRDF's reconnaissance commandos. Used to deploying swift, overwhelming force to resolve hostile situations, Bain's command has seen the officers of the TRG become both more brutal and more effective in their duties. Marshal Chen is reluctant to replace an officer with such a good track record, but has recently cautioned Bain about her new operational methods. If the cost of success for the TRG is a reign of terror, Chen is not willing to pay — but Bain is.

Special Weapons Operations Squad (SWOS) - 5.4.6

The Special Weapons Operations Squad is the elite of the POC. They handle the Corps' heavy weapons, and are generally called in by the TRG or (in extreme cases, the CPG) to control situations that have escalated beyond their capabilities. The Bomb Squad is also part of the SWOS; they have responsibility not only for explosive ordinance disposal, but also for NBC (nuclear, biological, chemical) weapon disposal. The Gear Cadre has just completed familiarization with an urban combat version of the Warrior IV, designed to replace their older Pit Bull and Warrior I Gears. These compliment the attack hoppers, Fast Attack Vehicles and armored cars in the SWOS arsenal. The jurisdiction of the SWOS ends at the Storm Wall; if a fight spilled out of the city it would technically fall into the jurisdiction of the PRDF. In practice, the SWOS would pursue for a short distance before the PRDF became involved.

The SWOS is commanded by Captain Leon Gaspovich, a good-humored Petropolis expatriate who came to Peace River with his parents over forty cycles ago. Gaspovich's jolly exterior hides a ruthless killer and expert Gear pilot; he served with distinction in the Peace River Army. He expects his officers to be calm, dedicated and professional. There is no place in the SWOS for heroes or glory hounds. Recent casualties in the bomb squad and Gear cadre, and an increase in crowd pacification duties, have caused morale to plummet despite the best efforts of both Gaspovich and Marshal Chen.



Chapter 6: Terranovan Living

This chapter covers what it is like as a citizen of Terra Nova: aspects of personal interactions and the day-to-day events of peoples' lives. People are meeting the challenges of everyday life, and no where is that epitomized more than in the homesteads and oasis towers that dot the landscape. A selection of profiles about the personalities of Terra Nova completes this chapter.



CUSTOMS - 6.1

After a millennium of partial to complete isolation from Earth, Terra Nova's cultures have significantly diverged from those of humanity's birthplace. New ideas, philosophies and world views have been developed, often resulting in entirely novel societies. Each of these new societies has its own individualized customs and way of life.

Since each of Terra Nova's multiple cultures feature literally thousands of customs and traditions, only the most prevalent and widespread are discussed below due to space restrictions. Local variations obviously exist and will be mentioned whenever possible.

For simplicity's sake, the customs have been grouped in several broad categories: family, religion, prejudice, justice, honor and holidays. However, these divisions should not be seen as clearly cut. One category will often influence others: for example, the Norlight twin-bond is a social tradition directly inspired from religious history. Terra Nova is a rich world and, as everywhere else, broad generalizations about its cultures almost always hide great diversity.



Family - 6.1.1

As in most cultures throughout history, the primary social unit on Terra Nova is the family. However, the definition of what is a family varies greatly across the planet. The most common form of family is the nuclear family, consisting of one or two parents with children. In the Western Frontier Protectorate and the Eastern Sun Emirates, extended families are the dominant social unit. Arguably, the family bond is strongest for Westerners, where social convention dictates that it should supersede even loyalty to the state. The family is least valued in the Mekong Dominion, the Humanist Alliance and the Southern Republic, where other social structures are substituted for it halfway through childhood.



In areas where the Revisionist faith predominates, a special bond called the twin-bond is common. This bond is formalized by the Twin-Bonding Ceremony, the first religious rite a child is introduced to. During this ritual, which is intended to imitate the close friendship between Mamoud and Nathani, two newborns are linked together in a relationship similar to that of Christian godparents. The children are, in effect, given a best friend soon after birth. The two children (referred to as bond-twins) grow up together, much as natural twins would, and develop a relationship which is often closer than their family ties. Marriage between bond-twins is a common and accepted practice. The death of one's bond-twin is perceived by Revisionists as the worst possible omen and often results in prolonged mourning.

In the Mekong Dominion, child care is divided between two groups: parents and mentors. Parents bear the children and raise them until they are 15 cycles old. At this time, they seek out a childless adult, often a close friend, to adopt the child and serve as its mentor. The mentor is expected to serve as the child's teacher, confidant and friend. It is the mentor's responsibility to teach the child about becoming an adult. Because the child's link with his mentor is a lifelong relationship, it is the strongest parental bond in a Mekong's life. Many mentors will raise multiple adolescents simultaneously or sequentially during their lifetime. Protégés of the same mentor refer to each other as kith, whereas the entire surrogate family is called a brood.

Humanist children undergo a social process similar to the Mekong's mentor system. Once a child has gone through the testing period and has been assigned to a particular caste, he is placed under the tutelage of an experienced member of the same caste which is called a guide. Unlike the Mekong mentor's parental role, Humanist guides are more analogous to elder siblings. They train the adolescent in their new life and help them resolve the many small crisis of growing up. Whenever the child encounters difficulties in his new trade, the guide is there to help him. For example, protectors can sometimes be seen sparring with their protégés, while teenage preceptors accompany their guides in scientific expeditions.

The strong individualism of Republicans has led them to reject the family as a binding family unit. Once a Republican reaches adulthood, he begins to assemble a social unit called a circle (short for circle of friends). A circle is a list of close friends whom the individual trusts implicitly. Circle membership is not automatically reciprocal and thus people in your circle are not obliged to include you in their circle. During emergencies, circle members — not family members — will be informed and, if necessary, asked to make difficult medical decisions. It is possible for family members, most often siblings, to be circle members.

The many alternate family systems of the people of the southern hemisphere are often criticized by Northerners. Norlights, for example, most criticize the Mekong mentor system. Since Mekong are immoral sensationalists, they argue, the mentor link is just an open invitation to pedophilia. While some mentor-protégé relationships do form, the vast majority of these occur after the child has reached adulthood. To many Northerners, the Humanist teacher-student relationship is only a milder form of Mekong decadence and should be equally condemned. The most abhorrent alternate family in Northern eyes (especially to the Western clans) is the Republican circle of friends. The almost complete rejection of the family that raised an individual is completely contradictory to Northern, especially Westerner, family values.



6.1.2 - Religion



By far the most influential religion on Terra Nova is the Revisionist Church. This religion was founded by the Sorrento-born prophet Mamoud Khodaverdi during the chaos of the Reconstruction. Little documentation is available from the period, a problem which is compounded by Khodaverdi's well-known aversion to recording equipment.

According to Revisionist doctrine, Khodaverdi grew up in the Northern agricultural community of Sorrento. At 20 cycles of age, he experienced a series of visions which granted him spiritual enlightenment. Soon after, he set out into the Badlands, accompanied only by his faithful friend, Nathani Reiss. There he communed with a universal divine force that commanded him to begin a spiritual revolution based on love and acceptance.

After this, Mamoud went to the desert enclave of Massada and began to gather a large following. A charismatic speaker, he had no problem getting people to listen to him. He is credited with performing various miracles such as causing water to bubble forth from the desert sands and transforming sand into food, although no proof, recorded or otherwise, survives to this day. After Mamoud's death, a conflict broke out over his succession. Both Nathani and Jakob, Mamoud's son, claimed the church's leadership. Jakob eventually gained the acceptance of the people of Massada. Nathani, bitter with defeat, left Massada and returned to his hometown of Sorrento with many of his followers. Once there, he established his own brand of Revisionism, a more fanatical sect flavored with the hostility that consumed Nathani for the remainder of his days.

Both these sects exist to this day. The original pacifistic Massada sect never spread to much more than the Karaq Wastes and some parts of the ESE. The "love or else" faith of Nathani's militant Sorrento sect however, gained adherents across the entire northern polar region. It is presently the official religion of the NLC and the dominant faith in both other Northern leagues. Over the centuries, its angry moralistic message has become intertwined with Northern nationalism, especially for Norlights.

Hundreds of different faiths are commonly practiced in other parts of Terra Nova. In the South, the two most common faiths are Buddhism and Jerusalemism. Buddhism's pacifistic ideological message and ancient history attract many adherents. Terranovan Buddhism is somewhat different from older forms of the faith. Much of its ritual trappings have been eliminated in favor of a simpler, more philosophical faith. Buddhism is particularly popular among Mekong citizens and Republicans.

Jerusalemism is a unification movement aimed at reintegrating all of the faiths derived from the Judeo-Christian belief system. It presently integrates Judaism, Christianity, Islam and fifteen later religions in a loose network of alliances. While each brand of Jerusalemism has its own specific set of beliefs, they all have a few things in common. Each of these monotheistic creeds believes in a spiritual paradise, eternal damnation, redemption from sin and an immortal soul. Jerusalemism is most common among the lower classes of the ESE and the Republic. Contemporary Terranovan Jerusalemites, despite their many differences, generally recognize Erzach Ibn-Muhammad as a true prophet. A Reconstruction era preacher, he is said to have brought the Word of God to the abandoned colony world in its time of need. The importance of Ibn-Muhammad in relation to other Prophets or Messiahs varies greatly from sect to sect.

6.1.3 - Prejudice



Terranovans, like most other human beings, have their share of prejudices and stereotypes. It is important to realize that the prejudices of 62nd-century Terra Nova have very little in common with those of the distant past of Earth. The extremely high population densities of the Ice Age period forced many diverse peoples to live together peacefully, successfully eliminating most of the so-called racial traits by the thorough mixing of the gene pool. No specific ethnic group can now be readily recognized by its external features, thereby rendering racial discrimination irrelevant. An individual named Tanaka is just as likely to be a blond man with slight Mediterranean features than he is to appear vaguely East Asian.

The extreme overpopulation of the Ice Age and the disenfranchisement of religion during the Second Renaissance strongly helped to diminish all form of discrimination based upon sexual orientation and gender. Sexual orientation became irrelevant to parenthood during the late third millennium when in vitro gamete recombination techniques were perfected. Gender discrimination has occasionally resurfaced in socially chaotic periods, but is generally disappear by itself once stability returns. The only exception to this is the state-instituted sexism that exists in some isolated Terranovan communities such as the city-state of Swanscombe.

The most common basis for discrimination on Terra Nova is nationality, with Norlights and Republicans as the worst offenders. Norlights generally despise Republicans, both as anarchists and as imperialists. To a Norlight, any Republican is little better than a decadent fool. Republicans believe other Southerners to be morally and intellectually inferior. Norlight citizens are even lower in the Republican eye.

Other forms of discrimination also exist. Religious discrimination is rampant in the NLC, where non-Revisionists are treated as second-class citizens. Class-based discrimination is most common in the Eastern Sun Emirates and the Western Frontier Protectorate. Easterner upper classes openly treat their lower classes as inferior beings, if not animals. Westerner class prejudices are centered around family lines. Individuals are stereotyped according to their family record, often to the point where their personal accomplishments are excluded. Another form of class discrimination is the Mercantilist habit of evaluating personal worth according to wealth. In the UMF, the poor are condemned as lazy and unemployable. The Humanist Alliance, despite its strict caste-based system, has largely avoided the traps and pitfalls of prejudice.



Justice - 6.1.4

The various judicial systems on Terra Nova are diverse, to say the least. What is a crime, how guilt is established and what sentences are imposed differs from league to league. The most corrupt and brutal law enforcement system is that of the Eastern Sun Emirates. The most efficient and well-respected judicial systems are those of the Humanist Alliance and the Mekong Dominion.

Crimes can be loosely divided into three categories: crimes against the state, crimes against the individual and crimes against morality. Strangely, the latter category is almost completely absent from Southern criminal codes. Apparently, the leagues of the AST refuse to pass judgment on the private lives of their citizens.

In the North, the most harshly prosecuted crimes are those against morality. The persecution of "perverts" is a popular activity for both Northern police and courts. Crimes against the state receive less publicity, but are dealt with in a similarly harsh manner. Crimes against individuals, on the other hand, are less harshly prosecuted and carry lighter sentences.

In the South, crimes against the state are dealt with very harshly, often with capital punishment. Crimes against individuals rarely carry the death penalty, with sentences ranging from large indemnity payments to time spent in labor camps. The few moral offenses that are still on the books in the South carry light sentences and are almost never prosecuted.



Honor - 6.1.5

Although the concept of honor is universal on Terra Nova, its means of expression varies greatly. For example, Westerners have only a vague sense of personal honor but value their clan's honor above all else. Lower class Easterners, lacking all else, find pride in their personal honor and defend it fiercely. Mekong citizens value "face," a form of public honor and respect, while caring little for any private, personal form of honor.

Once an individual's honor is offended, that person must choose to respond or lose honor. The most common Terranovan form of response is the duel. Northerners normally duel using customized dueling pistols and Republicans with sabers. Mekong citizens prefer to fight non-fatal, unarmed duels, while the citizens of the ESE and the Alliance have unusual methods of duel resolution.

The elite of ESE society never personally participate in duels, preferring to fight wars of assassination with each other. The middle and lower classes resolve their differences with knife fights where one hand is tied to the opponent's off hand.

In the Humanist Alliance, each caste has its own method of dueling. When a challenge is issued, the receiver chooses the form of the duel. Preceptors resolve their differences by engaging in a battle of wits. Protectors seek armed combat when dealing with those who offended them. Business people in the Alliance usually resolve their differences using profit as a means of determining the victor. Alliance commoners do the same with productivity. During their so-called labor duels, the winner is chosen by a group of peers.



Holidays - 6.1.6

Terranovans celebrate a wide variety of holidays. Some mark or commemorate historical achievement or tragedies, others are religious or celebrate a time of the year. Every league has a panoply of holidays all its own, usually marking its founding, critical historical moments and important days in the national faith (if any). The holidays (listed as patriotic) often features parades, speeches from prominent political figures on trideo and many, many flags. Only shared experiences are celebrated across the entire planet. While many, like St. Vincent's Day and Westphalia Day, are tinged by memories of war, others are carefree and joyous, like New Cycle and the Interannum (a leap day added between every few cycles, 2 or 3 times a decade). Some national holidays are even more festive, such as the famous Republican Saturnalia, an age-old festival that was resurrected for every citizen's pleasures (except for those on duty, of course). The **Leaguebooks** list other national holidays.



Terranovan Holidays

Holiday	Theme	Date	Where Celebrated
Discovery Day	patriotic	29 Autumn	Entire Planet
Foundation Day	patriotic	1 Spring	Confederated Northern City-States
Gropius' Birth	patriotic	30 Winter	Humanist Alliance
Interannum	chaotic and carefree	Special	Entire Planet
New Cycle	festive	1 Winter	Entire Planet
Patriarch's Birth	festive	13 Summer	Eastern Sun Emirates
Prophet's Blessing	religious	6 Winter	Northern Lights Confederacy
St. Vincent's Day	war memorial	41 Spring	CNCS and AST
Saturnalia	chaotic and carefree	25 Autumn	Southern Republic
Treaty of Westphalia	war memorial	9 Autumn	Entire Planet





6.2 - LIFESTYLE



In many ways, everyday life on Terra Nova is the same as life in any other time or place where humanity has lived. Children still grow up, spend a few awkward years as teenagers, become adults and eventually raise children of their own. Life goes on, even through the whirlwind of war and daily hardships.

However, Terra Nova is still an alien environment for humanity. Its intense heat and lack of seasonal temperature changes has affected Terranovans on the whole, in sectors as varied as agriculture, clothing styles, architecture and transportation. The planet's long days wreak havoc with human circadian rhythms. The ways in which Terranovans have dealt with these and other problems have shaped their way of life into what it is today. Despite being very similar to Earth, Terra Nova presented a challenge to Mankind. While Terranovans themselves pay little attention to the details of their lives, which they take for granted, the War of the Alliance allowed them to see how much they had changed from the standard, Earth-bred human and how much they had become a part of Terra Nova, the new Earth.

This section is a catch-all category in itself. It examines a few of the most important aspects of everyday life on Terra Nova. While it is impossible, in such limited space, to cover the specifics of each and every region, a serious attempt has been made in order to be as thorough as possible.

6.2.1 - Language



During the fourth millennium, the demographic changes resulting from Ice Age migrations caused many sociological changes. One of these changes was the adoption of a common human language. This tongue, called Anglic, is directly derived from the English language and bears a striking resemblance to it. Anglic is spoken across all human-occupied planets, including Terra Nova. Anglic is part of the basic curriculum of every school on the planet, and is the universally accepted language of business.

A number of other languages are commonly spoken on Terra Nova. A standardized derivative of the French language called Universal French is one of the official languages of the Southern Republic. Equatorial Hispanic, a tongue which resembles a collage of ancient Spanish, English and Portuguese, is spoken by most of the population of the Western Frontier Protectorate. The upper class of Easterner and Mekong societies still clings to their native Mandanese tongue. Residents of the Irrian Plain in the Northern Lights Confederacy speak Indo-Arabic and its derived dialects. Since Mamoud Khodaverdi came from this region and spoke Indo-Arabic, it has become the language used in many Revisionist religious ceremonies.

Possibly the most unusual language on Terra Nova is Intralingua. This tongue was developed by Alexi Edras, a Humanist researcher who hypothesized that all human language has a biological root in the human brain. Edras performed numerous experiments to find native linguistic links and then developed a language to exploit them. Although no one ever confirmed Edras' theories, Intralingua has proven to be an uncannily easy language to learn and master. In addition, non-Intralingua speakers are often able to understand the basic meaning of a statement spoken in Intralingua, even if no facial cues or hand gestures are used. Intralingua is used mostly in the Humanist Alliance, although Intralingua speakers can often be found in every city on the planet.

In addition to these widespread languages, a large number of local idioms and dialects are also in use. Many are simple derivative of a major tongue, but some are entirely new languages. These have their roots in little-known Earth languages still spoken by some of the first colonists, which have been perpetuated by their descendants. Having slowly evolved over the centuries, they usually bear little resemblance with their ancestors.

Language Skills

The basic **Heavy Gear** rules make the implicit assumption that Player Characters are fluent in their native tongue. But just how fluent is fluent? Player Characters freely receive one language at level 2, usually the very common Anglic. Generally, this "basic" language is the one most spoken in the character's place of origin. For example, a Republican will probably start with level 2 in Universal French. For simplicity, this language Skill includes basic reading and writing abilities.

If the character comes from a region where more than one language is commonly spoken, he also receives the other local languages at level 1. All other language Skills must be purchased normally using Skill or experience points. There is only one exception: Intralingua, being so easy to learn, costs one less skill point/XP to purchase; no matter the resulting cost, the minimum cost is always 1.

The text in the section above should tell Gamemasters just what are primary and secondary languages in each league or region. In some cases, choices can be made. Unless they wish to make communication a major issue in their campaign, GMs should probably choose Anglic as their PCs' common tongue, so they can speak to almost everyone on Terra Nova.





Education - 6.2.2

In both polar confederations, basic education is compulsory for children between 7 and 20 cycles of age. The quality of this education varies greatly, however. The highest quality primary and secondary education on Terra Nova is found in the Humanist Alliance, while the worst schools are in the neighboring Eastern Sun Emirates (and even then, only middle class children can usually afford to attend). Some wealthy families can afford private preceptors, but it is the exception, not the rule.

Primary school education is almost universal in the polar regions and high school degrees are the norm for all but the poorest of individuals. About one tenth of Terra Nova's population has some post-high school education. Most often, these advanced studies are college degrees in practical fields such as medicine, engineering and business.

In the Badlands, the quality and availability of education vary wildly, but overall there are too few schools and not enough trained personnel. In most homesteads, the parents or an older member of the household take care of the education of the children as best they can. Many everyday skills and professions are still taught by apprenticeship. A few notable exceptions to this pattern are Peace River's excellent educational system and the municipal academies of the desert city-states of Erech and Nineveh.



Residence - 6.2.3

Lodgings on Terra Nova vary primarily in accordance with the population density of the region. The common residence in industrial cities is a small apartment or condominium. Wealthier citizens live in narrow townhouses crammed into overpopulated residential neighborhoods. Only the very wealthy can afford an enclosed private property within the crowded walls of the city-state.

In agricultural towns and the suburban regions of more industrialized cities, the common residence is the single family house. These houses usually feature between six and twelve rooms and are surrounded by a small plot of arable land. Most of the house designs feature a shelter of some sort in the basement for the inhabitants' protection.

In rural areas, large ranch-style houses are the norm, especially in farming regions. These sprawling residences are large enough to comfortably house either an extended family or a small family and several farmhands. A well is generally located on the premise to avoid being dependent on a water distribution system. Large solar panels on the roof provide much of the house's energy.



Rites - 6.2.4

All human societies are bound together by various rites or customs that are observed by most of its members. Terranovan societies are no different. Although each social group has its own special rites, a few events are almost always celebrated or marked in some ways by everyone.

The birth of a child is always a happy event for Terranovans. With the advent of safe and efficient birth control methods for both men and women millennia ago, unwanted pregnancies are virtually unheard of, even in remote Badlands settlements. Genetic engineering allows even same sex couples to have children; male couples obviously must request the service of a surrogate mother to carry the baby, as artificial wombs are frowned upon and very expensive.

All Terranovan societies have some kind of "coming of age" ritual. Most take the form of informal parties and gifts. Mekong kids receive actions for their coming of age. Mercantile children are given one voting voucher to symbolize their new role in society. In the Humanist Alliance, the coming of age ceremony culminates in the various tests that decide the youngster's place in society. In the Badlands, a gift is offered, generally a useful tool to signify that the young adult is welcome to take his place alongside the working population. Many Badlands tribes further require that the new adult go on a walkabout, a self-imposed exile from which the person is expected to return with a mate.

The importance placed on the family make marriage a meaningful event in the life of a Terranovan. Marriages are almost always the cause for great celebrations that can last for several days in some regions. New unions among the Emirates' upper classes have been known to be followed by an exhausting fifteen days of non-stop partying.

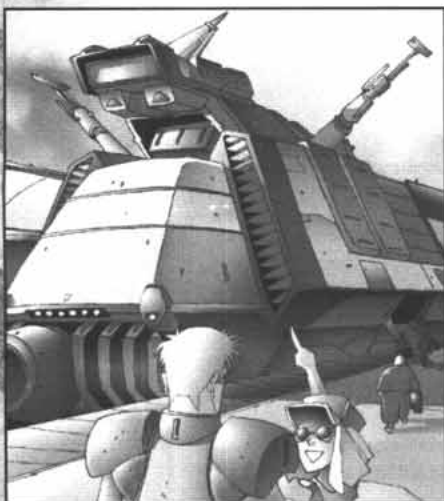
Death is an all-too-frequent occurrence on Terra Nova as the harsh environment, rough living conditions and occasional skirmishes take their toll on the population. Each society has its own way of remembering the dead, though not all care to do so. In the Northern Light Confederacy, a moving religious service performed at the community church is mandatory. The family of the deceased will go to great lengths to retrieve the body and give it a proper burial. This ensure that the essence of the person will merge with the divine force permeating the universe, granting him eternal peace. A similar, through much more simple ceremony is performed in the Protectorate, followed by a vigil to which as many clan members as possible participate.

Southern funeral and death rites tend toward solemn ceremonies. In the Republic, the deceased's circle gathers and usually will carry out a final wish for their departed friend (traditionally by burying him where he has requested). In the Mekong Dominion, an elaborate ceremony is usually performed, with prayers and good luck wishes being offered to the deceased person's departing soul. The Humanist Alliance's version of the funeral is more akin to a private vigil to which the deceased's friends and family share memories of the departed.





6.2.5 - Travel



Ground travel is, bar none, the most popular form of travel on Terra Nova. Railways crisscross the countryside providing cheap and efficient transportation between city-states. Personal ground vehicles, although uncommon in cities, are everyday possessions in rural districts. Hovercraft are popular in swamp and desert regions, while wheeled vehicles are the norm on the planet's vast grassy plains. Walkers are often used in areas with rocky or treacherous ground.

Water travel is generally limited to Lake Esperance and Lake Darwin. Terranovan water craft are blocky and of a relatively low technical sophistication. The reason for the crude nature of Terranovan ships is that there is little demand for water vessels and thus, little impetus to improve them.

Air travel is infrequent, even in the polar regions, and quite rare in the Badlands. There are few major airports and only four commercial airlines. Most aircraft belong to governments, military forces or private corporations. The most frequent users of aircraft are the Terranovan armed forces, who use aircraft in air superiority, ground support, reconnaissance and troop transport roles.

The most popular and effective form of global travel is along the three massive magnetic levitation (maglev) lines that cross the Badlands. Colonial authorities built these in the sixth century and they are now operated by Terranovan TransRail (TNTR), an international conglomerate with shareholders on both sides of the globe. TNTR tries to remain out of politics, wielding power because many major companies rely on it for transport. TNTR security forces are the only law aboard most maglev trains.

6.2.6 - Communications



The most common means of long-distance interpersonal communications is the vidphone. Voice phones are also very popular due to their greater privacy. City-dwellers enjoy the luxury of email, tridphones (3D phones) and network chat programs while country folk still rely upon physical mail. Complex communication grids exist in both the North and the South, but the only international one is the Hermes 72 grid, a pan-Terranovan network built around the remains of the Earth Colonial Expeditionary Force's communications network. It now carries a wide variety of commercial signals.

Terranovan communication systems are multi-purpose devices. Home communication systems can serve as phones, radios, televisions, home computers, faxes and recording units. Business communication systems include more powerful conferencing and financial functions, but are otherwise very similar to the home units. Military communication systems usually feature less frills than civilian models, but offer superior encryption/decryption routines for increased privacy and an overall more durable construction.

6.2.7 - Clothing



Clothing styles on Terra Nova vary according to climate, not seasonal changes. Inhabitants of wetlands, including rain forests and swamps, normally wear two layers of clothing. The first layer is usually a skintight bodysuit of wetweave, an osmotic semi-porous polymer cloth. This wetweave underlayer draws moisture away from the skin and repels water, leaving the wearer dry and comfortable. The outer layer of clothing is normally made of a rot-resistant polymer cloth. Wetlands dwellers avoid natural fabrics due to their tendency to rot rapidly in the hot, humid environment.

The inhabitants of temperate and semi-tropical regions favor wearing a single layer of clothing. Simple undergarments are often worn over the pelvic region on both genders and across the torso for females. Clothing is normally made from natural materials like cotton, silk and leather. Synthetic materials are occasionally used, especially in water-resistant clothing.

In the deep Badlands, proper clothing is crucial for survival. Badlanders normally wear desert suits, garments similar to wetweave which, instead of shedding moisture, collect it. Long, flowing robes are worn over the desert suit to provide protection from the blazing sun. Desert robes are normally made of durable white synthetics or bleached plant fibers to reflect as much heat as possible. These robes can double as blankets at night when the temperature drops.

The inhabitants of the coldest peaks and Northern glacial regions have developed their own style of dress. A light body garment similar to that of temperate region dwellers is normally worn when inside the house. To go outside, a second layer consisting of thick fur or padded leather is normally worn over the indoor garment in the form of jackets or long coats. Leather gloves, long scarves and felt hats are also common when traveling outdoor. Of course, Terranovans are also fashion conscious and these basics of clothing only hint at the wide variety of styles they wear. Ashanti in the Southern Republic is especially famous for having dispensed with clothing altogether in favor of "pure fashion."



Food and Drink - 6.2.8

On Terra Nova, food and drink vary widely from place to place, but some trends are noticeable. All Terranovans normally eat four meals per day. Most meals include meat, grain and vegetable items, occasionally supplemented by dairy products. The most commonly eaten meats are beef and springer. Wheat, barley, millet, johar, rice and jhong are the most common grain crops. Popular vegetables include fern leaves, carrots, saguaro, waterroot, onions, johar roots and peppers.

The size, composition and time of meals varies primarily in relation to geographical location. Badlanders usually begin and end the day with large multi-course meals. Light meals of fruits and drinks are eaten before and after noon, the hottest part of the day. Not as troubled by the hot sun as Badlanders, the residents of the planet's polar regions eat in a completely inverted pattern. Large meals are eaten towards the middle of the day, while only a light snack is eaten in the early morning and late evening.



☐ Terranovan Food and Beverage

Beverage	Cost per Serving	Beverage	Cost per Serving	Food	Cost per Serving	Food	Cost per Serving
Bottled water	0.5	Wounder rotgut	2.5	Sapa gum	0.5	Deluxe MainzBurger	4.5
Soft drink	0.5	Fenris lager	3	Algae Loaf	1	Pride of Exeter ice cream, cone	5
Cawfee	1	Red Mountain fruit ale	4	Ross Lichen salad	1	Handpacked 1 liter bucket	15
Saguaro juice	1	Innsbruck ale	5	Bethany Treats candies	1	Springer steak dinner	7
Tea	1	Aragon fruit ale	6	Large gift box	10	MainzKebab meal	8
Waterroot juice	1	Fine elohar wine	7	Generic snack	2	Weird But Tasty bizarre buffet	9
Fruit juice	1.5	La Roberval fruit ale	7	Weird But Tasty fungus	2	Beef steak dinner	10
Mountainfresh spring water	2	Chias sweet liquor	8	Fort James-style pastry	3	Weird But Tasty living lunch	12
Gourmet cawfee	4	Mort Subite fruit ale	9	Dozen pastries	20	Barbecued hopper dinner	15
Yung An-style cawfee	5	Fort James Special whiskey	10	MainzBurger	3	MainzCourse meal	20
Generic beer	1	Feu-de-Nuit liquor	15	MainzZa slice	3	Entire Banquet	300+
Generic elohar wine	2	Pioneer Ice mead	20	Entire Pizza	10	Skadi-style lizard in hot sauce	30
Table wine	5	Fine grape wine	25	Generic dinner	4	Haute Cuisine Dinner	100+
Cascade beer	2	Private Label mead	100+	Weird But Tasty Mystery Meat	4	Grilled Hopper Sandwich	4

Age on Terra Nova - 6.2.9

The average human lifespan has varied across the centuries. During the heyday of Greater Samarkand, human life expectancy reached a record of 150 years. The chaos and holy wars of the fourth millennia reduced the average lifespan down to 35 years. Terra Nova's hostile environment and frequent warfare has kept human lives to an average length of around 60 years or 85 cycles. The shorter length of Terranovan years, called cycles, caused a certain amount of distortion in perceptions among early settlers. To those raised in terms of 365.25 day-long years, Terranovan ages sound odd.

Although Terranovans have long since adapted to cycles, they also expect children to mature much faster. Even if Terra Nova is very Earth-like, it is still a frontier planet where danger lurks at every corner. Thus, a 20-cycle-old Terranovan would often have the same responsibilities and privileges as a 20-year-old Earther. A few rare Terranovans wed while still in their late teens, but marriage more commonly occurs while couples are in their twenties (between 14 and 21 years of age). Terranovan education is no faster than Earth education, and most Terranovan finish their high school education at the age of 25 cycles. Higher education can take about 6 to 7 cycles more to complete.

☐ Terranovan Age Table

Age in Cycles	Age in Years	Phase of Life	Age in Cycles	Age in Years	Phase of Life
5	3 1/2	Toddler	60	43	Adult
10	7	Young Child	70	50	Middle Age
15	11	Child	80	57	Middle Age
20	14	Puberty	90	64	Middle Age
25	18	Adolescence	100	71	Old Age
30	21	Young Adult	110	79	Old Age
40	29	Adult	120	86	Old Age
50	36	Adult	130	93	Old Age





6.2.10 - Medicine

Medicine is a touchy issue on Terra Nova. Medicine has reached incredible heights and is capable of miracles unheard of in previous millennia. Unfortunately, the medical establishment has also been commandeered by the rich and powerful. Terranovan patients fall into two groups, the haves and have-nots. Basic medical treatment is available to all in the polar regions at relatively low cost, but any unusual or elaborate medical procedure, including most complex surgeries, are outrageously expensive, putting them out of the reach of the average citizen. Some medical reforms have been attempted, but the elite have invariably fought for, and maintained, the status quo.

The Yele Medical Center in the Northern Lights Confederacy is the leading medical research and treatment facility on the planet and has been since colonial times. It is perhaps the best example of the power of economics in Terranovan medicine. Even with the planet on the brink of war, the YMC's halls are filled with foreign (including Southern) patients from the upper crust. Some officials in the North have put pressure on the YMC to be more nationalist in its policies, but the directors refuse to discriminate. Some applaud this example of internationalism; others call this simple greed.

Faced with a lack of medical facilities, poorer polar citizens and most Badlanders have turned to the ancient art of herbal medicine. This craft has advanced by leaps and bounds over the centuries and now barely resembles its ancient quasi-mystical ancestors. Terra Nova produces several thousands species of plants which have some medicinal use, only a fraction of which are recognized by the medical establishment. Terranovan herbal physicians can effectively simulate the effects of many simple surgical procedures and can effectively cure many illnesses, including some forms of cancer, viral and bacterial infection, and toxin effects.

6.3 - MONEY AND CREDIT

Despite many gloomy forecasts, hard currency has never become obsolete. Electronic money is practical, but it can be made unavailable too easily, either by accident or intentionally. Plain cash is more substantial and usually more practical than the banking card when making small purchases. In metropolitan areas, however, it has been relegated to a secondary role behind credit and debit cards. Outside of the cities, the situation is reversed, mainly because of a lack of trust toward the institutions backing the credit. In the smaller towns and villages, card use is unusual whereas currency and barter are the norm.

6.3.1 - Major Currencies

Each city-state once printed its own money based on available resources. This made trade and commerce somewhat impractical, since the given value of a currency was subject to wild fluctuations depending on the city-state's prosperity and good fortune. One of the first priorities of the leagues was thus the creation of an unified monetary system, and soon the number of currencies was greatly reduced while their value, stabilized by the league's greater resources, could be guaranteed more easily.

Both confederations now use standardized currency. The standard Northern monetary unit is the NCNS mark (abbreviated as M). One mark divides into 100 pence (abbreviated as p; singular penny). Metallic coins are stamped in 1, 5 and 25 pence denominations. In addition, 1 mark "collectors' edition" and commemorative coins are often released by the Confederation Mint. Paper bank notes are printed in 1, 2, 5, 10, 20, 50, 100, 200, 500 and 1000 mark denominations. These notes are often referred to as "rainbow money" because the bills progress along the color spectrum as their value increases. They are printed on a special paper which has a polymer weave embedded within its fibers, making it highly resistant to wear and tear. The polymer has a built-in molecular coding which ensures the bill's authenticity.

The AST dinar (abbreviated as D) is the standard currency across the South hemisphere. Each dinar divides into 100 centimes (abbreviated as c; often nicknamed "sous"). Translucent, pearly-white polymer coins are minted in 1, 3, 10 and 30 centime denominations. Paper bank notes are printed in 1, 3, 10, 30, 100, 300, 1000 and 3000 dinar denominations. They are made of a special paper which is very similar to the one used for the mark bills. Southern currency is often called "milk and blood" because of its white coins and dark red paper money.

A few other places still mint their own money. The city-state of Djakarta Point mints its own mark coins out of gold and silver bullion. Port Arthur's currency, called the lith (sometimes abbreviated as L), consists of small ornately carved emeralds and sapphires. These stones are mined from a small gemstone deposit near the city. Most non-barter transactions in the Badlands use a currency called the Peace dollar (abbreviated as P\$). These corrosion-resistant polymer bank notes are the official currency of Peace River. Both the lith and the Peace dollar are more valuable than the polar currencies. One lith is worth about five marks or dinars while a Peace dollar is pegged at the total value of one mark plus one dinar.

6.3.2 - Other Forms of Currency

Money is also available in electronic forms in most cities. Credit cards allow one to make purchases and then repay the card-emitting company later on. Such cards are rare on Terra Nova and are generally only issued to important people or government officials. Debit cards are far more common: a small polymer card has an embedded computer chip and thumb print sensor. To make a purchase, one only has to put his thumb over the sensor plate and insert the end of the card in the card reader. The amount is then deducted from the funds stored on the card. Debit cards can be bought almost anywhere, aside from the Badlands (Peace River excepted).





Denominations - 6.3.3

The major Terranovan currencies are available in a wide variety of denominations. Despite the fact that both the mark and the dinar have roughly the same value, they come in different denominations. This makes using them together a hassle.

 CNCS Currency

Coins					
Denomination	Heads	Tails		Width	Thickness
1 p	CNCS lion	a saguaro tree		18 mm	1.0 mm
5 p	CNCS lion	a mountain valley landscape		20 mm	1.1 mm
25 p	CNCS lion	St. Vincent's Square		22 mm	1.2 mm
1 M	CNCS lion	varies with each limited edition		24 mm	1.3 mm
Bank Notes					
Denomination	Front	Back	Color	Length	Width
1 M	the Chambers of Valeria	Livingstone	deep violet	15 cm	7 cm
2 M	the Chambers of Valeria	Exeter	deep blue	15 cm	7 cm
5 M	the Chambers of Valeria	Pioneer	aquamarine	15 cm	7 cm
10 M	the Chambers of Valeria	Marathon	deep green	15 cm	7 cm
20 M	the Chambers of Valeria	Sorrento	olive brown	15 cm	7 cm
50 M	the Chambers of Valeria	Wounded Knee	dark brown	15 cm	7 cm
100 M	the Chambers of Valeria	Red Sands	red-brown	15 cm	7 cm
200 M	the Chambers of Valeria	Fort William	deep red	15 cm	7 cm
500 M	the Chambers of Valeria	Lyonnesse	crimson	15 cm	7 cm
1000 M	the Chambers of Valeria	Valeria	slate gray	15 cm	7 cm

 AST Currency

Coins					
Denomination	Heads	Tails	Width	Thickness	
1 c	a soaring eagle	Humanist Alliance coat of arms	15 mm	0.8 mm	
3 c	a soaring eagle	Eastern Suns coat of arms	17 mm	0.9 mm	
10 c	a soaring eagle	Mekong Dominion coat of arms	19 mm	1.0 mm	
30 c	a soaring eagle	Southern Republic coat of arms	21 mm	1.1 mm	
Bank Notes					
Denomination	Front	Back	Color	Length	Width
1 D	a soaring eagle	a sapa fern plantation	deep red	11 cm	5.4 cm
3 D	a soaring eagle	jhong paddies	deep red	12 cm	5.7 cm
10 D	a soaring eagle	a Copeland giant fern	deep red	13 cm	6.0 cm
30 D	a soaring eagle	a waterroot plant	deep red	14 cm	6.3 cm
100 D	a soaring eagle	a greenstick bush	deep red	15 cm	6.6 cm
300 D	a soaring eagle	a hunter vine	deep red	16 cm	6.9 cm
1000 D	a soaring eagle	Mekong lotus	deep red	17 cm	7.2 cm
3000 D	a soaring eagle	Ashanti orchid	deep red	18 cm	7.5 cm

 Other Currencies

Type	Description	Denominations	Width	Length/Thickness
Djakarta Point mark	Silver coin	1, 2 and 5 M	25 mm	2.0 mm
Djakarta Point mark	Gold coin	10, 20 and 100 M	25 mm	2.0 mm
Port Arthur lith	Carved gemstone	1, 2, 5, 10, 50, 100 L	8 mm	3.0 mm
Peace River Dollar	Green bill	1, 5, 10, 20 and 100 PS	14 cm	6.0 cm
Mekong demikronar	Silver Coin	1, 3, 10, 30, 50 Dk	15 mm	1.0 mm
Mekong kronar	Gold coin	1, 2 Kr	22 mm	1.2 mm
Mekong kronar	Green or red bills	5, 10, 30, 100 Kr	5.4 cm	10 cm



6.4 - ARTS AND ENTERTAINMENT



Having a minimum of leisure time is very important to most humans and Terranovans are no exceptions. Though they have little of it (even less so in the frontier regions where life is much harsher), Terranovans use their free time to enjoy hobbies, to express themselves, to play sports and games, or, more rarely, just to lounge in front of their trideo like a good couch saguaro.

The presence of an easily accessible networked communication system means that many forms of entertainment and art can be shared by people across the planet. A sports event in Valeria can be seen in perfect detail through an holoviewer in a bar on the other side of the planet with only a few seconds of lag. As a result, most Terranovans watch, read and enjoy much the same things. Only art pieces and architecture are truly location-dependent, and even then they could be shared through a relatively simple virtual reality set-up.

Despite easy access to art and entertainment for anyone with a Hermes 72 satellite dish, distinctions do exist from league to league and nation to nation. The North is generally more conservative, due to a generally held feeling that art and entertainment have a responsibility to elevate viewers and promote morality. Republican media is far more diverse and extreme, seen as a combination of intellectual exercise and escapism. By contrast, the Humanist Alliance heavily regulates and censors artistic expression, shaping the media to reinforce the national system. All these differences mean there is a strong demand for black-market art and access to global entertainment channels.

6.4.1 - Sports



Professional sports are a major part of Terranovan civic pride. Local sports fans often attend their teams' games in a slavish manner, experiencing vicarious joy and defeat when their team wins or loses. This is especially true of the Terranovan soccer fan. Soccer is the only universally popular sport on Terra Nova, with each major city-state having at least one team. The sport has survived virtually unchanged in over four millennia and still draws in fans by the thousands.

Unfortunately, an unpleasant social phenomenon associated with soccer has also survived: soccer hooliganism. These violent fans often assault fans of rival teams and are responsible for at least one riot every cycle. Almost every Terranovan government has tried, unsuccessfully, to suppress hooliganism, but short of banning the sport outright, this form of criminal activity is not likely to disappear.

Local sports are often carried on Hermes 72 and both polar communications nets as curiosities for sports fans. Many politicians are disturbed by the increasing popularity of ESE bloodsports among the citizens of other Terranovan leagues.

6.4.2 - Video and Trideo



History has shown that humans will watch almost anything so long as it is presented on an attractive trideo screen. This truism holds true for Terranovans just as well as for other humans. Terranovans watch anything and everything, from musical productions to sporting events, from educational programming to game shows. Nothing is too sacred not to be shown on one or another video or trideo channel somewhere on Terra Nova.

The most popular items on trideo these days include shock music concerts, Basal war footage, ESE bloodsports and soap operas. The violent nature of most of these programs disturbs many conservative Terranovan groups, particularly in the North. Low-grade pornographic material originating in Mekong and the ESE has been becoming increasingly common, much to the dismay of Norlight broadcasting regulators.

Indeed, the ambiguous legal status of the Hermes 72 system has allowed many taboo programs to be aired with little or no government censorship. This has particularly aggravated the ESE government, which has lost much face over its bungled attempts to suppress the Basal uprising.

6.4.3 - Literature



As a result of its cultural diversity, Terra Nova's literary culture is surprisingly rich. Terranovan fiction is widely read, competing effectively with other forms of media. The most prominent forms of fiction include science fiction, Badlands sagas, espionage thrillers and historical romances. One form, the pre-glacial fantasy, has been steadily gaining popularity since the War of the Alliance. Most publishers theorize that the re-contact with Earth is the cause of the resurgent interest in Mankind's distant past.

Non-fiction prose and poetry are less popular writing styles, but they still have many advocates. Popular non-fiction literature include history books, biographies, war stories, self-help manuals and almanacs. Terranovan poetry is even more obscure than non-fiction and primarily exist in the cultural underground. It takes many forms, but the dominant one over the past few years has been sharpshook, a choppy, abrasive form of socially conscious rhyme. Sharpshook is often used by street artists to protest against the system.



Music - 6.4.4

Terra Nova is home to many musical traditions. Only four of these, however, are major social phenomena. Classical music is the mainstay of traditionalist musical artists. Over the centuries, the definition of classical music has been altered somewhat. A "classical" composition is any song which retains a fan base over one hundred years after its first release. Thus, 19th century Wagner, 20th century Beatles and 38th century Lover's Scar are all considered classical music.

Primal dream is a psychedelic, Southern musical style that reached its peak nearly thirty cycles ago. It features eloquent lyrics and an experimental compositional style, but lacks any social message or emotional pull — it is simply fun to listen to. Primal dream is most popular among middle-aged Southerners.

Rage is a generation-old northern musical style that is completely antithetical to Primal Dream. It focuses on gut emotion, but lacks the ability to express a social message. Its lyrics are screamed at high speed, preventing the audience from readily comprehending them. Rage features simple, somewhat repetitive riffs and reintroduces an ancient instrument to Terra Nova: the electric guitar.

In recent years, a hybrid form of primal dream and rage called shock has emerged slowly but surely in the cultural underground of many cities. Shock music has both the raw emotional power of rage and the lyrical complexity of primal dream, making it a powerful means of conveying a social message.

Shock music is the first pan-Terranovan musical style to arise in nearly three centuries. As such, it has served as the rallying point for a growing anti-establishment peace movement among Terra Nova's youth. The current shock music culture is mostly centered around the city-states of Fort William in the North and Newton in the South.



Fine Arts - 6.4.5

In fine arts, a clear distinction can be drawn between Northern and Southern styles. Northern fine art is very realistic and traditional. Northern painting draws heavily from the First and Second Renaissance influences, producing a somber style specialized in representing the interaction of light and shadow. Their sculpture is so realistic that many southern critics have argued that Northerners might as well have machines produce it. Theater and dance follow very traditional forms, including kabuki, Shakespearean drama, ballet and opera.

Southern artists favor more avant-garde styles and techniques. Painters produce vivid pieces which focus more on motion and color than cold realism. Sculptors play with the interaction of shape and texture instead of obsessing over trid-quality detail. Southern theater and dance is highly emotional, either bright and vivid, or dark and brooding. Improvisational acting and dancing is also very popular.

The Badlands produce few works of fine art. Badlanders are practical people, more preoccupied by their survival and comfort than art for the sake of art. The majority of the works produced are stone, metal or gemstone sculptures of alien beauty. Many of these are inspired by desert mirages and purposefully induced hallucinations.



Architecture - 6.4.6

Terranovan architecture varies greatly according to historical period and location. Buildings from the first few centuries of colonization were built primarily using local materials like wood, stone and mud bricks. Of these early structures, the stone edifices have fared well, while most of the old wood buildings have rotted away. Later buildings still relied heavily on natural materials, but over time, more processed materials were introduced into the building process.

There are many distinctive architectural styles on Terra Nova. For example, architects in the United Mercantile Federation resurrected the second millennia gothic style when rebuilding their capital at Lyonnese. Builders in the Southern Republic are often influenced by classical Greco-Roman architecture, especially first and second century Roman works. The Neo-Oriental garden and pagoda style is quite popular in the Mekong Dominion and the richer districts of the Eastern Sun Emirates. The monolithic Neo-Mesopotamian style of Erech and Nineveh, best characterized by their imposing ziggurats, is the most striking evolution of earlier stone structure design. The unusual stained-glass domes of Red Sands are in an architectural class all to themselves. Even underground tunnel cities like Gardena and New Baja are still developing as a style.

The Badlands feature a most unusual architectural type called an oasis tower, or simply oasis. Oasis towers were originally built to shelter travelers and caravans as they trekked across the desert. They are generally cylindrical in shape and are made out of the locally available stone. Their basic shape consists of a truncated cone dug into the bedrock and emerging from the desert sand. Most oasis towers are built on top of a well to ensure a constant water supply. Shielded passageways and doors link the oasis floor to the exterior. An habitation tower stands at the oasis' center, surrounded by hanging gardens which provide food for the inhabitants. Often, repair and other industrial facilities are found in the basement.





6.5 - Physical Geography Of The Badlands



The great deserts of the Badlands are part of a large frontier territory that is both a geographical and a political region. Technically, they are the high-infernal wastelands that ring Terra Nova between roughly 20° North and South latitude. More generally, they are the political neutral zone that separates the two polar confederations, the Confederate Northern City-States and the Allied Southern Territories. In effect, their role is comparable to that played by Earth's international waters many centuries ago, and like them, the Badlands enjoy a special territorial status.

Three major mountain ranges cross the Badlands from North to South. Although they are all somewhat active geologically, the Westridge range counts most of the important volcanoes. The edges of the great Badlands deserts are made up of several thousands of square kilometers of savannah which act as an interface between the scorching heat of the Equator and the more temperate regions of both hemispheres. Most Terranovans agree to consider the savannahs as part of the Badlands and its political buffer zone, even though the leagues' official (or at least claimed) borders often encompass most of them.



Badlands Geographical features

6.5.1 - The Badlands Deserts

The equatorial band consists of four different deserts. All share extreme temperatures (reaching 50° C during the day) and near complete aridity. The water-rich MacAllen cave network is buried under hundreds of meters of rock and sand, accessible only through occasional natural fissures that spawn precious oases. Vegetation is limited to adapted species like Ross lichen that lives under the sand and waterroot, with its huge root networks that reach down to the MacAllen caves. Each desert, however, have its unique features.

The Barrington Basin is a uniform sand desert characterized by endless dunes — many of which are 400 meters high — and raging sandstorms. Tempests form as the great easterly winds crash into the Serpentine mountains. Due to these factors, habitation is limited, though a few large city-states, such as Port Arthur, are located there.

The Western Desert features sandy soil and rough scrub and is banded by wide savannas. Ancient geological upheavals have left many water-rich fissures and spawned volcanic activity. One volcanic chain north of the Saragossa Range spews tons of corrosive white sand, creating the so-called Great White Desert around it. Despite this, the relatively plentiful water supply makes the Western Desert the most attractive for homesteaders.

The Karak Wastes is a desert of rock and stone more than sand. Dune seas are broken by mesas and small mountain ranges. The mesas provide easy access to mineral resources and water, with the right equipment, and the region is characterized by many mining camps and company towns, including Peace River.

Thanks to early colonial surveys, the Eastern Desert is the site of the oldest mineral extraction efforts in the Badlands. This desert is characterized by sand-swept stony plateaus that are nearly level with, or buried by, the surrounding sand.



Noonday Sun, Midnight Frost ◆

Unlike other Terranovans, Badlanders divide the 36-hour day into two 18-hour half days, sleeping six hours around midday and midnight to avoid the temperature extremes. At the equator, midday temperatures regularly rise above 50° C, making moving around without shelter impossible. Conversely, the extreme aridity means that the temperature crashes at night, approaching freezing (0° C) by midnight.

To deal with these conditions, Badlanders usually wear a reversible poncho over a layer of skintight, moisture-trapping clothing. The day side is light colored to keep cool, while the night side features attachment points for an additional warm lining. Similarly, desert dwellings are usually half buried to keep at least one floor isolated and comfortable.

■ Marching Sand

In the Barrington Basin and other dune seas with high winds, life is made very difficult by the shifting sands. Immense dunes, sometimes reaching up to 400 meters in height, can advance hundreds of meters each cycle, easily burying whole communities. Without the protection of rocky outcroppings, only large Oasis Towers and massive fortifications are feasible, permanent structures. Even these towers get buried, but the inhabitants are usually able to dig themselves out with engineering Gears and vehicles. Usually, but not always.



The Savannahs - 6.5.2

The Badlands are framed to the north and south by large belts of semi-arid savannah that feature regular rainfall, widespread johar grass, temperatures averaging 35°C and a shallowing of the MacAllen cave network that translates to frequent watering holes and oases. The savannah fringes are highly variable and ill-defined, slowly transforming into grassland toward the poles and fading into desert toward the equator. On average, the savannahs start at the political borders of the polar confederations and extend 200 km toward the equator.

The savannahs have been developed as both farmland and pasture. Johar grass and waterroots are cultivated, although the threat of desertification means that intensive farming is almost impossible. The savannahs are most frequently used as grazing land for various reptilian beasts of burden, notably springers and Barnabus lizards. Ranchers maintain herds of a dozen to a hundred that graze over several hundred kilometers during a season.

The Mountain Ranges - 6.5.3

The Badlands are separated by three major mountain ranges running north to south. The Serpentine and Pacifica Ranges, the result of geologically recent tectonic activity, are characterized by dizzying heights and sharp peaks. The tallest cliff face on Terra Nova — the so-called Dead Man's Fall — is a 4.75-kilometer cliff on the east face of Mount Pacific, just south of the equator. The alpha maglev line passes along the Pacifica ridge, giving passengers a spectacular view of the Karaq Wastes. Both ranges are also resource rich, with veins of various minerals ready to be mined. The Eastridge and Westridge mountains are much older, lower, more rounded and less resource-rich.

The mountains are characterized by cooler temperatures at the higher altitudes, reaching the freezing point on several peaks. While most of the mountains are bare — populated only by small mining camps and a few breeds of grass and insects — the eastern foothills of the Serpentine and Pacifica Ranges are ideal for cawfee growing because the mountains force easterly winds to an altitude where what little humidity they contain becomes rain.

■ The Westridge Trench

The generally rounded peaks and sloping hills of the Westridge Range are sharply contrasted with the great trench that snakes its way through the range for hundreds of kilometers. The result of a huge MacAllen branch that collapsed thousands of cycles ago, the trench reaches depths and widths of over a kilometer, providing a sheltered micro-climate. However, winds funnel down the trench and can reach tempest strength with very little warning. As a result, the trench remains spectacular, but largely uninhabited.





6.6 - DESERT LIFE

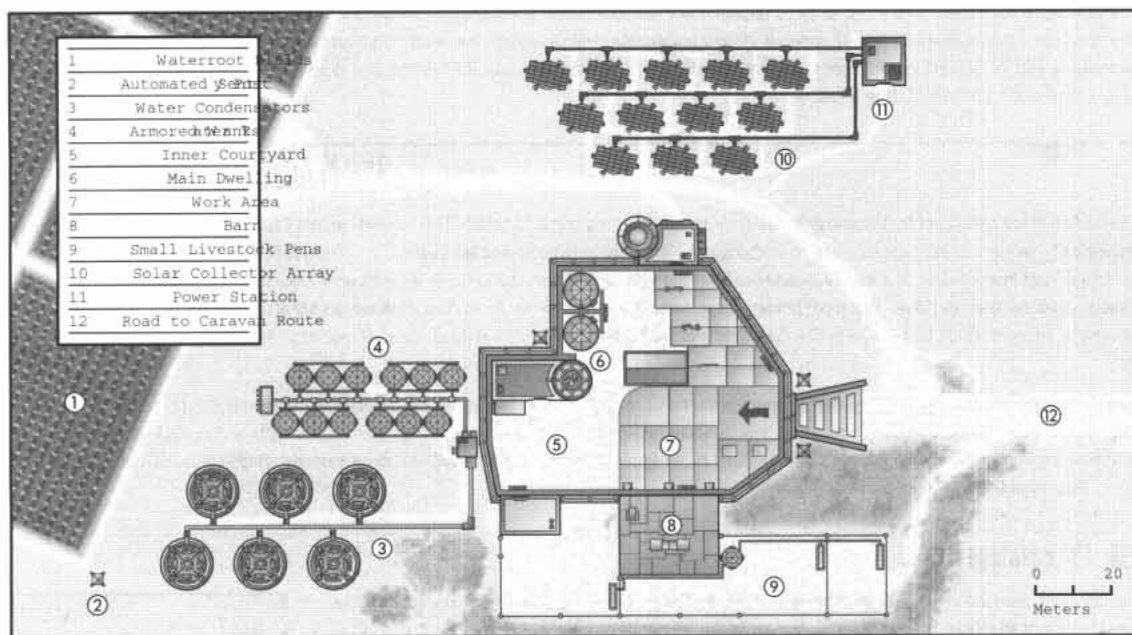


The sixteen million Terranovans in the deserts and savannahs of the Badlands live harsh and rugged lives. They are tough and independent, scraping out a life for themselves and their loved ones in a world of crushing aridity, unpredictable sandstorms, dangerous rovers and vicious desert wildlife. Extracting water, growing food and defending oneself against predators — human or otherwise — all require cooperation, and Badlanders gather together in tightly knit communities ranging from isolated homesteads sheltering extended families to full-fledged city-states safely hidden behind high armored walls. Badlands settlements can be divided into five major classes: homesteads, towns and villages, oasis towers, city-states and caravans. Each of these has its own social organization and rules of conduct to ensure the well-being and prosperity of its inhabitants.

6.6.1 - Homesteads

A homestead is the typical Badlands community, equivalent to a farm in more fertile areas. Often consisting of a single extended family working the land together, homesteads derive their sustenance from small water sources, moisture traps and desert agriculture. Waterroots, lichens, cactus-like plants and limited animal husbandry are the staples of the homestead subsistence economy, with small surpluses used for trade. Homesteads are extremely self-reliant, but unite to form counties to facilitate cooperation between families in times of need. These counties usually consist of one or two dozen homesteads around a small town and are led by a council of family elders who rule through tradition and common consent.

One factor causing great change in isolated homestead society is the Hermes 72 satellite system abandoned by Earth forces in TN 1917. Satellite dishes are inexpensive and now rest atop many homesteads and small-town bars. Exposure to programming from across the globe has prompted many young people to leave their homes in search of the glamour they see on the vidscreen. Some fear that soon there will no longer be enough people to maintain the homesteads, and a few counties have banned satellite dishes as a dangerous influence.



Bosin Homestead, Andruston County

• County Law

Many homestead councils employ one or more people to enforce justice in the county. These people — called marshals and deputies — work under the direction of the county council of elders. They investigate crimes and generally keep an eye out for troublemakers or outsiders. Crimes are tried by the elders and often punished harshly. Only short term imprisonment is possible in these isolated communities, so serious offenses usually result in banishment or execution.



Towns and Villages - 6.6.2

Far more common than full-fledged cities, Badlands towns or villages, with anywhere from a dozen to several thousand inhabitants, generally serve as business and trade centers for homestead counties. Even the smallest will have a general store and a mechanic, and other services — doctors, veterinarians, leather workers, schools and seed-storage silos — are often available as well. In general, townsfolk are more open to strangers than their brothers on the homestead, but remain suspicious. Caravans and their wares are welcomed, but city-folk and soldiers are likely to receive a cold shoulder.

Desert towns rarely have a major water source and so remain very small. Savannah towns develop around water holes and are usually larger, geared to provide for the herds of local ranchers as well as local homesteaders. Many shops are only open when a herd arrives in town. Other towns develop near corporate camps to serve miners and oil workers. They feature stores, bars, brothels and various entertainment centers. Laws are enforced only by the local corporation, which often owns the town outright. A few of these “company towns” have risen to the status of small cities and house the conglomerates that built them.

■ The Hunt for Water

The MacAllen cave network lies deep under the desert sand and is inaccessible for many Badlands communities. Even those with wells often need to supplement their water supply, usually by farming waterroot. The rugged desert plants have enormous root networks that gather water over a large area and concentrate it in bulbs. A more sophisticated technique involves using moisture traps — massive, electrically cooled, ultra-fine nets — to condense moisture carried on the wind.

No Badlands community, no matter how water-rich, wastes water. Waste liquids — human or otherwise — are distilled and purified; baths and showers are often replaced by scrubbing with extremely fine silicate dust.



■ Desert Power

The most common and obvious source of power for Badlanders is the sun, and solar panels top almost all buildings on the equator. The lack of cloud cover and the intense radiation makes Helios an excellent power source. Some settlements supplement their power supply with great wind mills and/or more traditional petroleum power plants. All communities have some sort of backup generator, such as a wind mill or fuel engine, since during tempests and sandstorms the sky is dark and solar power is unavailable.



BADLANDS HISTORY - 6.7

The history of Terra Nova's equatorial region is a story of hard struggle and survival versus both the environment and the greed of polar and local governments. The harsh deserts are avoided by most Terranovans, but the call of plentiful and valuable resources has continued to lure many hardy souls to the equator.

Historians often compare the Badlands to the Old West of the 19th Century or the Australian Outback of the early 20th: a dry, desolate place populated by tough, practical pioneers who have hopes and dreams. The Badlands are the new frontier, where legends are created and fortunes made.

Eking out a living in this dry wasteland is a difficult task. Yet, throughout the hardships, these pioneers forged a lifestyle based on independence, resourcefulness and pride. Faced with political pressure from the planet's hemispheres, Badlanders have struggled through the years to maintain their identity and freedom. For the most part, they have succeeded.

Early Development [TN 493-1581] - 6.7.1

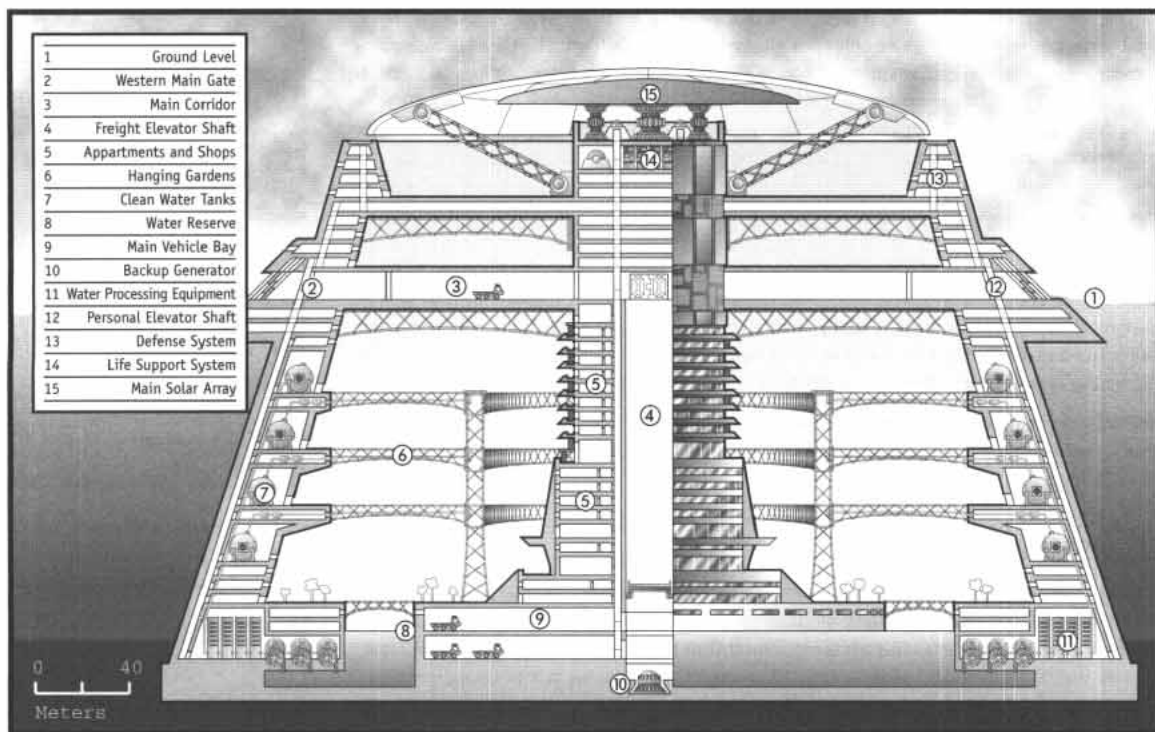
During the colonial period, the Badlands were the site of several oil-drilling and mining operations, mostly in the Eastern Desert. Employees worked for ten-year terms, returning to Earth or settling at the poles when their contracts were up. A very few rugged souls established independent villages on the fringes of the mining camps.

When the last ships left for Earth in TN 1455, the Badlands were stripped of their population as most corporate workers left for home or the polar cities. The few independent settlers and abandoned workers took over the camps or reverted to a tribal lifestyle, growing to communities of over 1,500 people in some cases. Only limited trade over the desert wastes was possible, and only those communities with communication links to the poles remained tied to the rest of Terra Nova.



6.7.2 - Oasis Towers

Oasis towers are probably the most unique and distinctive of all desert dwellings and are found along caravan routes and at other strategic locations in the Badlands. They are huge enclosed towers made out of the local rock and sealed against the oppressive heat of the surrounding desert, protecting hundreds of people from the harsh environment outside. The lower half is buried in the sand to remain cool, and pumping stations placed in the lower levels ensure a sufficient water supply for everyone. Sensors, solar panels, moisture condensers and weapon ports dot the exposed surfaces. Originally built to shelter passing travelers, the towers are now both waystations and towns in their own right.



Oasis towers (cut away view)

◆ Construction and Ownership

Oasis towers — or simply oases — are massive stone shelters that line major caravan routes and cover many wells. The basic oasis structure (see diagram above) consists of a truncated cone made of local stone buried deep into the bedrock and emerging from the desert sand. A spiral passageway connects the outer doors to the interior, which is cooled to a comfortable 25 to 30°C by a massive ventilation system. A habitat tower stands at the oasis' center, providing apartments, shops and other facilities. Repair and other industrial facilities are usually limited to the oasis' floor. Hanging gardens stretch from the tower to the oasis wall every five stories, providing food for the inhabitants and helping to filter the air. Oasis systems are usually powered by massive solar panels on the structure's roof that can also be set to reflect sunlight into the oasis interior to provide natural light that filters through the hanging gardens.

Obviously, only wealthy corporations and leagues can afford such a massive construction project. Oases were first built by polar mining concerns in the seventeenth century, but many of these became independent when the companies went bankrupt after the St. Vincent's War. These "free oases" still dot the Eastern Desert. Today, most oases are sponsored by Paxton Arms. The Badlands conglomerate oversees its oases, but grants the citizens a large degree of self rule, so long as they continue to offer shelter to travelers and remain independent of polar power. Polar corporations and leagues have also built some private oases at strategic locations, but these are often closed to travelers and so are not considered "true" oases.

◆ Oasis Dwellers

Oases exist to provide shelter from the hostile climate of the Badlands and fully half their population consists of transients. These travelers stay anywhere from a day to a season before continuing on their way, paying a fee to remain longer than a day. Permanent residents pay taxes and are usually either employed as maintenance workers by the oasis sponsor or in independent businesses providing services to transients. Most residents specialize in technical skills (vehicle repair, hydroponic farming, medical services) or in entertainment. Although oases are complete communities with schools and churches, those who wish to obtain a higher education must usually travel to the city-states.



Badlands Economics - 6.8

The Badlands have always been exploited for their natural resources by the rest of Terra Nova. Gold, petroleum, natural gas and metal ores are all relatively plentiful under the desert rock and sand — attracting the greedy and the determined from across the globe. As a result, from polar corporations to independent prospectors, most of the economic activity in the region consists of selling its soil to the poles. However, the Badlands' economy is more complex than might first appear. Indeed, full-fledged manufacturing does exist in the region and traders and homesteaders mesh into an informal barter economy beyond any measure.

Polar Trade - 6.8.1

The Badlands are intimately linked to the global economy of Terra Nova as the provider of primary resources. Many of the heavy industries in the United Mercantile Front and Mekong Dominion run on Badlands ore, petroleum and natural gas. The Emirs of the Eastern Sun Emirates wear crowns made of Badlands gold, encrusted with Badlands jewels.

The oldest resource extraction sites are owned by independent local enterprises, usually based in a town or city built to house the workers. The most famous of these is the gold-rich Marigold, with the Tricity area and the diversified mining towns of Nineveh and Erech also falling into the pattern. More recent efforts have been made under the auspices of aligned conglomerates from either pole. The mining camps around these new sites only foster small towns whose sole purpose is to entertain the workers.

In several cases, Badlanders have been successful in manufacturing as well as resource extraction, although the latter remains the norm. The most famous case is the Paxton Arms conglomerate that started as a mining concern, then seized the opportunity provided by the St. Vincent's War to transform itself into the largest arms manufacturer on the planet. The small city-state of Fort Neil has also been successful with their line of desert vehicles. The success of desert manufacturing depends on assuring a steady flow of primary resources from local mining concerns and plentiful water. The serious capital investment and the established competition from the poles make large scale manufacturing difficult to sustain beyond economic niches such as Fort Neil desert vehicles and Timmins knock-offs.

All cities in the Badlands participate in the global economy by serving as trade centers for Badlands resources. Ore, stone and minerals are shipped to central locations where they can be sent to the polar confederations. Major mines and cities usually have rail links with the poles — or regular air links where ground transport is impractical— and the aligned cities in the Badlands savannah serve as transport hubs for the rest of the desert, making huge profits as middle men for their polar overlords. The city-states of Westphalia and Red Sands — although more famous for gambling and glass production — are major examples of aligned trade centers.

Equatorial Trade - 6.8.2

The wider economy of the Badlands is almost impossible to study in any detail. It consists of a wide-ranging network of almost insignificant trading relationships. Isolated homesteads dot the desert and savannah, linked only by nomadic trading caravans, ill-maintained roads and roaming cattle-herds. Badlanders remain only marginally linked to the global economy, receiving polar goods in a barter trade with nomadic caravans and infrequent visitors. Local craft goods such as weaving, leather work, metalwork and sand sculpture are exchanged for luxury or technological items. Occasionally, these craft goods will gain polar attention leading to an explosion in a town's economy, which occurred in Elayu over their much-prized leather work.

The basic unit in this trade network is the homestead county. Trade caravans are often the only injections of foreign influence into these self-contained communities, and their arrival is always much anticipated by the homesteaders. The caravans themselves crisscross the various deserts so that goods may come from virtually anywhere. However, a big city exerts an almost gravitational affect on nearby counties, as caravans going to and from the city will stop by, tying their economies together. Port Arthur and Peace River, the largest city-states, have hundreds of counties in their orbit. These networks usually translate into a zone of informal political influence, despite the reluctance of homesteaders. Port Arthur's trading network has recently been enlarged by the signing of accords with the smaller cities and towns of the Westridge Range that have come to be known as the New Coalition (NuCoal). This has lead to increased trade through the intervening counties, notably those along the fertile northern fringe of the Great White Desert.

■ Badlands Currency

Many of the city-states in the Badlands have printed their own currency. The Peace River dollar (worth the total of one mark and one dinar) and Port Arthur lith (worth approximately 5 marks) are the most successful of these. Although both are popular in their home city, neither has come close to replacing polar currency. Caravan traders are especially notorious for accepting only marks and dinars, whose value is stable. The dollar is also accepted near Peace River, but the lith has never been taken up by the caravans.

It should be noted that many transactions in the Badlands, especially with trading caravans, are barter and involve no currency at all. Gold nuggets and jewels are used as currency substitutes in many areas.





CHIEF JUSTICE WINSTON STARK

The Chief Justice of the Confederate Northern City-States, Winston Stark is widely believed to be a prime example of the stern and fair Northern character. Only the most astute realize that under the facade of a cautious and private judge lies the heart of an ambitious politician. Using his public image of impartiality and a series of useful dupes, Stark navigates the political currents to place himself on top — no matter the price.

A counterpoint to the current of religious fundamentalism which has swept the Northern Lights Confederacy and the rest of the CNCS since the end of the War of the Alliance, Chief Justice Stark believes in the power of the secular state. Having been exposed to the corruption which exists in some parts of the Sorrento Revisionist Church, Stark is convinced that the North is headed down a self-destructive path. As Second Follower Thor Hutchison pushes for increased clerical involvement in affairs of government and policy, the Chief Justice and his hidden allies struggle to resist him.

However, with every passing cycle, Stark's motives become increasingly murky. Where once he struggled for a better future for the North, he has now fallen into an ideological single-mindedness which rivals that of his enemies. Any and all positive qualities encouraged by the church — faith, sense of community, charity — remain invisible to his eyes, blinded by cynicism and power. The Revisionist faith is nothing but an excuse for power mongering and demagoguery as far as he is concerned, and he is now more than willing to fight fire with fire. Using his position of public neutrality and his reputation for fairness, Stark manipulates the conflicting forces of the Northern political scene to his advantage.

Just like the agendas of his opponents, Stark's plans become all the more urgent as the North gears up for war with the South. Once the first shots are fired and the war is announced, his own political powers will become subject to the whims of the CNCS's overall military commander, Grand Marshall Victoria Edden-Smythe. An ally of Second Follower Thor Hutchison and a believer in the strength of the church, Edden-Smythe is Stark's most immediate enemy, but one he has difficulty acting against. Indeed, his facade of neutrality would be shattered were any attack on the "iron maiden" of the Northern Guard to be traced back to him. The Chief Justice must move carefully and quietly, desperately trying to dislodge Edden-Smythe before the CNCS constitution makes her the supreme power of the North. This focus on the Grand Marshal has made Stark somewhat blind to enemies within his own circle of contacts, some of whom feel he is ready to be taken down a notch.

◆ Background

Born in the small community of Franklin Harbor and raised by atheist parents, Stark began to understand the true extent of the church's power during his years in the Valeria Legal Academy where religious advisors and church groups were commonplace. Joining a discreet organization of "future leaders," Stark found others who desired a more clearly defined separation between church and state.

Upon his graduation in TN 1880, Stark joined a law firm in Valeria and maintained the connections he had established at school. Assigned to morality cases, he saw both sides of the church. It soon became clear to him that the church was a corrupt and deceitful organization and that its stranglehold on the North had to be eliminated. He then began to build a political network outside of Revisionist control, using the legal and political classes as a basis for power. Stark feared that he would never be able to exert a strong enough influence on his society because the halls of power were clogged with faithful followers of the church. Help, in the form of the Judas Syndrome, came unexpectedly.

In the TN 1900s, spies and traitors became commonplace, and Stark used the Syndrome as both a weapon and a litmus test for his allies. Those who resisted the temptation to sell secrets to the South, or who manipulated the spies who approached them, became targets for recruitment. His enemies were exposed or framed. Stark arranged for three members of the CNCS Supreme Court to be revealed as collaborators, opening positions for his allies. Winston himself was named to the Court in TN 1913. Soon thereafter, the Colonial Expeditionary Force (CEF) landed in the Badlands. Stark quickly offered his services to CNCS Grand Marshal Anders von Breslau as his legal advisor and a negotiator with the South. Stark would be rewarded by being named Chief Justice in TN 1926, thanks in large part to the recommendation of von Breslau.



Profession ◆

Winston Stark serves as CNCS Chief Justice, chairing both the CNCS Inner Council and Supreme Court. He has done much to create the public image of the stern and fair judge, remaining impartial in his decisions and rulings. Although well known, he shies away from the camera, not appearing often in public and vacationing only at his ranch on the coast of Lake Clearwater. Below the surface, Stark is far from the predictable and apolitical man he appears to be. He has used his position to quietly push his agenda and maintain his power. From his experiences in the War, he learned to make himself invaluable to the Northlight president and has fostered bonds with Kathë Adjanni while covertly providing support and information to her critics. In court, he has ruled several times in the church's favor on minor issues. By doing so, he makes himself appear to be a reasonable and impartial judge, able to mediate the many conflicts in the North. This has granted him great and subtle power, as he is now the official most likely to be asked to resolve a political conflict.

Motivations ◆

Winston was once motivated by an honest desire to make his League and his people stronger. By freeing the NLC from the shackles of religious extremism, he hoped to create a new and better society. By the time of the Judas Syndrome, however, the last faint echoes of this idealism had faded away, stifled by the means he had to use to obtain his position of power. Stark now believes himself to be the only person with the skill and will to run the North without destroying it. President Kathë Adjanni is far too idealistic and cannot recognize the threat from the South, while Grand Marshal Victoria Edden-Smythe is too close to the church to do her people any good. Seeing himself as the only viable alternative, Stark will drive the North kicking and screaming into true social freedom; if he must damn himself along the way, then so be it.

Attitudes ◆

Winston Stark likes to think of himself as a pure pragmatist, weighing every decision based only on its objective merits. In fact, he is just as much of an ideologue as his political enemies. As far as he is concerned, religion is the shelter of the weak and the passive, an institutional surrender of individual responsibility and agency. Stark is unsure of who is more deserving of his scorn, the believers who give up their rights by sheepishly obeying the direction of a hypocritical clergy, or the church officials who create and benefit from the social cancer of religion. Justice Stark knows well that his views are dangerous and shares them only with a few trusted allies, putting forward his renowned front of impartiality. Buried deep within the Chief Justice is an ember of the appreciation for Revisionism he gained during his idyllic childhood in Franklin Harbor, but it is most often masked by layers of pain and ambition. Stark is determined to lead the North by any means necessary.

Current Concerns ◆

Chief Justice Stark's concerns are centered around the goals of strengthening his position and weakening his opponents. To remain strong, Stark knows well that he must keep his true desires secret and maintain his public neutrality. Always playing the peacemaker and the unifier, he often profits from diverse social and political divisions which he can mend at strategic times to improve his social standing. To this end, he lends covert support to many inflammatory groups, including the True North Party, which has been giving President Adjanni's People's Party much trouble in recent cycles.

To undermine his enemies, Stark does his best to manipulate them into destroying each other. In the church hierarchy, he has encouraged several important figures in their ambitions, hoping to deflect the growing power of Second Follower Thor Hutchison. His greatest concern, however, is removing Victoria Edden-Smythe from the position of Grand Marshal of the CNCS. Close to Hutchison, Edden-Smythe will automatically be granted dictatorial powers during the upcoming war. Another global conflict could be an opportunity for Stark, but not if he is alienated from the military center of power. He is becoming more and more anxious to be rid of his rival.

■ Court Sanction

(Valeria Legal Press, 11 Winter TN 1926) — In yet another close decision, the Supreme Court upheld the right of Ben Solomon University, a Jerusalemite religious education facility located in Franklin Harbor, to award doctoral degrees in the CNCS. The decision was the third 5-4 split over religious issues the court has seen in the last three cycles. Speaking for the majority, Justice Elaine Fernandez commented that the University had "presented ample evidence of its legitimate status in the fields of philosophy and theology... [and] stood up to the most rigorous educational standards." Justice Gawain Montrose echoed much public sentiment in his minority position commentary. Montrose referred to the University as "existing away from the supervision of the clerical and civil authorities." Reliable sources close to the court report that Chief Justice Winston Stark, who voted with the majority, did so only because of legal technicalities which superseded his personal feelings on the matter.





TREASURER YVES BANDERAS

In the United Mercantile Federation, where politics is seen as a second-rate job for pencil pushers, movie mogul Yves Banderas has slowly built a powerful governing block. Known for his easy manner and glowing smile, the charismatic treasurer conceals a driving ambition to establish his own dynasty. To accomplish his goals, Banderas is looking to the South, hoping to forge an alliance of industrial powers with the Mekong Dominion.

As Terra Nova crawls towards war, Treasurer Banderas' planned alliance with the Dominion takes on a new urgency. Some see it as a threat to the profitable status quo while others hope for a new peace built on the back of a new political and commercial block. Banderas is no fool and has not yet alienated his league's powerful Northern allies, but his quest to establish a lasting legacy may yet drive him to take risks. Some of his closest allies — including the corporate giant Northco — are beginning to sense this change in the wind and are considering whether Banderas has become a business liability.

Discussion is underfoot among the corporate heads of the UMF as to whether it is time to take Banderas down a peg or not. His political success has attracted large numbers of popular supporters and created a great deal of interest in the formation of a type of political party or dynasty centered around him. The creation of such a legacy is in fact one of Banderas' primary goals for his career, but not one that most corporate leaders support. Indeed, they prefer a malleable political figure whom they can more easily influence. Some of the more conservative corporate heads are now trying to sway their fellows to withdraw their support before Banderas' personal power base makes him a completely independent force to reckon with. Currently, the more far seeing of the corporate leaders have recognized that Banderas' political coalition can also be used to their advantage, ensuring a consistency of policy and doctrine. The Treasurer's plans for the Dominion, which threaten valuable contracts with the NLC and WFP, may change their opinion.

The greatest danger for Banderas, however, is not his political maneuvering but his own ego. Driven to succeed from an early age, the Treasurer tends to underestimate those who have not risen to the top of their fields. This attitude has left him vulnerable to manipulation by his chief of staff Gabriel Ventura, who has slowly but surely come to influence almost all of Banderas' policies. Once a movie star and always a master of charm and influence, the Treasurer is blind to the more subtle influence of the quiet advisors and consultants who are the backbone of the political system.

◆ Background

Born to a working class family in Marathon in TN 1861, Yves Banderas quickly learned how to get by on his wits and looks. In secondary school he found that just the right amount of flattery and smiles could get him almost anything, and he banked on this talent in TN 1886 when he moved to Canterbury to become an actor. For two cycles he worked to get his big break, until he caught the eye of Hadeley Finn, an up-and-coming director, while working as a production assistant. Banderas' classic good looks and slightly rugged character (which translated well to holofilm) became Finn's trademark and both men's careers took off in TN 1893 with the release of *Escape*. Although many of their films are fondly remembered, their most famous collaboration remains the thriller *The Lone Man*.

Banderas discovered he had not only a talent for public relations, but a shrewd mind for business, and began to get more and more involved in the corporate side of film making. This ultimately led to a split with Finn over issues of corporate and creative control and to the formation of Logan Creations, Inc., Banderas' own production studio. LCI was involved in the making of three blockbuster action-adventure films between TN 1905 and 1909 and was then sold off for a huge profit.

In TN 1911 he was named CEO of Polaris Pictures, the company that had distributed his major films. Helped by his keen understanding of public trends, Banderas guided Polaris to record profits and became a very wealthy man. In TN 1921 he gave into pressure from Finn and other friends and mounted a campaign for the head of the UMF Finance Department. Elected by a thin margin thanks to his popularity and the respect of Polaris' corporate allies, Banderas has served as Treasurer of the Federation ever since.





Profession ◆

As treasurer, Banderas has discovered the usefulness of the Mercantile tendency to ignore politics. By ensuring that the major corporations are happy and making occasional appearances on trideo, Banderas has made himself into a constant in Mercantile society. Few members of the UMF see a reason to bother replacing Banderas, who is a good manager and whose fame is a valuable asset in international affairs. Most of the other secretaries of the Mercantile caucus have found it convenient to become the Treasurer's allies.

Banderas, however, sees himself as much more than a simple bureaucrat. It is his job to make the hard decisions that will ensure the league's prosperity in the future. With a virtual stranglehold on military production and high-technology research and development in the northern hemisphere, Banderas has put into question the long-standing alliance with the Northern Lights Confederacy. Under the strictest secrecy, he has begun tentative negotiations with prominent Mekong leaders about the possibility of an industrial alliance to break the North-South polarization of Terra Nova.

Motivations ◆

Yves Banderas is motivated by a powerful drive to succeed coupled with an honest desire to do his best for his league and a certain amount of egomania. Mercantile society rewards success above all things, and Banderas is a strong believer in this philosophy, pointing to his own rise to treasurer as proof of its value. This conviction leads him to keep pushing himself to perform as the leader of his league. He is determined to be the best treasurer on record. Unfortunately, this same belief in success leads Banderas to oversimplify the power-structure of the UMF. Always looking for the figure-head of a company or political movement, he tends to ignore those in managerial positions. For the Treasurer, the UMF is best represented by the men and women who lead it, not by the millions of workers or executives who actually allow it to function. This attitude could ultimately be his downfall as his chief of staff takes on more and more of the actual business of government while he focusses on projects more "worthy" of his attention.

Attitudes ◆

Banderas almost never lets his guard down. Friendly and charismatic, he views everyone as an audience he must dazzle or impress. In his daily life as treasurer, this attitude is extremely helpful and those who deal with him professionally think of Banderas as an open and smiling colleague. Those who work very closely with him, or who relate to him personally, often become irritated by his refusal to completely open up. Only a few confidants regularly see Banderas' honest reactions to events, and even they sense that he is still maintaining a facade. It was this inability to show his true feelings which led to the breakup of Banderas' marriage to Grace Juno in TN 1929.

Treasurer Banderas' success has cultivated a certain self-righteousness. He has little respect for those who have not followed their ambition and has a tendency to expect little of people in secondary positions. This attitude allowed them to manipulate him. Not expecting "followers" to be skillful (or particularly intelligent), he tends to drop his guard when around them.

Current Concerns ◆

In the short term, Banderas shares the concerns of all other Terranovan leaders about preparing his people for the coming of war. The Treasurer knows very well that the war will be costly, but is confident that the UMF can withstand even a long conflict in which its production facilities would be prime military targets. In the long term, Banderas hopes to ensure both his league's preeminence and his own legacy. Politically, he has been slowly assembling the foundations of a political party by cementing alliances with other caucus members and local representatives. He plans to transform this party into a political dynasty which will ultimately serve as the governing wing of the Federation. In international affairs, Banderas' long term objective is to break the UMF's status as a secondary league (when compared to the NLC or Southern Republic). In the lead-up to war, he has begun insisting on a stronger Mercantile say in CNCS affairs, but his preferred solution is to leave the CNCS altogether and forge a powerful commercial alliance with the Mekong Dominion. This new alliance is probably not possible in the near future, but the tension of war has given it some momentum behind the scenes. Several Mekong taipans are known to be privately frustrated with the domination and expansionism of the Southern Republic.

■ Election Analysis

(Political Outlook magazine, 8 Autumn TN 1921) — Political and business analysts are still at a loss to explain the victory of Yves Banderas in the United Mercantile Front ministry of finance elections last week. Winning his position in one of the tightest races in Mercantile electoral history, the former holofilm star and chairman of Polaris Pictures took his league by surprise. No one expected Banderas to obtain any real corporate support. Indeed, most prominent corporations publicly backed election favorite Elandra Kolis. According to Mercantile insiders, however, Northco switched allegiances at the last minute to support Banderas, presumably to obtain a sure voice in the Treasurer's policy decisions.





PROCONSUL LANG REGINA

The hero of the Battle of Baja, Fort Henry Proconsul Lang Regina is considered by many to be the quintessential Western soldier. Brash, bold and skillful, she now finds herself leading her city-state and clan as they creep toward a war she does not want. The Proconsul must also struggle to maintain the support of a clan she was not born into, all the while juggling her duty and her private life.

Lang's ten-cycle marriage to Victoria Edden-Smythe, Grand Marshal of the Confederated Northern City-States, has come under strain because of the demanding careers of both women. Separated by thousands of kilometers, the couple has to struggle to have any time together at all. The separation of their four daughters (two living with each woman) has made these living arrangements all the more difficult.

To make matters worse, the political climate in the Western Frontier Protectorate has come to monopolize Lang's time. As leader of the Maderan political faction, Lang is constantly sparring with Fort William Proconsul Zucco Adamo, head of the rival Zuccite faction. Zucco — who is also Field Marshal of the WFP — calls for increased military action in anticipation of the war with the South he claims is unavoidable. Lang, forever marked by the carnage at Baja, struggles to find a way not to send more of her people to their deaths in a pointless struggle. Lang's constant struggles with Zucco have become so personal as to damage both the proconsuls' reputations.

Lang's personal feelings against the return to war strike many as a sharp contrast to her reputation as a bold and skilled military commander. Yet it is the memories of the War of the Alliance which give the Proconsul such pause. The carnage at Baja weighs particularly heavy on her mind, but so do the positive memories from that time. The strength of a united Terra Nova shaking off the CEF is about to be spat upon by another useless war between North and South. Friends she made in the days of war — such as Kenichi Tanaka, once the Prefect of the dreaded Légion Noire and the current Lord Chancellor of the Easter Sun Emirates — will likely be destroyed by the renewed conflict. Terra Nova is about to throw away a détente and unity it took centuries to build and Lang fears there is very little she can do about it.

In the midst of these personal and political difficulties, Lang tries her best to be a good and stable leader for her clan and community. However, her foreign birth (in the Northern Lights Confederacy) is still a disadvantage, and despite her heroism during the War she must always prove herself to the clan-minded Westerners she governs.

◆ Background

Born in Exeter in TN 1867, Regina Lang was an inveterate troublemaker until her parents moved to Fort Henry. Enrolled in a rigorous military school, Regina excelled thanks to Maderas Karla, one of the school's physical trainers who realized that Regina needed to channel her wild behavior. Using karate training to instill discipline and control in her student, Karla became Regina's mentor. Upon graduation, Regina entered the WFPA academy. The Langs then adopted the Western tradition of placing their family name ahead of the given names.

Blessed with natural tactical skill and the ability to gain the respect of her troops, Lang nonetheless had little time for the cautious directives of her superiors. Promoted when her lightning offensive strikes were successful, she was demoted or disciplined when they failed. She became the commander of the 24th Western Expeditionary Brigade just before the outbreak of the War of the Alliance, during which her aggressive tactics won her much praise, but cost the lives of many of her troops. With each death, she gained an understanding of the price of war. Her greatest moment came when she was promoted to head the 2nd Western Armored Division and led the Northern half of the assault on Baja. She lost over 50% of her troops, but broke the back of the Colonial Expeditionary Force. Her heroism at Baja cemented her candidature in the Fort Henry elections after the war and allowed her to assume the leadership of the Maderan political faction in TN 1926.

During the war, Regina also made the acquaintance of Norlight General Victoria Edden-Smythe, who later became Grand Marshal of the CNCS. After the war, as both women rose to positions of leadership, their friendship slowly turned to romance. In TN 1923, Victoria proposed and the two were married in Sorrento. The couple has had four children.





Profession ◆

Those familiar with General Lang's daring battlefield tactics were surprised that she became the leader of the Maderan faction, notorious for being the moderates of the West. Several early clashes with members of the Zuccite faction seemed to confirm that Lang was a better soldier than politician. In the cycles since her assumption of the leadership of the Maderan faction, however, she has displayed considerable skill. She still faces opposition within the faction from those who find it improper for the Maderan leader not to be a member of the Maderas clan. Lang's Norlight origins and family make her all the more suspect to the more traditional Maderas members.

Outside her clan, Lang has clashed repeatedly with Fort William proconsul and WFP Field Marshal Zucco Adamo. Adamo advocates much more extreme action against the rover bandits that plague the Western frontier and the South in general. Lang has argued that, given the possibility of a second Earth assault, renewed hostility between the poles is suicidal. As tensions rise, she is being forced to reconsider.

Motivations ◆

Lang is driven by a clear sense of her duty to her people and the clan who accepted her. As a military commander, she prided herself on always keeping the respect of her troops, and attempts to do the same as proconsul. Lang is certainly not above "busting heads" when she needs to, but is more likely to confront her superiors than berate her subordinates. She also feels a great responsibility toward her family. Her two youngest children — Zacharia and Eliza — live with her in Fort Henry and bring her great joy. Her wife Victoria's position as CNCS grand marshal keeps her in Valeria with their eldest children Karyn and Helena. Proconsul Lang has always had great reservations about her family's living arrangements, fearing that not only would Victoria and she suffer from the woes of a long distance relationship, but their daughters would identify one or the other as their only parent.

Attitudes ◆

Proconsul Lang Regina is a strong believer in the twin Western ethics of personal accomplishment and family responsibility. A wild child herself, she understands and accepts a certain level of rebellion and unconventional thinking, but has little tolerance for sloth or poor performance. She expects those around her to excel and not to make any commitments they do not intend to keep. Lang does her best to always act honorably. She finds lying and dissimulating — although sometimes necessary for purposes of national security — profoundly distasteful. Those who use these tactics regularly are likely to attract her wrath.

Although Lang's principles make her popular in Fort Henry, there are many who find her pretentious and insufferable. Unwilling to follow bureaucratic channels she finds inconvenient, Lang often alienates those who take advantage of their positions. Some members of the Maderas clan have also wondered if Lang has the political savvy to lead their faction, pointing to her constant conflicts with Zucco Adamo as a typical example of poor diplomacy.

Current Concerns ◆

Proconsul Lang's most pressing concern is preparing her people for the coming war. As the smallest of the Northern Leagues, the WFP makes an inviting target for Southern aggrandizement and Lang knows she must be ready to repel the enemy at any time. Politically, she is struggling against the reactionary policies of Fort William Proconsul Zucco Adamo, who argues that the time has come for the WFP to take full control of the Badlands communities that line its borders (the so-called "Thin Tan Line"). Lang is very concerned that under Zucco's leadership the WFP Army will overextend, leaving the Forts open to attack. These preparations are made all the more difficult by Lang's own feeling that the coming war serves no purpose other than to make more martyrs to the cause.

Lang Regina is left with very little time for her private life and her marriage has suffered as a result. If anything, Victoria Edden-Smythe has less time than Lang and the two women see each other more and more infrequently. This separation has compounded lingering difficulties in the marriage, and it is becoming an increasingly difficult struggle for Regina and Victoria to keep their family together. To complicate matters, Regina has begun to admit an attraction to her chief of staff, Mitsutaki Helen.

■ Wedding Bells

(Fort Henry Tribune, 24 Summer TN 1923) — The Norlight city-state of Sorrento witnessed one of the biggest events in the Arctic social scene yesterday when CNCS Grand Marshal Victoria Edden-Smythe and Proconsul Lang Regina were wed. The ceremony itself was a private affair held in the small Nathani Chapel and attended by only a few of the couple's closest friends — including Second Follower Thor Hutchison. The happy couple then held a lavish reception at a large ranch outside Sorrento. Among the guests were many veterans who had served with General Lang at the Battle of Baja, including Kenichi Tanaka, Lord Chancellor of the Eastern Sun Emirates and leader of the Southern forces at Baja.





SECOND FOLLOWER THOR HUTCHISON

Most Northerners are fired by a powerful sense of faith, all trying in their own way to live up to the legacy of Mamoud Khodaverdi and his companion Nathani. The duty of guiding this belief rests with Second Follower Thor Hutchison. Knowing in his soul that the North cannot survive without the blessing of the Gentle Prophet, Reverend Hutchison has made it his life's work to transform his society accordingly.

The twentieth Terranovan century has been a difficult one for the "New Earth." Gripped by intense national rivalry and then invaded from without, the planet has had to fight as never before to survive. Thor Hutchison realizes the role that faith has played in this survival. Without the belief in the Gentle Prophet and his example to demonstrate how to lead a righteous life, few Terranovans could survive without falling into dictatorship, despair or slavery. In this way, Hutchison sees the South not simply as an external threat to the CNCS, but as an example of the route his society will follow if not given moral guidance by the church.

Hutchison's predecessors were content to serve their flocks as spiritual advisors and leave matters of state to the political class. These policies had disastrous results, leading to the betrayals and immorality of the Judas Syndrome and the inability of many leaders to respond to the arrival of the Colonial Expeditionary Force. Hutchison knows that his church must assume the burden of overseeing the North to protect it from the rot and weakness that can develop at the center of power. While he does not advocate an outright theocratic state, in these times of tension and threats (both from external enemies and internal subversives) the political class must work hand in hand with the clergy to keep the North free. If a certain amount of intrigue and secrecy is necessary to accomplish this goal, Hutchison reasons that it is well worth it.

The Second Follower's dedication is sometimes mistaken for megalomania or power-mongering by his political and theological opponents. These critics misunderstand Hutchison. He does not see himself as the natural or fated leader of his state. He does know that he has been placed in a position to see the threat to his people and to help stave them off. He sees himself as the advisor to the nation, the voice of the national and confederate consciousness of the both the NLC and CNCS. Unlike some of his acolytes, Hutchison would not like to see the heads of state and church joined in the same official. Rather, he seeks a situation in which the elected temporal leaders of the North realize that they have a responsibility to take the council of the spiritual leadership.

◆ Background

Born in Sorrento in TN 1842, Thor Hutchison entered a seminary before his 20th cycle. Given a small congregation in Petropolis in TN 1873, he began to see that simple preaching would not be enough to serve the Prophet. The smog-laden city was a testament to the corruption of the faith, where marks were ranked above all else. Worse still was the lack of interest expressed by the church itself in altering the status quo.

From his pulpit, Hutchison called for the captains of industry and the governing parties to return to the faith and gained a popular following among the workers of Petropolis and attracting support from fundamentalist thinkers. Soon he was building a cadre of like-minded ministers. In TN 1880, these alliances were formalized by Hutchison into a semi-secret council called the Prophet's Shield, dedicated to returning first the church and then the NLC to the path of righteousness. Unfortunately, the "soft" faction in the church was strong in the TN 1880's, so Hutchison and his allies had to employ entrapment, false revelations and shadowy deals.

By the 1890s, the major remaining roadblock to the new fundamentalism was long-time Second Follower Ramesh Jubair. Jubair was ancient, however, and Hutchison awaited her passing with anticipation; it finally came in TN 1897. Hutchison, by then Senior Reverend for the Irrian region, allowed a docile Reverend named Maximilian Bengali to become Second Follower as a compromise candidate. Within a cycle, however, Bengali sent shock-waves through the upper echelons of the church when he proposed a return to Massadan-style pacifism for the Sorrento Church. This silenced the moderate camp and gave Hutchison the support he needed. In TN 1899, Bengali was forced to step down, and Hutchison became the new Second Follower.



**Profession** ◆

As leader of the Church, Hutchison has led the fundamentalist revival of the North. The religious feeling that ran under the surface of Norlight society has been brought to the fore. Preachers and thinkers of the church now tend toward the view that the faith must remain central to Northern life if the Arctic is to survive the onslaught of the South. Hutchison's fiery speeches and charismatic ways have captured the hearts and souls of Northerners, spreading the faith further and deeper than any of his predecessors — even creating fundamentalist movements in the UMF and WFP.

Hutchison first captured the public imagination during the war, when he created a powerful radio station in Sorrento. His broadcasts were beamed into occupied territory, giving heart to resistance fighters and harassing colonial troops. These broadcasts were so annoying that in TN 1913 Sorrento was subjected to massive orbital bombings during which Hutchison lost his right eye. These broadcasts continued until the end of hostilities, laying the groundwork for the weekly radio/trideo broadcast of his sermon from the Sorrento Cathedral.

Motivations ◆

Hutchison is driven by a powerful sense of sin and righteousness. It is clear to him that without the strong hand of the Prophet, Terra Nova would degenerate into a cesspool — the South being a prime example. The planet is on the verge of its second global war in less than twenty cycles, and it will take a firm hand to guide the faith and flock through these terrible times.

The Second Follower's critics call him a self-serving warmonger and he is well aware of these aspects of his personality. It is very tempting to want personal power for its own sake, or to get lost in the righteous drive against the sinful South. Hutchison prays every evening for the Prophet and Nathani to protect him against these tendencies, so that he may do what is necessary to strengthen the church and the faith, rather than simply aggrandize himself.

Attitudes ◆

Second Follower Hutchison displays different sides of his personality to different people. To those in his entourage, who share his general outlook, he is a driven and dedicated man. Occasionally stern and quick to judge, he nonetheless cares for his flock's well-being and is always alert to their problems. To those completely outside the faith, Hutchison is more akin to a fire-breathing dragon, billowing ire with every breath. This image serves him well as few of his enemies realize that a political beast lurks under the rhetoric.

Revisionists who do not share Hutchison's theological outlook are the most problematic for him. He cannot understand those who have heard the voice of the Prophet and yet who do not see that the fate of the North must be taken in hand. He is often tempted to label such "soft" Revisionists as heretics. The total pacifists of the Massadan Church are easier to understand, at least. They have simply misunderstood Mamoud's call for a struggle to eliminate war as a ban on all aggression, even against sinners.

Current Concerns ◆

Thor Hutchison's project to renew the North is well under way. Almost all the upper echelons of the church itself are held by his supporters, ensuring a unity of doctrine that was sorely missing in his youth. The minority of "soft" Revisionists still serving as Senior Reverends are isolated from all major decisions. With this accomplished, Hutchison is now more concerned with moving into direct control of the Northern state. Government has too long been seen as a secular matter and the Second Follower is determined to ensure that religious morality is brought to the heart of the state. Lay allies have placed themselves in many key positions, lending support to the church and its doctrine and preparing the way for clerical control of state affairs.

Hutchison has remained largely uncritical of President Kathë Adjanni's government, due in part to an informal alliance with the People's Party dating back to his days in Petropolis. This public détente with the Norlight government has allowed Hutchison's secular allies to fill more and more strategic positions in the congress and bureaucracy. The drive toward war has also brought together secular and religious nationalists, bringing the church closer to the center of power.

■ Massada Protectorate Announced

(NorCom Newline, 18 Winter TN 1929) — The First and Second Followers of the Gentle Prophet Mamoud today announced an historic pact between the Confederated Northern City-States and the independent holy city of Massada. After a summit in the Old City of Massada, First Follower Capac and Second Follower Hutchison agreed that the CNCS would extend an official protectorate over the city. In the climate of tension with the expansionist South, many Northern Revisionists had called for the CNCS to protect the holy city. The XVIII Heavy Gear Regiment will take up position outside the city as a symbol of Northern protection. Additional forces will be mobilized should there be any hostilities.





COMMANDANT ARISTIDE LAZARUS

In the shadowy world of Southern intelligence and special operations, it can often be difficult to tell the masters from the servants. Such is the case with Commandant Aristide Lazarus. Locked out of the Republican Army, Lazarus has built his own fiefdom in the MILICIA with his formation of the unorthodox Special Intervention Unit. From here he extends his influence to many corners of power and even challenges the dreaded Jacques Molay.

Commandant Lazarus must now play a very dangerous game. Once an apprentice to Molay, the SIU director has become disillusioned with the political opportunism of the Lord Protector. From his power base in the MILICIA, Lazarus must keep his true feelings secret until he can find a new patron or uncover a way to dislodge Molay from power.

Until that time arises, Lazarus busies himself building a strong presence by forging the Special intervention Unit into a power to be reckoned with. Personally recruiting agents from across the Antarctic, Lazarus instills in them a sense of duty to their state, to him personally, and to a tradition of honor. The cadres of highly trained and loyal agents are spread across the South, undertaking both the SIU's traditional commando and "black" operations, as well as intelligence gathering missions. Lazarus is slowly building a power-base of his own, free from the influence of his former mentor Molay.

Although he strongly believes in the doctrine of Republican superiority, Lazarus is considered unique in Southern covert circles because he recruits agents from the other southern leagues. Although most senior commanders are Republican citizens, several of Lazarus' most trusted agents hail from the Mekong Dominion, the Humanist Alliance or the Eastern Sun Emirates.

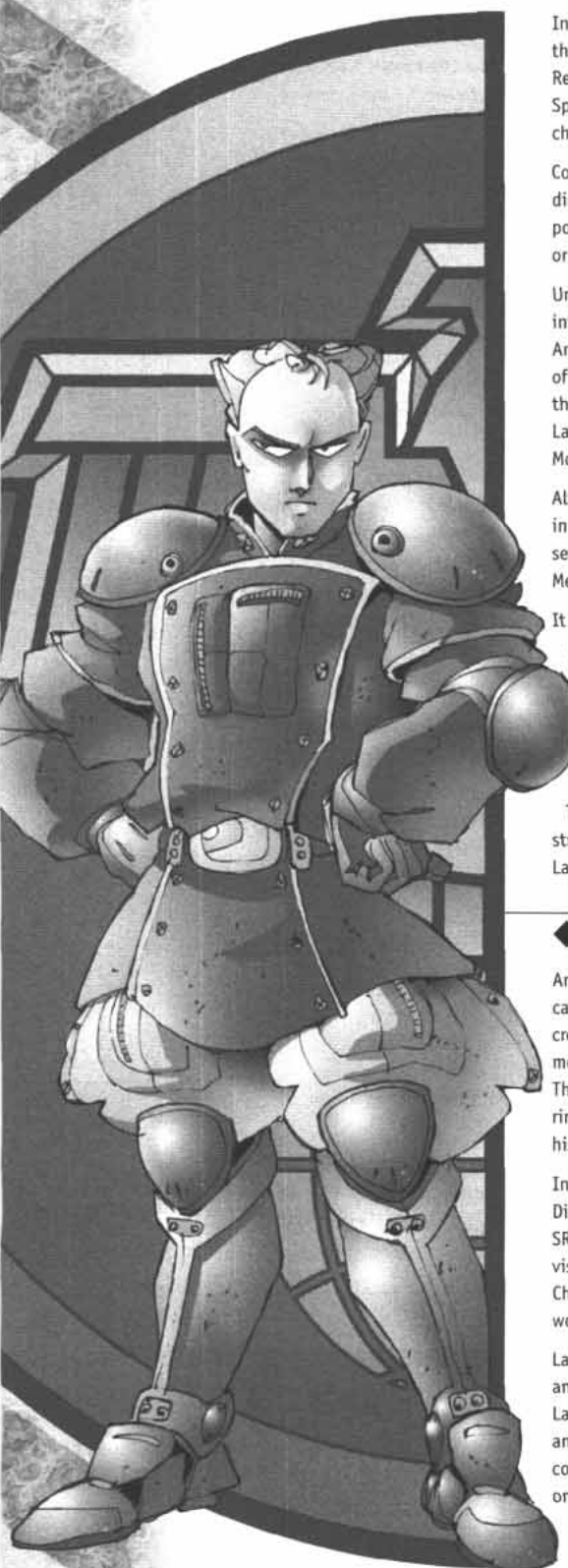
It is in part the input of his agents from the other Southern leagues that allows Lazarus to see situations as few of his fellow Republicans can. The most dramatic example is the rebellion in the Eastern city-state of Basal. Lord Protector Molay and many other Southerners see the uprising led by Emir Nigel Shirow as a threat to Republican hegemony that should be put down with extreme prejudice. Lazarus knows that the success of the rebellion is but a symptom of the rot at the core of the ESE. For the SIU commander, it is the degenerate Patriarch Oliver Masao who is the real threat to the South, and not the rebel Emir. This is a view he shares with Kenichi Tanaka, the Lord Chancellor of the ESE, who is responsible for keeping MILICIA involvement in the struggle to a minimum. That Tanaka has been able to counter pressure from Molay has intrigued Lazarus and led to him keeping an eye on the Lord Chancellor as a potential new ally.

◆ Background

Aristide Lazarus was born in TN 1869 in Siwa Oasis and seemed destined for a promising military career. Joining the Republic's Youth Guard and then moving on to become an officer cadet, he created great expectations among his family. Aristide, however, was a selfish and petty youngster, more interested in the prestige and benefits of military status than in the duties he had to fulfill. These feelings came back to haunt him just before his graduation from the cadets, when a contraband ring he had been running was exposed to his commanders. He saw his military career vanish before his eyes as he was summarily sentenced to five cycles of hard labor.

In the middle of his imprisonment, Lazarus was approached by a Southern Republic Intelligence Directorate (SRID) officer named Jacques Molay. Molay arranged for Lazarus to be transferred to a SRID facility where he was trained. Over the next four cycles, Lazarus learned and absorbed Molay's vision of renewing the South by engineering the rise of skilled and dedicated officers to top positions. Charged with this philosophy, Lazarus was placed in the MILICIA, where the stigma of his cadet days would not hamper him.

Lazarus's new dedication — and occasional help from his patron — awakened his skilled political and military mind and assured a rise through the ranks. By the time of the War of the Alliance, Lazarus was a Sous-Commandant. During its course, he built a quiet reputation as a skilled tactician and leader of men and was promoted to Commandant. After the War, he convinced the MILICIA high-command that the AST army needed a special operations force of its own, rather than always relying on Republican units or the Légion Noire Auxiliary. Thus was born the Special Intervention Unit (SIU).



**Profession** ◆

As director of the SIU, Commandant Lazarus has employed a non-traditional philosophy and recruited a mix of personnel from various backgrounds. Many of the agents are former outsiders who have been brought in from the cold by Lazarus himself. Learning from Molay, the Commandant has practically raised some from adolescence into elite pilots and commandos. Those who receive this special treatment are often extremely loyal and become Lazarus' most trusted agents.

Lazarus has led the Special Intervention Unit into undertaking many dangerous and bloody operations, taking the steps that are necessary to ensure the security of the South. The SIU also occasionally undertakes operations aimed at political enemies of the Molay regime. In the course of such missions, Lazarus came to understand that his mentor was not the dedicated leader he had made himself out to be, but rather a power-hungry tyrant. Knowing full well the dangers of crossing Molay, Lazarus has continued to undertake these operations, but has kept a safe record of them for later use, if necessary.

Motivations ◆

Commandant Lazarus is motivated by a complex mixture of patriotism, bitter resentment toward his mentor Jacques Molay — now Lord Protector of the AST — and personal ambition. Molay skillfully used a philosophy of patriotism to indoctrinate Lazarus, but has failed to live up to his disciple's expectations. Lazarus firmly believes that the South must be run by someone who has the combination of dedication and skill to best serve the state and spent many years believing Jacques Molay to be that man. And yet he is no longer sure. The special operations the SIU have undertaken against Molay's enemies have eliminated many dedicated Southerners for the simple crime of being in Molay's way. His handling of the Basal uprising has also been troubling, refusing as he does to acknowledge the legitimacy and potential of Emir Nigel Shirow in favor of the corrupt Patriarch Oliver Masao.

Attitudes ◆

Commandant Lazarus has thoroughly integrated the Southern attitude of superiority and honor. He is convinced that the strong Southern arm is the best guiding principle for Terra Nova and has been willing to pay the price in blood that such an objective requires. Although never without feeling the cost, he has sent trusted operatives to their deaths and executed enemies of the state as required. Although these deaths sometimes weigh on his mind, Lazarus has a clear conscience.

Operating from the MILICIA, at arms length from the fanatical nationalism of the Republican Army, Commandant Lazarus does acknowledge some value in the societies under the Southern umbrella. As long as a citizen is faithful to a code of honor and is loyal to the Republican leadership, Lazarus is ready to treat him as an equal. As a consequence, he has recruited a surprising number of Dominionite, Humanist and Eastern agents into the SIU — although rarely in command positions. Lazarus knows that Molay does not share this view of the other leagues of the AST, treating his subjects like cattle rather than citizens.

Current Concerns ◆

Commandant Aristide Lazarus' current concerns are focused on his relationship with Lord Protector Jacques Molay. It has become increasingly clear that the man to whom he has dedicated his life is a threat to the Southern dream. Molay has grabbed power for himself and seems not to care whether he drags the whole AST down into a premature war or not, so long as his personal prestige is augmented. Opposing the Lord Protector is a sure route to execution, however, so Lazarus must tread slowly. He is building a network of independent political contacts across the Antarctic, and is searching for a new patron for the SIU, one who might be able to better guide the South.

In his official capacity, Lazarus continues his practice of creating cadres of personally loyal agents. He is especially fond of recruiting from the fringes of society and the SIU counts several former Badlands duelists and street urchins in its number, supervised by agents from more traditional backgrounds who share Lazarus' disciplined and dedicated outlook. Having been betrayed by his own mentor, Lazarus is determined not to let his disciples down.

■ Strike Without Warning

(Loyang Free Press, 19 Spring TN 1927) — The so-called "Peacemaker Crisis" which had captivated the league's attention ended last night in a public display of the abilities of the rarely seen Special Intervention Unit (SIU) of the MILICIA. Details of the night assault remain sketchy at best, but reliable sources state that a team of elite paratroopers dropped into Loyang, infiltrated the compound, disabled command and control equipment and then signaled for a massive drop of reinforcements. Reporters became aware of the assault only when at least three cadres of paratrooper Heavy Gears were spotted landing in the compound. Southern officials announced an end to the crisis a mere 20 minutes later.





SPEAKER MIYAKO SOGABE



The Taipan of International Consumer Products (ICP) and the Speaker of the Mekong Assembly, Miyako Sogabe is the most powerful businesswoman in the Southern Hemisphere. Sometimes ruthless and always pragmatic, she is nonetheless determined to bring a minimum of social justice to the corporate feudalism of the Dominion. Her efforts, however, sink her deeper and deeper into the web of Southern politics, and her new vision of the Mekong Dominion risks getting lost.

Sogabe, who spent her university days isolated from the wealth of her family, has an appreciation for the plight of the common Dominionites she rules. She hopes to find a way to improve their lives while not feeding ammunition to her reactionary critics in the Mekong Assembly. This struggle between the roles of reformer and Taipan is reflected in almost every aspect of her private and public lives. Miyako Sogabe's marriage to academic Marcel Jong, which was forged in her days as a "common" university student, has collapsed under the strain of her elevated social standing. In her role as Taipan of ICP, she has chosen to put the welfare of her state ahead of the profit margin of her corporation; unsurprisingly, criticism from ICP insiders has plagued Sogabe's policies from the beginning.

Her mild reform policies have gotten Sogabe a reputation as being a "moderate," but she does not hesitate to take the steps she feels are necessary. To ensure herself some freedom of action, she has bribed Lord Chancellor Etienne Durocher with the criminal enclave of Hsi Tsang, condemning the citizens of a major city-state to a brutal criminal oligarchy for the betterment of the whole Dominion.

An increasingly public example of the Speaker's unsuccessful struggle to balance her private and public lives is the person of Matsuo Sogabe. Her eldest son, Matsuo was born out of wedlock when Miyako was very young and sent to be raised by a nanny. Miyako has tried to reestablish contact with her son over the cycles since her ascension to power, but with no success. The young man has become one of her most persistent critics in the Dominion's media and his attacks have begun to hurt her politically. Afraid that her son has become an agent of one of her political or commercial enemies, Miyako has undertaken to uncover who is manipulating her family, but has yet to uncover anything save the anger and resentment of her eldest child. Miyako's alienation from Matsuo hits especially hard given her difficulties with her estranged husband Marcel. Marcel seems ready to put aside their differences and allow Miyako to have a hand in the raising of their daughter, but her greatest fear is that their daughter Mai will grow to hate her as Matsuo does.

◆ Background

Miyako was born in TN 1890, the daughter of ICP Taipan Kazuo Sogabe. Too busy to care, her father left Miyako to be raised by her mother Ani and a legion of servants. Seeking excitement, the adolescent Miyako began to visit nearby Yung An accompanied only by her bodyguard Kenji.

Her relationship with Kenji went from friendly to physical as the young Sogabe convinced herself she was in love. Neither was prepared for the consequences, however, when Miyako became pregnant in TN 1910. Kazuo was furious and swore to teach his wayward daughter a lesson. Kenji vanished completely and Miyako was compelled to bring her pregnancy to term. She was then sent away to a boarding school and her son Matsuo was sent to be raised by guardians. In TN 1915, Kazuo sent her to university in Mekong, where she would have to fend for herself.

Slowly, Miyako's independent spirit recovered. She found employment and was able to obtain some student bursaries based on her success in the second cycle exams. In TN 1919, she began a relationship with fellow student Marcel Jong. Upon her graduation (with honors) in TN 1925, Kazuo placed Miyako in a senior management position in ICP without a word about the past. Miyako then proposed to Marcel, who accepted. Their daughter Mai was born in TN 1926. In TN 1927, ICP gained enough votes in the Mekong Assembly to secure Kazuo the position of Speaker. Without explanation, Kazuo named his daughter as his proxy and then committed suicide. Miyako was stunned, having been too removed from him to notice her father's profound depression. She used her authority to have his death disguised as natural causes and suddenly found herself thrust into the position of corporate taipan and national leader.

**Profession** ◆

Many thought Miyako's tenure as speaker would be short-lived. Displaying a finesse and strength only those who had followed her university career were aware of, she was able to remain in power. Until TN 1931, she played the traditional role of the Speaker, looking out most of all for her own corporation and finally ensuring a clear lead in the Assembly over ICP's long-time rival, the Mekong Development Corporation. Since then, Sogabe has used her power in the Assembly to push ahead a social reform platform aimed at righting many of the wrongs she witnessed in her university years. She has faced severe opposition from her business rivals, but has nonetheless been able to begin reducing the Dominion's huge disparities in wealth.

Miyako's political and mercantile success has cost her dearly, however. Her relationship with Marcel — who knew her as a brilliant student of limited means — became strained to the point that in TN 1931 he took a teaching position at the MAS campus in Olduvai, opting to raise Mai alone. Attempts at reconciliation have been unfruitful at best.

Motivations ◆

Speaker Sogabe is always struggling to live up to her own expectations. Having suffered from her father's stern punishment, she is determined not to become his twin as the leader of ICP or her people. Whereas he ruled with enlightened self-interest, Miyako believes it is her responsibility to provide Dominionites with the resources to improve their own lives. Having been cut off from ICP for much of her life, her loyalties toward the Dominion as a whole are much stronger than toward the corporation she heads. Miyako looks back at her youth with no small measure of guilt, thinking of herself as an innocent child who brought a son into the world long before she was ready to be a parent. She is determined to take full responsibility for her actions and has struggled to reestablish contact with her longestranged son Matsuo.

Attitudes ◆

Speaker Sogabe's determination and idealism are tempered by a strong pragmatic streak. Although she does not like to admit it, she is still her father's daughter and is willing to take whatever action she deems necessary to reach her objectives. As Speaker and Taipan, she is forced to make decisions of dubious morality — bribing officials and authorizing corporate espionage and sabotage to secure her position — and these acts were among the many reasons her marriage collapsed. Sogabe does her best to differentiate between her political roles and her personal life, but as her struggle for reform becomes more and more acute, her private life is rapidly vanishing. Where once the opinions of her husband and children were the most important barometer for Sogabe, she now finds herself weighing all her decisions in terms of political support. Consequently, she has had to curb her tendency to speak her mind, particularly after a speech she made concerning the "despicable" social conditions in the emirates led to several calls for her removal.

Current Concerns ◆

Politically, Speaker Sogabe is well aware that she has far more enemies than allies in her endeavors for social reform and dedicates most of her energy to placing her followers in positions of influence and neutralizing her opponents. These tasks have required more and more drastic measures, and Sogabe is sinking deeper and deeper into the morass of Southern politics. Her relationship with Lord Chancellor Etienne Durocher has opened up the use of AST resources, but Sogabe is rightfully wary of the long-term cost.

On a personal level, Miyako is trying to atone for what she sees as her past failings. She supports her son Matsuo despite his constant public denunciations of her leadership and has tried to reconcile with Marcel with only very limited success. He has allowed her to visit their daughter and Miyako is determined to be involved in the raising of her second child. Miyako's private life has recently gained a new level of complexity with a series of letters supposedly from her old lover, Kenji. The missives seem to come from the Badlands and request a reunion, but Miyako suspects a trap set by her opponents.

Family Matters

(Mekong InfoNet, 29 Summer TN 1927) — The Dominion political and commercial scene was turned on its head yesterday by the shocking news of the death of Kazuo Sogabe. Sogabe, age 78, was Taipan of International Consumer Products and had recently been named Speaker of the Mekong Assembly after many years in a minority position. Friends and family of the Speaker are said to be in shock from his sudden death, which doctors are attributing to a sudden stroke.

The succession of ICP leadership, long a matter of great contention, seems to be surprisingly straightforward. According to family insiders, Sogabe had recently undertaken a reconciliation with his alienated daughter Miyako and named her his successor. A young woman of 37, Miyako is expected to make her first address to the ICP executive board tonight and to the Assembly tomorrow evening.





PRECEPTOR GAVIN HYPOLITE

The Humanist Alliance is often thought of as the most docile of the Southern Republic satellite states. The enlightened caste-society of the Illuminatus seems to be too lost in its utopian dreams to offer any form of resistance to Republican domination. Some Humanists, however, are not satisfied with this state of affairs and fight for independence. Chief among those struggling for freedom is Preceptor Gavin Hypolite, the Humanist ambassador to Port Arthur.

Hypolite must play a very subtle game of resistance if his movement to shake off the shackles of the Southern Republic is to have any chance for success. Indeed, spies and agents of the Republic are infamous for their ability to infiltrate even the most secret organization and Hypolite knows well that his "treason" would be rewarded by imprisonment, torture or assassination. Helping him defend against such threats are allies in the Humanist Alliance's own intelligence agency, the Humanist Insight and Regulatory Authority (HIRA). Many of these "Ghosts" are tied to Hypolite's nationalist efforts and provide resources for his movement.

Hypolite's movement is unofficially sanctioned by his long-time mentor, the Illuminatus Salvador Anastapulos. Anastapulos is well watched by the Southern Republic. However, he has given personal support to Hypolite over the cycles and the Ambassador acts with a conviction that his support will be forthcoming when the time comes. This conviction is not as strong as it once was, however. The Illuminatus seems often to be gripped by indecision and rapid changes of opinion that are strange from a man who gained his reputation based on careful and consistent diplomacy. Hypolite is concerned for his old friend, but his duties make any rapprochement between the two unfeasible.

Concerns for security must always come first and Hypolite has little choice but to watch as the man who guided much of his early life seems to fall into a morass of vague decisions and compromises. Little would please Hypolite more than to return to his Illuminatus' side, but his ambassadorial position in Port Arthur is too important to relinquish.

As his efforts progress, however, Preceptor Hypolite must expose himself to an increasing amount of risks. Having established a friendship with Colonel Charles Arthur III, Hypolite has gained access to increased resources for an eventual rebellion. He is also courting Northern assistance and has met with Ella Kayman, the chief CNCS diplomat in the Badlands. All these contacts have arisen suspicion, however, and Allied Southern Intelligence has placed a trusted agent in Hypolite's embassy to report on his activities. She may spell Hypolite's doom — if she can remain hidden from the HIRA agents in his service.

◆ Background

Hypolite was born in Gropius in TN 1875 and raised by practitioners of the, then covert, ancestor worship of Yuri Gropius. While the Hypolites never maintained that the Humanist founder was divine — as some worshippers have — they saw him as the peak of enlightenment and devoutly studied his life. This belief drove Gavin to academic excellence and he was selected for the preceptor class in TN 1891. In TN 1899, Gavin began working at the Perth Symposium, a research and education facility, where he became Salvador Anastapulos' research assistant. The two preceptors soon discovered a shared reverence for the life of Gropius and became close friends. In TN 1908, when Anastapulos became a Humanist diplomat, he took Gavin along to serve as his personal secretary. Hypolite was soon considered his protégé and acted as his closest confidant.

As Anastapulos navigated the morass of the Judas Syndrome and the storm of the War of the Alliance, Hypolite was always by his side. Gavin learned from his mentor's wisdom and quick diplomatic mind, but also became increasingly aware of the stranglehold the Southern Republic had over his people. Humanist decisions were repeatedly countermanded in the name of "regional security" and Anastapulos' opinions were always treated as those of a child by Republican leaders. When the war ended and Anastapulos was elevated to the position of Illuminatus, Gavin became convinced that his life's work must be to free his people from Republican bondage.

In the post-war period, Gavin has received the Illuminatus' support in laying the groundwork for a freedom movement. He has had to play a frustrating waiting game, however, since Anastapulos understands the very real threat of the military might of the Republic. Gavin is forced to make his preparations and wait for a critical moment.

**Profession** ◆

In preparation for his mission, Gavin has been placed as ambassador to the Badlands city of Port Arthur. His embassy is in fact a base of operations for the resistance movement and its associated intelligence network, placed far away from the prying eyes of the Southern Republic. Preceptor Hypolite does carry out the functions of an ambassador as well, however, and has negotiated a limited trade agreement with Port Arthur, allowing for Humanist purchases of industrial quality diamonds for scientific purposes. Hypolite has also entered into a series of negotiations with Arthurian officials and developed a friendship with Colonel Charles Arthur III himself. These discussions have led to covert Arthurian support for the Humanist freedom movement. A small weapons cache has begun to be set aside for an eventual Humanist revolt, while some Arthurian agents have been assigned to train freedom fighters. Tentative discussions with Northern officials have also begun, and Hypolite has had a brief meeting with Ella Kayman, the chief Northern diplomat in the Badlands.

Motivations ◆

Preceptor Hypolite feels a deep love for his society. This sentiment is most purely expressed through his admiration and reverence for the Humanist founder, Yuri Gropius. Hypolite is convinced that the directives set forth by Gropius have created the ultimate human utopia, one spoiled only by the mailed fist of Republican aggression. As a result, he sees it as his duty to do all in his power to shake off that oppressive barrier to the ideal society. Hypolite is unfortunately blind to his own obsession when it comes to both Gropius and Illuminatus Anastapulos. He is so convinced that these men are the perfect examples of their times that he finds it very difficult to step outside the guidelines they have established. Yet Gropius lived hundreds of cycles ago and Anastapulos has become paralyzed by his position, so Hypolite increasingly finds himself without the guides he has come to rely upon.

Attitudes ◆

Gavin Hypolite is a caring and sensitive man, but can also be rightly accused of being sanctimonious. He is so convinced of the perfection of Humanist society that it is very difficult for him to fully respect those who disagree. As a diplomatic aid to Salvador Anastapulos, Hypolite learned to suppress this part of his personality, hiding it under a layer of Humanist calm and understanding in the interests of political agreement. As the cycles go on, however, a darker side to Gavin's personality is emerging. His confidence in the Humanist way of life has been seriously challenged by the ever-increasing Republican domination of his society and the uncertain leadership of his mentor, the Illuminatus, who sometimes seems quite accommodating with his Republican overlords. Unable to accept that his society may not be able to withstand these times of tension, Hypolite seeks ways to lash out. He has stepped up the arming of his movement in consequence and taken to regularly inhaling the mood-altering drug "Plaz" to calm his darkest moods.

Current Concerns ◆

In the political sphere, Hypolite is busy seeking Northern contacts for his freedom movement. The preceptor has come to feel that the coming war will provide an opportunity for liberty. Indeed, if a revolt can be properly timed, Southern forces may be so preoccupied with the North that they will be forced to surrender control of the Alliance. It is critical that Hypolite have solid connections in the Northern high command so that they may obtain supplies and the intelligence required to properly time a revolt. His first meeting with Ella Kayman went well, although the Northern diplomat is reluctant to promise any support.

On a personal level, Hypolite is most concerned with the condition of Salvador Anastapulos. Since his ascension to the mantle of Illuminatus, the once active and astute Anastapulos has seemed sluggish and indecisive. Support for the freedom movement has had to be cajoled out of him on several occasions, and the Illuminatus has seemed to retreat into a ritualized variation of his role, affecting quasi-religious robes and language. Anastapulos has several times confided in Gavin that he fears the end of Gropius' dream is at hand, and this despair has been the greatest blow to the preceptor's hopes.

■ Desert Trade Talks

(Humanist Review, 18 Winter TN 1932) — Preceptor Gavin Hypolite, Alliance ambassador to the city-state of Port Arthur, completed his trade tour of the members of the New Coalition (NuCoal) today. Hypolite has visited the city-states of Temple Heights, Fort Neil and Prince Gable in search of trade agreements. Addressing the NuCoal Council of Trade in Prince Gable, Hypolite congratulated the Badlanders for "creating opportunities in these times of tension" and announced a major commercial agreement with NuCoal covering computer technology. The tour was marred only by the residual tension in NuCoal member-city Lance Point, where a violent worker revolt was put down by the MILICIA last year. Hypolite refused to comment on the issue, but avoided the city-state during his tour despite a public invitation from the local chairman, Samuel Nanga.





EMIR NIGEL SHIROW

If there is history being written anywhere on Terra Nova, it is in the city-state of Basal. Here, at the heart of the Eastern Sun Emirates — the most oppressive of the planet's societies — Emir Nigel Shirow has launched a popular revolution. Taking on the power of both the corrupt Patriarch of the ESE and the mighty Allied Southern Territories, the young Shirow has captured the hearts of the downtrodden and sparked a revolutionary spirit that is spreading across Terra Nova.

Shirow's rebellion has sent shockwaves across the South, exposing some of the most powerful internal conflicts of the Allied Southern Territories. By taking advantage of such divisions, the emir has managed to keep his forces going despite the impressive superiority of their enemies. Eastern Patriarch Oliver Masao has driven his troops into a fanatical fury against the rebels who would dare challenge the Emirates' ruler. AST forces, however, have limited their activities thanks to the efforts of Republican Prime Minister deRouen and Lord Chancellor Kenichi Tanaka, who want to avoid their forces being bogged down in a civil war. AST Lord Protector Molay, however, has taken personal offense at the rebellion and is greatly hated by Shirow and most other Basalites. Known as the "Butcher of Basal," the former SRID commander once put down a popular revolt in the city by slaughtering civilians and is pushing his forces to employ these tactics once more.

Faced with such opposition, Shirow has been forced to mount a very effective guerrilla struggle. Much of the city of Basal is in ruins and partially abandoned, inhabitants darting from building to building to obtain supplies while avoiding sniper fire from Patriarchal troops. An increasing number of the city's inhabitants are forced to find shelter in the "undercity," an extensive network of shelters throughout the colonial-era sewer system of Basal, or in the many improvised bunkers which have been cobbled together from the city's sturdier buildings. From these makeshift staging grounds, Shirow oversees the training of his soldiers and welcomes what volunteers and supplies he can obtain from the outside. He receives this help from the North and those who have come to fight for freedom.

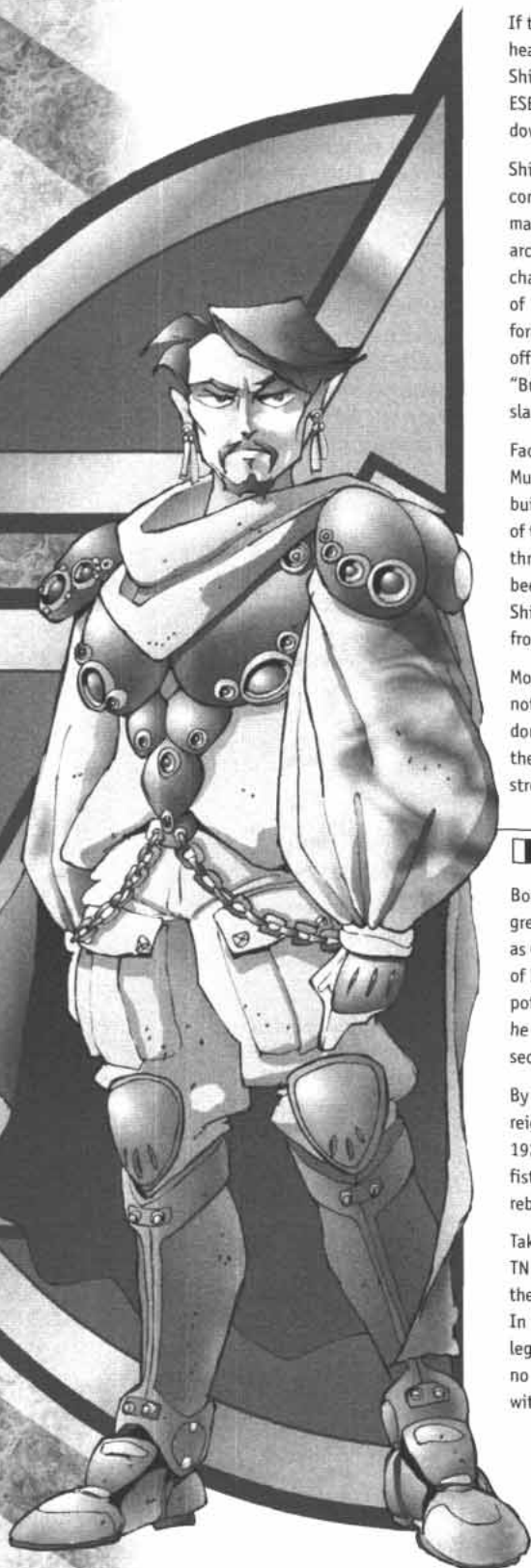
Most parties think of Shirow as having turned his back on the Emirates' system altogether. He has not. Instead, Shirow argues for a reform of the system which hails back to the days before Southern domination of the ESE, in which the emirs would take responsibility for their subjects and allow them the freedom and resources they needed to lead fulfilling lives. Shirow remains an emir and feels strongly that his rebellion is not only for the good of his city, but of his league as a whole.

■ Background

Born in TN 1898 in the lap of luxury, Nigel was the fifth child of Emir Anastasia Shirow of Basal. He grew up observing his father Reginald's struggles to retain Anastasia's fickle affections. In TN 1913, as Colonial forces began their assault on Terra Nova, Nigel was forced underground by the machinations of his elder brother Salman. Determined to become Emir, Salman arranged for the assassination of all potential rivals during the chaos of the initial Colonial assault. Reginald was killed by sniper fire as he pushed his son through a concealed palace exit. Nigel spent the war hiding in the lower class sectors of Basal and learned to appreciate the culture that surrounded him.

By TN 1917, Salman was firmly in control, having killed off his rivals and manipulated his mother. His reign was extremely bloody and cruel, with any thorn in the regime's side hung in the streets. In TN 1920, a mass uprising swept the city. For three glorious days the city was free — until the Southern fist came down. Under the orders of SRID director Jacques Molay, the Republican Army hemmed in the rebels. Incendiary rockets and flame throwers then put a brutal end to the revolt.

Taking the time to gather his allies among the people and among palace insiders, Nigel responded in TN 1923. Smuggled into the palace at night, he ended Salman's reign of terror with a quick flick of the knife. Displaying proof of Salman's "treason" to his mother, Nigel became the favored heir apparent. In TN 1931, Anastasia died of an overdose of her favorite recreational drug, and Nigel found himself legitimate Emir. Appearing before his people, he announced the independence of the Emirate, claiming no ties to the corrupt regime of the Patriarch. The crowd responded with wild cheers, the Patriarch with calls for blood.





Profession ◆

Shirow must play the roles of popular leader, military commander and brilliant diplomat. His charisma, the legitimacy of his claim and the brutality of his enemies have kept most Basalites behind him. Despite the fact that the city-state has become a hellhole of guerrilla warfare and terrorism, images of Shirow are pasted on many walls. He has had the good sense to listen to his tactical advisors, most particularly War of the Alliance veteran and MILICIA defector Alfonz Otahara. Otahara has led a very effective guerrilla war over the last two cycles, despite heavy losses.

Perhaps Shirow's greatest accomplishment has been his diplomatic tightrope walking. The Emir has received recognition and some supplies from the North, but is aware that too much support will only strengthen Southern resolve. Locally, he has been able to appeal to some of the more level-headed Republican politicians who have constrained the MILICIA to strike only at military targets. ESE Lord Chancellor Kenichi Tanaka has had discussions with Shirow, but Jacques Molay, now AST Lord Protector, remains an implacable enemy.

Motivations ◆

Nigel Shirow is motivated largely by an honest affection for Basal and Basalites. Raised in the brutality of his culture, he is determined to create a better example. In the short-term, this implies a drive to obtain the political and physical resources necessary to defend his city-state from Patriarchal and AST troops. His contacts with the North are not motivated by affection for the Arctic lifestyle or philosophy, but the reality of a polarized diplomatic climate. Shirow is still an Emir, however, and has a powerful egotistical streak. His advisors and friends — particularly his childhood confidant Victorya Hiro — try their best to subdue this aspect of his character, but he identifies his own person with his Emirate very closely. What is good for Shirow must be good for Basal. This tendency is encouraged by the use of his image as a sign of rebellion and the growth of a cult of personality.

Attitudes ◆

Some call Shirow a complete populist, but this is inaccurate. The Emir still believes in the social system established by the officers of the HCS Eastern Sun: he feels the problem is that the other Emirs have abdicated their responsibility toward their subjects. In his mind, the lives of common people are far from worthless and the Emirs have a responsibility to care for them. The free Basal envisioned by Shirow would be run as a corporate state combining certain elements of the Humanist and Republican models. Each class would be allowed to voice its concerns on national issues and would govern in certain well defined areas, while overall political control would sit in the hands of the benevolent Emir.

Shirow does have an individualistic streak and strongly believes in the doctrine of personal responsibility. To him, the Emirs and their ancestors abdicated their sacred responsibility to care for their state and train competent rulers, and have thus lost all legitimacy. Unlike them, he is usually willing to judge those he meets on their own merits rather than their class.

Current Concerns ◆

As the Basal revolt continues without hope of a military victory for the rebellion and North-South tensions reach new heights, Emir Shirow has come to realize that he is approaching a critical juncture. The Basal uprising is currently caught at the point where it is a big enough problem for the Republic that the Southern leadership will want the revolt to disappear before going to war, but small enough that the use of massive military force to crush it is still a viable option. Shirow is seeking any and all means to expand his movement at the correct rate so that the AST will reach a settlement with him rather than waste military resources.

His current objective is to lay the groundwork for expanding the revolt to other Emirates. The popular discontent is there; now it is just a matter of fanning the flames. For this task Shirow has recruited several infiltration specialists and agents provocateurs from the volunteers who have been flocking to Basal. The Emir is also trying to delay the full AST assault recommended by Jacques Molay by limiting Northern involvement (relying on more covert supply sources and volunteer forces) and seeking "understandings" with Molay's political rivals.

■ CNCS Recognizes Basal

(NorCom Newswatch, 29 Autumn TN 1931) — In a move sure to send shock waves across the globe, the Confederate Northern City-States inner council passed a unanimous motion recognizing the independence of the Eastern city-state of Basal. This support for the beleaguered rebels led by Emir Nigel Shirow comes mere days after the slaughter of 109 unarmed Basalite refugees by the forces of the Eastern Sun Emirates Patriarch, Oliver Masao. The member leagues of the CNCS are expected to pass resolutions of their own within the next 36 hours. Political analysts are unsure of the repercussions of these diplomatic moves, with theories ranging from diplomatic pressure to covert military aid. Although it seems clear that the Northern leagues is not yet prepared to go to war for Basal, that eventuality did come one step closer to realization today.





PAXTON HEO MILANI DUBEAU-SLOVENSKI

The "Black Queen" of Paxton Arms, Head Executive Officer Milani DuBeau-Slovenski lives in the shadows of the great weapons conglomerate. Responsible for tracking down and eliminating threats to the company, she forms the perfect counterpoint to the friendly leadership of President and CEO Gerald Simosa. Content with her public image, Milani has the conglomerate firmly in hand and is more than happy to use Simosa as a smoke screen.

As the forces and diplomats of the Confederated Northern City-States and the Allies Southern Territories spread out across the Badlands in preparation for the war they sense coming, DuBeau-Slovenski is faced with the duties of readying Paxton Arms for the storm to come. The conglomerate's policy of selling arms to whoever is willing to buy while still guaranteeing the safety and independence of the Badlands — which has had renewed force since the War of the Alliance — is one of the biggest problems facing the HEO. The so-called Paxton Protectorate may well prove unworkable in a time of war and Milani is redirecting the interest of the conglomerate toward protecting Peace River alone.

This change of policy could well cause a rupture between Milani and President Gerald Simosa, who has staked much of his reputation on the strengthening of the Paxton Protectorate. Although Milani is confident in her ability to eliminate Simosa if strictly necessary, he is not a simple pawn. An astute corporate leader, he has forged a beneficial cooperative relationship with Milani and she has serious doubts that such a relationship could be rebuilt with another. Fidel Jacobi, the Paxton executive most likely to replace Simosa if the time comes, would surely be a more difficult resource to manage. He would either completely reject Milani, leading her into a fight for control, or would be completely manipulated, forcing her to manage much more of the corporation than necessary. Fidel Jacobi sees Milani as nothing but a hireling and will have to be taught the facts of corporate life when the time comes. All in all, the prospect of reworking the corporate power structure once more is not appealing to Milani and she hopes that an arrangement will be possible with Simosa in the long run.

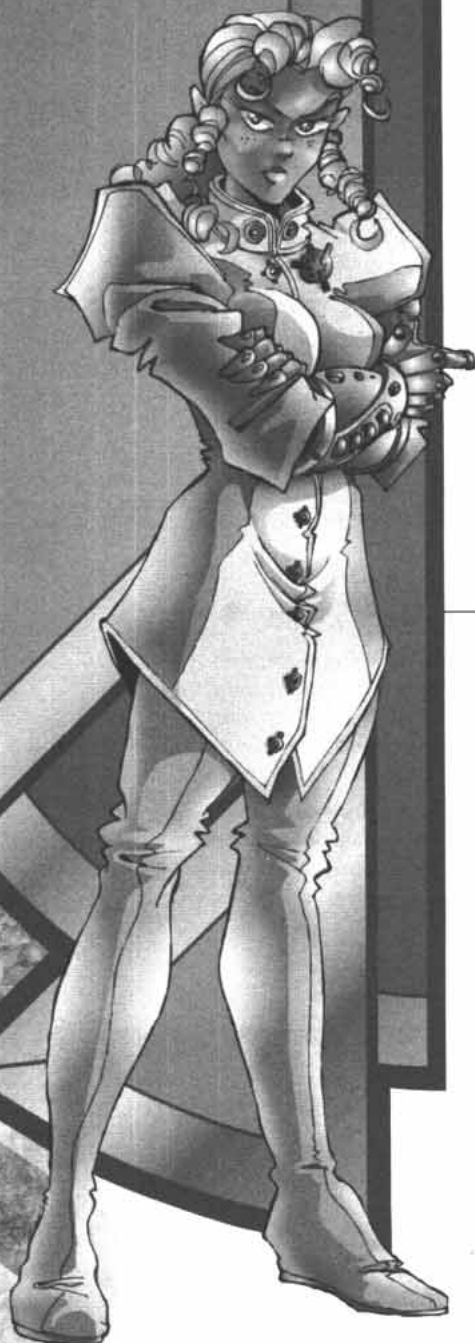
Inside the massive corporate city-state of Peace River itself, Milani has other pressing problems. An undercurrent of worker activism has long been part of the Paxton landscape (fueled by sometimes appalling work conditions) and recent cycles have seen an upswing in the most radical movements. The worker revolt in the Badlands city-state of Lance Point in TN 1931 (see *Into the Badlands*, pp. 36 and 56) was quickly crushed by the Southern MILICIA, but has inspired outburst of fringe labor movements across the Badlands, including in Peace River. Most recently, a violent cell of the Badlands Revolutionary Front (inspired by the Lance Point rebels) has begun plaguing Milani's efforts to maintain order.

◆ Background

Milani learned that she was alone at an early age. Her mother died during childbirth in TN 1889 and her father and brothers all held her responsible the death. Raised amidst anger and resentment, she left her manager-caste family behind as soon as she could. After spending her youth in various boarding schools where she was constantly getting into trouble, she entered the Peace River Business Academy with her eyes set on climbing the Paxton corporate ladder.

At the academy, Milani discovered that she could use her looks and the infantile fantasies of male students as a weapon. Playing the innocent and smiling just so, she realized, was a rapid way to get what she wanted. Her studies featured a string of academic successes and convenient paramours. The cutthroat world of corporate affairs suited her personality perfectly, and she graduated into the executive caste and a position of influence in Paxton Arms.

As an executive, Milani became increasingly frustrated with what she perceived to be a lack of direction in the conglomerate. Instead of taking advantage of the aftermath of the War of the Alliance to drive a wedge into the Heavy Gear market, Paxton seemed to be trying to become the political leader of the Badlands and simply secure its already established markets. The lack of ambition and vision was profoundly frustrating to Milani. It became clear that no one was able to make the hard decisions necessary, and she began her rise in earnest. Advancing on her own merits when possible, but often having to act through dotting senior executives, Milani's career soared. She had few compunctions about ruining those who got in her way and soon found herself one of the most influential women in the conglomerate.





Profession ◆

Milani came to the attention of President Gerald Simosa in the late TN 1920s, when she was serving as the “executive assistant” to board-member Laxton Newell. Simosa saw an impressive increase in Newell’s efficiency and power on the board and traced it back to Milani. Becoming convinced he needed her on his team, he offered her the position of Paxton Head Executive Officer in TN 1930.

As HEO, Milani is technically Simosa’s troubleshooter. She identifies and eliminates potential problems for the conglomerate and its president, employing a very well trained and efficient special operations department under her direct command. The cold and clean disappearance of corporate enemies has earned her the moniker of “head execution officer.”

Behind closed doors, Milani is far more than Gerald Simosa’s assistant, however. She has become his chief advisor and in many ways is more directly responsible for the shaping of Paxton policy than he is. She is well aware that Simosa makes a better figurehead for Paxton than she does and is satisfied to wield her influence through him for the time being.

Motivations ◆

Paxton insiders are evenly divided as to whether Milani is motivated by pure ambition or a cold loyalty to the conglomerate. Childhood companions and some close observers feel that Milani is simply angry at the world for having cut her off from any and all affection as a child. Convinced that all love or friendship is in some way tainted by manipulation and self-interest, Milani has climbed the corporate ladder in quest of the ultimate revenge. These observations only touch on elements of truth.

At the center of Milani is an absolute refusal to allow herself to be controlled by others. This has blended with her anger and resentment at the world around her to send her on a climb up the corporate ladder. She realized quickly that in Paxton, the only position of freedom is at the top.

Attitudes ◆

Milani has raised a powerful shield of anger and ambition about herself that prevents her from seeing those around her as more than resources or obstacles to her objectives. Only rarely does she let her guard down, usually in quiet moments in her quarters. The more cycles she spends at the heart of Paxton, the less respect she has for the executives that direct it. Indeed, only those with the courage to try to change the system have ever garnered her respect. Although she rarely admits it, she too is determined to make Paxton a better corporation by disposing of the stale executives at its head. Helena Hitashi, a former worker-caste radical and currently the Peace River Administrator, is the official Milani respects the most because she has never been afraid to take on the establishment and has had the skill to succeed. The two women shared a romantic liaison in the Summer of TN 1932, but their relationship staled in the long term because of Milani’s inability to admit her own feelings.

Current Concerns ◆

Milani is currently focusing on preparing Paxton for the war she knows is coming. Internally, she is most concerned with tightening the corporate ship, making sure that internal problems do not overwhelm the conglomerate. Milani feels that she has a fairly tight hold on the executive infighting which has paralyzed Paxton in the past; the fear she has instilled in the halls of power serves her well. Her gravest concern is a rising tide of worker resentment in Peace River and across the Badlands. The TN 1931 revolt of workers in the Westridge community of Lance Point has acted as a trigger for labor activism across the equatorial band, including Peace River. The Badlands Revolutionary Force — a paramilitary band of renegade Lance Point workers — has recently been emulated in Peace River, becoming a banner under which many radicals have joined together. Milani realizes that she must quickly deal with these revolutionaries or a divided Paxton will provide a tempting target for one polar power or the other in the coming conflict. She has suggested to President Simosa that additional worker reforms might be in order and is trying to isolate the most radical elements — which can then be safely eliminated.

■ Scandal Revealed

(Peace River Investigator, 18 Winter TN 1930) — Scandal rocked the upper echelons of the executive caste yesterday when Senior Vice-President Emas Longview was suddenly relieved of his post and charged with over 600 counts of embezzlement. Longview and three members of his staff are scheduled to appear before the Executive Board of Review this evening to try and answer the charges laid down by Head Executive Officer Milani DuBeau-Slovenski. Eta Mathers, press secretary to DuBeau-Slovenski’s office, revealed that Longview is accused of funneling funds from the public relations division to his own bank accounts in Westphalia and Prince Gable. The total funds diverted have yet to be ascertained, but may well top 30 million dollars, said Mathers. She refused to answer any question regarding the details of the investigation or the agents involved, although inside sources claim DuBeau-Slovenski herself was present for Longview’s arrest.





DOUGLAS WINTER

◆ Background

Born in TN 1884 in Zagazig to rather average parents, Douglas grew up like most children — getting into trouble. He was often escorted home by the police after being found sneaking around construction sites, military bases or government buildings. With the exception of some warnings from the police and spankings from his father, little harm came from Douglas' childhood covert quests. One night, however, Douglas was brought home by the police in a state of shock, unable to remember the events of the evening. Worried about what had happened to their son, Douglas' parents arranged for a meeting with a psychiatrist. After numerous meetings, the psychiatrist could not discover what had caused Douglas to forget the events of that night. Recently, Douglas has awoken from horrible nightmares, remembering nothing but the face of a younger Winston Stark and a tall, imposing woman with a scar over her left eye.

◆ Profession

Douglas graduated from Wententhal University with a degree in psychology in TN 1915. Later that year, unable to find work in his field, he was hired by the Northern Post, a news service, as an office clerk. While there, he worked his way through several jobs until, at the height of the war in TN 1916, he was hired as a combat field reporter. In the next cycle, while covering the signing of the Treaty of Westphalia, Douglas uncovered an assassination plot aimed at Grand Marshal von Breslau. The attempt was averted and, because of pressure from above, Douglas' report about the event was suppressed, never to see print. Since then he has worked as a freelance reporter for numerous news services.

◆ Attitudes

Douglas appears to be a friendly and outgoing person. He loves to chat with anyone, on just about anything; after all, anything they have to say could potentially lead to something interesting. He has grown to love searching for the skeletons in people's closets and is always taking greater risks to uncover darker secrets. He is quite obsessive about his searches, ignoring the joys of life if there is the smallest potential for a story around the next corner. The only occasional exception is when he and Jeremiah sit down for a game of cards, one of the few times he truly relaxes.

◆ Combat Reactions

Douglas is nobody's fool. He knows full well that he has no place in any sort of combat. He also knows that the best way to avoid a fight is to talk his way out of a bad situation before it gets worse. Over the years, Douglas has turned bluffing his way out of fights into an art form. He has also made running for cover when his bluffs fail into a fine hobby. When trouble rears its ugly head, Douglas will grab the nearest piece of cover and wait for things to calm down, watching for anything interesting.

◆ Contacts

Valerie Solanas (age 75, specialties: media & bureaucracy), senior editor for the Satellite News Service; Katelyn (age 31, specialties: seduction & streetwise), a high society call-girl in Valeria whom Douglas aided when she had troubles with her pimp; Harry Wendelstedt (age 58, specialties: trading & rumor-mongering), a trader who sells secrets; Davood Mor (age 37, specialties: leadership & Gear piloting), leader of the Desert Wolves, who helps Douglas in return for Douglas having killed an unflattering story about the Wolves.





ALEXHANDER DÄNTE

Background ◆

Colonel Dänte, commanding officer of the 7th Norlight Heavy Gear Regiment — Avenging Scythes — is the epitome of a military officer; an image he himself fosters to hide his own insecurities and troubled psyche. Born in Exeter in TN 1886, Alexander was raised in a family whose military traditions stretch back countless generations, a family in which he was expected to join the military from an early age and live up to his name. Burdened by such high expectations and under constant pressure to succeed, Alexander attempted suicide twice as a means of escape. It was finally the teachings of Mamoud that let him find inner peace. Alexander was a chaplain, tending to the spiritual needs of his regiment, when Earth invaded Terra Nova. He was the only one of his siblings to survive the War of Alliance, a fact which still haunts him to this day.

Profession ◆

Unlike his two brothers, Alexander never aspired to command a regiment, instead enlisting as a chaplain with the Avenging Scythes. During a poorly planned assault on a defended ridge, the regiment was caught in vicious crossfire as the CEF forces led a counterattack. With most of the Scythes' officers dead or wounded, confusion washed over the Northern Gears and the Earth forces made short work of them. All seemed lost, until Alexander led a desperate attack which completely caught the defenders off guard and allowed the Scythes to retreat and wait for reinforcements. It was after this display of heroics that Alexander was promoted to Lieutenant and eventually granted the command of the regiment in TN 1925.

Attitudes ◆

Alexander feels guilty for being his family's sole survivor; during times of stress, the memories of his dead brothers plague him. Only under the facade of his military duties and his faith can he hide from the torment he feels — torment which has brought him close to suicide on more than one occasion. For Alexander, the only salvation is his faith and his strong fundamentalist belief in the dream of a united Terra Nova under Revisionism. Although not a blind zealot, he does understand the need for action against those who would turn their backs on the Prophet and his teachings.

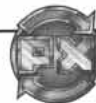
Combat Reactions ◆

Although he is an inspirational leader, able to propel his men to greatness, and an adequate tactician, combat is a trying experience for Alexander. He understands that to have peace, one must be able to fight and, more importantly, sacrifice oneself for one's ideals. This determination, coupled with his deeply buried suicidal feelings, often leads Alexander into extremely dangerous situations, putting his faith in Mamoud to the test. So far, the Prophet has smiled on him and saved him from almost certain death. For Alexander, every battle won is one step closer to the realization of the Prophet's dream, or one step closer to his own death.

Contacts ◆

Maghean Devous (Age 53, specialties psychology & medicine), a psychologist whom he meets with in secret; Sister Khella Dean (Age 24, specialties religion & philosophy), a young follower of Revisionism who has attracted his eye; Sergeant Major Thomas Ferro (specialties tactics & leadership), the Avenging Scythes Regimental NCO who has begun to doubt Alexander's ability to lead the regiment and is keeping tabs on him.





BACCUS PESHTARELLE

◆ Background

Baccus Peshtarelle was born in Autumn TN 1853, the son of an industrialist and a doctor. Baccus realized his potential early on, smuggling food and toys into his harsh private school for money. Following a brief stint as a legal clerk, he enrolled in the Northern Guard military academy at 26. By the end of the war, he was commander of the 8th Support and Logistics Battalion. Throughout his career, he had been involved in smuggling, starting with banned trideoes and liquor and working his way up to inter-unit trading of weapons and supplies. Baccus' rapid rise in rank was facilitated by his expertise at first befriendng (often with the help of "gifts"), then stabbing his equally arrogant superiors in the back. By the war's end, Northern Guard Command had enacted a deep-cover operation to entrap him. Tipped off by Tatsugoro Habana, Baccus immediately retired his commission.

◆ Profession

Baccus started PX Couriers with the capital he had squirrelled away during his service and runs it almost exactly as he did the 8th Logistics Battalion. Following his retirement, the Northern Guard began dishonorably discharging members of his command, whom he hired almost immediately after. The challenging tactics of military logistics trained him well for the role of smuggler baron, and he deals fluidly with the dregs of society and captains of industry alike. The Mekong-UMF trade alliance he is aiding UMF Treasurer Banderas to create would set Terra Nova's business world on its ear, and Baccus will be there to capitalize on the tumult.

◆ Attitudes

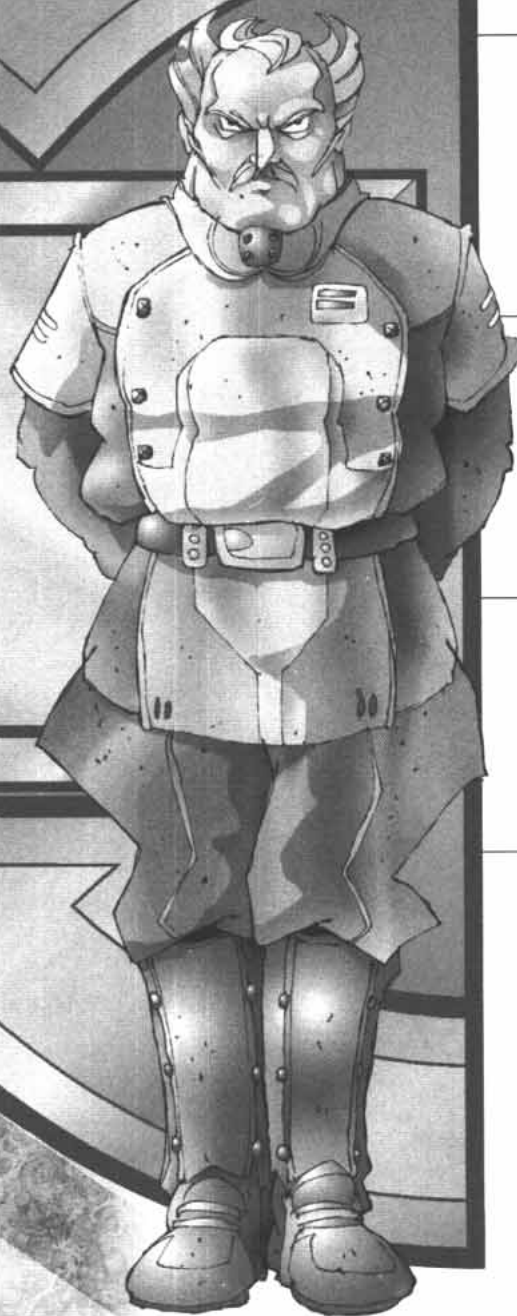
Baccus tolerates a wide range of views and beliefs and shrewdly uses them as an asset in his dealings. While conniving and manipulative in business matters, he is not without compassion. He is guilty himself of exploiting others' ambition and arrogance, but he deplores subjugation, whether by government edict or by force. He demonstrates this not only through his smuggling operations and attacks on Terra Nova's slave trade, but also his foster-parenting of Sharon Maddox. Baccus feels the CNCS has abandoned him despite his years of service, therefore he has no qualms about dealing with rover gangs or Mekong corporations.

◆ Combat Reactions

Baccus tasted combat early in life and as a result has little desire to participate in it first-hand. If attacked personally, he will calmly step back and let his bodyguards do the fighting, pistol ready in case things get out of control. If cornered, he would fight fiercely to protect himself and those he holds dear. Otherwise, Baccus prefers cunning and intrigue, setting clever traps by which his enemy causes his own ruin. Baccus would not hesitate to involve the local police, or even CNCS intelligence, if it meant assuring an enemy's utter destruction.

◆ Contacts

General Jurgen Magnusson (age 76, specialties: intelligence & logistics), his oldest friend; Police Captain Deanna Brozik (age 60, specialties: law & investigation), his lover; Davood Mor (age 37, specialties: desert survival & leadership), leader of the Desert Wolves; Yves Banderas (age 46, specialties: politics & business), Treasurer of the UMF; Kasuko Baldwin (age 37, specialties: assassination & streetwise), one of his trusted bodyguards; Darius Baldwin (age 43, specialties: security systems & demolitions), his other trusted bodyguard; Merovinghan Slade (age: 45, specialties: persuasion & streetwise), his Mekong contact.





DR. ISAAC LANGMUIR

Background ◆

Although born in White Rock in TN 1861, Langmuir's parents left the Humanist Alliance to work for Dominion Works in Mekong when he was a child. Isaac began to study in the prestigious Mekong Academy of Science in TN 1881 and quickly became interested in anthropology. His studies helped him to understand and adapt to Mekong culture. In 1890 TN, he began his career as a foreign relations consultant at Mekong Relations, a negotiation firm, until he was hired by the MAS to teach anthropology in TN 1893. The same year, he met Maria, his future wife; they fell in love near the Fount of Good Fortune and were married in TN 1894. Two children have brought joy to Langmuir's life. His first, Hana, is working in a small company as a marketing counselor and his youngest daughter, Akane, is studying in the Southern Republic to get her degree in molecular chemistry.

Profession ◆

After working in the private sector for two years, Langmuir received a special grant from the MAS and began his now famous research on the Mekong Dominion. His greatest achievement was to make the first complete ethnography of Mekong culture. *Morality in Mekong: The Social Structure of the Dominion* was a non-fiction best-seller for a cycle and a half and made Dr. Langmuir one of the most famous anthropologists on Terra Nova, giving him the chance to do as he pleased. His less famous works include "Anthropology and Sociology," "A Month in a Jungle Community" and "The Two-Snake Cult." His latest project is to make the first ethnography of Sand Rider society.

Attitudes ◆

Dr. Langmuir is notoriously absent minded, often starting a sentence without anyone knowing what he is talking about, and often forgetting what he was just doing. He sometimes becomes irrationally angry at a little inconvenience. Langmuir's behavior stem from the fact that he feels the cycles catching up with him and fears that he will not be able to do all that he wants in life. He is very obsessed with time, often glancing at his pocket watch, working on many things at the same time and complaining to the other members of the team that they are losing precious time.

Combat Reactions ◆

If Langmuir happens to be caught in a combat situation he will run to safety and hide until either Paul or Abram come to collect him. The old man will be frightened and could become paralyzed with fear if the action comes a little too close to him. Usually he will let Paul Greco take care of the problem, and Abram will always try to protect "the wise man," to the great pleasure of the scholar. If his life is in danger, he will beg and plead. Langmuir is not a soldier and could not care less about honor on the battlefield.

Contacts ◆

Dr. Frank Zuihitsu (age 70, specialties: anthropology & Arthurian ethnography), his colleague and co-author of "Anthropology and Sociology;" Maria Tsuma Langmuir (age 66, specialty: astrophysics), his wife and rector of the faculty of Physical Sciences of the MAS; Akira Naguno (age 25, specialty: cognitive anthropology), one of his brightest students with a great future in the field; Dr. Miji Donata (age 74, specialty: ancient history), a professor in the history department and a good friend; Dr. Ernesto Ryles (age 68, specialty: anthropology), a vocal critic of his study of the Two-Snake Cult.



LI SONG TSU



◆ Background

Li was born in TN 1841 in Yung An to two writers who gave him every encouragement to follow his dreams. As he showed both an interest and an aptitude for medicine, they apprenticed him to one of the Mekong Dominion's leading doctors. As he became more proficient at his profession, however, Li also became less satisfied with the way it was used. In TN 1876, after years of dissatisfaction, he took a position at the Revisionist Hospice in Massada. Here the teachings of the Prophet changed his life and set him on the path of love he still follows. Li is very old and bald, with skin so heavily weathered he seems to be part of the desert. Physically, he is slowly failing and knows it cannot be too many cycles before he can no longer pursue his life's work. Safe in his faith, however, he knows no bitterness.

◆ Profession

Li has been a surgeon, researcher and teacher for over 70 cycles. The depth of his skills and knowledge is hard to overestimate even if age is slowly crippling him. Technical skill is matched by a loving and unselfish spirit that has helped many to recover from mental wounds as well as physical. His one great disappointment has been his medicinal-botanical research, for he has never had the time to truly pursue it. Furthermore, when he started MSP, Li foolishly signed a contract that gave Rouge-Ferrier a monopoly on his results. However, Li has not let that or anything else detract from the calling to help the sick which is at the center of his life and faith.

◆ Attitudes

Li believes that at heart all people are good and approaches everything on that basis. He is not naive, but rather believes that he must treat others as he would have them treat him. His decency, combined with his Massadan Revisionist vision of a loving world, gives him an unsettling charisma, and he usually strikes people as saintly, if not quite sane. He still fervently pursues peace as a way of life, an ideology that brings hope for all. Secure in his faith and love of his fellow man, no setback is so great as to deter him.

◆ Combat Reactions

Li is both a doctor and a life long pacifist, and he will not raise a hand to defend himself. This and his habit of praying for whoever attacks him while they do it is often enough to deter the most hardened assailant. Li is not suicidal and will negotiate, but will never back down on his principles. Considering his age, there is little that Li could do in the event of attack, and a good chance that it would kill him. Li finds strength in his mortality and will stare death in the face when it is his time.

◆ Contacts

Gilbert Hubert (age 38, specialties: ambush & small arms), county sheriff; Preceptor Bruce Karn (age 70, specialties: botany & toxicology), academic peer; Brother Wilim Kosnar (age 44, specialties: bureaucracy & business), assistant to the First Follower; Mitsutaki Helen (age 32, specialties: tactics & leadership), chief of staff to Proconsul Lang; Soldier Marie (age 22, specialties: first aid & combat), senior Isabella class GREL in Port Arthur; Sara Glitz (age 35, specialties: streetwise & vehicles), Wounded Knee smuggler boss.





Preceptor Tara Alany

Background ◆

Born in Perth on 19 Summer TN 1879, Tara spent many of her years as a ward child learning and examining how the Humanist Alliance differed from the other peoples of Terra Nova. Assessed in her exams to be a preceptor, she has completely accepted her role and is devoted to protecting the way of life that she knows is the most loving and humane on the planet. Her career is full of successes, and she shows no remorse to those who would try to destroy the system, from within or without. Her file tells the history of an ideal Platonic servant of the HA. If she has any flaws in her superior's eyes, they are wishing to stay close to the enemy and refusing promotion. Tara knows that the Purifiers cannot do without her leadership and she is concerned that she will be forced by the HIRA to assume a different, albeit greater, role.

Profession ◆

Tara was identified as a potential HIRA operative after her exam at 16 cycles of age. She was then subjected to further testing and a long indoctrination process, molding her values and eliminating any remaining rebellious thoughts. When they were sure of her suitability, HIRA approached her. Proud to serve the Alliance, Tara accepted willingly. HIRA then determined her aptitudes, training her in the fields of cryptography, espionage and human behavior. Tara has proven to be a very capable operative, and has led her cell for over a dozen cycles. She has an exceptional ability to elicit information from subjects by way of drugs, psychology and torture. Her methods are stereotypically textbook, and are regarded as unnecessarily pedantic by the others in the cell.

Attitudes ◆

Tara is very demanding of her agents. She expects them to never waver from the rules and plans she lays down. She never takes back-talk. She has made it clear that harboring secrets from her, or attempting to deceive her, could be the last thing that they ever do. She is not completely tyrannical and accepts that people are not machines. She well understands that banter and minor horseplay are part of life and a releaser of tension. Tara has a calculating and cunning mind and is a merciless interrogator.

Combat Reactions ◆

Although Tara likes to be close to the action, she leaves the fighting to others wherever possible, preferring to use wits and subterfuge over violence. If violence is a necessity she will take cover and fight, attempting to injure but not kill her opponents; she likes to keep attackers alive for later. Tara can handle torture and will surrender if she thinks she can learn something by doing so. She will of course not do this unless there is a good chance of being freed or escaping.

Contacts ◆

Jenop Spinden (age 64, specialties: espionage & psychology), former teacher whom she keeps in touch with; Fanov Damovich (age 36, specialties: electronics & communications), a member of a HIRA technical cell who Tara talks to about technical difficulties and changes in technology.





INDIRA MADDISON

◆ Background

Born in TN 1881, Indira grew up in the Humanist Alliance capital of Perth. Assigned to the preceptor class in TN 1897, her guide was a minor government official, and Indira looked set to become a small cog in the Humanist state machine. This was to change with the start of the War of the Alliance when she joined Allied Southern Intelligence as a member of its support staff. After the war, Indira became involved in investigations into the activities of suspected Terran collaborators as an intelligence analyst. Indira's insight and drive came to the attention of Commandant Lazarus, who approached her to join the SIU. Indira accepted and after extensive training she was assigned to undercover operations. After several years of dedicated service, Indira was promoted to sous-lieutenant and placed in charge of an Aardman Electronics field team.

◆ Profession

Indira is the leader of both the Aardman Electronics field team and the SIU operatives in it. As the leader of the field team, Indira organizes travel and accommodation, liaises with company headquarters and review team member performance. She also debriefs users of Aardman products and prototypes to assess their performance and discover if any improvements may be necessary. As chief SIU agent, she receives orders from the SIU, coordinates the activities of the agents, analyzes any data collected by the team and determines the correct course of action. Indira takes all aspects of her assignment very seriously and has little time for a personal life.

◆ Attitudes

Cynical and cool, Indira is driven to succeed. She rarely does anything that is not designed to advance her current mission and becomes annoyed when the non-Humanist members of the team do not treat her orders with due respect. She generally views people as things to be twisted to her own advantage. This has cost her more than a few friends over the years and led to her divorce from her husband, which is the only big regret in her private or professional life.

◆ Combat Reactions

Indira has nothing against violence — as long as she is not personally in physical danger. While not a coward, Indira tries to get other people to fight for her whenever possible using orders, bribes, emotional blackmail, whatever it takes to keep herself out of harm's way. If she is unable to manipulate others into doing her dirty work, or is forced into combat by forces beyond her control, she attacks without mercy, striking preemptively if at all possible.

◆ Contacts

Sandra Varney (Age 29, specialties: theatrics & streetwise), a member of a troupe of street performers and occasional informer; Neal Harman (Age 51, specialties: strider pilot & earth sciences), her ex-husband and prospector for Mekong Geotech; Kerry Naylor (Age 68, specialties: law & bureaucracy), an AST official Indira rescued from terrorists.





GOYA HASMIR

Background ◆

Born in TN 1877 to a military family in Port Oasis, Goya grew up accustomed to the soldier's life. Firmly believing in the inherent superiority of Southern Republicans and the rightness of their causes, Goya joined the military at the first opportunity. She entered the Légion Noire as an escouade leader, where she spent her next twenty cycles serving her league.

In TN 1927, Goya discovered how little her nation and people cared for her loyalty, when her refusal of a senior officer's sexual advances resulted in a spiteful false accusation of treason. Before an inquiry could be conducted, her quarters were destroyed in an "accidental" fire which she escaped at the cost of much of her left side. Goya survived the ensuing manhunt by luck and sheer force of will. She found shelter with a friend, a Port Oasis private investigator who helped her recover from her wounds in a place of safety.

Profession ◆

Presumed dead by her superiors, Goya was posthumously stripped of all rank and honor. Abandoned by her people, she began to nurse a growing hatred for the political system that had betrayed her. She concealed her identity and disappeared, her morale as broken as her body.

In TN 1931, made whole with ugly but functional cyb prostheses, Goya came to Basal with Dr. Ulrich to join the rebel emir's forces. When the Revenants were formed, the choice for leader was obvious. Goya's tactical and organizational skills coupled with her drive and force of personality have made her a respected, if not beloved, commander. She plans and directs all of the team's operations, focused always on advancing her personal vendetta against the Republic.

Attitudes ◆

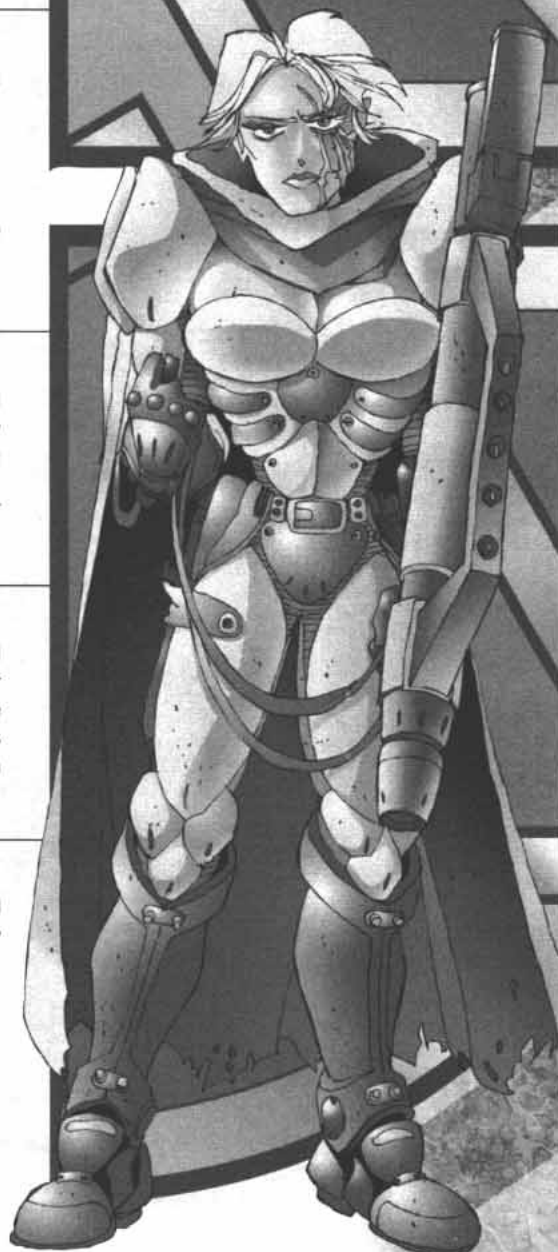
Goya believes she should be dead, and acts like it. She sees her cybs as a symbol of her half-life, and permits herself few displays of emotion. Her priorities are (in order of importance) keeping her new "unit" alive, gaining allies for Shirow's crusade, assisting in the downfall of the AST, and lastly, living long enough to see it all happen. More than any of her comrades, Goya fits the label of a revenant, and she knows it. She should be dead, and is only alive because of unfinished business. When the AST dies, so will she.

Combat Reactions ◆

Goya always carries a military pistol (at the very least) and is an excellent judge of when she should stop talking and start shooting. She prefers to avoid combat when possible, realizing that her compatriots tend to fare poorly in a firefight. If a fight is inevitable, she will do her best to give orders that will allow everyone an equal chance of survival. Although this tactical philosophy has caused problems in cases where it would be best for a single group member to serve as a decoy, Goya refuses to play God with the lives of her only friends.

Contacts ◆

Bolrand Seples (age 58, specialties: investigation & espionage), the private investigator who helped Goya in TN 1927; Ketrine Nenquist (age 90, specialties: survival & mothering), a kindly undercity woman who is trying to convince Goya to be human again.





Chapter 7: Terranovan Creatures

The fauna of Terra Nova has a uniquely reptilian flavor, and the flora is equally unique from the lush jungles of the south to the plains of the north, and all points in between. Certainly one of the greatest dangers to early explorers and colonists were the unknown plants and animals. This chapter's creatures are dual-statted for both Silcore and OGL gaming.



TERRANOVAN CREATURES

7

NORTHERN FAUNA - 7.1

The forests and grassy plains are home to a bewildering variety of animal and insect life. The fauna on Terra Nova is composed of reptile-like creatures and invertebrates resembling insects. No mammalian organisms have been identified so far.

The plains' fauna is mostly insectoid in nature. Colonies of field skags, a smaller species related to the eight-legged army skag of the Badlands, are common amongst the tall johar grass fields, as are flappers, small flying creatures with a mixed insectoid and reptilian appearance. Flappers are vital to the pollination of the fields because they transport pollen across their membranous, translucent wings.

Yet another common field denizen is the grassrunner, a small, graceful blue lizard with elongated legs, capable of great speed as it darts between the grass in search of its next insectoid meal. Grassrunners are usually shy, but can get accustomed to human beings, sometimes becoming loyal pets. The main predator of the grassrunners are the plains snakes, several species of which are venomous.

The forest region's animal life is even more diversified. Many of its species rely on the saguaro trees for food and protection against predators. Very few animals actually live in the trees because of the saguaros' small size: those that do are mostly insect-like creatures and small climber lizards.



SOUTHERN - FAUNA - 7.2

Native Terranovan animal life consists mostly of insectoid and reptilian creatures. Scientists have tried to catalog the many species found in the forests and marshes of the South, but the effort has proven to be almost doomed from the start. For example, the common water viper, a small snake-like creature, is known to have seventeen commonly accepted sub-species, and an equal number of debated sub-species. Terra Nova has an ecosystem just as rich as Earth's, if maybe a bit more specialized.

Most of the species of the South are reminiscent of Earth's tropical and rain forest denizens. Insect-like organisms, commonly known as "bugs," form the largest group. Some species can attain sizes unheard of in Earth insects. A one-meter long Crabfly was once spotted near Okvango Swamp! Scientists estimate that nearly one million different species exist in the Yung An basin alone.

Some of the Antarctic snakes are characterized by having two extremely flexible spinal columns, one along their back and the other along their belly. The two are linked by sets of flexible ribs and rib muscles. Neural impulses are sent through both, allowing the animal to survive with relatively little impairment after having one spinal cord severed. Two sets of muscle are attached, but controlled separately, giving these species great strength and flexibility. Biologists are at a loss to explain this strange phenomenon, as it represents a completely different evolutionary concept. Several theories have emerged, from early settlers' genetic engineering projects to the combinant evolution of two different snake populations. Whatever the case, these bivertebrate snakes have never been observed anywhere else, and they remain a mystery to this day.



POACHED EMERVA FISH

Another recipe, this time for the primitive emerva fish found in the lakes of the Yung An basin:

1	good-sized emerva (approx. 5 kg)	250 ml	of elohar white wine
Half	a limefruit	2	tablespoons of crushed green jungle pepper
1/4	clove of garlic		Saju oil
	Spices		

Clean fish carefully. Remove abdominal feelers and head. Brush inside of fish with saju oil. Rub with finely cut garlic and green pepper. Do this carefully or the tender flesh will shred. Cut limefruit into thin slices and cover inside of fish. Close and lay fish down on aluminum foil. Sprinkle with wine and spices. Wrap fish in foil and cook for one hour in preheated broiling oven at 190° C. Serve on a bed of plain rice accompanied by a tossed fern salad.

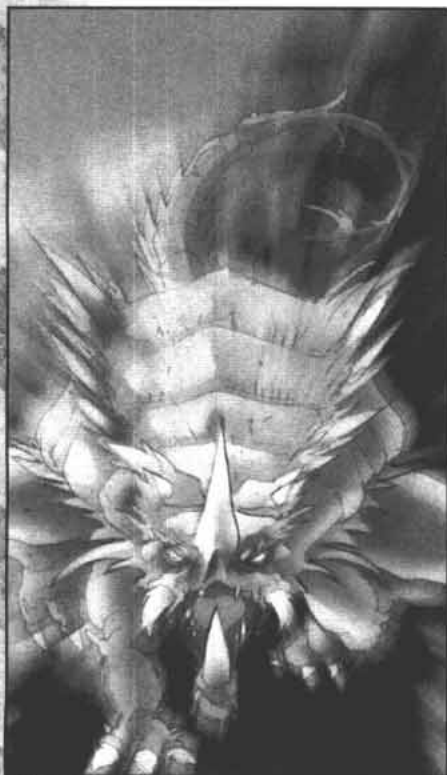


TERRANOVAN CREATURES



7

Armadillo Beast



A cousin of the barnabus iguana, the armadillo beast roams the Eastern Desert and other arid areas. Huge, armor-plated beasts, these creatures serve as long range riding mounts for desert nomads and the Jan Mayen militia. Armadillo beasts can survive for week without water and are famous for always finding their way back to their departure point. The armadillo beast is normally a peaceful herbivore, though it is generally considered unwise to irritate or otherwise provoke one. While far from being invulnerable, they are surprisingly tough: rounds from a Gear's light machinegun and other anti-personnel weapons have been known to simply bounce off the beast's rough hide, leaving the pilot stunned and amazed.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: -2, BLD: 9, FIT: 1, INS: 0, PER: 0, WIL: 0, STR: 5, HEA: 0, STA: 70, UD: 16+ nat.weap.							
SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	1	0	Hand-to-Hand	2	-2	Navigation	2
						Survival	3
SPECIAL ABILITIES: Tusks (x14 damage), Tail-lash (x9 damage), Armor Plates (+45 armor)							

0GL Stats ☐

Size/Type (Subtype):	Huge Animal (Barnaby) / Hit Dice: 12d8+84 (138hp) / Initiative: -1 (dex)
Massive Damage:	24 / Speed: 80ft / Defense: 22 (-2 size, -1 dex, +15 natural armor), flat 22, touch 7
Base Attack/Grapple:	+9/+26 / Attack: Gore +16 melee (2d6+13) / Space/Reach: 15ft/10ft
Full Attack:	1 Gore +16 melee (2d6+13) and 1 Tail +13 melee (2d4+9) / Special Qualities: Lowlight Vision, Scent
Saves; Fort:	+15, Ref: +3, Will: +8 / Abilities: Str: 26, Int: 2, Dex: 9, Wis: 10, Con: 24, Cha: 8
Skills:	Spot +5, Wilderness Survival +10 / Feats: Endurance, Power Attack, Improved Bull Rush, Weapon Focus (gore)
Action Points:	0 / Reputation: +0 / Environment: Eastern Desert / Organization: Solitary, Mating Pair (2)
Challenge Rating:	7 / Advancement: 12-18HD (Huge), 19-24HD (Gargantuan)

Army Skags (swarm)



Large colony insect-like creatures, army skags inhabit most of the savannah belt of the Badlands. A few hardy variants can also be found in the mountains, though they are not as common. The skags' rigid social order is composed of five castes, each indicated by the color(s) displayed on the carapace armor of the abdomen: royalty (black with white stripes), warrior (dark brown), worker (dark gray), nurse (pale gray) and gatherer (brown). The royalty caste consists of anywhere from five to sixty members, depending on the resources available in the area and the size of the nest. They control reproduction and the attribution of resources. Whenever the number of royal skags falls below a comfortable level for the colony, the royalty birth ratio increases automatically, dropping once more when they reach around fifty. The warrior caste — almost half the population — protects the colony against any predators and seeks prey to feed the others.

Silcore Stats ☐

TYPICAL ATTRIBUTES:	Aggressiveness: 3, Damage/turn: 2, Damage Threshold: 20
Random Horde Size:	5 x d6 / Basic Swarm Size: 300-500

0GL Stats ☐

Size/Type (Subtype):	Diminutive Vermin (swarm), Hit Dice: 10d8 (45hp), Massive Dmg: n/a
Initiative:	+4 (dex), Speed: 20ft, Climb 20ft, Defense: 18 (+4 size, +4 dex), flat 14, touch 14
Base Attack/Grapple:	+7/— / Attack: Swarm (2d6) / Full Attack: Swarm (2d6) / Space/Reach: 10ft/0ft
Special Qualities:	Mindless, Scent, Swarm traits, Vermin traits / Advancement: none
SAVES: Fort:	+7 / Ref: +7, Will: +2 / ABILITIES: Str: 1 / Int: — / Dex: 18, Wis: 8 / Con: 10 / Cha: 11
Skills:	Climb +3, Hide +16, Wilderness Survival +3 (+4 racial bonus to Wilderness Survival when tracking by scent, +8 racial bonus to Climb, can always take 10 on Climb checks) / Feats: Track (bonus feat) / Action Points: 0
Reputation:	+0 / Environment: Badlands Savannah / Organization: Colony (5d6 swarms) / Challenge Rating: 5



Bank's Monitor

The so-called "peek-a-boo lizard" lives in the desert fringe areas. Approximately two meters long, the monitor burrows below the surface and covers itself with a thin disc of spittle-hardened sand. When a suitably sized animal comes nearby, the monitor springs from its nest to kill its prey. The animal was named after the colonist who first discovered it — or, rather, who was first discovered by it. In TN 18, Esther Bank was on an expedition to further explore the Belt when she was ambushed by a monitor, barely surviving the encounter. Bank's monitor population has four times more males than females.

□ Silcore Stats

TYPICAL ATTRIBUTES: AGI:2, BLD:2, FIT:3, INS:2, PER:2, WIL:0, STR:2, HEA:2, STA:45, UD:7+ natural weap.

SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	3	2	Camouflage	2	2	Combat Sense	2	2	Hand-to-Hand	3	2

SPECIAL ABILITIES: Bite (x8 damage), Claws (x3 damage)

□ OGL Stats

Size/Type (Subtype): Medium Animal / Hit Dice: 4d8+4 (22hp) / Initiative: +4 (dex) / Massive Dmg: 13

Speed: 20ft, Swim 30ft / Defense: 18 (+4 dex, +4 natural armor), flat 14, touch 14 / Base Attack/Grapple: +3 / +8

Attack: Bite +8 melee (1d8+7) / Full Attack: Bite +8 melee (1d8+7) / Space/Reach: 5ft / 5ft

Special Qualities: Improved Grab, Hold Breath, Lowlight Vision / SAVES: Fort: / Ref: / Will:

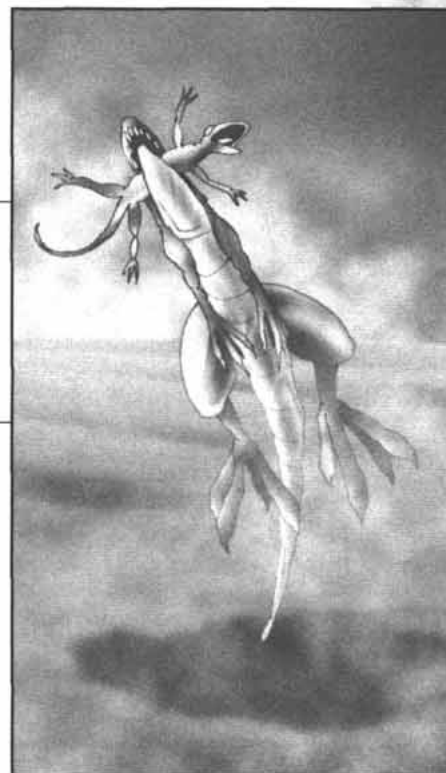
ABILITIES: Str: 20 / Int: 1 / Dex: 19 / Wis: 12 / Con: 13 / Cha: 2 / Reputation: +0 / Environment: Badland riverbanks

Skills: Hide +12, Jump +9, Spot +2, Swim +14, Wilderness Survival +4 (+8 racial bonus to Swim checks, can always take 10 on Swim checks, +4 racial bonus to Hide when in water, when hiding with just eyes and nose at the surface, they receive a +10 cover bonus to Hide)

Feats: Skill Focus (Hide), Skill Focus (Jump) / Action Points: 0 / Organization: Solitary or colony (6-10)

Challenge Rating: 2 / Advancement: 4-6HD (Medium), 7-10HD (Large)

Hold Breath (ex) - the Peek-a-Boo Lizard can hold its breath underwater and act without penalty for a number of rounds equal to its Constitution x4 before it risks drowning.



Barnaby (Barnabus Iguana)

The barnaby is a common predator in the mountain and savannah areas of the Badlands. A slow hunter of hoppers and skags, these omnivorous one-ton lizards have become common beasts of burden among savannah tribes and ranchers. Their inherent toughness and strength have made them ideal for plough work in those areas where technology is too scarce to be completely reliable. They are somewhat stubborn and very difficult to train, but inexpensive and sturdy. Many homesteaders keep a few barnabies around as a backup to their farming machinery in case the latter breaks down.

□ Silcore Stats

TYPICAL ATTRIBUTES: AGI: -2, BLD: 8, FIT: 1, INS: 0, PER: 0, WIL: 2, STR: 4, HEA: 1, STA: 70, UD: 14+ natural weap.

SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	-2	Dodge	1	-2	Hand-to-Hand	2	-2			

SPECIAL ABILITIES: Bite: (x10 damage), Tail-lash: (x8 damage), Thick Skin: (+15 armor)

□ OGL Stats

Size/Type (Subtype): Large Animal (Barnaby) / Hit Dice: 6d8+30 (57 hp) / Initiative: -1 (dex) / Massive Damage: 22

Speed: 40ft / Defense: 15 (-1 size, -1 dex +7 natural armor), flat 15, touch 8 / Base Attack/Grapple: +4/+12

Attack: Tail lash +7 melee (1d8+6) / Space/Reach: 10ft/5ft / Full Attack: 1 Tail lash +7 melee (1d8+6) or 1 Bite +7 melee (1d8+6)

Special Qualities: Lowlight Vision, Scent / SAVES: Fort: +10 / Ref: +1 / Will: +7

ABILITIES: Str: 18 / Int: 2 / Dex: 9 / Wis: 14 / Con: 22 / Cha: 6 / Skills: Spot +6, Wilderness Survival +10

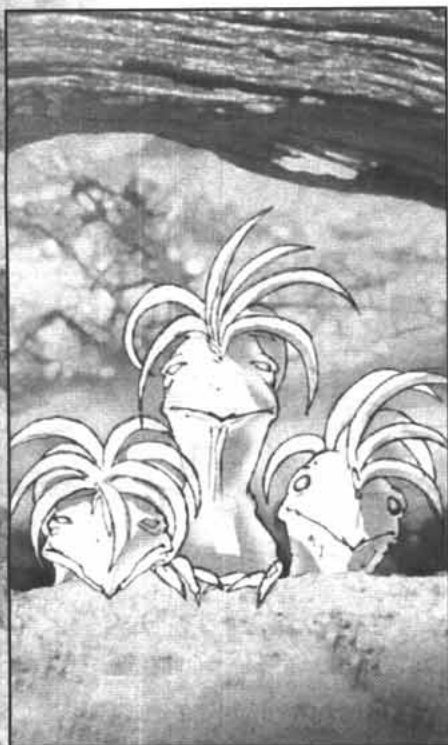
Feats: Endurance, Skill Focus (Wilderness Survival) / Action Points: 0 / Reputation: +0 / Environment: Terra Nova

Organization: Herd (6-20) / Challenge Rating: 3 / Advancement: 6-9 HD (large)





Hopper



Found in the deserts (sandhoppers) and the mountains (rockhoppers), these small lizards are common food animals in the Badlands. When they are born, sandhoppers are a pale beige; they turn to the adult ochre after three seasons. The rockhoppers are born with a pale gray hide that turns to the standard dark gray with age. Sandhoppers and rockhoppers are herbivorous and pose little threat to humans. Many Badlanders use them as pets the way Earthers do with cats and dogs. Most Badlanders remember happy days as a child chasing hoppers across the landscape. Hoppers are normally trapped rather than hunted. Their hides are often used to manufacture purses, leather jackets and even cloaks.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: 3, BLD: -6, FIT: 2; INS: 2, PER: 2, WIL: 1, STR: -2, HEA: -2, STA: 10. UD: 1+ natural weap.							
SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	3	3	Dodge	4	3	Hand-to-Hand	1
Special Abilities: Bite (x4 damage)							

OGI Stats

Size/Type (Subtype): Tiny Animal (Hopper) / Hit Dice: 1/2d8-1 (2hp) / Initiative: +5 (dex) / Massive Dmg: 8
Speed: 30ft / Defense: 18 (+2 size, +5 dex, +1 natural armor), flat 13, touch 17 / Base Attack/Grapple: +0/-9
Attack: Bite +1 melee (1d3-1) / Full Attack: Bite +1 melee (1d3-1) / Space/Reach: 5ft/5ft
Special Qualities: Lowlight Vision, Scent / SAVES: Fort: +1 / Ref: +7 / Will: +2
ABILITIES: Str: 8 / Int: 2 / Dex: 20 / Wis: 16 / Con: 8 / Cha: 9
Skills: Hide +13, Jump +10, Spot +5, Wilderness Survival +3 (+8 racial bonus to Jump)
Feats: Alertness / Action Points: 0 / Reputation: +0 / Environment: Any / Organization: Solitary, Clutch (2-6, plus young)
Challenge Rating: 1/4 / Advancement: 1/2-1HD (Tiny), 1-2HD (Small)

Hunter Vines



Although they are not animals, hunter vines remain dangerous predators. A desert plant that lives just below the upper layer of sand, the vines can sense pressure and lash out when a large animal (or human) walks over them. They constrict around their prey and small tube-like thorns puncture the skin. The animal's own thrashing pumps blood into the vine. Once the skin of the victim has been punctured (constriction attack), it automatically suffers one Flesh Wound for each round of struggling. Only a successful Survival roll against a threshold of 6 can prevent panic and allow escape.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: 1, BLD: 0, FIT: 4, INS: n/a, PER: 3, WIL: n/a, STR: 2, HEA: 1, STA: 30, UD: 8+natural weap.							
SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level
Ambush	3	1	"Hand-to-Hand"	3	1		
Special Abilities: Constriction Thorns: (x8 damage), Blood drain: (auto. Flesh wound)							

OGI Stats

Size/Type (Subtype): Large Plant / Hit Dice: 8d8+8 (44hp) / Initiative: +2 (dex) / Massive Dmg: 12 / Speed: — (sessile)
Defense: 15 (-1 size, +2 dex, +4 natural armor), flat 13, touch 11 / Base Attack/Grapple: +6 / +14
Attack: Thorned Vine +9 melee (1d4+4, plus grapple) / Full Attack: Thorned Vine +9 melee (1d4+4, plus grapple)
Space/Reach: 10ft/10ft / Special Qualities: Constricting Bloodloss, Tremorsense 30ft, Mindless, Plant traits
SAVES: Fort: +7 / Ref: +4 / Will: +2 / ABILITIES: Str: 18 / Int: — / Dex: 14 / Wis: — / Con: 12 / Cha: 1
Skills: Hide +2 (+4 circumstance bonus to Hide when mixed in with other vegetation, +10 cover bonus to Hide when covered by loose sand) / Advancement: 8-14HD (Large), 15-18HD (Huge)
Feats: Improved Grab (racial bonus), Improved Grapple, Skill Focus (Hide) / Action Points: 0 / Reputation: +0
Environment: Badlands Desert / Organization: Solitary, Cluster (2-4) / Challenge Rating: 4
Bloodloss (ex) - grappled victims lose 1 point of constitution damage per round due to bloodloss. A Knowledge (nature) or Wilderness Survival roll (DC 15) can be used to remember to remain still and prevent the bloodloss.



TERRANOVAN CREATURES

7

A viciously carnivorous cousin of the rock and sandhopper, the longfang is very difficult to distinguish from its more placid relatives. Longfangs use this similarity to their advantage: they wait on rocks or dunes until a predator approaches, then attack with hidden fangs, injecting a powerful toxin that slows down the attacker. The toxin does little more than make a barnaby sluggish, but it can be quite dangerous to humans. Longfangs prefer to hunt in packs, although they have no social order among themselves the way mammals do. They only gather for the hunt, then disperse with their food once it is over. During the hunt, they hiss and whistle to one another in a crude form of communication.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: 3, BLD: -6, FIT: 2, INS: 2, PER: 2, WIL: 0, STR: -2, HEA: 1, STA: 10, UD: 1 + natural weap.							
SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	3	2	Dodge	2	3	Hand-to-Hand	3
SPECIAL ABILITIES: Bite: (x9 damage): injects sedative toxin (1 round onset, potency 12) * / Claws: (x4 damage)							
*Health rolls should be modified by half the victim's BLD score, rounded down							

OGL Stats

Size/Type (Subtype):	Tiny Animal (Hopper) / Hit Dice: 1d8-1 (3hp) / Initiative: +5 (dex) / Massive Dmg: 8						
Speed:	30ft / Defense: 18 (+2 size, +5 dex, +1 natural armor), flat 13, touch 17 / Base Attack/Grapple: +0/-9						
Attack:	Bite +6 melee (1d4): Full Attack: Bite +6 melee (1d4): Space/Reach: 5ft/5ft / SAVES: Fort: +1 / Ref: +7, Will: +2						
Special Qualities:	Lowlight Vision, Scent / ABILITIES: Str: 8 / Int: 2 / Dex: 20 / Wis: 16 / Con: 8 / Cha: 9						
Skills:	Hide +13, Jump +10, Spot +5, Wilderness Survival +3 (+8 racial bonus to Jump)						
Feats:	Alertness, Weapon Finesse (Bite, racial bonus) / Action Points: 0 / Reputation: +0 / Environment: Any						
Organization:	Solitary, Clutch (2-6, plus young) / Challenge Rating: 1/3 / Advancement: 1HD (Tiny), 2-3HD (Small)						

Longfang Hopper



Redjackets are vicious flying insects about the size of an Earth mouse. They hunt in swarms that prey on any animal they encounter, including skags, hoppers and — sadly — humans. They look like large wasps clad in angular plates of armor that protect their body from attack by other creatures, including rival redjackets from another nest. As their name indicates, redjackets have a characteristic reddish coloration on their head, torso and upper abdomen. The coloration fades to a blackish grey on the abdomen and along the limbs. The wings, the redjacket's weak point, are translucent and are normally stored within the abdomen plates for protection. Obviously, they must be deployed for flight. When in use, the wings' flapping motions make a highly characteristic buzzing sound.

Silcore Stats

TYPICAL ATTRIBUTES:	Aggressiveness: 3, Damage/turn: 4, Damage Threshold: 25
Random Horde Size:	2 x d6, Basic Swarm Size: 10-15

OGL Stats

Size/Type (Subtype):	Tiny Vermin (Swarm) / Hit Dice: 12d8+24 (78hp) / Initiative: +10 (dex, feat)						
Massive Dmg:	— / Speed: 10ft, fly 40ft (perfect) / Defense: 18 (+2 size, +6 dex) / Base Attack/Grapple: +9/—						
Attack:	Swarm (3d6 plus poison) / Full Attack: Swarm (3d6 plus poison) / Space/Reach: 10ft/0 ft						
Special Qualities:	Swarm Traits, Vermin Traits, Darkvision 60ft, Poison / SAVES: Fort: +10 / Ref: +10 / Will: +4						
ABILITIES:	Str: 1 / Int: — / Dex: 22 / Wis: 10 / Con: 14 / Cha: 1						
Skills:	Craft (hive building) +3, Spot +8, Wilderness Survival +0 (+4 racial bonus to Wilderness Survival when orienting themselves, +8 racial bonus to Spot checks)						
Feats:	Alertness, Improved Initiative, Skill Focus (Craft) / Action Points: 0 / Reputation: +0						
Environment:	Badlands and MacAllan Network / Organization: Hive (2d6 swarms) / Challenge Rating: 7						
Advancement:	none / Poison (ex) - Onset 1 round, Fort DC 12, Primary and Secondary Damage is 1 Dex/1 Dex, Save is Constitution based						

Redjacket (Swarm)

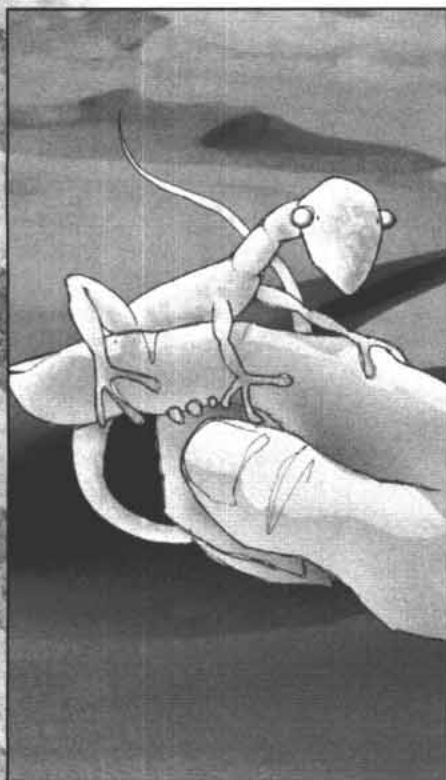


TERRANOVAN CREATURES



7

Root Lizard [swarm]



Root lizards are small (2-5 cm long on average) reptilians that live in the fringes of many desertic zones and are common pests for waterroot farmers. They are generally of a whitish-brown color, though variations according to species and location are common. Root lizards have thin limbs and an elongated head capped by two compound eyes. The eyes can be covered by a special retractable membrane to protect them against the sand particles and the rays of the sun.

Root lizards are adept at burrowing through the sand to get at the glucose-rich water stored in waterroots and many other desert plants. Individually or in small numbers, they are only a mild annoyance, but the lizards occasionally gather in large swarms — usually as a result of reproductive frenzy after finding a rich source of water. These swarms then run across the desert and can rapidly destroy the crops of any homestead they come across. Hordes have been known to destroy a large field inside a few minutes.

Silcore Stats ☐

TYPICAL ATTRIBUTES: Aggressiveness: 1, Damage/turn: 1, Threshold: 10
Random Horde Size: 5d6, Basic Swarm Size: 200-300

OGL Stats ☐

Size/Type (Subtype): Diminutive Animal (Swarm) / Hit Dice: 4d8 (18hp) / Initiative: +5 (dex, feat)
Massive Dmg: — / Speed: 20ft, burrow 15ft / Defense: 15 (+4 size, +1 dex), flat 14, touch 15
Base Attack/Grapple: +3 / — / Attack: Swarm (1d6) / Full Attack: Swarm (1d6) / Space/Reach: 10ft/0ft
Special Qualities: Swarm Traits, Tremorsense 30ft / SAVES: Fort: +4 / Ref: +5 / Will: +0
ABILITIES: Str: 1 / Int: 1 / Dex: 12 / Wis: 8 / Con: 10 / Cha: 2 / Skills: Spot +6 / Feats: Improved Initiative, Run
Action Points: 0 / Reputation: +0 / Environment: Desert, waterroot farms / Organization: Reproductive Horde (5d6 swarms)
Challenge Rating: 2 / Advancement: none

Springer [herding]



The principal herding animal of the Badlands, the springer is found in great numbers across the savannahs. A peaceful herbivore, the herding springer grazes in large herds or in small groups of a dozen or less. The springer was domesticated early in the planet's colonial history, when settlers exploring the Badlands discovered that its meat was edible once treated by the proper enzymes. With the colonial boom that followed, great ranches were established to supply the new population centers with fresh meat. Over time, new species were bred by the homesteaders, many of which became naturally edible once an enzyme-producing bacteria was supplied in the beasts' diet. The tusks growing out of the cartilaginous hump on the springer's back, used for protection against predators in the wild, were "edited out" through careful breeding.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: -1 / BLD: 7 / FIT: 0 / INS: 0 / PER: 0 / WIL: 2 / STR: 3 / HEA: 0 / STA: 60 / UD: 11+ natural weap.							
SKILLS:	Level Attr.	Skill	Level Attr.	Skill	Level Attr.	Skill	Level Attr.
Combat Sense	1 -1	Dodge	1 -1	Survival	1 0		
SPECIAL ABILITIES: Kick: (x9 damage)							

OGL Stats ☐

Size/Type (Subtype): Large Animal (Springer) / Hit Dice: 4d8+23 (41hp) / Initiative: -1 (dex) / Massive Dmg: 20
Speed: 30ft / Defense: 11 (-1 size, -1 dex, +3 natural armor) / Base Attack/Grapple: +3 / +10
Attack: Kick +6 melee (1d6+4) / Full Attack: 1 Kick +6 melee (1d6+4) / Space/Reach: 10ft / 5ft
Special Qualities: Lowlight Vision / SAVES: Fort: +9 / Ref: +3 / Will: +3
ABILITIES: Str: 16 / Int: 1 / Dex: 8 / Wis: 14 / Con: 20 / Cha: 6
Skills: Spot +5, Wilderness Survival +6 / Feats: Endurance, Toughness / Action Points: 0 / Reputation: +0
Environment: Farmland / Organization: Domesticated / Challenge Rating: 2 / Advancement: 4-6HD (Large)



TERRANOVAN CREATURES

7

The result of a dedicated breeding efforts over the centuries, the riding springer is a leaner and stronger cousin of the herding springer. Ranchers, savannah and tribesmen often ride this creature. The Sand Riders are also especially fond of the springers, although they ride it a bit less than "civilized" Terranovans because the animals dislike the heavy protective gear required for protection against the white sand. Instead of having the cumbersome side leg and less flexible hip structure of the herding springer, the riding springer has legs that go almost straight down the body, helping them better support the weight of the body and rider, and making them better runners. Riding springers are well-trained and easy to control. They are harnessed with a small saddle that fits just behind the dorsal cartilage plates. The rest of the harness is very similar to the one used for an Earth horse, and is often decorated and worked with delicate care.

☐ Silcore Stats

TYPICAL ATTRIBUTES: AGI: 1 / BLD: 7 / FIT: 1 / INS: 1 / PER: 0 / WIL: 1 / STR: 4 / HEA: 1 / STA: 65 / UD: 12+ natural weap.							
SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	2	1	Hand-to-Hand	1	1	Survival	1
SPECIAL ABILITIES: Kick: (x9 damage)							

☐ OGL Stats

Size/Type (Subtype): Large Animal (Springer) / Hit Dice: 4d8+16 (34hp) / Initiative: +1 (dex) / Massive Dmg: 18	
Speed: 40ft / Defense: 12 (-1 size, +1 dex, +3 natural armor) / Base Attack/Grapple: +3 / +10 / Attack: Kick +6 melee (1d6+4)	
Full Attack: 1 Kick +6 melee (1d6+4) / Space/Reach: 10ft/5ft / Special Qualities: Lowlight Vision	
SAVES: Fort: +8 / Ref: +5 / Will: +2 / ABILITIES: Str: 16 / Int: 2 / Dex: 12 / Wis: 12 / Con: 18 / Cha: 6	
Skills: Spot +4, Wilderness Survival +5 / Feats: Endurance, Run / Action Points: 0 / Reputation: +0	
Environment: Any rural / Organization: Domesticated / Challenge Rating: 2 / Advancement: 4-6HD (Large)	

Springer (riding)



Before it was domesticated by the early settlers, the springer lived a peaceful grazing existence in the plains and savannahs of the planet. Even today, wild springers are found in great numbers across the savannahs. Wild springers have horny, tusk-like projections on their back to defend themselves against predators. When grazing, the wild springers arrange themselves in a circle, tusks pointing outward for defense. The young are placed in the middle and the whole group moves together when the grass has been consumed at their present location. Like its domesticated cousin, the wild springer is an excellent source of meat. It is also possible (but quite difficult) to tame one, as it requires patience, determination, and a good dose of courage.

☐ Silcore Stats

TYPICAL ATTRIBUTES: AGI: -1 / BLD: +7 / FIT: 0 / INS: 0 / PER: 0 / WIL: 2 / STR: 3 / HEA: 0 / STA: 60 / UD: 11+ natural weap.							
SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	2	-1	Hand-to-Hand	2	-1	Survival	1
SPECIAL ABILITIES: Kick: (x10 damage) / Gore: (x15 damage)							

☐ OGL Stats

Size/Type (Subtype): Large Animal (Springer) / Hit Dice: 5d8+25 (48hp) / Initiative: -1 (dex) / Massive Dmg: 20	
Speed: 30ft / Defense: 13 (-1 size, -1 dex, +5 natural armor) / Base Attack/Grapple: +3 / +10	
Attack: Kick +6 melee (1d8+4) or Gore +6 melee (1d8+5) / Space/Reach: 10ft / 5ft	
Full Attack: 1 Kick +6 melee (1d8+4) or 1 Gore +6 melee (1d8+5) / Special Qualities: Lowlight Vision	
SAVES: Fort: +9 / Ref: +3 / Will: +3 / ABILITIES: Str: 16 / Int: 2 / Dex: 8 / Wis: 14 / Con: 20 / Cha: 6	
Skills: Spot +6, Wilderness Survival +6 / Feats: Endurance, Power Attack / Action Points: 0	
Reputation: +0 / Environment: Savannah / Organization: Cluster (2-12), Herd (3 or more clusters)	
Challenge Rating: 3 / Advancement: 5-10HD (Large)	

Springer (wild)



TERRANOVAN CREATURES

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Aerial Toussain [dak]



Aerial toussains, more widely known as "daks," are large airborne predators found across the Badlands and savannahs of Terra Nova. Daks often ride the air current over the Northern and Irrian Plains, feasting on the product of the rich soil. Daks spend most of their time airborne, riding thermal updrafts. Daks usually take shelter in caves at midday in order to sleep, although in the plains some will use saguaro trees or the rooftops of farmhouses. Daks usually feed off small savannah herbivores which they spot thanks to extremely keen side-looking eyes. To catch their prey, daks dive from altitude in almost complete silence and can reach speeds in excess of 65 km/h. Daks also feed off carrion, especially when live prey is scarce. Because of their carrion-feeding habits, daks have become associated with death and ill fortune across much of the savannah and desert regions.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: 1, BLD: -3, FIT: 1, INS: 0, PER: 2, WIL: -1, STR: -1, HEA: 0, STA: 10, UD: 1 (+natural weap.)											
SKILLS:		Level Attr.		Skill		Level Attr.		Skill		Level Attr.	
Combat Sense		1	2	Hand-to-Hand		3	1	Dodge		1	1
SPECIAL ABILITIES: Talons: (x6 damage), Bite (x4 damage), Flight (11MP dive)											

OGL Stats

Size/Type (Subtype): Small Animal (Dak) / Hit Dice: 1d8 (4hp) / Initiative: +2 (dex) / Massive Dmg: 10
Speed: 10ft, fly 80ft (average) / Defense: 15 (+1 size, +2 dex, +2 natural armor), flat 13, touch 13
Base Attack/Grapple: +0/-4 / Attack: Claw +3 melee (1d6) / Full Attack: 1 Claw +3 melee (1d6) or 1 Bite +3 melee (1d4)
Space/Reach: 5ft/5ft / Special Qualities: Lowlight Vision / Challenge Rating: 1/2 / Advancement: 2-4HD (medium)
SAVES: Fort: +2 / Ref: +4 / Will: +0 / ABILITIES: Str: 10 / Int: 1 / Dex: 15 / Wis: 11 / Con: 10 / Cha: 6
Skills: Spot +10, Wilderness Survival +2 (+8 racial bonus to Spot) / Feats: Weapon Finesse / Action Points: 0
Reputation: +0 / Environment: Northern territories and the Badlands / Organization: Solitary, wing (2-8), flock (9-30)

Dawg



One of the most common predators of the Norlight plains and valleys, the dawg is a native species that has become a large part of rural life. Weighing almost as much as a small human (40 to 50 kilograms), dawgs have powerful limbs that allow them to outrun most other plain creatures. Roughly forward facing, their faceted eyes allow for excellent depth perception while nonetheless incorporating a 230° field of vision. Olfactory glands are located on the animal's large tongue. The creature often flicks it while hunting and keeps its mouth open while chasing prey.

Silcore Stats

AGI: 2, BLD: -3, FIT: 3, INS: 2, PER: 3, WIL: 1, STR: 0, HEA: 2, STA: 15, UD: 3(+natural weap.)									
Skills:	Level		Attr.		Skill	Level		Attr.	
Ambush	2		2		Dodge	2		2	
Hand-to-Hand	3		2		Notice *	1		3	
Combat Sense	2		3		*(tracking) (specialization)				
SPECIAL ABILITIES: Bite (x8 damage), Sprint (60 m/round, max. 3 rounds duration)									

OGL Stats

Size/Type (Subtype): Small Animal (Dawg) / Hit Dice: 1d8 (4hp) / Initiative: +5 (dex) / Massive Dmg: 10
Speed: 30ft / Defense: 18 (+1 size, +5 dex, +2 natural), flat 13, touch 16 / Base Attack/Grapple: +0/-2
Attack: Bite +3 melee (1d6+3) / Full Attack: 1 Bite +3 melee (1d6+3) / Space/Reach: 5ft/5ft
Special Qualities: Scent, Lowlight Vision, Sprint / SAVES: Fort: +2 / Ref: +7 / Will: +2 / ABILITIES: Str: 14 / Int: 2 / Dex: 20 / Wis: 16 / Con: 10 / Cha: 7 / Skills: Spot +11, Wilderness Survival +5 (+6 racial bonus to Spot, +8 racial bonus to Wilderness Survival when tracking) / Feats: All-Round Vision*, Track (* Racial bonus) / Action Points: 0 / Reputation: +0
Environment: Northern territories, plains and valleys / Organization: Solitary, Pack (2-12) / Challenge Rating: 1
Advancement: 1-3HD (small), 4-6HD (medium) / Sprint (ex) - once per hour the Dawg can move ten times its normal speed (300ft) when making a charge



TERRANOVAN CREATURES

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A larger cousin of the dawg, the great dawg is a fierce predator of the forests and slopes of the northern hemisphere. The great dawg lives in small packs of four to eight adults, although hunting is often undertaken in sub-groups of two animals. The animal feeds off large herbivores such as the woodspringer and rockspringer, supplemented by smaller prey when necessary. If hunting in the woods is poor, great dawg packs will sometimes descend on springer herds in the plains, much to the distress of local ranchers. The human relationship with the great dawg is highly variable. Among some circles, the beast is considered a noble and fascinating hunter.

☐ Silcore Stats

TYPICAL ATTRIBUTES: AGI: 2, BLD: 1, FIT: 3, INS: 1, PER: 3, WIL: 2, STR: 2, HEA: 2, STA: 40: UD: 6 +natural weap.							
Skills:	Level		Attr.		Skill	Level	
	Attr.				Skill	Level	
	Attr.				Skill	Level	
Ambush	2	2	Dodge	2	2	Hand to Hand	3
Combat Sense	2	3	*(specialization)				Notice (tracking)*1
						3	
SPECIAL ABILITIES: Bite (x10 damage), Sprint (50m/round, 3 round max.), Chitinous Plates (+7 armor)							

☐ OGL Stats

Size/Type (Subtype: Medium Animal (Dawg)) / Hit Dice: 4d8+12 (30hp) / Initiative: +9 (dex, feat) / Massive Dmg: 16
Speed: 40ft / Defense: 20 (+5 dex, +5 natural armor) / Base Attack/Grapple: +3 / +7 / Attack: Bite +7 melee (1d8+6)
Full Attack: 1 Bite +7 melee (1d8+6) / Space/Reach: 5ft/5ft / Special Qualities: Scent, Lowlight Vision, Sprint
SAVES: Fort: +7, Ref: +9, Will: +3 / ABILITIES: Str: 19 / Int: 2 / Dex: 20 / Wis: 16 / Con: 16 / Cha: 6
Skills: Spot +11, Wilderness Survival +8 (+6 racial bonus to Spot, +8 racial bonus to Wilderness Survival when tracking)
Feats: All-Round Vision*, Improved Initiative, Track / Action Points: 0 / Reputation: +0
Environment: Northern territories, forests and mountains / Organization: Solitary, Pack (4-8 adults, plus cubs)
Challenge Rating: 3 / Advancement: 1-3HD (small), 4-8HD (medium)



Flying herbivores about the size of a human palm, flappers are a mainstay of the plains ecology. Flappers built large nests out of johar and other grasses, bonded together with spittle and excrement, which are either suspended from trees or placed on rock-faces for shelter from the wind. Each nest houses five to fifteen flappers and is usually placed alongside other nests, forming a large hive-like community. The largest flapper hives can contain hundreds of nests and be home to thousands of the creatures. Reproduction in the hive is guaranteed by a small number of breeding flappers, who are unable to fly and are fed by the rest of the community.

☐ Silcore Stats

TYPICAL ATTRIBUTES: Aggressiveness: 0/2, Damage/turn: x2/x3, Damage Threshold: 10
Random Horde Size: 5 x d6/10 x d6, Basic Swarm Size: 30

☐ OGL Stats

Size/Type (Subtype: Tiny Animal (swarm)) / Hit Dice: 3d8 (13hp) / Initiative: +4 (dex) / Massive Dmg: 10
Speed: 10ft, fly 30ft (poor) / Defense: 16 (+2 size, +4 dex), flat 12, touch 16 / Base Attack/Grapple: +2 / —
Attack: Swarm (1d4) / Full Attack: Swarm (1d4) / Space/Reach: 10ft / 0ft / Special Qualities: Swarm Traits, Lowlight Vision
SAVES: Fort: +3 / Ref: +4 / Will: +1 / ABILITIES: Str: 2 / Int: 1 / Dex: 18 / Wis: 10 / Con: 10 / Cha: 3
Skills: Spot +8 / Feats: Alertness / Action Points: 0 / Reputation: +0 / Environment: Northern territories, plains
Organization: Hive Defense (5-30 Swarms), Horde (10-60 swarms) / Challenge Rating: 2 / Advancement: none

Flapper (swarm)



TERRANOVAN CREATURES



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Grassrunner



Grassrunners are another common plains herbivore. The creatures are most easily recognized because of their highly developed rear legs which allow them to sprint along the ground at phenomenal speeds. Grassrunners are solitary creatures, although females (easily identifiable by an egg-laying orifice in their torso) raise young runners during the Spring. Grassrunners eat grasses which they ingest through a large triangular mouth. Many breeds exist, varying in color and size. Most runners will grow to about thirty centimeters from nose to tail (about ten centimeters tall), but the Irrian great spotted runner can reach over a half-meter in length. Grassrunners chasing is a favorite pastime among young plains dwellers.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: 2, BLD: -7, FIT: 2, INS: -2, PER: 2, WIL: -1, STR: -2, HEA: 0, STA: 10, UD: 1 +natural weap.							
SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	2	2	Dodge	3	2	Hand-to-Hand	1
SPECIAL ABILITIES: Bite (x 3 damage), Sprint (50m/round, 10 round max)							

OGL Stats

Size/Type (Subtype): Tiny Animal / Hit Dice: 1/2d8-1 (1hp) / Initiative: +4 (dex) / Massive Dmg: 8 / Speed: 40ft
Defense: 18 (+2 size, +4 dex, +2 natural armor), flat 14, touch 16 / Base Attack/Grapple: +0 / -9
Attack: Bite +1 melee (1d3-1) / Full Attack: 1 Bite +1 melee (1d3-1) / Space/Reach: 2 1/2ft / 0ft
Special Qualities: Lowligh Vision, Sprint / SAVES: Fort: +1 / Ref: +6 / Will: +0 / ABILITIES: Str: 8 / Int: 1
Dex: 18 / Wis: 10 / Con: 8 / Cha: 6 / Skills: Spot +4 / Feats: Run / Action Points: 0 / Reputation: +0
Environment: Northern territories, plains / Organization: Solitary, Mated Pair (2), Colony (2-5 pairs, plus offspring)
Challenge Rating: 1/4 / Advancement: 1/2HD (tiny), 1HD (small)
Sprint (ex) - once per hour the Grassrunner can move ten times its normal movement (400ft) on a charge

Jumpspider



The jumpspider is a lone hunter found across the CNCS' mountain ranges, especially the Tershaw Range. The "spider" has two pairs of highly developed legs which allow it to jump almost six meters in a single bound. Its sharp claws allow it to climb rock faces, where its stony, chitinous shell allows it to camouflage itself. When a rockspringer or another prey passes nearby, the spider will pounce from its hiding space and latch onto its target. Venom is injected from three large fangs, which immobilizes the prey while the jumpspider feeds.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: 2, BLD: -6, FIT: 1, INS: 2, PER: 2, WIL: 1, STR: -3, HEA: 1, STA: 10, UD: 1 +natural weap.							
SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level
Ambush	2	2	Camouflage	2	2	Dodge	2
Athletics (climb)	1	2	Combat Sense	2	2	Hand-to-Hand	3
Leap (6m range, gives a bonus of +1 to ambush attempts), Bite (x8 damage): injects paralytic toxin (1 round onset, potency 10)							

OGL Stats

Size/Type (Subtype): Tiny Vermin / Hit Dice: 1/2d8 (2hp) / Initiative: 3 / Massive Dmg: 10 / Speed: 20ft
Defense: 15 (+2 size, +3 dex), flat 12, touch 15 / Base Attack/Grapple: +0/-9 / Attack: Bite +5 melee (1d3-1, plus poison)
Full Attack: 1 Bite +5 melee (1d3-1, plus poison) / Space/Reach: 2 1/2ft/0 ft / Feats: Skill Focus (Jump)
Special Qualities: Poison, Darkvision 60ft, Vermin Traits / SAVES: Fort: +2 / Ref: +5 / Will: +3
ABILITIES: Str: 8 / Int: — / Dex: 17 / Wis: 16 / Con: 10 / Cha: 9 / Skills: Hide +11, Jump +14, Spot +3 (+12 racial bonus to jump)
Action Points: 0 / Reputation: +0 / Environment: Northern territories, mountains / Organization: Solitary
Challenge Rating: 1/3 / Advancement: none / Poison (ex) - Fort save DC 10, onset 2 minutes, primary/secondary damage is 1d6 Dex/paralysis for 2d8 minutes, poison's DC is constitution-based



TERRANOVAN CREATURES

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Lakewasp (swarm)

Lakewasps are flying insect-like creatures that live in areas of stagnant water. They are of the same genus as Redjackets and share some of their Badlands cousins' aggressiveness. Lakewasps are carnivorous and hunt along the shores of lakes and pools, looking for fish and small land creatures. Usually about the size of a human fist, these insects are able to make brief dives under the surface by retracting their four wings to prevent them getting wet and losing their aerodynamic capabilities. Using web-like feet, the wasp can swim for brief distances and project itself out of the water high enough to extend its wings and take flight. Lakewasps build large hives out of mud and grasses found in their natural habitat, and usually construct them in trees. Hives appear as spherical structures up to two meters in diameter, and each one hides a birthing chamber where young larvae produced by the hive queen are fed by the soldier wasps that hunt along the shores.

Silcore Stats

TYPICAL ATTRIBUTES: Aggressiveness: 2, Damage/turn: x3, Threshold: 20

Random Horde Size: 2d6, Basic Swarm Size: 15

OGL Stats

Size/Type (Subtype): Tiny Vermin (Swarm) / Hit Dice: 6d8+6 (33hp) / Initiative: +4 (dex) / Massive Dmg: —
 Speed: 10ft, Fly 30ft (good) / Defense: 16 (+2 size, +4 dex), flat 12, touch 16 / Base Attack/Grapple: +4 / —
 Attack: Swarm (1d8) / Full Attack: Swarm (1d8) / Space/Reach: 10ft / 0ft / SAVES: Fort: +6 / Ref: +9 / Will: +2
 Special Qualities: Darkvision 60ft, Lowlight Vision, Swarm traits, Vermin traits
 ABILITIES: Str: 1 / Int: — / Dex: 18 / Wis: 10 / Con: 12 / Cha: 1
 Skills: Spot +8, Wilderness Survival +0 (+8 racial bonus to Spot, +4 racial bonus to Wilderness Survival to orient themselves)
 Feats: Alertness, Dodge / Action Points: 0 / Reputation: +0 / Environment: Northern territories, stagnant water
 Organization: Swarm (1), Hive (2-12 swarms) / Challenge Rating: 3 / Advancement: none



River Eel

Among the most dangerous aquatic predators of the North, river eels are freshwater hunters that live in shallow waters. Featuring a large snake-like body with fine, membranous fins along its back and underside, the river eel is terrifyingly fast in its natural habitat. Eels usually bury themselves in the mud at the bottom of pools or among the rocks of a riverbed and wait for their prey. They typically choose large fish, but have been known to attack springers crossing at fords or unlucky swimmers. During the spring thaw, the population of eels swells, and witnesses report whole schools of them moving downstream to lakes where they can take up residence. Woe be to any unfortunate animal that gets in the way of such a school.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: 3, BLD: -2, FIT: 1, INS: 2, PER: 1, WIL: 2, STR: -1, HEA: 1, STA: 20, UD: 0 +natural weap.

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	2	Dodge	1	3	Hand-to-Hand	3	3	Swimming	3	1
Combat Sense	2	1	SPECIAL ABILITIES: Bite (x 8 damage)								

OGL Stats

Size/Type (Subtype): Small Animal (Aquatic) / Hit Dice: 1d8 (4hp) / Initiative: +4 (dex) / Massive Dmg: 10
 Speed: Swim 40ft / Defense: 17 (+1 size, +4 dex, +2 natural armor), flat 13, touch 15 / Base Attack/Grapple: +0 / -3
 Attack: Bite +5 melee (1d6+1) / Full Attack: 1 Bite +5 melee (1d6+1) / Space/Reach: 5ft / 5 ft
 Special Qualities: Lowlight Vision / SAVES: Fort: +2 / Ref: +6 / Will: +2 / Skills: Hide +12, Spot +6 (+4 racial bonus to Hide)
 ABILITIES: Str: 12 / Int: 2 / Dex: 18 / Wis: 15 / Con: 10 / Cha: 9 / Feats: Weapon Finesse / Action Points: 0
 Reputation: +0 / Environment: Northern territories, rivers / Organization: Solitary (1), School (2-20)
 Challenge Rating: 1/2 / Advancement: 1-3HD (small), 4-9HD (medium), 10HD+ (large)



TERRANOVAN CREATURES



7

Rockspringer



An agile and wild cousin of the Badlands spinger, the rockspringer lives in the alpine heights and feeds off their vegetation. The physiology of the rockspringer is close to that of the domesticated riding spinger, although the rockspringer retains sharp shoulder tusks which it uses during mating rituals and to defend itself. Rockspringers are best known for their agile leaps, which allow them to hop from rock to rock over the toughest mountain terrain. Rockspringers are common prey for jumpspiders and great dawgs, as well as human hunters who consider the agile creature a prize catch. Herding offshoots of the rockspringer do exist in some areas of the Tershaw Range, although they are far rarer than standard herding springers. Domesticated rockspringers travel in herds of ten to thirty across the rocky mountains accompanied by a single shepherd and two or three trained dawgs.

Silcore Stats

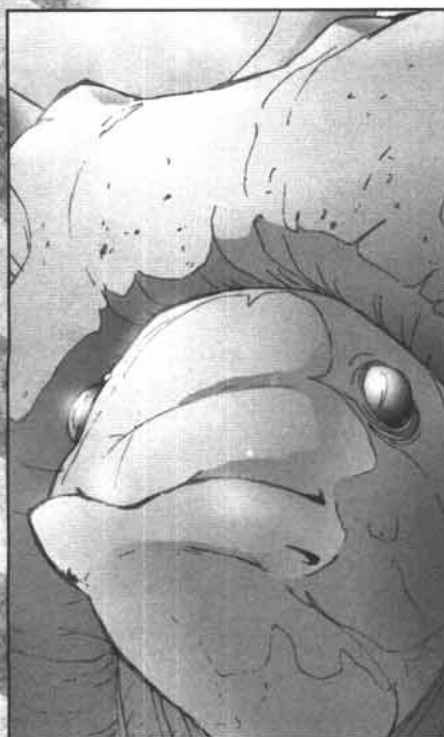
TYPICAL ATTRIBUTES: AGI : 3, BLD: 6, FIT: 2, INS: 1, PER: 0, WIL: 1, STR: 4, HEA: 1, STA: 60, UD: 12 +natural weap.							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	2	0	Dodge	1	3	Hand-to-Hand	2
						Survival	1

SPECIAL ABILITIES: Kick (x8 damage), Charge and Gore (x15 damage)

OGL Stats

Size/Type (Subtype): Large Animal (Springer) / Hit Dice: 5d8+25 (48hp) / Initiative: +2 (dex) / Massive Dmg: 20
Speed: 30ft / Defense: 16 (-1 size, +2 dex, +5 natural armor) / Base Attack/Grapple: +3 / +10
Attack: Kick +6 melee (1d8+4) or Gore +6 melee (1d8+5) / Full Attack: 1 Kick +6 melee (1d8+4) or 1 Gore +6 melee (1d8+5)
Space/Reach: 10ft / 5ft / Special Qualities: Lowlight Vision / Skills: Jump +6, Spot +6, Wilderness Survival +6
SAVES: Fort: +9 / Ref: +6 / Will: +3 / ABILITIES: Str: 16 / Int: 2 / Dex: 14 / Wis: 14 / Con: 20 / Cha: 6
Feats: Endurance, Skill Focus (Jump) / Action Points: 0 / Reputation: +0 / Environment: Northern territories, mountains
Organization: Cluster (2-12), Herd (3 or more clusters) / Challenge Rating: 3 / Advancement: 5-10HD (Large)

Woodspringer



The largest herbivore of Norlight saguaro forests, the woodspringer is another cousin of the Badlands springer. Less agile than the rockspringer, it is nevertheless an impressive and beautiful creature, often featuring very large shoulder tusks. Woodspringers have suffered greatly from the exploitation of their habitat for lumber production and sport hunting. Several movements to protect their natural habitat are at work and Duke Tomas of Sesshu has even set aside a large stretch of the Sesshite forest as a ducal preserve for their protection. Skadian lumber barons are notoriously unsympathetic to the creature and have used the existence of the Sesshite preserve as an excuse to clear-cut in the forests near Skadi. Woodspringer hunting continues in almost all the saguaro forests of the Norlight Confederacy under relatively loose regional regulation.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: -1, BLD: 8, FIT: 0, INS: 1, PER: 0, WIL: 1, STR: 4, HEA: 1, STA: 70, UD14 +natural weap.							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	2	0	Dodge	1	-1	Hand-to-Hand	2
						Survival	1

SPECIAL ABILITIES: Kick (x10 damage), Charge and Gore, (x17 damage)

OGL Stats

Size/Type (Subtype): Large Animal (Springer) / Hit Dice: 5d8+28 (51hp) / Initiative: -2 (dex) / Massive Dmg: 20
Speed: 30ft / Defense: 12 (-1 size, -2 dex, +5 natural armor) / Base Attack/Grapple: +3 / +10
Attack: Kick +6 melee (1d8+4) or Gore +6 melee (1d10+5) / Full Attack: 1 Kick +6 melee (1d8+4) or 1 Gore +6 melee (1d10+5)
Space/Reach: 10ft / 5ft / Special Qualities: Lowlight Vision / SAVES: Fort: +9 / Ref: +2 / Will: +2
Abilities: Str: 18 / Int: 2 / Dex: 6 / Wis: 12 / Con: 20 / Cha: 6 / Skills: Spot +5, Wilderness Survival +5
Feats: Endurance, Toughness / Action Points: 0 / Reputation: +0 / Environment: Northern territories, forests
Organization: Cluster (2-12), Herd (3 or more clusters) / Challenge Rating: 3 / Advancement: 5-10HD (Large)



Amorous Plant

The amorous plant is found throughout the Republic's lumber region, where the flower grows on the trunks of dead trees. The large flower, usually one meter in diameter, bears a colorful and aromatic fruit which wildlife are drawn to. As the animal eats, the flower's petals embrace the animal to spread its pollen over the feeding creature's body. When the creature goes to another plant, the new host gathers the pollen when it embraces the animal in turn. A second, bitter and seed-carrying fruit is produced for reproduction after pollination.

The plants are also known for the various perfumes made in their honor. Each vial has a warning label which states not to wear any of the perfume while near these plants. The odor has been known to cause some plants to envelope people and cover them with pollen, a somewhat embarrassing situation.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: 1, BLD: -2, FIT: 2, INS: n/a, PER: 2, WIL: n/a, STR: 0, HEA: 0, STA: 15, UD: n/a								
Skill	Level Attr.		Skill	Level Attr.		Skill	Level Attr.	
Ambush	1	0	Hand-to-Hand*	2	1	*success means target is embraced		
SPECIAL ABILITIES: Covers prey with pollen, Changes color before embracing								

OGL Stats

Size/Type (Subtype): Medium Plant / Hit Dice: 3d8+6 (19hp) / Initiative: +3 (dex) / Massive Dmg: 12
Speed: — (sessile) / Defense: 13 (+3 dex) / Base Attack/Grapple: +2 / +5 / Attack: Grapple +5 melee touch (0)
Full Attack: Grapple +5 melee touch (0) / Space/Reach: 5ft / 5ft / Special Qualities: Mindless, Plant Traits, Tremorsense 30ft
SAVES: Fort: +3 / Ref: +1 / Will: +1 / ABILITIES: Str: 8 / Int: — / Dex: 16 / Wis: — / Con: 12 / Cha: 1
Skills: — / Feats: Improved Grapple (racial bonus) / Action Points: 0 / Reputation: +0 / Advancement: none
Environment: Southern territories, forests / Organization: Cluster (1-6 plants) / Challenge Rating: 1



Architecture Bug (Swarm)

Architecture bugs are eight legged creatures that inhabit the southern jungles of the Republic. Their name was given to them for their imaginative way of trapping their prey. The colony builds a large and intricate web capable of trapping a springer or similarly-sized creature. Once the creature is trapped, the architecture bugs swarm over it and eat it alive. It takes a standard-sized colony three hours to eat an adult springer. The only warning that is given is the humming sound they produce when they build the web. Once the web is finished, they are deathly silent.

Silcore Stats

TYPICAL ATTRIBUTES: Aggressiveness: 3, Damage/turn: 4, Damage Threshold: 3
Random Horde Size: 12xd6, Basic Swarm Size: 20, SPECIAL ABILITIES: Web (STR roll vs. threshold of 5 to get free)

OGL Stats

Size/Type (Subtype): Diminutive Vermin (swarm) / Hit Dice: 4d8 (18hp) / Initiative: +2 (dex) Massive Dmg: —
Speed: 20ft / Defense: 16 (+4 size, +2 dex), flat 14, touch 16 / Base Attack/Grapple: +3 / — / Attack: Swarm (2d6)
Full Attack: Swarm (2d6) / Space/Reach: 10ft/0ft / SAVES: Fort: +4 / Ref: +3 / Will: +2
Special Qualities: Webs, Swarm Traits, Tremorsense 60ft (web only), Vermin Traits
ABILITIES: Str: 1 / Int: — / Dex: 14 / Wis: 13 / Con: 10 / Cha: 6 / Feats: Skill Focus (Craft), Stealthy
Skills: Craft (web traps) +12, Hide +16, Move Silently +4 (+8 racial bonus to Craft (webs) when designing their traps, +8 circumstance bonus to Move Silently when walking on their own webs)
Action Points: 0 / Reputation: +0 / Environment: Southern territories, forests / Organization: Swarm (1), Horde (12-72 swarms) / Challenge Rating: 4 / Advancement: none
Webs (ex) - a swarm of architect bugs build elaborate entangling traps. Typical traps cover a 20ft square area, Spot DC 27, Reflex save to avoid being entangled is 20, failure means the victim is caught in the web and the swarm is alerted. A Wilderness Survival roll (DC 15) or a Strength check (DC 18) can be made each round to move 5ft within the trap without being caught or to free oneself from the trap.





Flying Raptor



A smaller cousin of the aerial toussain (or dak) common to the Badlands, the flying raptor is found throughout the savannahs along the northern border of the Republic. They are approximately fifty centimeters in length and have a wingspan of about one meter. They spend most of their time gliding, using thermal pockets to maintain their altitude. They are graceful and can be seen sailing for hours. Their high vantage point and excellent eyesight enable them to spot their prey up to three kilometers away. To capture their prey they dive and at the last possible moment bring out their talons, capture the prey, which is usually a small lizard or hopper, and then beat their wings to gain altitude. Raptors nest in the bluffs and mesas along the barrier between the Republic and the Badlands.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: 1, BLD: -5, FIT: 1, INS: 1, PER: 3, WIL: 0, STR: -2, HEA: 0, STA: 10, UD: 1+ natural weapon							
SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	1	3	Dodge	2	1	Hand-to-Hand	3
						Survival	1

SPECIAL ABILITIES: Bite (x4 damage), Claws (x5 damage), Flight (9 MP dive)

OGL Stats ☐

Size/Type (Subtype): Small Animal (Dak) / Hit Dice: 1/2d8 (2hp) / Initiative: +3 (dex) / Massive Dmg: 10
Speed: 10ft, fly 60ft (good) / Defense: 16 (+1 size, +3 dex, +2 natural armor), flat 13, touch 14
Base Attack/Grapple: +0/-5 / Attack: Claw +4 melee (1d6-1) / Full Attack: 1 Claw +4 melee (1d6-1) or 1 Bite +4 melee (1d4-1)
Space/Reach: 5ft/5ft / Special Qualities: Lowlight Vision / SAVES: Fort: +2 / Ref: +5 / Will: +1
ABILITIES: Str: 8 / Int: 1 / Dex: 16 / Wis: 12 / Con: 10 / Cha: 6 / Feats: Flyby Attack*, Weapon Finesse (* racial bonus)
Skills: Spot +11, Wilderness Survival +3 (+8 racial bonus to Spot) / Action Points: 0 / Reputation: +0
Environment: Southern territories, desert fringes / Organization: Solitary, Mated pair (2) / Challenge Rating: 1
Advancement: 1/2-2HD (small)

Glass Shark



The glass shark is native to the MacAllen cave network. The shark's flesh is transparent, an adaptation due to the lack of sunlight, and it has no discernible eyes or mouth. The shark's outer skin is covered with a mucous membrane which is capable of extracting nutrients from its prey. The mucous also contains a sedative, which paralyzes prey to protect the shark from injury.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: 1, BLD: 2, FIT: 0, INS: 0, PER: 1, WIL: 0, STR: 1, HEA: 0, STA: 35, UD: 5+ natural weapon							
SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat sense	1	1	Hand-to-Hand	2	1	Survival	1
						Swimming	2

Dodge 1 1 SPECIAL ABILITIES: Spiked Tail (x9 damage); injects sedative toxin (potency 8, 20 rounds onset)

OGL Stats ☐

Size/Type (Subtype): Medium Animal (aquatic) / Hit Dice: 3d8+6 (20hp) / Initiative: +1 (dex) / Massive Dmg: 14
Speed: Swim 60ft / Defense: 14 (+1 dex, +3 natural armor), flat 13, touch 11 / Base Attack/Grapple: +2/+3
Attack: Spiked Tail +4 melee (1d8+1 and poison) / Space/Reach: 5ft/5ft / SAVES: Fort: +5 / Ref: +4 / Will: +1
Full Attack: 1 Slam +3 melee (1d4+1 and poison) or 1 Spiked Tail +4 melee (1d8+1 and poison)
Special Qualities: Blindsight 90ft, Scent, Poison Membrane / ABILITIES: Str: 13 / Int: 1 / Dex: 13 / Wis: 11 / Con: 14 / Cha: 5
Skills: Hide +7, Spot +3, Swim +12 (+8 racial bonus to Swim, can always Take 10 with Swim checks, +4 racial bonus to Hide)
Feats: Weapon Focus (Tail) / Action Points: 0 / Reputation: +0 / Environment: MacAllen Network (subterranean aquatic)
Organization: Solitary / Challenge Rating: 2 / Advancement: 3-6HD (medium), 7-15HD (large)
Poison Membrane (ex) - This membrane covers the shark's surface and is the method by which the Glass Shark feeds and protects itself. The membrane has a weak sedative effect which effects anything hit by the shark and anything that comes into contact with the shark. The poison has an onset time of 1 minute, Fortitude save DC 13, primary and secondary damage is 1 Wis / 1d4 Wis. The DC is constitution-based.



TERRANOVAN CREATURES

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Java Root Worm (Swarm)

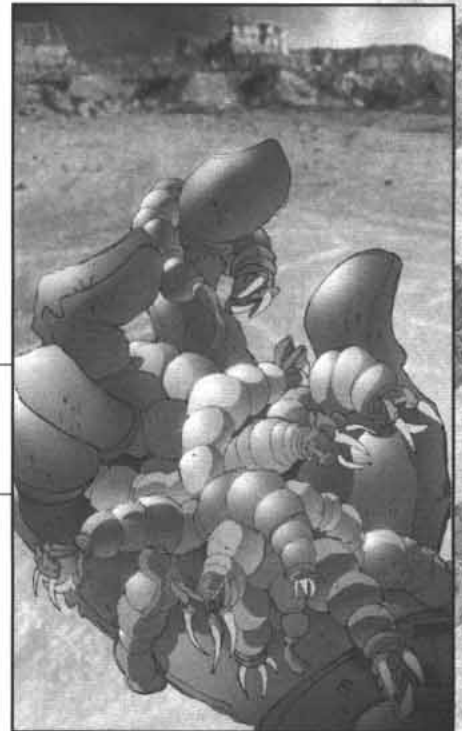
Java root worms are small creatures that feed off the root systems of a wide variety of spices found in the Southern Republic. The worm was first discovered when the Earther colonists unearthed the java root, hence its name. The worm is only a few centimeters long and burrows into tough roots thanks to a ring of teeth. These allow the worm to bite defensively and animals biting into an infested root can be greeted by an effective swarm as all the worms in the plant bite at the animal's mouth. The plants the worms infest are widely used in Terranovan cuisine and the small creatures are a constant pest to those growing spice root for sale. The worms are valuable in and of themselves, however, because they allow the Republican distilling industry to remove an artificial additive to its drinks. The problem of most alcoholic beverages is that though they are smooth and palatable, they have a vile odor. The worm, when allowed to ferment in the alcohol brings about a refreshing aroma to the drink. The aroma varies depending on the spice root from which the worm comes from. All reputable liquors use worms rather than additives to cut the aroma and the most prestigious ones even include a worm in each bottle.

☐ Silcore Stats

Aggressiveness: 1, Damage/turn: 3, Damage Threshold: 1 Random Horde Size: 2xd6, Basic Swarm Size: 5-8

☐ OGL Stats

Size/Type (Subtype): Diminutive Vermin (swarm) / Hit Dice: 1d8 (4hp) / Initiative: -2 (dex) / Massive Dmg: —
 Speed: 10ft, burrow 20ft / Defense: 12 (+4 size, -2 dex), flat 12, touch 12 / Base Attack/Grapple: +0 / —
 Attack: Swarm (1d4) / Full Attack: Swarm (1d4) / Space/Reach: 10ft/0ft / Challenge Rating: 1/2 / Advancement: none
 Special Qualities: Tremorsense 30ft, Mindless, Swarm Traits, Vermin Traits / SAVES: Fort: +2 / Ref: -2 / Will: +0
 ABILITIES: Str: 1 / Int: — / Dex: 6 / Wis: 10 / Con: 10 / Cha: 3 / Skills: — / Feats: — / Action Points: 0
 Reputation: +0 / Environment: Southern territories, any rural / Organization: Swarm (1), Horde (2-12 swarms)



The porcupine anaconda lives in the heart of the southern jungles. They can grow up to 60 feet in length and weigh up to 130 kg. They prefer to live in the tree tops, basking in the sun. At night, they go to the ground for the hunt. They are indiscriminate carnivores, feasting on all animal life, including humans. Their method of hunting is to wrap themselves around their prey, which they do at an astonishing rate. Once the prey is fully encircled, small needle-like pins all over the snake's skin pierce the prey in multiple areas.

☐ Silcore Stats

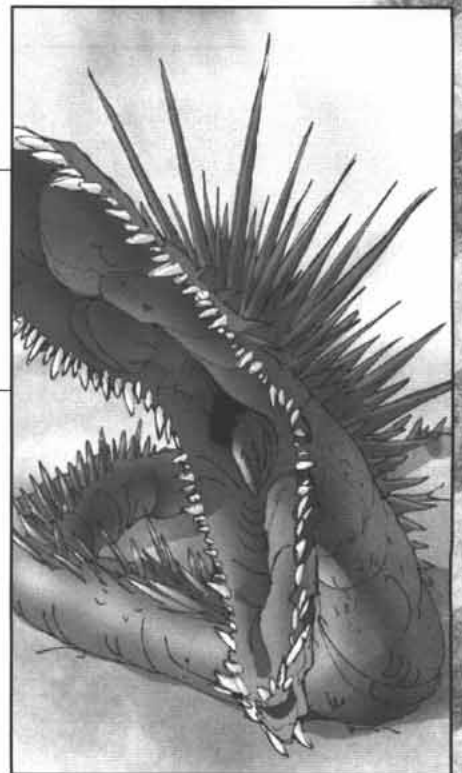
TYPICAL ATTRIBUTES: AGI: 0, BLD: 3, FIT: 1, INS: 1, PER: 1, WIL: 1, STR: 2, HEA: 1, STA: 45, UD: 7 + natural weapon								
SKILLS:	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Dodge	1	0	Hand-to-Hand	2	0	Survival	1	1

SPECIAL ABILITIES: Spikes (x3 dam.): inject sedative (potency 6, 12 round onset), Hug (STR roll vs. threshold of 4 to escape)

☐ OGL Stats

Size/Type (Subtype): Huge Animal / Hit Dice: 8d8+24 (60hp) / Initiative: +1 (dex) / Massive Dmg: 17 / Speed: 50ft
 Defense: 16 (-2 size, +1 dex, +7 natural armor), flat 15, touch 9 / Base Attack/Grapple: +6 / +22
 Attack: Slam +9 melee (1d10+6) / Full Attack: 1 Slam +9 melee (1d10+6) or 1 Bite +4 melee (1d6+4)
 Space/Reach: 15ft/10ft / Special Qualities: Constriction, Poison Spines, Scentz
 SAVES: Fort: +9 / Ref: +7 / Will: +4 / Abilities: Str: 18 / Int: 2 / Dex: 12 / Wis: 14 / Con: 17 / Cha: 9
 Skills/Balance +9, Listen +5, Spot +12, Wilderness Survival +7 (+4 r. bonus to Hide, Listen and Spot checks, +8 r. bonus to Balance)
 Feats: Improved Grab, Improved Grapple, Weapon Focus (Slam) / Action Points: 0 / Reputation: +0
 Environment: Southern territories, jungles / Organization: Solitary / Challenge Rating: 6 / Advancement: 8-15HD (Huge)
 Poison Spines (ex) - anyone making physical contact with the snake risks being pricked by these spines, although their primary use is for sedating constriction victims. Onset time 1d6 rounds, Fortitude save 17 (constitution-based DC), primary and secondary damage is 1d4 Wis. / Constriction (ex) - anyone pinned by the snake suffers 2d6+6 damage, not the usual 1d10+6 damage, and they also suffer the poison spines (see above).

Porcupine Anaconda



TERRANOVAN CREATURES



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Prairie Jackal



The prairie jackal can be found roaming in packs of 10 to 20 animals across the Great Southern Plain and other grasslands of the South. These mid-sized animals weigh around 75 kilos. They are quite agile and have been known to reach bursts of 60 kph when chasing prey. Their constant roaming requires them to expend much energy and thus they have a ravenous appetite. Once their prey has been killed, they all feast with the female pack members getting the most food. Their favorite prey is the barnaby, which is not easily overcome, and the hopper, which provides a little more sport for the young pups. The pack is led by a female Jackal. The males are the hunters and they are subservient to the females but, occasionally, a male will strike off on his own if mistreated by the dominant female.

Silcore Statsv

TYPICAL ATTRIBUTES: AGI: 2, BLD: 0, FIT: 2, INS: 1, PER: 1, WIL: 0, STR: 1, HEA: 1, STA: 30, UD: 3 + natural weapon							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat sense	2	1	Dodge	1	2	Hand-to-Hand	2
						Survival	2
SPECIAL ABILITIES: Bite (x6 damage), Claws (x 4 damage), Sprint (100m/round, 3 round maximum)							

OGL Stats

Size/Type (Subtype): Medium Animal / Hit Dice: 3d8+3 (16hp) / Initiative: +3 (dex) / Massive Dmg: 12 / Speed: 50ft	
Defense: 16 (+3 dex, +3 natural armor), flat 13, touch 13 / Base Attack/Grapple: +2 / +5	
Attack: Bite +5 melee (1d6+4) / Full Attack: 1 Bite +5 melee (1d6+4) / Space/Reach: 5ft/5ft	
Special Qualities: Lowlight Vision, Scent, Sprint / SAVES: Fort: +4 / Ref: +6 / Will: +2	
ABILITIES: Str: 16 / Int: 2 / Dex: 17 / Wis: 12 / Con: 12 / Cha: 9 / Skills: Spot +4, Wilderness Survival +4 / Feats: Run	
Action Points: 0 / Reputation: +0 / Environment: Southern territories, plains / Organization: Pack (10-20 adults plus young)	
Challenge Rating: 2 / Advancement: 1HD(small), 2-5HD(medium)	
Sprint (ex) - once per hour the jackal can move ten times their normal movement (500ft) when charging	

Water Viper



The Terranovan water viper is one of the deadliest predators in the planet's jungles. Due to its ability to blend with its surroundings, lethal venom and startling speed, the water viper can attack a creature many times its size and risk little in the process.

Silcore Statsv

AGI: 1, BLD: -7, FIT: 0, INS: 0, PER: 0, WIL: -1, STR: -3, HEA: 0, STA: 10: UD: 1 + natural weapons							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Ambush	2	1	Combat Sense	2	0	Hand-to-Hand	2
Camouflage	2	0	Dodge	2	3	Swimming	2
SPECIAL ABILITIES: Bite (x7 damage): injects lethal toxin (10 rounds onset, potency 16, Health rolls should be modified by half the victim's BLD score, rounded down)							

OGL Stats

Size/Type (Subtype): Tiny Animal (Aquatic, Amphibious) / Hit Dice: 1/2d8 (2hp) / Initiative: +5 (dex, feat)	
Massive Dmg: 10 / Speed: 30ft, swim 30ft / Defense: 15 (+2 size, +1 dex, +2 natural armor), flat 14, touch 13	
Base Attack/Grapple: +0/-11 / Attack: Bite +3 melee (1d3-3, plus poison) / Full Attack: 1 Bite +3 melee (1d3-3, plus poison)	
Space/Reach: 2 1/2ft/0ft / Special Qualities: Chameleon, Poison, Scent Saves: Fort: +2 / Ref: +3 / Will: -1	
ABILITIES: Str: 4 / Int: 1 / Dex: 12 / Wis: 9 / Con: 10 / Cha: 6 / Advancement: 1/2HD (tiny), 1-2HD (small)	
Skills: Balance +9, Climb +5, Hide +13, Listen +3, Spot +5, Swim +6 (+4 racial bonus to Hide, Listen and Spot checks, +8 racial bonus to Balance and Climb, can always Take 10 on Climb checks, +8 racial bonus to Swim, can always Take 10 on Swim checks)	
Feats: Improved Initiative*, Weapon Finesse (*racial bonus) / Action Points: 0 / Reputation: +0 / Environment: Southern territories, jungle pools / Organization: Solitary (1) / Challenge Rating: 1	
Chameleon (ex) - the Water Viper's skin can shift in colour to adapt to its natural environment. It can always Hide In Plain Sight (not requiring cover or shadow to make a Hide check), gains a +6 racial bonus to Hide and can always Take 10 on Hide checks. / Poison (ex) - the bite of a Water Viper is exceedingly poisonous. Onset 6 rounds, Fortitude save against a DC of 16 (Constitution-based with a +6 racial bonus), primary and secondary damage is 1 Con/ 2d4 Con)	



TERRANOVAN CREATURES

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Blacktongue Serpent

The blacktongue serpent is one of the rare biverterbrate snakes, which have two spinal cords linked by flexible ribs. It can still function fully if one of the spinal cords is severed. It inhabits the Tobian Plain, northern savannah and foothills of the Pacifica Range. The blacktongue has a striking gray and red striped body, which it sheds every cycle in Summer.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: 3, BLD: -7, FIT: 2, INS: 2, PER: 1, WILL: 1, STR: -2, HEA: 2, STA: 10, UD: 1 + natural weapons											
Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	3	1	Hand To Hand	2	3	Stealth	2	2	Survival	2	2
Dodge	2	3	SPECIAL ABILITIES: Bite (x5 DM): lethal toxin (Onset 5 round, Potency 15; HEA roll modified by half target's BLD, rounded down)Size/Type (Subtype)Tiny Animal								

OG Stats

Hit Dice: 1/2HD (2hp) / Initiative: +4 (dex) / Massive Dmg: 10 / Base Attack/Grapple: +0 / -8
Speed: 30ft / Defense: 18 (+2 size, +4 dex, +2 natural armor), flat 14, touch 16 / Attack: Bite +6 melee (1d3, plus poison)
Full Attack: 1 Bite +6 melee (1d3, plus poison) / Space/Reach: 2 1/2ft / 0 ft / SAVES: Fort: +2 / Ref: +6 / Will: +2
Special Qualities: Poison, Light Fortification (25% immunity to criticals), Lowlight Vision, Scent
ABILITIES: Str: 10 / Int: 1 / Dex: 19 / Wis: 15 / Con: 10 / Cha: 6 / Feats: Weapon Finesse / Action Points: 0
Skills: Hide +16, Spot +7, Move Silently +6, Wilderness Survival +3 (+4 racial bonus to Hide, Listen and Spot checks)
Reputation: +0 / Environment: Southern territories, plains/savannah / Organization: Solitary / Challenge Rating: 1
/ Advancement: 1/2HD-2HD (tiny)
Poison (ex) - the venom of a Blacktongue is one of the most potent natural neurotoxins. Onset time 1d3+1 rounds, Fortitude save DC 18 (Constitution based with +8 racial bonus), primary and secondary damage is 1d4 Con / 2d6 ConLight Fortification (ex) - the Blacktongue's redundant spinal cord and other organs make it difficult to kill with a single strike. It has a 25% chance of shrugging off any critical hit (treating the hit as a normal attack).



Giant Mud Crab

The giant mud crab's torso is a segmented carapace with a distinct tail assembly with which it swims. It boasts two large and very strong three claw pincers, which act in a similar fashion to Terranovan three fanged mouths. Although this man-sized beast is generally a swamp dweller, many varieties of the species exists, some of which live predominantly near rivers in savannah lands. During mating season they click their claws to attract mates and travelers have reported eerie sleepless nights listening to the noise of the mud crabs. Its meat is considered a delicacy around Perth, Gropius and Thebes.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: -1, BLD: 0, FIT: 2, INS:0, PER: 1, WILL: 0, STR: 1, HEA: 0, STA: 20, UD: 4 + natural weapons											
Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Camouflage	2	0	Dodge	1	-1	Notice	1	1	Swimming	3	-1
Combat Sense	2	1	Hand-to-Hand	3	-1						
SPECIAL ABILITIES: Claws (x7 damage); Hardened Carapace (+40 Armor)											

OG Stats

Size/Type (Subtype): Medium Vermin (Aquatic, Amphibious) / Hit Dice: 2d8+2 (11hp) / Initiative: +0 / Massive Dmg: 12
Speed: 20ft / Defense: 22 (+12 natural armor), flat 22, touch 10 / Base Attack/Grapple: +0 / +1
Attack: Claw +1 melee (1d8+1) / Full Attack: 1 Claw +1 melee (1d8+1) / Space/Reach: 5ft / 5ft
Special Qualities: Darkvision 60ft, Lowlight Vision, Mindless, Vermin Traits
SAVES: Fort: +4 / Ref: +0 / Will: +0 / ABILITIES: Str: 13 / Int: — / Dex: 10 / Wis: 11 / Con: 12 / Cha: 4
Skills: Hide +4, Swim +5 (+4 racial bonus to Hide, +4 racial bonus to Swim) / Feats: — / Action Points: 0
Reputation: +0 / Environment: Southern territories, swamp, river, savannah (near water)
Organization: Solitary (1), Colony (2-8) / Challenge Rating: 1 / Advancement: 2-4HD (medium), 5-6HD (large)



TERRANOVAN CREATURES



7

Novian Crocodile



Novian crocodiles are a cross between a snake and lizard, having a long thin body with four long legs attached under their body — making for a swift, agile animal. Their body is streamlined like an eel's and they swim with a large flat tail. Novian crocodile skin is a light scale and their elongated jaws sport the typical Terranovan three fang structure. Their colors normally match the local terrain. They live predominantly in marshes, shallow water ways and MacAllen tunnels that are near fresh air pockets.

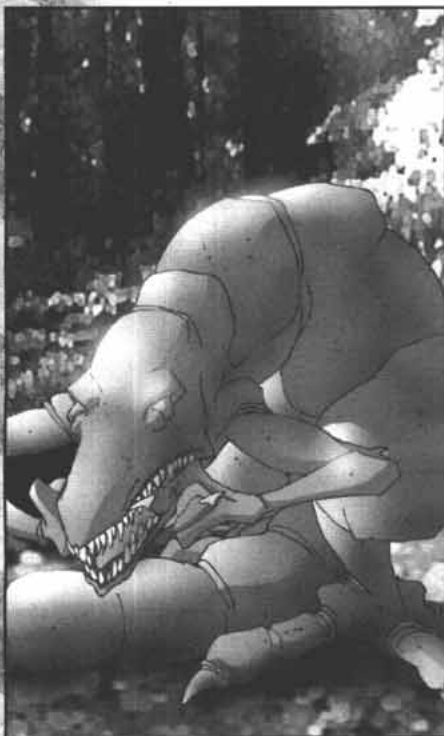
Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: 2, BLD: -1, FIT: 3, INS: 2, PER: 3, WILL: 1, STR: -1, HEA: 2, STA: 30, UD: 1 + natural weapons								
Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	2	3	Hand-to-Hand	3	2	Stealth	1	2
Dodge	2	2	Notice	2	3	Bite (x7 damage), Claws (x2 damage), Scales (+5 armor)		
						Swimming	1	2

OGL Stats ☐

Size/Type (Subtype): Small Animal (Aquatic) / Hit Dice: 1d8+1 (5hp) / Initiative: +5 (dex) / Massive Dmg: 12
Speed: 30ft, swim 30ft / Defense: 20 (+1 size, +5 dex, +4 natural armor), flat 16, touch 15 / Base Attack/Grapple: +1 / +0
Attack: Bite +5 melee (1d6+4) / Full Attack: 1 Bite +5 melee (1d6+4) / Space/Reach: 5ft / 5ft
Special Qualities: Darkvision 60ft, Hold Breath, Lowlight Vision / Saves: Fort: +3 / Ref: +7 / Will: +2
Abilities: Str: 17 / Int: 2 / Dex: 20 / Wis: 15 / Con: 12 / Cha: 6 / Feats: Alertness / Action Points: 0
Skills: Hide +13, Spot +6, Swim +11 (+8 racial bonus to Swim check, can Take 10 on any Swim check, it can use a run action underwater so long as it swims in a straight line, +4 racial bonus to Hide when in the water, when lurking just beneath the surface of the water it gains a +10 cover bonus to Hide):
/ Reputation: +0 / Environment: Southern territories, any aquatic / Organization: Solitary (1) / Challenge Rating: 1/2 / Advancement: 1-2HD (small), 3-8HD (medium)
Hold Breath (ex) - the crocodile can hold its breath and operate underwater for a number of round equal to its Constitution times 4 before risking drowning.

Sniffer



Sniffers are omnivorous and were first discovered in the Tobian Plain. They are an off-shoot of the Bank's monitor lizard common in the Badlands. Sniffers only resemble their cousins physically, however, being much more placid and lacking any venom glands. Sniffers are equated to a cross between Earth bloodhounds and pigs, for they have an acute sense of smell which allows them to find their diet of smaller lizards and various subterranean plant varieties. They have a particular fondness for sugarroot, used to help train the creatures. Sniffers have been domesticated and are used throughout the Alliance for guarding and tracking purposes by various special commoner and protector units.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: 2, BLD: 1, FIT: 1, INS: 2, PER: 2, WIL: 0, STR: 1, HEA: 1, STA: 35, UD: 7 + natural weapons														
Skill	Level		Attr		Skill	Level		Attr		Skill	Level		Attr	
Combat Sense	2	3	Hand-to-Hand	2	2	Stealth	2	2	Survival	2	2			
Dodge	1	2	Notice (Tracking)	3	3									
SPECIAL ABILITIES: Bite (x6 damage); Claws (x2 damage); Heightened sense of smell (+2 for smell-related Perception tests)														

OGL Stats ☐

Size/Type (Subtype): Medium Animal / Hit Dice: 4d8+4 (22hp) / Initiative: +3 (dex) / Massive Dmg: 13 / Speed: 20ft
Defense: 17 (+3 dex, +4 natural armor), flat 14, touch 13 / Base Attack/Grapple: +3 / +5 / Attack: Bite +5 melee (1d4+3)
Full Attack: 1 Bite +5 melee (1d4+3) / Space/Reach: 5ft / 5ft / Special Qualities: Lowlight Vision, Scent
Saves: Fort: +5 / Ref: +7 / Will: +3 / Abilities: Str: 15 / Int: 2 / Dex: 17 / Wis: 14 / Con: 13 / Cha: 5
Skills: Hide +5, Move Silently +5, Spot +5, Wilderness Survival +4 (+8 racial bonus to checks involving locating or tracking by scent)
Feats: Alertness, TrackAction Points: 0 / Reputation: +0 / Environment: Southern territories, plains
Organization: Solitary or colony (6-10) / Challenge Rating: 2 / Advancement: 4-6HD (Medium), 7-10HD (Large)



TERRANOVAN CREATURES

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Sniffer [Webbled]

Webbled sniffers form parts of special tracker units known colloquially as “sniffer squads.” Each creature is brought up by a protector or commoner, and during the early cycles the handler and beast build up a bond that keeps them together until one of them dies. Commoner squads are found at civilian areas, but there are also specific protector squads who are expected to hunt down fugitives. These tracker pairs operate as special response teams to crises. Both handler and beast wear heavy or turtleshell armor while tracking targets.

Webbled sniffers have built-in infrared vision and enhanced hearing, both of which are designed to cut out in overload cases from such things as explosions. Webbled sniffers also have a video and sound capture system to record what they see and hear. They then are capable of immediately transmitting with video broadcasting and encryption equipment built along the creatures spine. The sniffers also have an audio interpretation system that allow the creature to better understand commands and communicate with a limited vocabulary.

☐ Silcore Stats

TYPICAL ATTRIBUTES: AGI: 2, BLD: 1, FIT: 2, INS: 3, PER: 4, WILL: 1, STR: 1, HEA: 2, STA: 40, UD: 7 + natural weapons											
Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	2	4	Hand-to-Hand	2	2	Stealth	2	2	Survival	2	2
Dodge	1	2	Notice	3	4						
SPECIAL ABILITIES: Bite (x6 damage); Claws (x2 damage); Armor suit (+30 Armor); Webbling and Sensors (included in stats)											

SPECIAL ABILITIES: Bite (x6 damage); Claws (x2 damage); Armor suit (+30 Armor); Webbling and Sensors (included in stats)

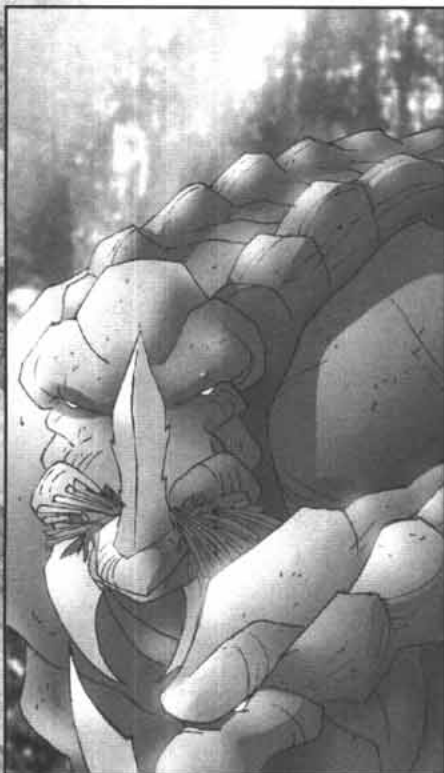
☐ OGL Stats

Size/Type (Subtype): Medium Animal (Webbled) / Hit Dice: 4d8+8 (26hp) / Initiative: +5 (dex) / Massive Dmg: 14
Speed: 30ft / Defense: 23 (+5 dex, +4 natural armor, +4 armor), flat 18, touch 15 / Base Attack/Grapple: +3 / +6
Attack: Bite +6 melee (1d4+5) / Full Attack: 1 Bite +6 melee (1d4+5) / Space/Reach: 5ft / 5ft
Special Qualities: Darkvision 90ft, Lowlight Vision, Scent, Webbled Traits / Saves: Fort: +6; Ref: +9 / Will: +5
Abilities: Str: 17 / Int: 8 / Dex: 20 / Wis: 19 / Con: 14 / Cha: 13 / Environment: Humanist Alliance, Domesticated
Skills: Hide +7, Listen +10, Move Silently +7, Sense Motive +10, Spot +11, Wilderness Survival +6 (+4 racial bonus to Listen, Spot and Sense Motive - from the cybernetics, +8 racial bonus to all rolls involving scent)
Feats: Alertness, Attentive*, Track (*from webbling) / Action Points: 0 / Reputation: +0 / Advancement: none
Organization: Surveillance (1), Patrol (2-3), Hunter-Seeker Squad (2-8, plus handlers) / Challenge Rating: 3
Webbling Traits (ex) - as a result of extensive cybernetic and genetic enhancement, Webbled Sniffers have a number of additional traits and benefits. Each sniffer has a sensory and surveillance suite with acts as a spectrum video camera and microphone (with memory storage), olfactory enhancement, full body analyzer (allowing the Sniffer to read a suspect like a lie detector through use of the Sense Motive skill), radio and cellular communications and enhanced brain wiring and digital voice giving the animal near-human level intelligence and communication abilities. The body armor is equivalent to a Light Flak Suit.





Tobian Iguana [Grass Dragon]



The Tobian iguana is also known as the "grass dragon" by Humanists. A cousin of the barnabus iguana, the creature lives almost exclusively in the giant grasses of the Tobian Plain although it also hunts hoppers, springers, skags and wallabies. It has a fearsome reputation — somewhat undeserved, given its placid nature — because of its overdeveloped mouth tusks. These creatures employ the elaborate mouth pieces during the mating season, when the males fight off rivals by charging at each other head-on until one concedes. The Tobian iguana is slimmer than other Terra Nova megafauna, probably because its habitat requires it to negotiate the giant grasses. Its enormous tusks are used to slice through the fronds as it lumbers about.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: -1, BLD: 5, FIT: 2, INS: 1, PER: 1, WIL: 0, STR: 3, HEA: 1, STA: 55, UD: 13 + natural weapons								
Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	2	1	Hand-to-Hand	2	-1	Notice (tracking)	1	1
Dodge	1	-1						
SPECIAL ABILITIES: Tusks (x14 damage); Tail Lash (x7 damage); Thick Skin (+20 armor); Charge (40m/round, 3 rounds)								

OGI Stats ☐

Size/Type (Subtype): Large Animal (Barnaby) / Hit Dice: 6d8+24 (51 hp) / Initiative: +0 / Massive Dmg: 20
Speed: 40ft / Defense: 15 (-1 size, +6 natural armor), flat 14, touch 9 / Base Attack/Grapple: +4 / +12
Attack: Gore +7 melee (1d8+6) / Full Attack: 1 Gore +7 melee (1d8+6) or 1 Tail Lash +7 melee (1d8+6)
Space/Reach: 10ft / 5ft / Special Qualities: Lowlight Vision / Saves: Fort: +9 / Ref: +2 / Will: +7 / Abilities: Str: 18 / Int: 2
Dex: 10 / Wis: 14 / Con: 20 / Cha: 6 / Skills: Spot +6, Wilderness Survival +10 / Feats: Endurance, Skill Focus (Wilderness Survival)
Action Points: 0 / Reputation: +0 / Environment: Terra Nova / Organization: Herd (6-20) / Challenge Rating: 3
Advancement: 6-9 HD (large)

Furred Barnaby [Manx Barnabus Iguana]



An offshoot of the Barnabus Iguana found in the Badlands, this beast is common in the jungles and savannahs of the south. This Barnaby is distinct from its Badlands cousin in that its skin is thinner and covered with long bushy hair, making it look quite unique. The hair is actually a form of highly specialized scale, similar to a feather. It serves as a heat regulating system for the lizard and its structure is a natural water repellent. Cloaks woven from the hair of a furred Barnaby are commonly worn by Mekong peasant workers. These beasts are significantly smaller than other breeds of Barnabus iguanas and do not have a tail. On the other hand, they are less aggressive, easier to domesticate and their meat is more palatable.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: -1, BLD: +5, FIT: +1, INS: 0, PER: +1, WIL: +1, STR: +3, HEA: +2, STA: 50, UD: 10+natural wpn.							
Skill	Level		Attr.	Skill	Level		Attr.
Combat Sense	1	-1		Dodge	1	-1	
				Hand-to-Hand	2	-1	
SPECIAL ABILITIES: Bite (x5 damage), Thick Skin (+10 Armor)							

OGI Stats ☐

Size/Type (Subtype): Medium Animal (Barnaby) / Hit Dice: 4d8+23 (59hp) / Initiative: +0 / Massive Dmg: 20
Speed: 20ft / Defense: 13 (+3 natural armor) / Base Attack/Grapple: +3 / +6 / Attack: Bite +6 melee (1d6+4)
Full Attack: 1 Bite +6 melee (1d6+4) / Space/Reach: 5ft/5ft / Special Qualities: Lowlight Vision
Saves: Fort: +9 / Ref: +1 / Will: +5 / Abilities: Str: 16 / Int: 2 / Dex: 10 / Wis: 1 / Con: 20 / Cha: 9
Skills: Spot +4, Wilderness Survival +5 / Feats: Endurance, Toughness / Action Points: 0 / Reputation: +0
Environment: Southern territories, savannah / Organization: Herd (6-20) / Challenge Rating: 2 / Advancement: 4-5HD (medium)



TERRANOVAN CREATURES

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Sewell Hoppers [Pit Rats]

Named after their discover, Jonathan Sewell, these creatures are known across the Dominion for their voracious appetites and foul disposition. This particular breed of the common hopper family has evolved a number of specialized abilities to survive in the Mekong jungles. Foremost among these is a natural ability to resist most diseases and infections. The source of its near miraculous resistance can be directly traced to an small organ which feeds special enzymes into the hopper's lymphatic system. Medical research and antitoxin production account of the high interest of Dominion medical corporations in these creatures.

☐ Silcore Stats

TYPICAL ATTRIBUTES: AGI: +2, BLD: -5, FIT: +3, INS: +2, PER: +2, WIL: +1, STR: -2, HEA: -1, STA: 10, UD: 1+infection							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	2	+2	Dodge	3	+2	Hand-to-Hand	2
						2	+2
SPECIAL ABILITIES: Bite (x4 damage), usually carrier of one diseaseSewell Hopper (Pit Rats):							

☐ OGL Stats

Size/Type (Subtype): Tiny Animal (Hopper) / Hit Dice: 1/2d8-1 (2hp) / Initiative: +5 (dex) / Massive Dmg: 8	
Speed: 30ft / Defense: 18 (+2 size, +5 dex, +1 natural armor), flat 13, touch 17 / Base Attack/Grapple: +0 / -9	
Attack: Bite +1 melee (1d3-1) / Full Attack: Bite +1 melee (1d3-1) / Space/Reach: 5ft / 5ft	
Special Qualities: Disease Resistant, Lowlight Vision / Saves: Fort: + / Ref: +7 / Will: +2 / Abilities: Str: 8 / Int: 2	
Dex: 20 / Wis: 16 / Con: 8 / Cha: 9 / Skills: Jump +8 / Spot +6, Wilderness Survival +5 (+8 racial bonus to Jump)	
Feats: Alertness / Action Points: 0 / Reputation: +0 / Environment: Any / Organization: Solitary, Clutch (2-6, plus young)	
Challenge Rating: 1/4 / Advancement: 1/2-1HD (Tiny), 1-2HD (Small)	
Disease Resistant (ex) - These jungle hoppers have an evolved resistance, +8 racial bonus to saving throws to resist poison and disease. The hoppers still carry the disease if they save successfully and can transmit it, but suffer no ill effects themselves.	



Pack Lizards

The pack lizard was one of the first lifeforms discovered by the Founders' exploration team. More accurately, the pack lizards found them, falling upon the team's simple tents in the middle of the night. Survivors of the attacks were appalled by the viciousness of the beasts. Later, research revealed that the pack lizard is a social animal not unlike the now-extinct timber wolf of ancient Earth. But to the Mekongeses, the wild pack lizard will always be linked to these first violent encounters, and feared for their aggressiveness. Pack lizards travel in groups of three to twenty, depending upon available food sources.

☐ Silcore Stats

TYPICAL ATTRIBUTES: AGI: +2, BLD: +2, FIT: +4, INS: +3, PER: +3, WIL: +1, STR: +3, HEA: +3, STA: 35, UD: 8+natural weapon							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Stealth	3	+2	Combat Sense	2	+3	Hand-to-Hand	3
						3	+2
SPECIAL ABILITIES: Claw (x4 Damage), Bite (x6 damage), Run 50 m/round, Leap up to 4 meters							

☐ OGL Stats

Size/Type (Subtype): Large Animal / Hit Dice: 3d8+12 (25hp) / Initiative: +5 (dex) / Massive Dmg: 18	
Speed: 50ft / Defense: 20 (-1 size, +5 dex, +7 natural armor), flat 15, touch 13 / Base Attack/Grapple: +2 / +12	
Attack: Bite +8 melee (1d6+9) / Full Attack: 1 Bite +8 melee (1d6+9) and 2 Claws +6 melee (1d4+6)	
Space/Reach: 10ft / 5ft / Special Qualities: Lowlight Vision / Saves: Fort: +7 / Ref: +8 / Will: +5	
Abilities: Str: 22 / Int: 2 / Dex: 20 / Wis: 18 / Con: 18 / Cha: 9	
Skills: Jump +14, Spot +6, Wilderness Survival +6 (+6 racial bonus to Jump) / Feats: Track / Action Points: 0	
Reputation: +0 / Environment: Southern territories, Mekong jungle / Organization: Domesticated or Pack (3-20)	
Challenge Rating: 3 / Advancement: 3-6HD (Large)	

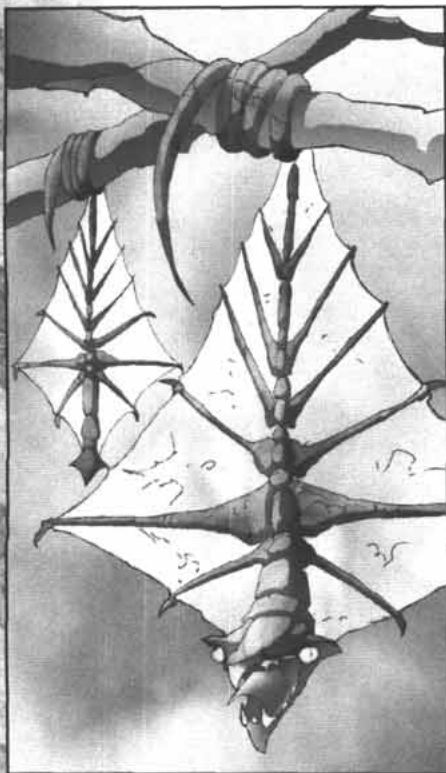


TERRANOVAN CREATURES

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Sunshadow



The Sunshadow is a flying snake: six of the reptile's dorsal ribs are elongated with a membranous skin connecting each rib to the others, with a sophisticated muscle group making them function as a wing. While the rib-wing is not very sturdy or maneuverable, it does allow the sunshadow to climb to the moderately high altitude from which it hunts. The snake uses its keen eyesight to spot its prey while gliding. It will then circle until the sun is at its back. Tucking its wings along the length of the body the reptile then plunges towards the target; at the last moment, the snake billows out its wings, stopping almost instantaneously to attack.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: +2, BLD: -4, FIT: 0, INS: +1, PER: +3, WIL: 0, STR: -1, HEA: +1, STA: 10, UD: 2+natural wpn.							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Flight	2	+2	Navigation	2	+1	Track	2
SPECIAL ABILITIES: Bite (x2 damage), Toxin (Potency 8, 1 Round Onset)Sunshadow							

OGL Stats ☐

Size/Type (Subtype):	Tiny Animal / Hit Dice: 1d8 (4hp) / Initiative: +3 (dex) / Massive Dmg: 10
Speed:	20ft, fly 40ft (poor) / Defense: 17 (+2 size, +3 dex, +2 natural armor), flat 14, touch 15
Base Attack/Grapple:	+0 / -10 / Attack: Bite +5 melee (1d3-2, plus poison) / Full Attack: 1 Bite +5 melee (1d3-2, plus poison)
Space/Reach:	2.5ft / 0ft / Special Qualities: Lowlight Vision / Saves: Fort: +2 / Ref: +5 / Will: +2 / Abilities: Str: 6 / Int: 1
Dex:	16 / Wis: 14 / Con: 10 / Cha: 4 / Feats: Weapon Finesse / Action Points: 0 / Reputation: +0
Skills:	Balance +11, Climb +6, Hide +15, Listen +6, Spot +8, Wilderness Survival +4 (+4 to Hide, Listen, and Spot, +8 to Balance and Climb, can always Take 10 when using Climb) / Advancement: 1-2HD (tiny), 3HD (small)
Environment:	Southern territories, Mekong jungle / Organization: Domesticated or Solitary (1) / Challenge Rating: 1/2
Poison (ex)	- onset 1 round, Fortitude save DC 10 (Constitution based), primary and secondary damage is 1 Str / 1d3 Str

Burrowing Skags [Swarm]



The jungle of the Mekong are among the most fertile on the planet, and host to a wide variety of plant and animal life. Dominion peasants are kept busy hunting exotic animals to supplement their food supply or personal income. Jungle guides are an essential part of any traveler's preparation since much of the flora and fauna are poisonous to human life. An innocuous-looking fern may be quite nutritious or extremely deadly; on a planet which developed without humanity in mind, strange amino acids fill the planet and animal life, more so in the jungle than anywhere else on Terra Nova.

Silcore Stats ☐

Aggressiveness:	1, Damage/turn: 1, Dmg. Threshold: 20, Rnd. Horde Size: 8d6, B. S. Size: 400-800
Attacks cause burning sore due to venom (treat as Fatal toxin with a Potency of 1)Burrowing Skags, Swarm:	

OGL Stats ☐

Size/Type (Subtype):	Diminutive Vermin (swarm) / Hit Dice: 8d8-16 (20hp) / Initiative: +2 (dex) / Massive Dmg: —
Speed:	20ft, burrow 20ft / Defense: 16 (+4 size, +2 dex), flat 14, touch 16 / Base Attack/Grapple: +6 / —
Attack:	Swarm (1d6, plus poison) / Full Attack: Swarm (1d6, plus poison) / Space/Reach: 10ft / 0ft
Special Qualities:	Poison, Scent, Swarm traits, Vermin traits / Saves: Fort: +4; Ref: +4; Will: +1 / Abilities: Str: 1; Int: —
Dex:	14; Wis: 8 / Con: 6; Cha: 10 / Feats: Track (bonus feat) / Action Points: 0 / Reputation: +0
Skills:	Wilderness Survival -1 (+4 racial bonus to Wilderness Survival when tracking by scent)
Environment:	Southern territories, Mekong jungle / Organization: Colony (8d6 swarms)
Challenge Rating:	4 / Advancement: none
Poison (ex)	- the acidic venom of the Burrowing Skag is only dangerous when the target is bitten by several of the creatures (as in the case of a swarm). Onset is immediate, Reflex save DC 12 (DC is Constitution based), primary damage is 1d4 acid damage, there is no secondary damage.



TERRANOVAN CREATURES

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Drill ticks live in the upper canopy of the Mekong fernwood jungle. For most of their life cycle they are harmless herbivores which raze upon the tender shoots of the upper leaves of fernwood trees. A hard exoskeleton protects them from predators and sharp claws allow them to prevent being blown off the fern during storms. They range in size from 1 to 3 cm in length, but extraordinary individuals have been known to reach 8 cm. During the mating season, which occurs five times a cycle for the short-lived insects, the females will be fertilized by the males.

Silcore Stats

Aggressiveness: 1, Damage/turn: 1, Dmg. Threshold: 10, R. Horde Size: 2d6, B. Swarm Size 10-50

2d6 days after the attack, untreated wounds become huge painful welts. 1d6 days after that, 1d6 young ticks emerge from beneath the skin of the victim. A HEA check vs. the number of ticks is required to resist total incapacitation from the pain, each day the welts remain untreated.

OGL Stats

Size/Type (Subtype): Diminutive Vermin (swarm) / Hit Dice: 5d8+10 (32hp) / Initiative: +1 (dex) / Massive Dmg: —

Speed: 20ft / Defense: 15 (+4 size, +1 dex), flat 14, touch 15 / Base Attack/Grapple: +3 / —

Attack: Swarm (1d6, plus infection) / Full Attack: Swarm (1d6, plus infection) / Space/Reach: 10ft / 0ft

Special Qualities: Infection, Mindless, Swarm traits, Vermin traits / Saves: Fort: +6; Ref: +2; Will: +0

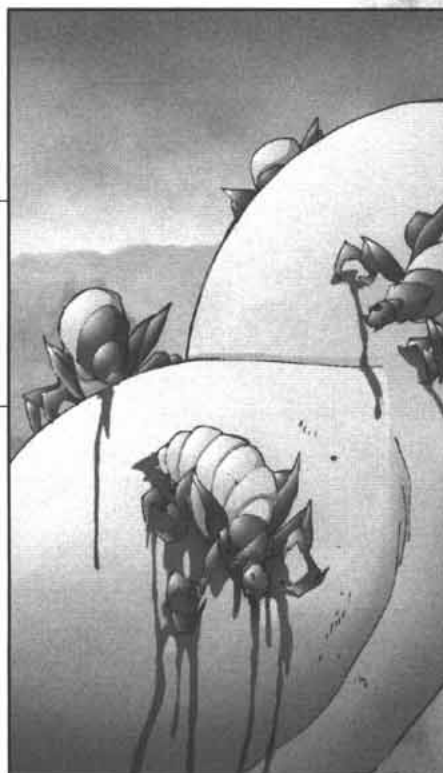
Abilities: Str: 5; Int: — / Dex: 12; Wis: 8 / Con: 14; Cha: 3 / Skills: — / Feats: — / Action Points: 0

Reputation: +0 / Environment: Southern territories, any / Organization: Swarm (1) or Horde (2d6 swarms)

Challenge Rating: 3 / Advancement: none

Infection (ex) - the ticks inject their eggs into their targets, making them involuntary hosts for their young. The incubation period is one week, until that time a successful Heal (DC 15) or Wilderness Survival (DC 20) will identify and kill the larva before they hatch. Once they hatch a Fortitude save (DC 14) is made to avoid successful hatching. The larva secrete an acidic toxin (damage is 1hp and 1d4 temporary Dex damage per day) for 1d6 days before bursting from the painful welts. Once the newborn ticks emerge the infection is over and the victim begins healing.

Drill Tick [Swarm]



Go-ki are arboreal lizards with a distinctively humanoid appearance. Many point to their social dynamics and rudimentary use of sticks and rocks for foraging and defense as evidence of an emerging intelligence. Formal research of the animals is scarce as they are quite adept at spotting and eluding scientific teams, and are extremely difficult to keep in captivity. Poachers, on the other hand, rarely take notes and need only spot a go-ki nest to eliminate an entire cycle's offspring. It is rare to find a single go-ki, except during the mating season, when the alpha male drives off the young males or is killed by his successor.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: +2, BLD: -1, FIT: +1, INS: +3, PER: +2, WIL: +1, STR: +2, HEA: +2, STA: 30, UD: 5

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Hand-to-Hand	2	+2	Stealth	2	+3	Throwing	1	+1			

SPECIAL ABILITIES: Bite (x2 damage), Minimal Tool Use (improvised weapons)

OGL Stats

Size/Type (Subtype): Medium Animal / Hit Dice: 2d8+2 (11hp) / Initiative: +3 (dex) / Massive Dmg: 12

Speed: 30ft / Defense: 16 (+3 dex, +3 natural armor), flat 13, touch 13 / Base Attack/Grapple: +1 / +2

Attack: Bite +2 melee (1d2+1) or Thrown object +4 ranged (1d4+1) / Space/Reach: 5ft/5ft

Full Attack: ! Bite +2 melee (1d2+1) or 1 Thrown object +4 ranged (1d4+1) / Special Qualities: Lowlight Vision

Saves: Fort: +4 / Ref: +6 / Will: +2 / Abilities: Str: 13 / Int: 2 / Dex: 17 / Wis: 14 Con: 12 / Cha: 13

Skills: Balance +11, Climb +11, Hide +5, Move Silently +5, Spot +4, Wilderness Survival +5 (+8 racial bonus to Climb and Balance checks, can always Take 10 on Climb checks and uses Dexterity modifier instead of Strength for Climb checks):

Feats: Stealthy / Action Points: 0 / Reputation: +0 / Environment: Southern territories, Mekong jungle

Organization: Solitary (1), Clan (3-5 adults, led by an alpha pair 4HD types, with 2d4 children)

Challenge Rating: 1 / Advancement: 1HD (small), 2-5HD (medium):

Go-ki



TERRANOVAN CREATURES



7

Piranha Worm



Piranha worms are an unusual cross between a centipede, an eel and a piranha. Their small legs are used to secure themselves to the stalks of small plants and bushes commonly found along the shores of Mekong rivers. They are not amphibious, but since the length of their bodies processes oxygen from the water flowing past them by osmosis, they are able to stick their heads above the water for indefinite lengths of time. A piranha worm's body has the slim, tapered look of an eel, allowing it to swim silently and efficiently through the water. Its head appears overly large for its body to accommodate its well-developed eyes and a large mouth filled with razor-sharp teeth. Some of the largest specimens caught have measured up to an incredible 2.1 meters in length.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: +2, BLD: -7, FIT: 0, INS: -1, PER: +1, WIL: 0, STR: -3, HEA: 0, STA: 5, UD: 1+natural wpn.							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Hand-to-Hand	2	2	Survival	1	0	Track	2
SPECIAL ABILITIES: Bite (x6 Damage)							

OGL Stats ☐

Size/Type (Subtype):	Tiny Animal (aquatic)	/ Hit Dice:	1/2d8-3 (1hp)	/ Initiative:	+2 (dex)	/ Massive Dmg:	4
Speed:	Swim 20ft	/ Defense:	+14 (+2 size, +2 dex), flat 12, touch 14	/ Base Attack/Grapple:	+0 / -10		
Attack:	Bite +4 melee (1d4-2)	/ Full Attack:	1 Bite +4 melee (1d4-2)	/ Space/Reach:	2 1/2ft / 0ft		
Special Qualities:	Lowlight Vision / Saves: Fort: -1 / Ref: +4 / Will: +0 / Abilities: Str: 6 / Int: 1 / Dex: 15 / Wis: 10 / Con: 4 / Cha: 2						
Skills:	Swim +10 (+8 racial bonus to Swim, can always Take 10 on Swim checks, it can use a run action underwater provided it swims in a straight line)						
Feats:	Track / Action Points: 0 / Reputation: +0 / Environment: Southern territories, freshwater aquatic						
Organization:	Solitary (1), Swarm (3-9) / Challenge Rating: 1/2 / Advancement: 1/2HD(tiny), 1-3HD(small), 4HD(medium)						

Scorpion Serpent



This beautifully colored predator conceals a surprise for any who stray too close: it can spray poison. The midsection of the scorpion serpent is distinctly bulbous to house a venom-producing gland. Using muscle contractions, the creature propels the clear secretion along a thin tube, paralleling the intestinal tract, ending at its tail. The venom is projected with great speed and accuracy up to ten meters away.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: +1, BLD: -3, FIT: +1, INS: -1, PER: +1, WIL: 0, STR: -1, HEA: +1, STA: 20, UD: 2+natural wpn.							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
"Gunnery"	2	+1	Hand-to-Hand	3	+2	Track	3
SPECIAL ABILITIES: Bite (x3 Damage), Acid Spray (Range 10 meters, Potency 12)							

OGL Stats ☐

Size/Type (Subtype): Small Animal / Hit Dice: 1d8 (4hp) / Initiative: +2 (dex) / Massive Dmg: 10 / Speed: 20ft
Defense: 15 (+1 size, +2 dex, +2 natural armor), flat 13, touch 13 / Base Attack/Grapple: +0 / -4
Attack: Venom Spray +4 ranged (1d4 acid + poison) / Space/Reach: 5ft/5ft / Special Qualities: Venom Spray, Scent
Full Attack: 1 Venom Sprar +4 ranged (1d4 acid + poison) or 1 Bite +1 melee (1d3+1)
Saves: Fort: +2; Ref: +4 / Will: +2 / Abilities: Str: 10 / Int: 1 / Dex: 14 / Wis: 10 / Con: 10 / Cha: 4
Skills: Balance +10, Climb +10, Hide +10, Listen +4, Spot +6, Wilderness Survival +2 (+4 racial bonus to Hide, Listen and Spot, +8 to Balance and Climb, can always Take 10 on Climb checks, uses Dex or Str modifier for Climb checks (whichever is higher))
Feats: Weapon Focus (Venom Spray) / Action Points: 0 / Reputation: +0 / Environment: Southern territories, Mekong jungle
Organization: Solitary (1)/ Challenge Rating: 1 / Advancement: 1-3HD (small)
Venom Spray (ex) - the base range of the spray is 30ft, the serpent's glands has enough venom for 5 sprays before they need to produce more. The venom is a contact poison, onset time of immediate, Reflex save DC 12 (Constitution based with +2 racial bonus to DC), primary and secondary damage is blindness/paralysis for 1d6 minutes.



Creepier Vines [Maypole]

Creepier vines are not common in the jungles on the Mekong, but every traveler should be on the lookout for these dangerous plants. They will often spread themselves across another plant or natural feature, allowing their vines to hang freely. The vines are brightly colored and quite pleasing to the eye to attract curious animals within reach. Once the animal touches the creeper, the vine will constrict, wrapping about the victim tightly via a unique system of internal hydraulics. The vine then secretes a caustic fluid which dissolves the nutrients locked in the flesh of the animal, to be ingested by the plant.

Silcore Stats

AGI: 0, BLD: -1, FIT: +3, INS: n/a, PER: +2, WIL: n/a, STR: +1; HEA: 0, STA: 30, UD: 9+natural wpn.							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
"Hand-to-Hand"	3	+1	Track	2	+2		
Constriction (x5 Damage), Acid (Potency 5) Creepier Vines (Maypole):							

OGL Stats

Size/Type (Subtype): Medium Plant / Hit Dice: 1d8 (4hp) / Initiative: +2 (dex) / Massive Dmg: 11 / Speed: — (sessile)	
Defense: 12 (+2 dex) / Base Attack/Grapple: +0/+7 / Attack: Grab +3 melee (1d3+4) / Full Attack: 1 Grab +3 melee (1d3+4)	
Space/Reach: 5ft/5ft / Special Qualities: Enzymes, Mindless, Plant traits, Tremorsense 30ft	
Saves: Fort: +2 / Ref: +2 / Will: +0 / Abilities: Str: 16 / Int: — / Dex: 14: Wis: — / Con: 11: Cha: 1	
Skills: Hide +12 (+10 circumstance bonus to Hide when mixed in with other vegetation)	
Feats: Improved Grapple* (*racial bonus) / Action Points: 0 / Reputation: +0 / Environment: Southern territories, Mekong jungle	
Organization: Solitary (1), Patch (2-5) / Challenge Rating: 1/2 / Advancement: 1-3HD (medium), 4-7HD (large)	
Enzymes (ex) - the Creeper Vine produces an enzyme that liquifies its prey and makes the absorption of nutrients from the victims easier. Anyone caught in a grapple with the vine for more than a round suffers 1d6 points of acid damage round until they can escape.	



Rock Dragon [Greater Toussain]

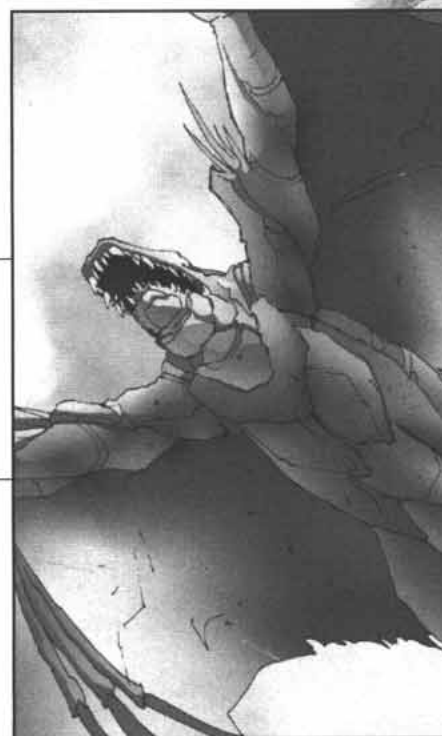
The daks of the Westridge and Downing Ranges differ considerably from those found elsewhere on Terra Nova. They are both larger and more vicious, regarded by many as a distinct species. Rock dragons are solitary animals, usually gathering only to breed, though so called "hunting parties" of juvenile males are occasionally sighted in the early summer. When courting a mate, a process initiated by either sex, rock dragons put on spectacular aerial displays with a grace that belies their size. They will also drive off rivals, a process as vicious as it is beautiful. Rock Dragons are staunchly territorial and will fight to the death to defend their nests against interlopers, including any human mountaineers who stumble upon them.

Silcore Stats

TYPICAL ATTRIBUTES: AGI: 1, BLD: -2, FIT: 1, INS: 0, PER: 2, WIL: -1, STR: 0, HEA: 0, STA: 15, UD: 2 (+natural weapons).							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	2	+2	Dodge	1	+1	Hand-to-Hand	4
							+1
SPECIAL ABILITIES: Bite (x6 Damage), Talons (x8 Damage), Flight (10 MP dive)							

OGL Stats

Size/Type (Subtype): Small Animal (Dak) / Hit Dice: 1d8 (4hp) / Initiative: +1 (dex) / Massive Dmg: 10	
Speed: 10ft, fly 80ft (average) / Defense: 17 (+1 size, +1 dex, +5 natural armor), flat 16, touch 12	
Base Attack/Grapple: +0/-4 / Attack: Claw +2 melee (1d8) / Full Attack: 1 Claw +2 melee (1d8) or 1 Bite +2 melee (1d6)	
Space/Reach: 5ft/5ft / Special Qualities: Lowlight Vision / Saves: Fort: +2; Ref: +4; Will: +0 / Abilities: Str: 10; Int: 1;	
Dex: 13; Wis: 10 / Con: 10; Cha: 6 / Skills: Spot +10, Wilderness Survival +2 (+8 racial bonus to Spot)	
Feats: Weapon Finesse / Action Points: 0 / Reputation: +0 / Environment: Northern territories, mountains	
Organization: Solitary, Hunting Pack (2-8), Mating Flock (9-30) / Challenge Rating: 1/2 / Advancement: 2-4HD (medium)	



TERRANOVAN CREATURES

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Sand Fox



A smaller relative of the dawg, sand foxes are a common sight in the Marathon Basin and on the plains that line the Badlands. Sand foxes form small close-knit families, living together in burrows or caves, and have one or two litters per cycle. Both the male and female hunt to feed the youngsters, often aided by the older juveniles until they strike off on their own after about a cycle. Occasionally, youngsters will overstay their welcome and be ejected from the den by their parents. Largely nocturnal, they hunt a wide range of small herbivores but supplement their diet with berries and roots. They are also willing scavengers and those living near human settlements have been known to raid garbage cans for leftovers.

Silcore Stats ☐

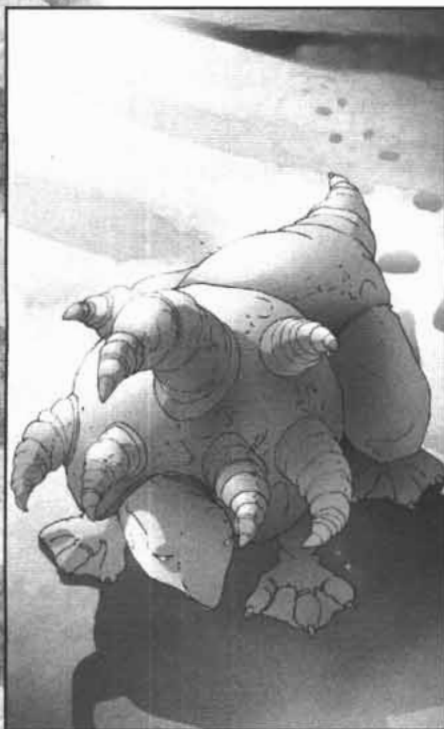
TYPICAL ATTRIBUTES: AGI: +3, BLD: -5, FIT: +3, INS: +2, PER: +3, WIL: 1, STR: -1, HEA: 2, STA: 10, UD: 0 (+natural weapons).							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	3	3	Hand-to-Hand	2	3	Notice (tracking)	2
Dodge	2	3				Stealth	2

SPECIAL ABILITIES: Bite (x5 Damage) Sand Fox:

OGL Stats ☐

Size/Type (Subtype): Small Animal (Dawg) / Hit Dice: 1/2d8 / Initiative: +6 (dex) / Massive Dmg: 10 / Speed: 30ft
Defense: 17 (+1 size, +6 dex), flat 11, touch 17 / Base Attack/Grapple: +0 / -2 / Attack: Bite +3 melee (1d4+2)
Full Attack: 1 Bite +3 melee (1d4+2) / Space/Reach: 5ft/5ft / Special Qualities: Scent / Saves: Fort: +2; Ref: +8; Will: +2
Abilities: Str: 14; Int: 2 / Dex: 22; Wis: 15 / Con: 10; Cha: 7
Skills: Hide +5, Listen +5, Spot +5, Wilderness Survival +3 (+3 racial bonus to Listen and Spot rolls using smell or hearing):
Feats: Alertness / Action Points: 0 / Reputation: +0 / Environment: Northern territories, plains adjoining the desert
Organization: Solitary, Mated Pair (2), Family (2 adults with 1-3 young) / Challenge Rating: 1/2
Advancement: 1/2-1HD (small)

Snowspringer



Sure-footed and adapted to life in the arctic basin, the snowspringer is perhaps the least numerous springer sub-species but also one of the most majestic. Similar in size to the rockspringer, the snowspringer has large shoulder "tusks," a long snout and powerful legs. The feet of the snowspringer are webbed to better support the animal's weight on loosely-packed snow, and its hide is thick to insulate against the perpetual cold and provide some protection against injury.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: 2, BLD: 6, FIT: 1, INS: 1, PER: 1, WIL: 1, STR: 3, HEA: 1, STA: 60, UD: 10 (+natural weapons).							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Athletics	2	2	Combat Sense	2	1	Hand-to-Hand	1
Camouflage	2	1	Dodge	2	2	Survival (Winter)	2

SPECIAL ABILITIES: Kick (x7 Damage), Charge and gore (x12 Damage), thick skin (+10 Armor)

OGL Stats ☐

Size/Type (Subtype): Large Animal (Springer) / Hit Dice: 5d8+25 (48hp) / Initiative: +3 (dex) / Massive Dmg: 23
Speed: 30ft / Defense: 17 (-1 size, +3 dex, +5 natural armor), flat 14, touch 12 / Base Attack/Grapple: +3 / +12
Attack: Gore +7 melee (1d8+7) / Full Attack: 1 Gore +7 melee (1d8+7) or 1 Kick +5 melee (1d8+5)
Space/Reach: 10ft / 5ft / Special Qualities: Cold Resistance 5, Lowlight Vision / Saves: Fort: +9; Ref: +7; Will: +3
Abilities: Str: 20; Int: 2 / Dex: 16; Wis: 14 / Con: 20; Cha: 6 / Advancement: 5-10HD (Large)
Skills: Balance +4, Hide +6, Spot +4, Wilderness Survival +6 (+4 racial bonus to Balance when traversing icy terrain, +6 racial bonus to hide in arctic environments)
Feats: Endurance, Improved Damage Threshold / Action Points: 0 / Reputation: +0 / Environment: Northern territories, arctic
Organization: Cluster (2-12), Herd (10+ clusters, usually led by a 10HD bull) / Challenge Rating: 3



TERRANOVAN CREATURES

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Treehopper [Arboreal Hopper]

Arboreal hoppers are petite cousins of the ubiquitous grassland hopper, having adapted to life in the dense saguaro forests of the CNCS. A mottled green-brown, they have well developed paws, which though lacking an opposable thumb have a powerful grip and are fitted with retractable claws to aid climbing. Despite their name, arboreal hoppers live in earthen burrows (though these are frequently dug in among tree roots) and use trees as their primary food source. The tender leaves of the saguaro are the hopper's staple diet and their antics to reach the juiciest leaves have been the subject of many trideo documentaries. Though principally herbivorous, a few sub-species have been known to eat bugs living in the trees.

□ Silcore Stats

TYPICAL ATTRIBUTES: AGI: 3, BLD: -7, FIT: 1, INS: 1, PER: 2, WIL: 1, STR: -3, HEA: 1, STA: 10, UD: 1 (+natural weapons)							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Acrobatics	1	3	Combat Sense	3	2	Dodge*	4
						Hand-to-Hand	1
							3
*The Arboreal Hopper's small size gives it an additional +2 bonus on dodge rolls							
SPECIAL ABILITIES: Bite (x3 Damage) OGL Stats							

□ OGL Stats

Size/Type (Subtype): Diminutive Animal (Hopper) / Hit Dice: 1/4d8-2 (1hp) / Initiative: +4 (dex) / Massive Dmg: 8	
Speed: 30ft / Defense: 19 (+4 size, +4 dex, +1 natural armor), flat 15, touch 18 / Base Attack/Grapple: +0 / -14	
Attack: Bite +1 melee (1d3-2) / Full Attack: Bite +1 melee (1d3-2) / Space/Reach: 5ft / 5ft	
Special Qualities: Lowlight Vision, Scent / Saves: Fort: +1; Ref: +6; Will: +2 / Abilities: Str: 6; Int: 1	
Dex: 19; Wis: 15 / Con: 8; Cha: 9 / Feats: Alertness / Action Points: 0 / Reputation: +0 / Environment: Any	
Skills: Climb +12, Hide +16, Spot +6, Wilderness Survival +4 (+8 racial bonus to Climb, can always Take 10 with Climb checks, can use Dex or Str modifier for Climb (whichever is higher))	
Organization: Solitary, Gang (2-30, plus young) / Challenge Rating: 1/8 / Advancement: 1/4-1/2HD (Tiny):	



Winged Gar [Terranovan Spearfish]

Sleek and deadly, the winged gar is a modified Earth species that has adapted well to life on Terra Nova. Measuring up to five feet long, the gars were released by early colonists as a means of controlling the native lakewasps which plague the north, thriving in the numerous small lakes and becoming the dominant predator. Although released in select areas, the winged gar has spread throughout the lakes and watercourses of the north, presumably via the McAllen network though encounters with the large fish in the subterranean watercourses are rare. Genetically engineered with the large fins that give them their name, they are fast and deadly, capable of devouring smaller fish in moments.

□ Silcore Stats

TYPICAL ATTRIBUTES: AGI: 2, BLD: -3, FIT: 2, INS: 1, PER: 1, WIL: 1, STR: 0, HEA: 1, STA: 15, UD (+natural weapons)							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	2	1	Dodge	2	2	Hand-to-Hand	3
						Swimming	3
							2
SPECIAL ABILITIES: Bite (x6 Damage) Hopper, Arboreal (Treehopper)							

□ OGL Stats

Size/Type (Subtype): Small Animal (Aquatic) / Hit Dice: 3d8 (13hp) / Initiative: +3 (dex) / Massive Dmg: 10	
Speed: Swim 50ft / Defense: 16 (+1 size, +3 dex, +2 natural armor), flat 13, touch 14 / Base Attack/Grapple: +2/+0	
Attack: Bite +4 melee (1d6+3) / Full Attack: 1 Bite +4 melee (1d6+3) / Space/Reach: 5ft/5ft	
Special Qualities: Blindsight, Scent / Saves: Fort: +3; Ref: +6; Will: +2 / Abilities: Str: 14; Int: 1	
Dex: 16; Wis: 13 / Con: 10; Cha: 4 / Feats: Weapon Focus (bite) / Action Points: 0 / Reputation: +0	
Skills: Swim +16 (+8 racial bonus to Swim, can always Take 10 with Swim checks, can take a run action when swimming, provided it swims in a straight line) / Advancement: 3HD (small), 4-9HD (medium)	
Environment: Northern territories, any aquatic / Organization: Solitary, pack (2-6) / Challenge Rating: 1	



TERRANOVAN CREATURES



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Bull Springer



Bred exclusively for the bullfights of Javari, bull springers are extremely savage and brutal animals. Though both barnaby iguanas and bulls are used in these fights, the latter's sheer size and natural aggressiveness (as opposed to the barnaby, which has to be drugged) make the bull springer the opponent of choice for matadors. These springers are genetically enhanced to increase the size and shape of their naturally occurring tusks, turning them into extremely deadly and gory weapons. Due to extremely high casualty rates, only the most experienced matadors are ever pitted against the springer bull. Raising and herding bull springers is both expensive and lucrative. Though there are many stables, with varying specimen size and quality, the most famous are those of Emir Leda Gilan.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: +1, BLD: +7, FIT: +1, INS: +1, PER: 0, WIL: +3, STR: +4, HEA: +2, STA: 70, UD: 13							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	2	0	Dodge	1	+1	Hand-to-Hand	2
SPECIAL ABILITIES: Gore (x15 damage); Kick (x10 damage); Charge (x12 damage)							

OGL Stats ☐

Size/Type (Subtype): Large Animal (Springer) / Hit Dice: 10d8+53 (98hp) / Initiative: +1 (dex) / Massive Dmg: 23	
Speed: 30ft / Defense: 17 (-1 size, +1 dex, +7 natural armor), flat 16, touch 10 / Base Attack/Grapple: +7 / +15	
Attack: Gore +10 melee (1d8+6) / Full Attack: 1 Gore +10 melee (1d8+6) and 1 Kick +8 melee (1d6+4)	
Space/Reach: 10ft/5ft / Special Qualities: Lowlight Vision / Saves: Fort: +12; Ref: +8 / Will: +6 / Abilities: Str: 18 / Int: 2	
Dex: 13 / Wis: 16 / Con: 20 / Cha: 4 / Skills: Listen +6, Spot +12, Wilderness Survival +4	
Feats: Endurance, Improved Damage Threshold, Power Attack, Toughness* (* racial bonus)	
Action Points: 0 / Reputation: +0 / Environment: Eastern Sun Emirates, Arenas / Organization: Domesticated	
Challenge Rating: 5 / Advancement: 10-12HD (large), 13-15HD (huge)	

Ghul Rat



Ghul (also known as sewer or ash) rats roam the dark underground of cities such as Basal, Bangweuleu and Javari; they are the carrion and plague-carriers of the ESE. They live off the rubbish and detritus that the city creates every day. Small kingdoms of rats have evolved throughout the centuries, some as small as a few hundred rats, while other swarms number over a million. Although they mostly stay within the city's sewer systems, ghul rats occasionally venture onto the surface when their own overpopulation forces them out.

Silcore Stats ☐

TYPICAL ATTRIBUTES: AGI: +2, BLD: -4, FIT: +1, INS: +3, PER: +2, WIL: 0, STR: -1, HEA: +1, STA: 10, UD: 1							
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level
Combat Sense	1	+2	Camouflage	2	+3	Dodge	2
SPECIAL ABILITIES: Bite (x5 damage); Claws (x8 damage); Chitinous skin (+5 armor)							

OGL Stats ☐

Size/Type (Subtype): Small Animal / Hit Dice: 1d8 (4hp) / Initiative: +3 (dex) / Massive Dmg: 10	
Speed: 30ft, Swim 15ft / Defense: 19 (+1 size, +3 dex, +5 natural armor), flat 16, touch 14 / Base Attack/Grapple: +0 / -4	
Attack: Bite +4 melee (1d3) / Full Attack: 1 Bite +4 melee (1d3) / Space/Reach: 5ft / 0ft	
Special Qualities: Disease, Lowlight Vision / Saves: Fort: +2; Ref: +5 / Will: +2	
Abilities: Str: 10; Int: 2 / Dex: 17 / Wis: 15 / Con: 10 / Cha: 3 / Feats: Weapon Finesse / Action Points: 0	
Skills: Balance +11, Climb +8, Hide +11, Listen +7, Spot +7, Wilderness Survival +4 (+4 to Hide, Listen and Spot, +8 to Balance, Climb and Swim, these are all racial bonuses); / Challenge Rating: 1/2 / Advancement: 1-2HD (small)	
Reputation: +0 / Environment: Eastern Sun Emirates, Urban Slum / Organization: Solitary (1), Pack (3-5), Plague (20-300)	
Disease (ex) - Ghul Rats carry any number of unpleasant infections, anyone bitten by them runs the chance of being infected.	



Kilovate Bat

Native to the ESE, flocks of kilovates can always be seen flying over the skies of the Interior. Their huge leathery wings span over two meters and have sharp claw-like appendages at the tips, which they use for hunting. The fearsome aspect of kilovates has engendered a great number of folk tales and horror stories about these bats, but in reality they are relatively docile and gentle beings. Kilovates hunt primarily small lizards and large insects, and travel though the ESE in large migratory flocks. Mostly nocturnal beings, kilovates are also active during the day, but inhabit the dark world under the jungle canopy. The kilovate bat is also known for the unique sound it makes while nesting. Male kilovates use their wings to create a soft and constant rhythm that helps accentuate the soft and melodic song of the female. The result is a subtle symphony that is soothing and beautiful to hear.

☐ Silcore Stats

TYPICAL ATTRIBUTES: AGI: +1, BLD: -1, FIT: 0, INS: 0, PER: +3, WIL: +1, STR: 0, HEA: 0, STA: 20, UD: 1

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics (flight)	3	+1	Combat Sense	2	+1	Dodge	3	+1	Hand-to-Hand	2	+1

SPECIAL ABILITIES: Flight; Claws (x5 damage)

☐ OGL Stats

Size/Type (Subtype): Small Animal / Hit Dice: 1/2d8 (2hp) / Initiative: +2 (dex) / Massive Dmg: 10

Speed: 10ft, fly 40ft (average) / Defense: 16 (+1 size, +2 dex, +3 natural armor), flat 14, touch 13

Base Attack/Grapple: +0 / -4 / Attack: Claw +3 melee (1d4) / Full Attack: 1 Claw +3 melee (1d4)

Space/Reach: 5ft/5ft / Special Qualities: Lowlight Vision / Saves: Fort: +2; Ref: +4; Will: +2 / Abilities: Str: 10; Int: 2;

Dex: 15; Wis: 15 / Con: 10; Cha: 9 / Skills: Listen +5, Spot +2, Wilderness Survival +3 / Feats: Weapon Finesse

Action Points: 0 / Reputation: +0 / Environment: Southern territories, jungle

Organization: Solitary (1), Nest (2, plus young), Flock (12-36) / Challenge Rating: 1/4 / Advancement: 1/2-1HD (small)



Swamp Shark

The swamp shark is as much a creature of myth as reality. They are often hunted in the Okavango swamps, but only a small number are actually captured, and these are usually young specimens. The oldest living swamp shark to have been captured was only 5 cycles old and most biologists estimate that the average swamp shark can live over 100 cycles. Though named after Earth's predatory sharks, the swamp shark is only comparable to an actual shark in its ferocity. Measuring at least 2 meters (it is estimated that an adult can measure as much as 5 to 10 meters), the swamp shark is characterized by a powerful finned body.

☐ Silcore Stats

TYPICAL ATTRIBUTES: AGI: 0, BLD: +7, FIT: +2, INS: +2, PER: +2, WIL: +1, STR: +4, HEA: +2, STA: 80, UD: 13

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	3	Dodge	2	1	Hand-to-Hand	2	0			

SPECIAL ABILITIES: Bite (x8 damage); Rend (x18 damage)

☐ OGL Stats

Size/Type (Subtype): Medium Animal (Aquatic) / Hit Dice: 4d8+28 (46hp) / Initiative: +2 (dex) / Massive Dmg: 24

Speed: Swim 60ft / Defense: 16 (+2 dex, +4 natural armor), flat 14, touch 12 / Base Attack/Grapple: +3 / +8

Attack: Bite +8 melee (2d4+7) / Full Attack: 1 Bite +8 melee (2d4+7) / Space/Reach: 5ft/5ft

Special Qualities: Scent / Saves: Fort: / Ref: / Will / Abilities: Str: 21 / Int: 2; / Dex: 14 / Wis: 16 / Con: 24 / Cha: 9

Skills: Spot +7, Swim +13, Wilderness Survival +6 (+8 racial bonus to Swim, can always Take 10 on Swim checks, can take a run action when swimming provided it swims in a straight line):

Feats: Alertness / Action Points: 0 / Reputation: +0 / Environment: Southern territories, any aquatic

Organization: Solitary, Pack (2-5, led by an advanced female) / Challenge Rating: 3

Advancement: 4-8HD (medium), 9-14HD (large), 15-20HD (huge)





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