

SOUTHERN LEAGUE BOOK ONE

DP9-031

SOUTHERN REPUBLIC



IN 1541 ANKARA CONQUERED - TN 1545
SOUTHERN UNIFICATION U...
IN 1589 TIMBUKTU CONQUERED - TN 1590 BETHANY CONQUERED
IN 1678 REPUBLIC...
1900 JUDAS SYNDROME BEGINS...
IN 1729 ST. VINCENT'S WAR ENDS - TN 1729
IN 1797 WAR OF THE ALLIANCE ENDS - TN 1797
DEROUEN BECOMES PRIME MINISTER - TN 1930 LANCE POINT REVOLT SUPPRESSED BY THE MILITIA

LAND OF THE SNAKES

HEAVY SOURCEBOOK GEAR



DREAM POD 9

SOUTHERN LEAGUEBOOK ONE

SOUTHERN REPUBLIC

"This is a serious problem."

Ambassador Maya Landing sat back in the plush chair of her Port Oasis office. The digitally enhanced photographs on her desk clearly showed her friend and assistant Jeremy Tessier in a romantic interlude with a local girl identified as Reyna Kross. Even before her head of security said so, Maya knew well that Kross was in the employ of AST Lord Protector Jacques Molaq — her most powerful political enemy. Maya took a breath before continuing, "Just what do you suggest?"

"Well," began Yannick, her security chief, "we might be able to use this. If we can manage them both we could perhaps get information on Molaq rather than the other way around. It will take some careful moves, however."

"Too many of them, I'm afraid. We can't take any unnecessary risks anymore." Maya felt a pain rise in her chest; some would have called it remorse. "Deal with them both . . . and make it painless."

The single-most powerful nation on Terra Nova, the Southern Republic holds the entire South in its iron grip. Massive military might, a gargantuan intelligence community and an ingrained culture of national supremacy all keep the Republic the master of the Allied Southern Territories and a real and present danger to the Northern leagues. But the so-called Land of Snakes remains dangerous even for loyal citizens. Centuries of intrigue and betrayal are finally catching up to the great league and its political system is choking on a web of lies.

The Southern Republic Leaguebook gives Heavy Gear roleplayers and Gamemasters everything they need to set their scenarios in this dangerous land. Among many other things, this sourcebook includes:

- A complete history of the Republic
- Details on the hidden world of the dreaded SRAID and Témoin
- Full write-ups (including maps) on all 12 Republican city-states
- Information on the deadly SPFI terrorists from Saragossa
- Sample Campaign set-ups
- New character archetypes
- New equipment

HEAVY GEAR®



Produced and Published by Dream Pod 9, Inc.
5000 Iberville, Suite 332, Montreal, QC, Canada, H2H 2S6

Artwork and designs copyright © 1995, 1996, 1997 Dream Pod 9, Inc.

SOUTHERN REPUBLIC™, HEAVY GEAR™, TERRA NOVA™
and SILHOUETTE™ are trademarks of Dream Pod 9, Inc.

All Rights Reserved



LAND OF THE SNAKES

DP9-031

ISBN: 1-896776-19-1



9 781896 776194

ISBN 1-896776-19-1
Printed in Canada

SOUTHERN LEAGUEBOOK ONE

HEAVY GEAR®



Southern Republic Leaguebook — Behind the Scenes

When creating Terra Nova and the Heavy Gear setting as a whole, we were faced with a dilemma when it came to the "bad guys." Adventure stories and settings are rarely any fun if they do not have some sort of aggressive power that can be thrown up against the heroes, but we also wanted to create a realistic science fiction setting. In the real world, few things (and certainly no cultures) are entirely good or bad. We needed an aggressive, expansionist power that could be used as a threat, but that would also be a credible society with good points of its own. Thus was born the Southern Republic.

In the Republic, we created a culture of superiority that supports a powerful military bent on conquest and deceitful leaders engaged in byzantine intrigues. Those who ask too many questions usually disappear; those who survive the process rarely do so untainted. And yet, Republicans are also highly honorable and support perhaps the most diverse population on Terra Nova. Personal freedom is as important to them as service to the state. Almost all citizens take their honor very seriously, showing respect and consideration for all those around them. Foreigners, on the other hand, are generally reviled and their freedom is largely a non-issue for Republicans, who are so busy taking pride in their state that they cannot see the contradictions inherent in their own imperialism.

Heavy Gear is a story of conflicts, and the Republic has them aplenty. The most obvious international struggle takes place between North and South, but many more battles are fought within the SR. Terrorist groups strike at the Republic in the name of their own brand of freedom while various power-brokers fight a shadow war behind the scenes.

The Republic has also not escaped the winds of change sweeping across Terra Nova. The centuries of intrigue are finally catching up to her, and Republicans will soon have to decide just what type of nation they wish to live in — the contradictions of freedom and conquest cannot be hidden forever.

LAND OF THE SWARMS



DREAM POD 9



O T A B L E O F C O N T E N T S

Dream Pod 9 Team

WRITING

BRENT CARTER WRITER

DAREN CHICOINE WRITER

DAVID COOK WRITER

DAVE CORRIVEAU WRITER

ERIC GARVIS WRITER

STÉPHANE I. MATIS WRITER

JAMES COTSIOS WRITER

TYLER MILLSON-TAYLOR ADDITIONAL WRITING

JULIA DOVER ADDITIONAL WRITING

PIERRE OUELLETTE CREATIVE DIRECTOR

JEAN CARRIÈRES SENIOR EDITOR

MARC-ALEXANDRE VÉZINA LINE EDITOR/DEVELOPER

PHILIPPE BOULLE STORY EDITOR

TYLER MILLSON-TAYLOR COPY EDITOR

JULIA DOVER COPY EDITOR

PRODUCTION

PIERRE OUELLETTE ART DIRECTOR/DESIGNER

JEAN-FRANÇOIS FORTIER LAYOUT ARTIST

GHISLAIN BARRÉ ILLUSTRATOR/COLORIST

NORMAND BILODEAU COMPUTER ILLUSTRATOR/COLORIST

BOBBI BUAQUEL COMPUTER ILLUSTRATOR/COLORIST

CHARLES-EMMANUEL OUELLETTE COMPUTER ILLUSTRATOR

ADMINISTRATION

ROBERT DUBOIS MARKETING MANAGER

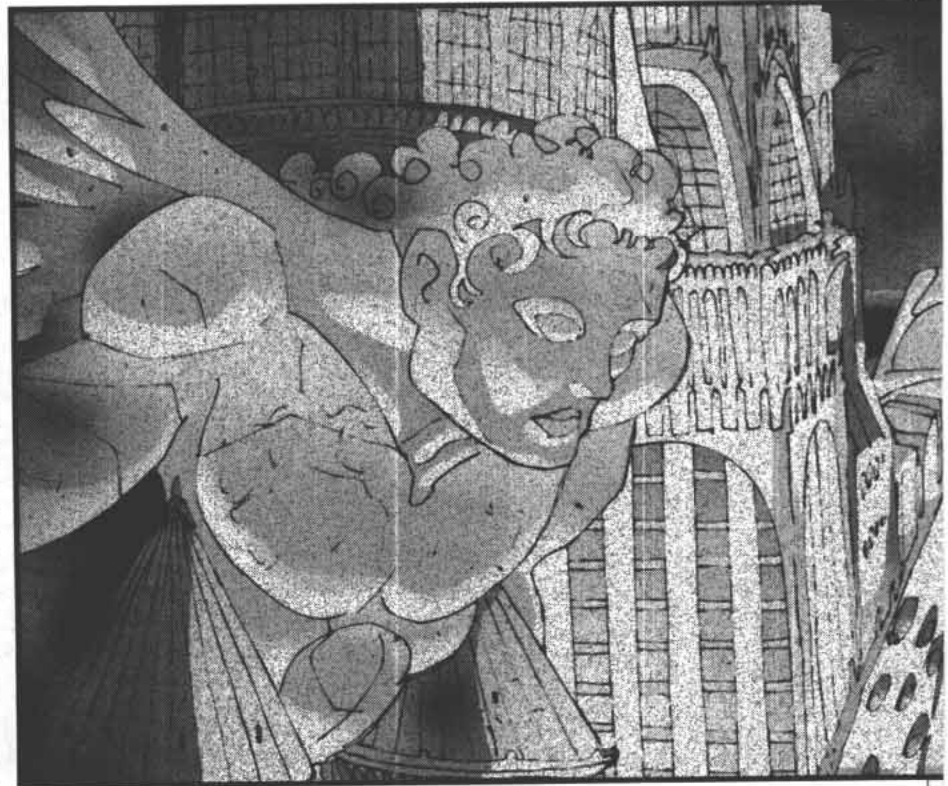
STÉPHANE BROCHU MARKETING & SALES SUPPORT

SILHOUETTE

GENE MARCIL SYSTEM DESIGNER

STÉPHANE I. MATIS SYSTEM DESIGNER

CHAPTER 1: INTRODUCTION	4	3.1.5 PEOPLE OF NOTE	21
1.1 LAND OF THE SNAKES	5	3.2 IMPORTANT GOVERNMENT INSTITUTIONS	22
1.1.1 CONTENTS	5	3.2.1 THE REPUBLICAN ARMY PREFECT'S COUNCIL	23
CHAPTER 2: LEAGUE OVERVIEW	6	3.2.2 THE ECONOMICS DIRECTORATE	24
2.1 GEOGRAPHY	7	3.2.3 THE MINISTRY OF CULTURE	25
2.1.1 SARAGOSSA AND THE GREAT SOUTHERN PLAIN	7	3.2.4 SOUTHERN REPUBLIC INTELLIGENCE DIRECTORATE	26
2.1.2 THE SOUTHERN ALPS	7	3.2.5 LES TÊMOINS	28
2.1.3 THE RÉUNION PLATEAU	8	3.3 NON-GOVERNMENT GROUPS	29
2.1.4 LA NE ESPERANCE	8	3.3.1 C. F. R. E. E.	30
2.1.5 INFRASTRUCTURE	8	3.3.2 SARAGOSSAN PEOPLE'S FRONT FOR INDEPENDENCE	31
2.2 HISTORY OF THE SOUTHERN REPUBLIC	9	3.3.3 THE ORDER OF THE FALCON	32
2.2.1 FIRST UNIFICATION	10	3.3.4 THE ROSTOV FAMILY	33
2.2.2 THE EXPANSION OF THE REPUBLIC	10	CHAPTER 4: FOREIGN RELATIONS	34
2.2.3 FORMATION OF THE ALLIED SOUTHERN TERRITORIES	11	4.1 THE SOUTH	35
2.2.4 THE ST. VINCENT PLAGUE	12	4.1.1 THE MCHONG DOMINION	36
2.2.5 PEACE, UNDERSTANDING AND UNREST	12	4.1.2 THE EASTERN SUN EMIRATES	36
2.2.6 THE JURDS SYNDROME AND THE WAR OF THE ALLIANCE	13	4.1.3 THE HUMANIST ALLIANCE	37
2.2.7 POST WAR PERIOD	13	4.2 THE NORTH	38
2.3 ECONOMY	14	4.2.1 THE NORTHERN LIGHTS CONFEDERACY	39
2.3.1 THE SEWIGNY ECONOMIC AND TAXATION SYSTEM	14	4.2.2 THE UNITED MERCANTILE FEDERATION	39
2.3.2 EVERYDAY ECONOMICS	15	4.2.3 THE WESTERN FRONTIER PROTECTORATE	39
CHAPTER 3: REPUBLICAN POLITICS	16	4.3 THE BADLANDS	40
3.1 POLITICAL STRUCTURE	17	4.3.1 PEACE RIVER	41
3.1.1 INSIDE THE ESTATES GENERAL	17	4.3.2 PORT ARTHUR AND NUCORAL	41
3.1.2 THE MINISTRIES	18	CHAPTER 5: REGIONS OF THE REPUBLIC	42
3.1.3 TRUE POWER	18	5.1 SOUTHERN REPUBLIC REGIONAL DEVELOPMENT	43
3.1.4 CURRENT INTRIGUES	19	5.2 ANHARA	44



T A B L E O F C O N T E N T S 0

5.3	AQUITAINE	47	6.3.6	CLOTHING	95
5.4	ASHANTI	51	6.4	ARTS AND ENTERTAINMENT	96
5.5	BETHANY	53	6.4.1	ARCHITECTURE	96
5.6	INNSMOUTH	56	6.4.2	SPORTS	97
5.7	MARABOU	59	6.4.3	LITERATURE	97
5.8	NEWTON	63	6.4.4	MUSIC	98
5.9	PORT OASIS	66	6.4.5	FINE ARTS AND THEATER	98
5.10	RÉUNION	70	6.5	TECHNOLOGY	99
5.11	SARAGOSSA	73			
5.12	SIWA OASIS	76	CHAPTER 7: GAMEMASTER RESOURCES	100	
5.13	TIMBUCTU	79	7.1	DESIGNING A REPUBLICAN CHARACTER	101
5.14	RURAL AREAS	82	7.1.1	CONCEPT, BACKGROUND AND SUBPLOTS	101
	5.14.1 GENERAL REGIONAL CHARACTER	82	7.1.2	ATTRIBUTES AND SKILLS	101
	5.14.2 TYPICAL REGIONAL COMMUNITIES	82	7.2	EQUIPMENT	102
	5.14.3 PLACES OF NOTE	84	7.2.1	WEAPONS	102
			7.2.2	SURVIVAL EQUIPMENT	103
			7.2.3	POLICE EQUIPMENT	104
			7.3	REPUBLICAN CAMPAIGNS	105
			7.3.1	HIDE AND SEEK	106
			7.3.2	LAW AND ORDER	107
			7.3.3	THE PEN IS MIGHTIER	108
			7.3.4	SHADOW BOXING	109
			7.3.5	AND THE CRADLE STILL ROCKS	110
			7.3.6	FOUNDING OUR OWN	111
			7.4	STOCK NPCS AND PERSONALITIES	112
			CHAPTER 8: REPUBLICAN CREATURES	122	
CHAPTER 6: CULTURE AND SOCIETY		86			
6.1	NATIONAL CHARACTER	87			
6.2	CUSTOMS	88			
	6.2.1 FAMILY	88			
	6.2.2 RELIGION	89			
	6.2.3 PREJUDICE	90			
	6.2.4 JUSTICE	91			
6.3	LIFESTYLE	92			
	6.3.1 LANGUAGE	92			
	6.3.2 EDUCATION	93			
	6.3.3 RESIDENCE	94			
	6.3.4 RITES	94			
	6.3.5 FOOD AND DRINK	95			



SPECIAL THANKS:

Gene Marcil, Paul Thibodeau, Oliver DeMontigny and Shanna-Marie Warnock for help with the manuscript.

Sincere apologies to Brent Carter, Dave Corriveau and Laurie Mair who were left out of the writing credits on the Southern Republic Army List back in November. The Pod is most embarrassed.

Produced and Published by



5000 Iberville, Suite 332
Montréal, Québec, Canada, H2H 2S6

HEAVY GEAR™, SOUTHERN REPUBLIC LEAGUEBOOK™, TERRA NOVA™ and SILHOUETTE™ are trademarks of Dream Pod 9, Inc. All artwork ©1995, 1996, 1997 Dream Pod 9, Inc. All Rights Reserved.

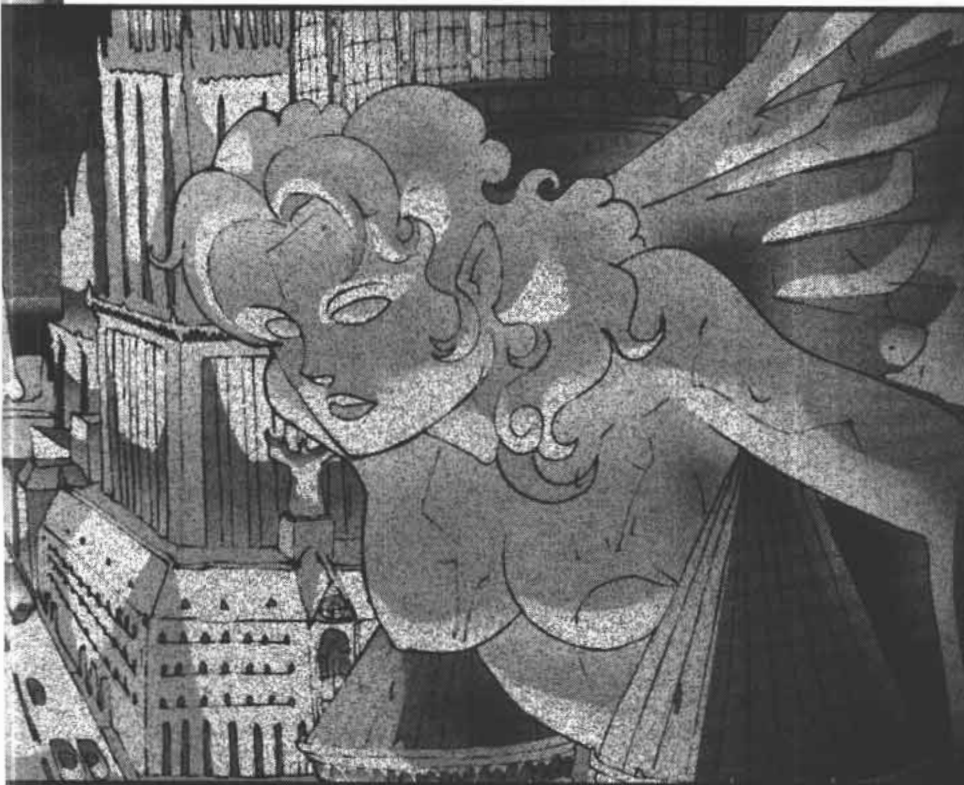
No part of this book may be reproduced without written permission from the publisher, except for short excerpts for review purposes or for personal use. Any similarities to characters, situations, institutions, corporations, etc. (without satirical intent) are strictly coincidental.

Dream Pod 9 can also be reached through the internet. Check the rec.games.mechg conference for support and information about Heavy Gear. You can also visit our World Wide Web page at <http://www.dp9.com/>.

Stock OPS-031

Legal Deposit: August 1997
Bibliothèque Nationale du Québec
National Library of Canada

ISBN 1-896776-19-1
Printed in Canada



INCENSE

Ribbons of incense filled the young lieutenant's nostrils as he entered the brothel to check for terrorists. A silver stream of water trickled into a stone pool. Far off, he heard the lazy music of chimes catch the evening breeze. How his muscles ached, how much he longed for a rest. He shook his head to clear the cobwebs. The enemy was everywhere; this he could not afford to forget.

The patter of footsteps along the corridor. His throat tightened and he placed his hand over his holster. Where was his backup? The nightmare reports whipped through his head. The rebels have been out of control — just last week an officer was killed and disemboweled by a Saragossan terrorist disguised as an elderly priest. The entire 5th Cavalry Legion (the *Knights of Saragossa*) was gripped with paranoia. The enemy was invisible, watching, mocking, lurking in the eyes of the grocer, of the children playing on the street.

"Candy Sumi at your service." The bead curtain swished and parted and an exotic blossom of a creature emerged with a tray in her hands. Her face was as smooth and pale as Eastern silk, her lips as red as crushed roses. Her eyes shone round with surprise when she saw the lieutenant's gun. "Oh, please, sir. I don't mean any harm," she gasped, and shrank against the bamboo wall. The contents of the tray spilled and clattered on the floor.

His gaze softened. What a beauty she was, a butterfly, so delicate and fragile. Not like those brawny army girls who always had something to prove. How much he missed the soft touch of a woman not trained to kill. "Sorry, miss. It's a routine check."

She bent down to clean up the morsels of food and massage oils that lay strewn on the ground. Her hair was disheveled, and she sniffled back tears. "Madam will beat me if she finds out I've been so clumsy."

She flayed about like a wounded bird. He looked behind him— still no backup. He put his gun back in its holster and kneeled next to her. He was close enough to smell her perfume, and to hear the thin hollow sweetness of her frightened breathing. The voice of caution faded into an echo. A tear slid down her cheek. Irresistible, he thought. A dumping, a mouthful.

She smiled up at him shyly, and offered him a piece of cake. "Would you like some? It's Saragossan delight." He swam in the pools of her sad eyes. The cake was delicious and he licked the powdered sapa sugar from his fingers. She put her hand to her cheek and giggled.

"It's nice to see you smile," he said, his mouth full. A gust of wind scattered the chimes into a shiver of sound. The ugly world outside the room melted away. The horror of battle, the wailing of orphaned children and the vermin terrorists submerged and disappeared into the innocence of her tender lips. He ran his finger along her collarbone to the edge of her robe. "Any more of that cake?"

Suddenly, a pain shredded through his insides like a thousand knives as his stomach and intestines ruptured. The room and her face swirled away in a whirlpool of agony.

Candy wiped the crumbs of poison from her arm. She wrinkled her pert little nose at the body in front of her. "Republican scum," she yawned.



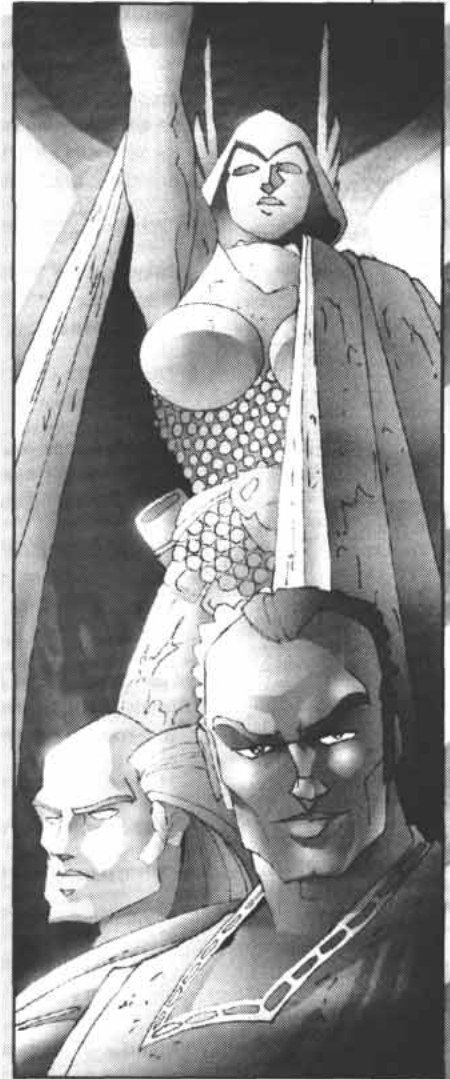
1.1 LAND OF THE SNAKES

The very mention of the Southern Republic conjures many images. To her rivals, she is a source of constant concern and the homeland of the most imperialistic people on Terra Nova. To her allies, she is a land of ruthless cunning that has kept them under her heel as much by the force of arms as by the insinuation of freedoms to come. To her citizens, she is the most free and democratic land on the planet. Republicans know that they are not separated by caste or class, that everyone born under the Republican banner has as much opportunity for advancement, and that Republicans will never be told how to live their lives by anyone. They will fight to the death to preserve these freedoms. Undeniably, the Southern Republic is the mightiest nation on Terra Nova, perfectly capable and willing to exercise her influence the planet over.

The Republic is not the black nation of evil that its enemies make it out to be, however. It is a land of bountiful resources, breathtaking natural beauty and seemingly impenetrable mysteries. Republicans love their home with a fierceness that many find disturbingly fanatical. They do so because their nation has fulfilled its promises to them. Since its inception, the Republican state has promised its people social, economic and political prosperity — and it has delivered. In the social sphere, the Republic is home to a staggering variety of cultures and an incredibly artistic world. From Ashanti to Ankara, most Republicans live among unparalleled beauty. These same citizens also receive guarantees on education, safety and health that allow them to live the good life. Economically, the Republic has largely prospered since its creation and its products are consumed by millions both near and far. The policy of conquest that the state has followed allows it to fuel internal prosperity, which in turn leads to a high standard of living. Political prosperity translates into international supremacy. The people are happy to see the state on top of the global heap, dominating the South and facing the North head on. Most Republicans rightly feel they are leading the good life.

The league is certainly not above reproach, however. Its prosperity is based on twin foundations of internal control and external conquest. Internal stability is based not only on prosperity, but on a well-developed system of propaganda and state terror. Republicans are taught from an early age to trust their government and stay out of politics, while phenomenal resources are spent to maintain secret police who identify and eliminate those who refuse to keep quiet. Externally, the Republic keeps the whole South in chains and although it may loosen them for cooperative allies (such as the Mekong Dominion) it does not hesitate to heap heavy handed military oppression on those who are troublesome.

Perhaps the greatest fault in the Republic is its leadership. Current Prime Minister Louis Philippe deRouen, using his ties to the military and his phenomenal charisma, has broken the traditional bureaucratic channels to power in the Republic. While the state has, since its inception, been kept together by a strong and unified bureaucracy, it is now ruled largely by a single man. DeRouen has enemies and weaknesses of his own, and were he to fall, he might take the whole nation with him.



1.1.1 CONTENTS

The **Southern Republic Leaguebook** provides **Heavy Gear** Gamemasters with multiple resources, story threads and plot ideas to help them set stories in the Republic. The nation is on the verge of a war with the CNCS and tension and intrigue are running at all-time highs. Players using Republican characters can also use the Leaguebook to fully understand their nation and its many complexities. Players may want to consult their Gamemasters before reading the book because some sections include secrets they may not want revealed just yet.

Chapter 2 is devoted to providing a snapshot of the League, including its geography, history and current economic situation. Chapter 3 focuses on Republicans' favorite pastime: politics. National politics are a mess of shady deals and dishonest characters. Chapter 4 focuses on how the Republic deals with the outside world. Not surprisingly, this military powerhouse is a major player on Terra Nova. Chapter 5 divides the lands of the Republic into twelve city-states and ten regions. Often where a Republican is born will dictate his personality and outlook. Chapters 6 deals with the people themselves and how they act and react to the world around them. This section covers many of the unique aspects of Republican life and gives Players and Gamemasters insight on how Republicans live. Chapter 7 is designed to help Gamemasters and Players set up, run and participate in a campaign in the Republic. The chapter gives guidelines for character creation, examples of typical Republican equipment and several campaign ideas to get games going. It also details a variety of typical characters for use during play at the drop of a hat and four important Republican personalities, with complete game statistics. Finally, Chapter 8 describes some wildlife that inhabits the Southern Republic.

EVIDENCE AND IMPUNITY

As the rain covered the countryside with its gray pall, Sergeant Maistar Bukmin approached the smoldering husk of a dilapidated barn. The dark mud squelched under his boots, and the rain poncho he was wearing made the annoying scraping sound that all garments of their kind did. When he climbed over the fence that encircled the property, a uniformed policewoman ran over waving her arms madly. Without a word, Bukmin flashed his badge as he walked by. He could almost hear the wheels churning in her head as she turned and fled towards her superior. He activated his crime-scene recorder and stopped to examine some indentations in the ground, and noted their direction, depth and spacing.

"Maist, what are you doing here?"

Bukmin stood and turned. The man who stood in front of him had the eyes of a veteran; he continued to serve despite the prosthetic leg that marked him as a patriot. "Hello Chalpin. Sorry to intrude, matters of the State and all that. What have your people uncovered so far?"

"You ..." The Great Plains Police marshal struggled to control his anger, and eventually spat out a reply. "A fire that started because of some crossed wires hardly constitutes national jurisdiction."

"Well, perhaps you're right Chalpin, I'll just poke around here a bit more and be on my way. Good day." Bukmin waited for the marshal to walk off a few paces before he followed what could only be footprints towards the wreckage, taking care not to step on any of the indentations.

The trail led up to the barn, and ended at the wreckage. Bukmin measured the position of the prints relative to the edge of the barn, then pulled out an electronic compound detector, and took some readings. Traces of various carbon compounds, magnesium and ammonium nitrates showed up with compounds normally found in a barnyard. He then trudged up to the farmhouse and listened for a bit at the door — he heard civilians inside.

Bukmin rapped at the door twice and entered. "Morning folks, I'm Sergeant Bukmin from the Southern Republic Intelligence Directorate and I'd like to ask you a few questions." Bukmin always used SRID's full name to keep suspects and witnesses nervous. "First, do you know of anyone who would want to cause you harm?"

"No, I can't think of anyone, can you Mathilde?" The woman sitting beside him shook her head no.

"Has anyone done any drilling in this area recently? Even drinking wells could be important."

"Yeah, our old one got blocked up, and a new line was dropped to the stream beneath our place last Season, why?"

Bukmin replied "I'm not so sure that the GPP investigation is correct about the cause of the fire."

After looking around for another hour, Bukmin knew he was right. He had seen it all before. This land was right in the way of a proposed new superhighway; these ranchers were holding back millions in profits without realizing it. Another clear case of sabotage, committed with impunity by the corporations of the so-called Committee for Rightful Environmental Exploitation. Once he was in his car, Bukmin added his film and notes to his CREE file — someday he would get it to someone with enough political clout to bring the bastards down.



2.1 GEOGRAPHY

The physical geography of the Southern Republic is best described as a smooth progression of foothills, savannahs, mountain chains, wetlands and verdant jungles. The variety of environmental zones can be traced to great variations in topography (the Southern Alps being its single biggest element) and the inherent instability of the Terranovan atmosphere. Micro-climates and sudden shifts in precipitation are commonplace in the Republic. The overall climate is tropical, with two rainy seasons (Spring and Autumn). Weather is usually sunny with flash storms in the dry seasons, and average temperature is relatively constant (around 32° C) over the cycle due to Terra Nova's negligible axial tilt. Precise weather prediction, however, is difficult because of the micro-climates. In the Great Southern Plain, a violent tornado can appear and disappear in less than thirty minutes. It is no surprise, then, that advance warning systems have been perfected in the Southern Republic more than virtually anywhere else on Terra Nova.

The southern hemisphere as a whole is best known for its dense jungles and the Republic has its fair share. The drainage basin of Lake Esperance and much of the surrounding terrain are covered in a thick tropical forest that runs uninterrupted into both the Humanist Alliance and Mekong Dominion. The Republic is home to a variety of other types of flora, however. The Great Southern Plain stretched for thousands of kilometers, expanses of grasslands and clutches of saps ferns running from the badlands to the Southern Alps. The Alps themselves bear denser forests on their backs, feeding a thriving forestry industry, especially around the city of Ankara. Marginal biomes also exist within the Republic, including the desert savannah to the north, the small patches of polar tundra to the south, and the high mountain peaks in the league's heart. Fauna matches flora in diversity, although the lush jungles are home to the greatest number of species. Terranovan wildlife like the deadly water viper even share ecological space with creatures imported from Earth, including chameleons and lowly mosquitoes.

2.1.1 SARAGOSSA AND THE GREAT SOUTHERN PLAIN

The topography of the Southern Republic varies widely from north to south. At its northern edge, the city-state of Saragossa lies in a valley between gently sloping foothills at the base of the Saragossa Range. The range itself starts kilometers north of the city proper and boasts the nation's second highest peak at an altitude of 6233 meters. Mount François-Albert (once Mount Perrault) was renamed after the first man to successfully ascend the treacherous mountain in TN 1499. The foothills surrounding Saragossa are home to numerous verdant valleys and small lakes in which the climate is pleasantly warm, while the fauna consists mostly of small trees and lush green grass.

South and east of these hills and valleys lies the Great Southern Plain. Plagued by seasonal tornadoes, this smooth expanse of grass is broken by the occasional small mountain, huge outcropping of volcanic rock or deep ravine. The least tropical of the Republic's regions, the plain features few trees and even the small forests look bent and gnarled under the hot Southern sun. Although the overall climate is very hot and dry, micro-climates with slightly more rainfall exist in pockets, and are ideal for growing grain. The largest of these micro-climates is the region surrounding Aquitaine, where croplands stretch from horizon to horizon.

2.1.2 THE SOUTHERN ALPS

Further south, past the city-state of Timbuktu, the great plain ends in an impressive wall of cliffs and mountains. Although the peaks here are not as sheer as those in the northern hemisphere, they are nevertheless very impressive. Many ballads have been written about the beautiful Southern Alps and, as a result, these mountains have a special place in the hearts of Republicans. They are often used as a symbol of prosperity and pride; many a recruiting poster has the Alps in the background coupled with the slogan "Defend our Nation's Pride."

At the western end of the Alps lies the city-state of Bethany, where the peaks are less jagged and not as high as the rest of the mountain chain. Bethany stretches along the base of a huge valley between Mount Gérard, Mount Émile-Zola and Mount Kulin. The Bethany Valley is a fertile jungle which has been almost fully converted into one massive sapa plantation. Its micro-climate is hot and humid with rainy seasons that last all Spring and Autumn. Ecologists believe that if it were not for the many natural drainage wells leading to the MacAllen system, the valley would be submerged under a gigantic lake. Further east, the Southern Alps reach staggering heights with many peaks surpassing 5000 meters. This is where the highest peak in the league can be found. Mount Bukûtu, at 6855 meters, dwarfs any other mountain in the Republic. Here the air is thin and the climate cool and dry. Many small mining towns can be found between the high peaks; the biggest is Harrisville and has a population of 6700. It is a wealthy community and home to the largest diamond mine in the southern hemisphere.

The Southern Alps end near Ankara. Here the mountains are rounded with long, gentle slopes. This elevated region receives the greatest quantity of snow in the SR, and it is the only place where Southerners can enjoy winter sports such as skiing and icejetting (see 6.4.2 *Sports*, p.92). Here the climate is temperate with heavy snowfall falling in Spring. The city-state itself, however, enjoys warmer temperatures since it is located at a much lower altitude at the base of the Alps.

2.1.3 THE REUNION PLATEAU

The vast Réunion Plateau is located east of the Alps. At an average altitude of 3000 meters, the plateau has a very distinct micro-climate. Cool and humid for the most part, it is a perfect environment for growing high-altitude crops such as *cawfee* and *hemp*. This climate is also excellent for many fruits such as apples, strawberries and *térémi* (a hybrid fruit species very popular in desserts). The Réunion Plateau also boasts the Republic's deepest body of water, Lake Chantilly, with a depth of over 1000 meters in some areas. Because of the lake's murky waters and cold temperature (a frigid 7 degrees in Summer), it has never been fully explored. Despite this, many believe the lake has hundreds of caves that lead to the MacAllen network of underground rivers which laces across Terra Nova.

The city-state of Innsmouth is located in deep valleys and vales that stretch further east of the plateau. The climate is warm all cycle round and the soil is very fertile, rich with minerals and sediments. Perfect for agriculture and raising cattle, this region is filled with farms and pastures. Rivers and lakes are found everywhere, the area is serene that many campgrounds exist to accommodate a moderate number of tourists.

2.1.4 LAKE ESPERANCE

Directly south of the Innsmouth region lies the Esperance Basin. Many scientists believe that at one point the basin was actually a huge lake. 18,000 cycles ago, the area just west of this lake was hit by a large meteorite. The water drained into the impact crater and formed what is now known as Lake Esperance. The former lake bed turned into fertile wetlands surrounded by the thick jungles which were once the shorelines of the ancient lake. Here the climate is warm and humid: the average temperature varies between 25°C and 35°C and the two rainy seasons account for an annual rainfall well over 2000 milimeters. The Esperance Basin is home to two city-states, Port Oasis and Siwa Oasis, and contains the biggest river on Terra Nova, the Siwa River. The source of the Siwa, Lake Huneke, is located at the northernmost tip of the basin. A large shallow lake, it is a favorite vacation spot of well-off Southern families.

Lake Esperance proper is adjacent to the basin. The single largest body of water on the entire planet, it is also a symbol of national pride. Four out of the five largest cities in the Southern Republic can be found along or near the lake's shore: Ashanti, Marabou, Port Oasis and Newton. The lake is surrounded by thick verdant jungles to the north and south, by scum infested bogs and swamps to the west and by the basin wetlands to the east. The climate in and around the lake is hot and humid, although much more so in the south. Further south, past Newton and Lake Moustache, the jungle thins out as the verdant tropical region fades into temperate and polar zones.

The south pole is home to an expanse of sparse grasslands and some tundra, caused by colder temperatures (which reach the freezing mark on occasion), higher overall elevation than the southern basins and low precipitation. This area is sparsely inhabited, but is the site of some military establishments guarding polar borders.

2.1.5 INFRASTRUCTURE

Travel between city-states is fairly easy, since all twelve are linked by a well-maintained infrastructure of high-speed railroads and superhighways. Furthermore, Port Oasis, Siwa Oasis, Marabou and Réunion are connected by the gamma maglev line. Although all city-states have at least one airport, these are rarely used by the average civilian — atmospheric conditions make it difficult for planes to fly and the only airline in the Republic, Empire Airlines, is government-owned and charges exorbitant fares. Travel on Lake Esperance is also possible via Espoir Hydrofoil, the Southern Republic's only passenger boat line.

Life on the Lake ◀



Lake Esperance is truly a unique wonder on Terra Nova. The only true salt-water sea on the planet, it is home to a variety of plant and animal life unknown elsewhere on the globe. Reptilian sea birds dive from great heights to catch fish, many of whom travel in great schools. These schools can reach gargantuan proportions, thousands of small sea creatures swimming together through the reefs and crags of the lake bed. Especially colorful fish are known to inhabit the Ashantite Reef, giving the world-famous beaches of the city of passion spectacular submarine rainbows when the water is especially clear. Further away from shore larger sea creatures can be found, many of which are related to the serpents and sharks that hunt in the MacAllen caves elsewhere on Terra Nova.

Unlike lake Clearwater in the Norlight Confederacy, which features a panoply of islands, Lake Clearwater is very deep. Roughly a kilometer out to sea, the bottom falls away into a giant depression with the thick Antarctic mantle. These depths are rumored to hide many unknown species of wildlife and rumors of giant "kraken" lurking at the lake's bottom have become a standard part of Republican folklore. Setting out to find these creatures is now a tradition and every Spring a few brave explorers travel out in submersibles to try and locate their elusive prey. Most of these trips are unsuccessful, but a few never return and continue to fuel the rumors.

2.2 HISTORY OF THE SOUTHERN REPUBLIC

In colonial times, the region that would become the Southern Republic was home to a unique arrangement between the Terran corporations and the colonists. Although the diversity of the region gave it great potential, the Eurasian corporations that purchased the lands failed to properly exploit their acquisitions and profits were disappointing. Colonists were never provided with the resources they needed to set up a viable life in the South. Sooner or later their frustrations would explode in acts of vandalism, brush wars over the resource-rich Badlands, and finally the violent Loaber Revolt (see sidebar). This finally proved that corporations lacked the mind-set needed to run a civilization; another solution was needed.

By TN 830, the regions of Port Oasis, Ankara, Ashanti, Bethany, Marabou, Reunion and Timbuktu had all been sold to their citizens, who became responsible for every aspect of life within them. This period planted the seed of the Republican character. Strong individualism and a great number of shared interests and experiences forged the individuals of these regions into one people. This period of growth and stability lasted until the dying days of the Human Concordat, when tensions mounted and anti-colonial sentiment ran high. Abandonment left the South uncharacteristically aimless for several cycles. During Reconstruction (often called the "Lean Years" in the South), city-states formed as extensions of the semi-autonomous states that already existed. These cities immediately began to battle amongst themselves over resources. Over a thirty cycle period, the city of Galapagos was destroyed and Hurnet was abandoned to oblivion.

As a former supply house for the Concordat military on Terra Nova, the city-state of Marabou emerged from the Lean Years with a vibrant economy and a driven population. Marabou's military was far larger and more aggressive than those of its neighbors, and it is a testament to the good nature of its people that Mayor Emile DeGarmo had to cajole the population into approving his plans for conquest in TN 1534. DeGarmo's vision of a unified South was spurred by his own ambition as well as a certain jealousy and fear of Yuri Gropius' Humanist Alliance, Terra Nova's first league, which had been growing since TN 1482. It was a hard sell, even though it was a forgone conclusion that no local cities could stand in Marabou's way. DeGarmo was able to convince his city to authorize a raid on Siwa Oasis but was assassinated before the attack took place. His death catapulted his plans of conquest to the foreground as Marabou assumed he had been killed by their foreign enemies and authorized an all out assault by DeGarmo's army of conquest, the Marabou Marauders. In TN 1534, the Southern Republic sprang to life with the invasion of Siwa Oasis.

► Emile DeGarmo



Born in Marabou in TN 1488, Emile DeGarmo is both revered and reviled as the father of the Southern Republic. DeGarmo lacked for nothing as he grew up and his sole weakness was his poor physical health, traced to a weak immune system. His mind was unparalleled, however, and he took control of Barons Munitions in TN 1515; he reshaped it with a no nonsense approach, garnering fear and respect from his employees. His egotistical personality made him few friends, but most people recognized that he could be a powerful ally and an even deadlier adversary.

DeGarmo was jealous of Yuri Gropius' accomplishments, and from this came the "The Logic of Combination," DeGarmo's treatise on unifying the South. Unfortunately, DeGarmo's document, while ambitious, contained a proviso that he was to lead this new nation. This clause caused many attempts at peaceful negotiation to end in failure. Many claim that it was over the negotiating table that DeGarmo's humanity was finally buried in a torrent of resentment. He dedicated the remainder of his life to force Marabou's neighbors into alliance. His life was ended by an assassin's blade as he set out to personally lead the assault that would catapult his name into history. Though he could not enjoy his dream, there is no question that DeGarmo would have been proud of his brainchild. Although all of Marabou assumed that Siwans had assassinated DeGarmo, historians have long wondered whether DeGarmo's local rivals might have been responsible. General Wilfred Vyles, commander of the Marauders, was DeGarmo's greatest supporter, but there is no doubt that he benefited greatly from the assassination. The question of DeGarmo's murder remains unanswered to this day.

► The Loaber Revolt

The Loaber corporation, based in the Aquitaine region, was one of the most profitable colonial ventures on Terra Nova, and the grain producing giant settled thousands of workers on the world. A freak storm in TN 752 destroyed much of that cycle's harvest and the corporation distributed shares to workers in lieu of their wages. Embittered farmers demanded they be paid what was owed them. When Loaber refused, the workers revolted, destroying corporate headquarters and holding some mid-level executives hostage. Horrified, the Human Concordat dispatched the military to deal with the problem. The farmers raised the stakes and savagely eliminated their hostages, fighting a running battle with the military into the Badlands. Some claim that this group stumbled into the harshest environment on the planet and emerged as the Sand Riders.

The Loaber Corporation itself never recovered from the unrest and was purchased by Hadrias, a Terran rival. It was Hadrias' vice-president Doman Anasta who first suggested that the colonists take direct control of the land in exchange for long term arrangements with the corporations. This plan proved successful and laid the earliest foundations of the Southern Republic.



2.2.1 FIRST UNIFICATION (TN 1534-1580)

The Republic's early history is one of bloodshed, revenge, opportunism and partial reconciliation. The First Unification Campaign (TN 1534-1545) saw the incorporation of Siwa Oasis, Ashanti, Port Oasis and Ankara into Marabou's new Republic. While historians now remember the valiant defenders of the conquered states, there were many who welcomed the Marabouin invaders and the prosperity they promised to bring with them. With Siwa and Ashanti practically reduced to rubble, Marabou ceased expansion temporarily and founded the Southern Republic in TN 1545. The Marabou government was then faced with forging conquered territories into a nation. Funds were directed to reconstruction and pliable representatives from the conquered city-states were invited to form a new Unified Council. It was too little, too late.

By TN 1547 a shadow of panic had descended upon the cities that lay within easy reach of the newly established Republic. Several supposed "collaborators" within the Unified Council also revealed themselves to be bent on vengeance and personal power. A cabal of ten of these Councilors, most hailing from Port Oasis, provided intelligence and aid to the Republic's neighbors and helped organize an attack. An army comprised primarily of Saragossa Conclave Troops and exiled elements of the Port Oasis Defense Force assaulted Marabou in TN 1547. They looted buildings, burned the Parliament Building to the ground and actively hunted down over one hundred Unified Councilors. As planned, after a failed retaliatory strike on Port Oasis, the remaining Councilors declared a cease fire and then turned the Republic's attention inward.

The cabal, led by Councilor Dimitri Nemen, was motivated by a desire both for vengeance and personal power. With the conquest of their homes avenged and Marabou crippled, Nemen did not dissolve the Republic: rather, he took control of it. While the economy of the league was directed at reconstruction, Nemen implemented war-time emergency measures that effectively barred all political views other than the cabal's own. Under the auspices of the "good of the nation," these renegades quickly silenced all opposition to their rule. League forces moved with ruthless efficiency to root out "malignancy," and political activists disappeared nightly. With the militaries of the various city-states in disarray, the Republican state (now centered in Port Oasis) used the carrot of reconstruction and the stick of political terror to keep average citizens from rocking the boat.

Within a generation after the fall of Marabou, the seeds of the Republican spirit were planted in the national psyche thanks to a dedicated campaign of propaganda most effectively presented through centrally controlled education. Siwans and Marabouins lit the first spark of the Republican belief in their own superiority. Ashantites added a dose of liberal thought to the new nation, and instilled a belief in honor and pride as the cornerstones of an individual's being. Port Oasis' insular society added a level of paranoia to the tapestry of Southern thinking and augmented the supremacist character of the Republic. The people of Ankara helped counter this tendency internally and underwrote laws that encouraged tolerance and cooperation among citizens, and their policies are credited with slowly cementing the league into a single nation. By the 1580s, the first generation to be born Republican were adults and few of them questioned the existence of their league — or its destiny.

2.2.2 THE EXPANSION OF THE REPUBLIC (TN 1581- 1670)

The Second Unification Campaign (1581-1636) saw the incorporation of Timbuktu, Saragossa, Bethany and Reunion into the Republic. The difference between this second conflict and its predecessor was that the Southern Republic Unifiers (the SR's army of conquest) were never assured of victory from the outset. The battles for Timbuktu and Saragossa were typical examples of the war, in which the Unifiers were mauled in the first case and destroyed in the second.

Despite the fierce physical resistance of their opponents, the Second Unification Campaign proved even more devastating to the citizens of the Republic on a psychological level. Here the people were faced with opponents who hated them because of their politics and attitudes. The war was further marked by multiple acts of resistance, it was in the sleepy town of Bethany that groundwork for future violence was laid. With the majority of the populace in submission by TN 1592, acts of terror exploded around Bethany's Republican occupiers. Events came to a head in TN 1595, when a small band of Bethanite radicals held a main city school hostage and then executed over half the children. The people of Bethany, sickened by shame, quietly provided a list of their neighbors who had any ties to the group. Ironically the most pleasant of Republicans are directly responsible for the formation of the most feared organization on Terra Nova: Les Témoins (see page 28).

The Southern Republic Unifiers were destroyed in TN 1607 by Saragossa Conclave forces and the final three decades of the campaign were dedicated solely to bringing that city under heel. Following the integration of Saragossa in TN 1636, the Southern Republic turned its attention inwards. The Second Unification Campaign had taken a toll on the army and it was in no condition to face the might of the leagues that lay to the east and west. A feeling had also developed among the Estates General that it would be more efficient to conquer wholly formed leagues. These would provide far more diversified supply sources and would be easier to integrate into a super-nation than individual cities. The next forty cycles were focused on rebuilding and integrating the conquered city-states and regions. Economic efforts were coupled with a repressive political system, but personal freedoms judged apolitical were protected by the new nation. The melding of the Southern Republic into a single people was only completed much later, but many historians point to this period as the first instance where the people of the league thought of themselves as Republicans rather than citizens of a city-state.

2.2.3 FORMATION OF THE ALLIED SOUTHERN TERRITORIES (TN 1670-1723)

Prime Minister Hazel Giano came to power in TN 1670 and her self-stated mission was to revitalize the South along Republican lines. With the army reinvigorated, she had the might necessary to impose her will. Rather than face conquest, the Mekong Dominion opted for a negotiated alliance and in TN 1678 the two leagues signed a formal alliance that effectively bound the Dominion to the Republic. Prime Minister Giano then unleashed the Southern Republican Army on the Humanist Alliance and the Eastern Suns Emirates. The Estates General was finally following up on its promise to increase the scope of Republican influence, and Prime Minister Giano was determined that, no matter the cost, the Southern Republic would rule the South. The battles that followed highlighted the ferocity and ability of Republican soldiers. The Republic, using a combination of guile and force, forced the two leagues into an uneasy submission. In TN 1681, the Allied Southern Territories was born.

On the surface, the AST appeared to be a legitimate attempt to account for the concerns of four very different peoples. Each had their own place of importance in the articles of the alliance, and were guaranteed certain rights, freedoms and privileges. Unfortunately, these same articles were also rife with Republican domination, and served to hold the other member leagues in little more than servitude.

Because the Southern Republic lacked the manpower to police its new territories, each league was allowed to establish its own security force to deal with internal problems, often pieced together from the defeated armies but hamstrung by low numbers. The underlying threat of the Republican military was enough to ensure that most peacekeepers were expedient in their tasks. While the AST was held together by the promise of shared prosperity, in the end, only the Southern Republic and (to a lesser extent) the Mekong Dominion benefited fully from this alliance. They gained a captive audience and receptive market for their products and services. They also knew the prestige and honor of being the sole remaining Southern superpower.

The Republican dynamism so clear in the conquest of the South and the defeat of the United Mercantile Federation during the Merchant War of TN 1686-1688 did not last out the century. By TN 1700, the nation had lost much of its direction as the Estates General was drowned in political upheaval. These "Dark Days," as they came to be known, featured near-constant rebellion within and without the Republic. The people of the SR were still not unified and frequent outbursts of terrorism and hatred exploded along the old city-state borders. It would take the global shocks of the St. Vincent Plague and the ensuing war to bring about true national unity.

► The Ghost City

The fate of Hanja, a mid-sized community on the Republic's border with the Mekong Dominion, in the jungles of the Yung An Basin, remains one of the strangest events of the eighteenth century. Under the leadership of Devon Situ, Hanja became a center for resistance to Port Oasis and the Republic. Rebels on both sides of the border used Hanja as a staging ground and a supply house for raids on Republican targets. Situ declared his community's independence from the AST in TN 1705 after the rebellions were traced back to Hanja. Charismatic and clever, Situ arranged support from Northern interests and was able to hold out for almost a full cycle. In TN 1707, the Estates General passed sentence on his people and the Légion Noire was dispatched to quell this rebellion.

The Légion arrived to find a deserted city-state. Those few defenders who had remained chose to fight to the death rather than be captured. The fate of Situ himself and the rest of the Hanjan rebels remains unknown to this day. Most assumed that they simply fled into the jungles they knew so well, dispersing into the rural population. Others claim that the Mekong Dominion offered them shelter and helped transport them west. More fanciful rumors persist, however, including allegations that the entire population vanished into the MacAllen cave network or became the founding core of the Blue Crescent Order. The citizens of Hanja are also thought to have had among their possessions several hundred fabled volumes from the Ashanti Public Library, destroyed during the First Unification Campaign. The city of Hanja is now largely overgrown by jungle, but is occasionally visited by those seeking the truth.

► Adventure Tours

Ever since the ruins of Hanja were the subject of a high-budget trideo documentary from a major Port Oasis production company in TN 1931, the "Ghost City" has captured the Republican popular imagination. Two feature holofilms have been made about the city (*City of the Damned* and *Ghost in the Jungle*) and Voyages Tropicals has led several "adventure tours" to the ruins. These trips consist of a three week long stay in the ruins, using very rudimentary habitations and involving day journeys into the jungle. Visitors reach the sight thanks to aircraft flown in from VT's private airfield south of Bethany. The cost of such a trip makes the tour a possibility only for the rich and famous, although several league-wide contests now use tickets as their grand prize. The Ministry of Culture has rejected demands that the site be preserved for academic study as a historical monument. This decision is generally thought to be politically motivated — the Ministry does not want academic attention paid to a symbol of resistance. It seems they not to have any objections to it becoming a theme park, however.



2.2.4 THE ST. VINCENT PLAGUE (TN 1723-1729)

Few events had as tremendous an impact on Republican society as the St. Vincent Plague. This deadly affliction killed and maimed countless Republican children and led to a destructive global war. While polar armies clashed, the people of the Republic discovered their patriotism. The St. Vincent's War was unique because the Southern Republic received the wholehearted support of all its citizens and of the vassal states. This acceptance cemented the character that modern Republicans display, one of fierce national pride and undying loyalty to the political institution that controls it. On the home front, the formation of the *youth guard*, the child welfare council and the enactment of procreation contracts transformed Republican child-rearing philosophy, and made it obligatory to show the resources needed to provide for children before having them. The war helped to intensify the popularity of religion. Crowds of people flocked to the many newly-constructed houses of worship in search of answers. In short, the war brought the South together in a way that no one would have ever imagined possible.

It failed to last. Old animosities floated to the surface and the Southern Republic suffered its defeat in the conflict because of internal pressures. By TN 1728, the Southern economy was strained and thousands were dying in assault after assault. The Mekong Dominion finally refused to support this pointless endeavor any longer. Mekong factories ground to a halt and the Southern offensive lost its momentum. Faced with punishing the Dominion while fighting the North, the Southern Republic became even more resolute. The Estates General ordered every citizen of the AST to comply with its decrees of continued struggle. One by one, the members of the AST stood up to the Southern Republic and refused. The repercussions were predictable. The Estates General put every manner of threat forward to cajole the other leagues into cooperating. Their gambit failed and a vicious Northern counter-assault finally broke the Republic. Realizing that its situation was untenable, the Southern Republic backed down and signed a peace accord with the CNCS, and then turned to bury their dead.

The popular reaction to the end of the war was a complex mixture of resentment and comprehension. Hard-line patriots felt that the Mekong Dominion and the other vassal states had betrayed the Republic and demanded punitive action, but an undercurrent of opinion in favor of the end of hostilities made itself felt as well. Indeed, as more and more Republicans died on the altar of St. Vincent, a sentiment that this was not an honorable war slowly grew among veterans and civilians alike. When orders came down for punitive expeditions to be sent into the Mekong Dominion, the feeling grew and rumor has it that mass mutiny became a real threat. This may have accelerated the end of the war.

2.2.5 PEACE, UNDERSTANDING AND UNREST (TN 1729-1900)

For one hundred cycles following the St. Vincent's War, the Southern Republic rebuilt all that had been lost. The physical damage was great. Two city-states had been severely damaged, but it was Republican society that had suffered the gravest wounds. While the army clashed once again with Northern forces in the Badlands, citizens from the Republic made efforts to visit other AST leagues. Naturally, Republicans still felt their culture was superior, but their openness to other cultures was seen by other AST members as a hopeful sign. Indeed, embers of the unity that had characterized the early cycles of the war were built upon such that more and more common people came to see the AST as a permanent institution instead of a temporary conquest.

While the citizenry visited and formed friendships, Republican politicians entered a ferocious era of intrigues, backbiting and power struggles. Blaming everyone else for the disaster of the St. Vincent's War, many prominent leaders fought for the reins of control. The level of animosity in the Estates General slowly trickled its way down to the rest of society and citizens soon found themselves without essential government services. These events sparked a new wave of social unrest at the cost of many Republican lives.

In TN 1836, terrorist activity, led by the Saragossan People's Front for Independence, blazed across the expanse of the Republic and the AST. Buildings were destroyed, geothermal power distribution grids were shut down and normal Republican citizens were harassed whenever they set foot outside of their homeland. Over two hundred incidents of disruptive activity occurred over the next six cycles. After a lengthy investigation, SRID uncovered that many of the terrorist were receiving funding from an Emir of the Eastern Suns. Emir Timothy Shirow was covertly supporting the SPFI, among others, as part of a twisted attempt to prove his power to his brother Ethan, great grandfather of Nigel. Timothy quietly disappeared from public life as soon as his guilt was established, but the damage had already been done. His actions tore asunder the trust that Republicans had forged with their Southern neighbors. Inside of two generations, the Southern Republic reassumed its role as dominator of inferior leagues.

Most common Republicans were right behind their government in returning to an imperialist disdain for their neighbors. Fueled by propaganda, Republican employers returned to old-style policies of paying foreigners much less, of supporting slave rings in the Mekong Dominion and ESE and of generally demanding that they be treated as royalty when abroad. Some Republicans, however, were able to keep their heads. Largely drowned out by the roar of the imperialist majority, some voices called for understanding and cooperation. Republican higher education became a focal point for this debate, with many academics being openly sympathetic to the vassal states. This led to a purge of Sir Isaac Newton University, the Republic University of Newton and Ankara University in TN 1852.

2.2.6 THE JUDAS SYNDROME AND THE WAR OF THE ALLIANCE (TN 1900-1917)

The Judas Syndrome was a war of intrigue and deceit in which the major figureheads of the time had spies planted everywhere. These agents realized that the time was ripe for turning a quick profit and sold out their masters to the highest bidder. As Northern, Southern and Badlands agents silently stalked and killed one another in Terra Nova's worst shadow war, the governments of each league heated up their rhetoric. A war was in the offing, but no one dared move because they could not know who would betray them.

To the average citizen, the Judas Syndrome, like much of the last sixty cycles, was business as usual. The touchdown of Earth Forces in the Badlands was another matter entirely. While most Terranovans took up arms to defend their homes, Republicans fought out of a sense of outrage that Earth would dare return and demand submission after abandoning them. The people of Terra Nova rallied together to fight a common foe. Enrollment for the military skyrocketed, numerous citizens' groups materialized to undertake a number of supporting roles and people put in double shifts to produce materials for the war effort. Makeshift field clinics were established and citizens sacrificed their lives defending others, even those not of the same league. The Great Plains Police and its leader William McKinley are remembered especially fondly for aiding the Republic by providing reliable reconnaissance and peacekeeping, even while portions of the league lay under Earth control. More than just military might, the will and determination of Terranovans won the War.

The Southern Republic was battered by the Earth forces that attempted to take control of the planet. The invading Colonial Expeditionary Force bombed several outlying production-based communities into oblivion, devastated several industrial city-states, and shredded whatever military units that they could in open combat. Rather than causing Republicans to shrink away from the horrors, these acts served to bolster their national pride and spirit. The politician in the Estates General played the role of concerned parents protecting their children, and the Republic galvanized around them.

The cost of the War of the Alliance was horrible by any estimate, with hundreds of thousands dead and cities shattered across Terra Nova. Republicans remember the civilian and military casualties as martyrs who gave their lives in defense of their homeland. Yet they also believe that those who died were doing their duty to their people, and they think that they would have done the same in their place. Republicans will not, however, forget the dedication that their citizens showed towards them. Established by Louis Philippe deRouen, the "Monument du Peuple," or the Citizens' Monument, stands in the middle of the Soulice National Cemetery in the Albigen region. This monument is dedicated to all who gave their lives for the Republic, and it features a diverse gathering of Southerners who stare proudly ahead, defying history. The simple plaque on the bottom of the statue reads "For the valiant defense of our homes, we thank you."

2.2.7 POST-WAR PERIOD (TN 1917-1933)

The War of the Alliance resulted in a temporary unification of all of Terra Nova's citizens. As one, they fought the clutches of an imperialist aggressor. They lived and died together in a common and brutal struggle to retain their identity as a sovereign world. North and South put aside generations of mutual fear and suspicion and worked towards the only goal that they both felt counted: victory. With the ashes of the War of the Alliance cooling, the Southern Republic entered a new era, bolstered by the positive afterglow of victory.

In the minds of most Republicans, this renewed strength is tied to Louis Philippe deRouen, who rose to the Prime Minister's chair in TN 1921. Charismatic, strong and wildly popular, deRouen has become personally identified with the glory of the Republic. Those in power know that deRouen is a dangerous man. Having defended Kenichi Tanaka, hero of the Battle of Baja and current Lord Chancellor of the ESE, from charges of dishonorable behavior, the future prime-minister has the backing of the armed forces. Taking advantage of weaknesses in the bureaucracy, the traditional locus of power in the Republic, deRouen became his nation's leader and eliminated many of his dangerous rivals. Since then he has fostered a cult of personality and now exercises personal control over the state. He has powerful enemies, however, including AST Lord Protector Jacques Molay and politician Georges Herbert Xavier.

To the general populace, the lessons of war have not gone unnoticed. A majority of Republicans are reluctant to return to the battlefield. The nationalist sentiment may be too strong to resist, however, as the Estates General works itself, and some citizens, into a political frenzy. The military is increasingly aligned with those arguing for war and the reputation of the armed forces gives their opinion great weight. Some say deRouen may also be seeking a war to bolster the strength of his military allies. Unfortunately for all concerned, there seem to be no more interceding forces to head off a collision between North and South.

The regional situation is also fracturing. Cowed into submission by the threat of the Republican Army, the vassal leagues of the AST watch with ever-increasing frustration as their lands are raped for the glory of the Republic. Many citizens of the AST are growing tired of Republican domination and Emir Nigel Shirow's uprising in the Eastern city-state of Basal is simply the latest in a long line of examples that the union is cracking at the seams. Unrest is also a problem in the Mekong Dominion and Humanist Alliance, where cultural differences may well mask large scale resistance.

The Republic fully realizes that if all the vassal states were to break off at once, there would be little it could do to stop it. As such, Port Oasis struggles to keep resistance isolated and manageable.

2.3 ECONOMY

The modern Republican economic system is the brainchild of Marabou native Lynda Sevigny. As vice-president to Emile DeGarmo at Baron's Munitions, she honed her extraordinary grasp of local economics and learned from a genius the art of macroeconomics. Just prior to the assassination of DeGarmo, Sevigny was no longer a fledgling but a financial genius in her own right. DeGarmo's confidence in her abilities was so great that he appointed her his successor as president of Baron's Munitions when he commenced his political career. Sevigny's influence, along with that of General Wilfred Vyes, made it possible for DeGarmo to receive the city council's approval for the experimental raid that led to the assimilation of the surrounding city-states into a republic. Following the assassination of DeGarmo and the conquest of Siwa Oasis, the Marabou council found themselves with two city-states and lacking financial guidance. For these reasons, the council elevated Sevigny into their ranks, while the Marabou Marauders continued their war.

Sevigny's vision, unlike DeGarmo's, was not of conquest by arms but of conquest by financial means. She combined the war-fractured financial structures of Marabou, Port Oasis, Siwa Oasis, Ashanti and Ankara to form a complimentary power base for the Marabou army and the economic basis for a new nation. Pooling the geological and industrial assets of the first city-states of the Republic, she initiated an amazing recovery from the devastation of war, as well as a financial boom that unified the citizens in a bond stronger than fear, in a bond of interdependence. Her success in forging a truly diverse economic structure during the last cycles of the First Unification Campaign, elevated Sevigny to a position that she had never sought to attain. In TN 1545, she was given the seat of First Councilor in a unanimous show of support from her fellow councilors. In her two cycles in that position, Sevigny developed the governmental finance and taxation system that runs the Southern Republic to this day. Although she was assassinated in the last echoes of the First Unification Campaign when Marabou was sacked by her enemies and the Order of the Falcon rose to power, the Republic thrived on the Sevigny Economic and Taxation System (SETS) for the next twenty-five cycles. So much so, in fact, that the Second Unification Campaign was funded mostly by proceeds from that period of growth.

2.3.1 THE SEVIGNY ECONOMIC AND TAXATION SYSTEM (SETS)

SETS is a unique and custom-made financial system for the Southern Republic. It allows the government to both assist the people and ensure a steady financial growth through intense involvement in all levels of the economic structure, while simultaneously limiting the effects of economic factors such as shortages and business cycle swings. Most foreigners and a few vocal Southern financial gurus are critical of the system, arguing that it allows the government a tyrannical hold on industrial and personal finances, and prevents free market equilibria. These selfsame gurus, however, cannot deny that the system affords the Republic a nearly nonexistent unemployment rate and the economic stability for the nation to function through military conflicts.

The Economics Directorate is the government agency responsible for maintaining SETS, but the Banque Républicaine influences the market on a daily basis. The Banque is the sole chartered bank in the Southern Republic. In this capacity, it heads the financial industry by offering a clearance service for the myriad trust, brokerage, insurance and realty firms. The Banque also provides clearing links for Republican investors with other AST member financial institutions through the Southern Republican Exchange. While the Banque provides this service for internal investors, it abstains from offering these services to external ones due to the foreign ownership restrictions invoked by the Economics Directorate. The largest market player in the financial arena is the government, which operates through the Banque Républicaine by offering guaranteed partnership funds for a multitude of purposes, such as scholastic, development and realty funds. These funds provide the same growth potential as savings instruments issued in other leagues, but also ensure the market spending that the perpetual growth economy depends on.

The Southern Republic Exchange is comprised of a central trading center in Port Oasis which serves as a money, stock and bond exchange with a control desk for the commodity exchanges that exist in each of the city-states. These micro-exchanges facilitate the purchases of foodstuffs, natural resources and manufactured goods by industrial, distribution and refining companies. One product can trade on the exchange in many forms. For instance, in Bethany, a farmer can sell his sapa crop to a refinery, the refinery then sells the processed sugar to a distillery, that sells the distilled liquor to a distribution or a retail company, and finally to the consumer. The local offices of the Banque ensure that all trades are completed in a fashion satisfactory to all parties involved, by certifying contracts and collecting the required taxes.

Foreign investors wishing to purchase commodities must do so through a sub-committee of the Economics Directorate, called the Exportation Bureau, which is housed within the offices of the Banque Républicaine. Internal investors wishing to purchase goods from outside the Republic's borders may do so through any Republican financial institution. Due to articles in the Allied Southern Territories treaties, Republicans can buy other Southern goods with ease, but retaliatory trade restrictions imposed by Northern governments make it more difficult to purchase goods manufactured in the Confederated Northern City-States. Government income is secured by the small sale fees affixed to all market, consumer and contract transactions (MCC sales tax), in addition to standard income tax revenue. The government takes this income to form a budget, whereby they distribute the funds to various government departments, foremost among these is the Prefect's Council (Military).

2.3.2 EVERYDAY ECONOMICS

To the average Republican, economics entails the earning of wages to support self, family circle and the Republic. Citizens generally apply themselves to their occupations in a structured, enthusiastic manner for the good of the nation. Wages are paid by employers through the Banque Républicaine's Asset Distribution Service (ADS). ADS allows citizens to allocate portions of their wages to various government sponsored funds, investment dealer portfolios and debit union accounts. This central payroll system provides the Economics Directorate's Taxation Bureau with an accurate income tax projection every fiscal cycle.

Everyday expenses are paid using debit card transactions. These cards are issued by debit union institutions to allow the consumer to withdraw funds or pay for purchases directly. The debit system is a contract signed by the card holder with the issuing debit company, filed with the Banque. This contract authorizes the Banque to release funds to the debit company in accordance to the holder's allocation instructions on a per periodic basis. Debit company accounts can be used to accumulate funds for large purchases or overdrawn to a set limit. This limit is set according to the holder's salary per cycle and may increase according to any wage adjustments or assets gains (such as an inheritance). In small communities, citizens generally use cash or barter, which is extremely difficult for the Taxation Bureau to monitor. Most rural citizens prefer this no-nonsense approach to spending. They like to exchange a tangible item for a dinar in hand, or for other tangible goods.

Some citizens acquire the services of investment dealers. These broker/accountants provide the average person with access to various markets. A citizen, through the Banque, allocates a portion of his or her wages to a dealer, who in turn invests these funds according to the static goal instructions in the citizen's portfolio such as a minimum return on investment or a cap on risks taken. A portfolio can be comprised of stock, realty or a combination of both. The dealer presents a proxy file to the client, detailing the proposed investment. If the client accepts the file, an investment contract is reached. Investments are paid in a lump sum manner to the dealer or are contracted for payment in a multiple payment plan. These multiple payment plans are drawn between the dealer and client, then filed with the Banque Républicaine, which allocates the funds on a per pay period basis according to the contract specifications. Opting for multiple payments is more costly than a lump sum payment through a debit union, but it allows citizens with lower incomes to finance a portfolio that would normally take a long time to save for.

The most common form of wage allocation is government-sponsored funds. The Military Fund for instance, is comprised of share holdings in companies that are related to the military in a production or research capacity. This form of fund exists for all major industries, such as energy, transportation and agriculture. The most unique is the Realty Fund, comprised of various construction projects. These projects, once completed, are sold or leased, and the proceeds are returned to the fund. These influxes of capital increase the value of realty units, which are divided before they reach a level beyond the purchasing power of the average citizen. All fund units can be sold back to the government at any time through any branch of the Banque Républicaine, barring a national crisis.

► Charles Raspin



Director of the Economics Directorate and president of the Banque Républicaine, Charles Raspin is the most influential man in the Republican economy. A graduate of Garamond University, he also studied in the Mekong Dominion and Humanist Alliance. During the unrest of the Judas Syndrome, Raspin realized that the greatest threat to the Republic was economic rather than military assault. Although the arrival of the Colonial Expeditionary Force threw his analysis for a loop, the post-war period has shown him to be correct. While the league's armed forces are in fine condition, economic dangers lurk both inside and outside the Republic.

Raspin came to power on the coat-tails of Prime Minister deRouen, but the two have had a serious falling out in the last five cycles. Using political allies such as Georges Herbert Xavier and powerful businessman Jan Mach, Raspin has been able to preserve his position. His alliance with Mach is tentative at best, because Raspin considers him to be a long term danger to the nation's stability. In the short to medium term, however, Raspin sees Aaron Logan as a much graver threat. Unfortunately, Logan is aware of Raspin's analysis and has planted an agent at his side in the person of Deputy Finance Minister Stéphanie Leggo.

► The Business Development Plan

Government income is reinvested in the economy through the Business Development Plan (BDP). The BDP is the key to the Economics Council's control of the Southern Republic's economic infrastructure, whereby all business ventures must seek the approval of the Business Development Bureau. If the plan is approved, the venture is sanctioned along with the Bureau's guarantee to invest enough funds to hold a ten to fifteen percent interest in the newly-formed company. This amount of government investment is generally enough to supply the needed start-up capital to get the company off the ground. This policy is the cause of many complaints by private sector investors of government and/or military buyouts of promising young companies. In the long run, these invested interests produce a diversified income platform whereby the government receives dividends, preferential product purchases and most importantly, direct involvement in all areas of the league's financial infrastructure.



THE PRICE OF TRUTH

The knife blade slipped easily between his fifth and sixth ribs, shock hitting his system with lightning speed. He felt no pain, only surprise and a spreading pool of cold in his chest. "Not you," he gurgled.

"Yes, me," she answered, a dark smile crossing her face as his life slipped away.

Had it really only been two days since he had made his discovery? Two days since a contact in Les Témoins had passed him a secret file detailing the activities of the Order of the Falcon? The file had been like a thunderbolt, lighting up the intrigues of Port Oasis and supercharging his career. According to these secret files, the Dark Fox — an enigmatic information broker in the capital — was in fact the head of the Order of the Falcon. This secret society had controlled the bureaucracy for longer than anyone could remember, but had been displaced by Prime Minister deRouen. Now these oligarchs had been cast out of the center of power, freeing the Republic for the good of the people, and they wanted revenge.

Yesterday, he came to the Estates General and stood as was his right as a deputy minister. Choosing his moment for maximum drama, he took the floor in the closing minutes of the session. He announced that he knew the motives of the Dark Fox and accused the spy of being an insurgent against the state. Murmurs and mutterings greeted him for a few delicious seconds, before the house exploded in questions and accusations. The chair had to spend a half-hour banging her gavel to reestablish order, at which point the Prime Minister requested a meeting.

He had hoped to go directly to the palace and meet with Louis Philippe deRouen. It would be a glorious conference in which he would become the Prime Minister's close ally in a matter of minutes. A full minister's post would be only a matter of weeks away.

It was not to be. The Prime Minister called for a meeting, but for the day after — today, in fact. The delay was strange, but might well mean he was being checked out, his sources verified. He wondered if it was SRID or Military Intelligence that was given that task. Either way, he would probably never know, but he felt confident his source inside Les Témoins was safe. The witnesses spent their lives in secrecy and few people could uncover them.

When he arrived at the prime-ministerial palace in the evening, he was greeted in the foyer by Louise deRouen herself. His dreams of power were coming true; Louise was her father's favorite, his closest lieutenant and heir apparent. For her to greet him, he must be valued indeed.

"Welcome Deputy Minister, I believe we have much to discuss." Her voice was soft and lilting and the liqueur she offered him was delicious. "Tell me about your information, so I may relay it to my father."

As he did, he looked deep into her brown, full eyes. They matched her dusky skin and seemed to entrap him. He never noticed the stiletto she drew from underneath her garment until it slipped into his chest. The Dark Fox was a deadly creature indeed.

She placed a handgun in his almost lifeless hand and spoke lightly in his ear. "This weapon will be traced to Saragossa. How does it feel to die a terrorist? Perhaps you will be a hero to the scum in the SPFL."

He blacked out before she even began to laugh.



3.1 POLITICAL STRUCTURE

Born amidst the chaos and confusion surrounding the destruction of Marabou and the slaughter of a majority of the nation's original leadership, the political structure that guides the Southern Republic is unique on Terra Nova. Outwardly, a representative democracy (where the people choose their leaders in open ballots once every three cycles) rules the land. In reality, the Republic is a tightly governed oligarchy, where a small percentage of the political and private castes hold true power and have used secretive organizations such as SRID and Les Témoins (the leading Republican intelligence organizations) to neatly single out and crush any who oppose them.

The key to the success of this system lies in the fact that the citizens of the Southern Republic willingly subsume their political freedom for the greater glory of the state. There exists amongst Republicans an unspoken understanding, a social contract as it is sometimes called, that as long as the leadership of the Republic can maintain the state as an ascendant concern and can perpetuate the bounty and other freedoms that the people have become accustomed to, average Republicans are willing to be led. Further, they are even prepared to see state terror applied to those who would challenge the status quo. Thus far, the state has delivered on its promises to expand its borders, dominate its surroundings and "prove" Republican superiority. For most Republicans, the trade off of keeping out of political affairs to keep the state out of their bedrooms is an easy and agreeable one. While Northerners often see little advantage to this system, most citizens of the Republic view it as an ideal arrangement that allows cultural pride and identity to blossom without the headaches involved in actually running the state.

3.1.1 INSIDE THE ESTATES GENERAL

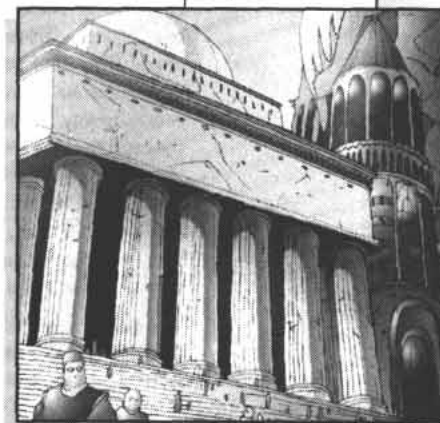
Political power in the Southern Republic is centralized in the Estates General. This parliamentary body is comprised of five hundred councilors elected every three cycles from the 145 electoral districts that divide the Republic. The number of representatives from each county is determined by relative population, leaving the city-states with more representatives than any single rural community, but leaving a majority of the political power in the hands of the representatives from the rural regions of the Republic. The government is formed by the party that occupies the most seats in this assembly and a majority vote is required to pass any piece of legislation. Louis Philippe deRouen's Liberal Republican Party has controlled the assembly since TN 1919, collecting an especially solid majority of the popular vote in the last two elections.

Power in the Estates General is divided into three tiers, each possessing less official power than the last. The head of the government, and theoretically the most powerful individual in the Republic, is the Prime Minister. The Prime Minister is more than the leader of the political party that holds power, he (or she) is the person who has accumulated the greatest amount of influence in the state through guile, subterfuge, or true charisma; often a Prime Minister's power will be rooted in a healthy dose of all three. Aiding him, through advice, counsel and occasionally representing the Prime Minister when he cannot attend events himself, is a body known as the Cabinet of Ministers. Numbering between twenty and thirty, Cabinet posts are seen as desirable by those who seek to gain access to their party's support network. Generally, high-level members of the Prime Minister's party form the Cabinet, but often important opposition councilors are given a seat as a courtesy. Below the Cabinet sit the bulk of the Estates General members, known as junior councilors. The Estates General sits for three seasons out of every cycle. The Cabinet meets every five days to discuss policy and the direction of the government and the Republic. The Estates General as a whole must, by law, convene once every four days, but they often meet more frequently.

► Estates General Representation

More than 15 parties hold seats within the Estates General based on the results of the TN 1931 elections. Six have enough seats to be granted a substantial voice. The governing Liberal Republicans dominate the committees and official discussion time, while the Fondation National and Republican Libertains account for most of the time allocated to the opposition. Smaller parties have precious little time to speak before the assembly and the nation-wide trideo coverage. Because of this, leaders do almost all the talking in an attempt to capture the public imagination in time for the next elections.

Party Name	Party Leader	Seats
Liberal Republican Party	Louis Philippe deRouen	287
Fondation National	Sandrine Ariel Baxter	101
Republican Libertains	Georges Herbert Xavier	36
Cohavier Bustrien	Michel Cohavier	18
Lerue Coalition	Denise Horsham	16
Southern Democrats	William Duteuil	11
Descastral Centrists	Louise Gettanch	5
Fondation Reveil	Jethro Phillips	5
Other minor parties	various	21



3.1.2 THE MINISTRIES

While constitutional power rests in the hands of the Estates General, the brunt of running the state falls on the shoulders of the ministries of the Southern Republic. Supervised by Cabinet ministers and deputy ministers, these bodies are staffed by professional bureaucrats. These non-elected officials formulate the bills and plans of action that the government votes into law, and are often given all but free reign by their ministers, who generally prefer to meet with their constituents or to curry the favor of various lobby groups. The chief bureaucrat in a ministry is called the head administrator. It is this individual's responsibility to orchestrate the activities of the ministry as a whole and its guiding council in particular, and ensure that ministers are presented with bills that they can forward to the Estates General for debate. The guiding councils of each ministry meet on a daily basis when the Estates General is in session, to examine their findings, compile information and trade notes and suggestions on how best to fulfill the government's objectives. Naturally not every member is in attendance at every meeting, and there can be season-long stretches where individual members are off collecting information, or meeting with locals to determine the viability of plans.

The relationship between ministers, deputy ministers and head administrators varies from ministry to ministry. Theoretically the minister and deputy direct the policies of the ministry, while the head administrator ensures that these are carried out. In many cases, however, the administrator's influence over the nuts and bolts of the bureaucracy makes his power far greater than the elected ministers'. Only very skillful ministers can completely rein in their administrators.

3.1.3 TRUE POWER

The secret of the Republic's dichotomy, in essence a multiple party dictatorship, is rooted in the very beginnings of Republican existence. Following the elimination of their fellow unified council members, the Port Oasis Order of the Falcon (led by the ten rogue unified councilors who orchestrated the destruction of Marabou) stepped into the power vacuum they had created and offered leadership. They quickly organized state-regulated education programs, implemented the emergency powers act (which kept them in power and created SRID and Les Témoins, all in one fell swoop) and established the ministries to govern daily life in the state. What few people realized was that these agencies and councils were staffed primarily with people who owed loyalty to the Order of the Falcon. Within a generation, the Order had cemented its influence over the children of the Republic. Those citizens who resisted were either removed by the state-sponsored secret police, or were conscripted to fight in the Second Unification Campaign.

In the TN 1600s, the Order of the Falcon realized that survival over an indefinite period relied on their becoming the powers behind the scene, safe from open scrutiny. Their final act in office was to declare an end to the state of emergency, and throw open the doors of power to any who sought it. They established the electoral patterns and counties (145 over the width of the land) for the state, and retired from public life. This act convinced many of the remaining rebellious voices that they were now free to govern themselves.

The members of the Order had no intention of handing the state they had built to an electorate they considered little more than rabble. Rather, they wished to create a self-perpetuating system that would ensure the Order's power and the continued ascendancy of the Republic. They used their control of education and the media to build support for the Republican social contract, exchanging political free expression for prosperity. With this process underway, the Order gave the population a semblance of control through the electoral process and withdrew from center stage, leaving many to assume they had vanished altogether. They could not have been more mistaken.

● SHADOW GOVERNMENT

The Order of the Falcon had by no means relinquished power; they had simply relocated it to the ministries. These bureaucratic agencies had become so indispensable to the smooth operation of the state, that to incur the displeasure of one of their head administrators was to guarantee societal gridlock. The Order had planned well. Outsiders criticize a schedule of elections every three cycles as a torrid pace, leaving government little time to rule its constituents, but this is exactly why the Order implemented the system. Governments had (and continued to have) so little time to rule that they had to leave the majority of the decision making up to the bureaucracy, whose leadership were mostly members of the Order of the Falcon. Even popular Prime Ministers found themselves bowing to the will of the bureaucracy when they realized that the actual extent of their influence was much shorter than they had believed, leaving the highest office in the land as little more than a figurehead position. Through the ministries, the Order of the Falcon rigged elections (as various ministerial sub-councils were responsible for campaign advertising, the approval of candidates and even counting votes), implemented laws and kept a tight grasp on the reins of power.

Over the centuries, the Order's control was far from perfect, and others managed to insert their own desires and agendas into the operation of the South, but it continued to make its will felt. A majority of head administrators, Prime Ministers and Cabinet ministers either submitted to its wishes or joined outright, thus ensuring their influence and avoiding gridlock. From a citizen's perspective, the Estates General ruled the Republic and made all relevant decisions. In reality, almost all major decisions had been made beforehand by the Order of the Falcon, at least until fifteen short cycles ago.

● RECENT HISTORY

In the aftermath of the War of the Alliance, Louis Philippe deRouen and Jacques Molay, acting in tandem, engineered the downfall of the Order. DeRouen was an up and coming lawyer until late TN 1918 when a spectacular military trial catapulted him to stardom in judicial circles (see sidebar, p. 20). The Order of the Falcon, always seeking new talent, approached the young Louis Philippe and offered him membership. DeRouen stunned them by refusing, and then used his own contacts and his connections with Molay, director of SRID, to gather information on the secret society. DeRouen recognized within it an entropy that its own leadership had failed to see. Their membership and power base were too large to effectively manage without certain key people, head administrators and ministers who sat at the top of the bureaucracy and as part of the Order's inner circle. DeRouen identified these weak links.

DeRouen and Molay then dispatched SRID agents to quietly eliminate many head administrators, either by forcing retirement due to injuries or blackmail, or arranging fatal accidents. While many in the Estates General, and indeed the public, thought little of these events — purges of the bureaucracy occurred from time to time — within a season SRID had eliminated a majority of the Order's influence. Stunned at the loss of their power base, the Order's leadership responded precisely as deRouen had hoped and came out of hiding to personally take matters into hand, exposing themselves to a second, more lethal, purge. In a single evening of carnage, SRID operatives effectively ended the three hundred cycle rule of the Order of the Falcon. Deprived of its leadership, the Order collapsed, leaving the Southern Republic free from its clutches for the first time in its history, though only a select few actually knew it. DeRouen, using his popularity with the military and information supplied by SRID, then quickly cajoled his way into the Prime Minister's chair.

DeRouen quickly consolidated his power as Prime Minister, and has become the first true dictator that the Southern Republic has ever known. His cabinet bows to his suggestions on all matters, he maintains amiable relationships with all but a few head administrators, and he has not been afraid to use his influence to achieve his ends. For the first time, the bureaucracy bows to the nation's leader, instead of the other way around. DeRouen's prime ministership has, however, had its share of problems. Politicians and lobbyists alike began to realize that the system had changed shortly after deRouen's ascension to power. They have discovered that they can be more open in expressing their opinions, and that they can be more liberal in their application of influence and graft.

3.1.4 CURRENT INTRIGUES

Prominent Republicans have long engaged in convoluted machinations whose final goal was to increase their own personal power base. Louis Philippe deRouen's takeover of power has greatly exacerbated the situation. Where once the Order of the Falcon had a dampening effect on intrigues, providing an established channel of power, deRouen and his supporters simply lack the manpower to do the job. As a result, those who would have been bit players only a short while ago are now attempting to seize power on wide variety of levels. While not all of these individuals will succeed, the fact that they are even attempting speaks of the unrest that has gripped the Republic of late.

● THE CURIA AND THE ESTATES GENERAL

The single most dangerous and divisive struggle to grip the Republic is occurring between the Curia, the Allied Southern Territories' governing body, and the Estates General. Traditionally a placid mouthpiece for the Republican government, the Curia is becoming increasingly hostile towards the Estates, and making its presence felt in the Republic.

Leading the revolt is Lord Protector Jacques Molay, leader of the Curia, who is brazenly defying the orders of the Estates General to cease and desist with plans to violently stamp out the growing rebellion in Basal. Some councilors fear that Molay may use his connections with SRID to organize a preemptive strike against Emir Nigel Shirow. This would simply increase the likelihood of an Emirates-wide revolt, something that everyone knows that Oliver Masao, current Patriarch of the ESE, would do little about. To guard against this, the Cabinet of Ministers has secretly authorized SRA Military Intelligence to begin surveillance of SRID activity outside of the Republic.

Eastern Sun Emirates Lord Chancellor Kenichi Tanaka is also front and center in the Basal argument. Tanaka is gathering support for a negotiated peace with the rebels, and has received an unofficial promise from Consul Stephan Terrier, head of the MILICIA, that he will be contacted first should anyone attempt to organize a strike against Basal. Tanaka has also begun a friendly dialogue with Louise deRouen without her father's knowledge, despite the Prime Minister being one of Tanaka's best friends and closest allies. Tanaka is well regarded by the majority of deRouen's cabinet and considered an asset to the administration because of his immense popular support, which stems from his status as a hero of the Battle of Baja during the War of the Alliance.

The Lord Chancellor of the Mekong Dominion, Etienne Durocher, has numerous junior councilors and Cabinet Minister Jean François Dulac solidly under his heel, and they act as his mouthpieces in the Estates General. Durocher also carries favor with several large Republican corporations, notably among the Colition for Rightful Environmental Exploitation (CREE), and freely uses his influence among the Mekong Dominion's taipans and oyabuns to provide illicit pleasures to his corporate friends in return for their considerations.

• OTHER INTRIGUES

While the Lords of the AST represent the most potent challenge to the stability of the Republic's ruling party, they are by no means the only players in the game. Power grabs and back-stabbing deals ripple through the various members of the Estates General and their ministries. Most notably, Georges Hebert Xavier, leader of the Republican Liberatins party, has risen to power as the Prime Minister's main political rival. Xavier used connections to Maia Landling, head of the Republican diplomatic mission to the Badlands, to fuel his rise, but has recently turned his back on her. Indeed, Landling, among the most well-connected politicians in Port Oasis, gained Xavier wide support in corporate circles, most notably the corporations of CREE. With his place now secure, he has, perhaps unwisely, left her out to dry.

Intrigue is also nestled among the honor-bound members of the Southern Republic Army. Prefect Anastazia Orsat, leader of the dreaded Légion Noire, has been repeatedly criticized by Prefect Narimasa Asano, a respected war hero. Asano's fury with Orsat stems from his belief that she engineered the deaths of the two prefects who preceded her to achieve her post. He believes he has evidence, provided to him by the infamous Judas Syndrome spy Nicosa Renault, that will prove Orsat's guilt and he is preparing to unleash it. The tension between the two could well cripple the Prefect's Council until it is resolved, one way or another.

The influence of powerful individuals and concerns outside of the political system, indeed, sometimes outside of the Republic, affects the political situation in Port Oasis as well. Aaron Logan, Chairman of the Mekong Development Corporation and rival to Speaker Miyako Sogabe, has significant ties to the Economics Directorate through Deputy Finance Minister Stephanie Leggo. He views the realignment of the Republican economy so that it is compatible with the Dominion's as essential to performing a "corporate takeover" of the Republic. Within the Republic, the Saragossan Peoples Front for Independence (SPFI) has made itself effective and deadly by playing a political game as well as leading a terrorist campaign. Damien, the SPFI's enigmatic leader, has managed to place several key agents within Port Oasis and even the Estates General itself. Most councilors would be horrified to learn that their mortal enemies hold positions of responsibility in the government. The most striking example is Deputy Minister Marcel Genest, a SPFI operative who is currently head of the Sub-Ministry of Agriculture.

The Greatest Secret ◀

Jacques Molay's independent and critical attitude towards the Estates General and the Prime Minister is rooted far deeper than their collaboration on the elimination of the Order of the Falcon. In fact, their often mutually disdainful history extends to an officially buried military trial held in TN 1918. This case featured a young lawyer, Louis Philippe deRouen, who defended Prefect Kenichi Tanaka from accusations of ordering the massacre of hundreds of civilians prior to the Battle of Baja. Tanaka denied the accusations and deRouen mounted a brilliant defense, convincing the *justitia* that ESE agents from Basal committed the atrocity. In retaliation, the Estates General unleashed SRID to crush those responsible. Jacques Molay, then director of SRID, used the operation as cover to destroy a group of rebellious Basalites that had long been a source of frustration for him, but whom the Order of the Falcon had protected because their usefulness. Molay and deRouen quickly followed up their success by eliminating the Order and assuming control over the Southern Republic. Further, Tanaka and deRouen became fast friends, and Tanaka's hero status and public support has helped deRouen win several terms of office.

The truth of the matter is far darker. SRID agents, posing as Basalites, slaughtered the civilians in Baja. They then fabricated a cover story which implicated the Légion Noire, knowing the result would be an inquiry and trial. Orchestrated and played to perfection by deRouen and Molay, this convoluted scheme catapulted both men to power. Within two cycles, deRouen was the head of his nation, endorsing Molay for the post of AST Lord Protector. Were deRouen's machinations to be revealed he would lose the support of Tanaka and many other centers of power; Molay knows this full well and uses the political blackmail to assert independence. DeRouen knows that Molay is unstable, and quite capable of ruining them both on a whim, so he does nothing. For this he endures the criticism of his opponents while he plots to remove Molay forever. In the shadows, each man is very busy trying to neutralize the other without opening himself up to attack.

Basal Butchery ◀

The retaliation inflicted by SRID upon Basal for the supposed murder of civilians in Baja was just another example of Jacques Molay's hatred for the Eastern city and its royal family. In TN 1919, SRID directed Republican Army troops swept into Basal, capturing and eliminating all those thought to be responsible for the killings in Baja. Innocents were dragged from their homes and slaughtered without trial or due process. Salman Shirow, who ruled the city at the time with the approbation of his weak-willed mother Emir Anastazia, was not above using Molay's hatred to his advantage. Caring little for anything except his own power and pleasure, Salman surrendered several of his cousins and siblings to the SRID killers as "insurgents." He had hoped that the Republican sweep through his city would eliminate his half-brother and rival Nigel, but the youth slipped through SRID's fingers. Republican actions in TN 1919 destroyed any and all good will that had been built up by the joint Southern struggle against the Colonial Expeditionary Force and fanned the fires of rebellion. The next cycle, the city was in revolt and Molay responded with characteristic brutality, herding protesters together and burning them alive with incendiary weapons.



3.1.5 PEOPLE OF NOTE

Intrigue is not a game to be entered into lightly in the Southern Republic. Everyone who decides to cast his lot into the fray is well aware that success can bring astronomical results, while defeats are usually of the fatal variety. While many powerful people struggle to dominate the collusion-laced landscape, only a few are recognized as true masters of the game. While some powerful people are described in Chapter 7, even these prominent personalities bow to the will and machinations of the following key players. Few play at their level, and fewer still survive for long.

► Prime Minister Louis Philippe deRouen



The Prime Minister of the Southern Republic, and possibly the single most powerful man on Terra Nova, Louis Philippe deRouen lacks for little. Unfortunately deRouen does not have a very clear idea what to do with the power he has achieved. Louis Philippe has two main concerns at present. The first is maintaining power; the second is writing himself into the history books as the greatest leader that Terra Nova has ever known. That he currently feels the best way to do both is to crush the North into submission is of little consequence. Immensely popular with the public and the military, who view him as the most kind-hearted Prime Minister to ever rule the land, deRouen has used his broad base of support to secretly push his war agenda. A majority of the anti-Northern sentiment brewing in the Estates General can be directly linked to the Prime Minister, who uses it to secure his leadership while publicly calling for calm. He is also furiously attempting to track down the Dark Fox, who has been busy leaking personal and very damning information about him. He suspects that either Lord Protector Molay or his own main electoral rival Georges Hebert Xavier is the Fox, and is having both men thoroughly investigated.



► Lord Protector Jacques Molay



Few citizens in the Southern Republic are as ambitious or dangerous as Jacques Molay. Not satisfied with the Lord Protectorship of the AST, Molay is mounting an ever increasing effort to depose Louis Philippe deRouen and take his place as the head of the Southern Republic. While he plots this course, however, he must remain cautious of those below him, particularly of Etienne Durocher and Kenichi Tanaka, and of the traps that deRouen has set for him. Molay has many allies, whom he is not afraid to call upon, and many under his heel, whom he is not afraid to exploit. He has deep connections inside several major Southern corporations, including Mandeers Heavy Industries and Aardman Electronics, and has influential pawns within the Estates General. His continued good relations with SRID also afford him a dangerous edge when dealing with others. He exerts a great deal of influence over Eastern Patriarch Masao, primarily through Emir Barjhal of Cimmaro, the Patriarch's right hand man. This influence is fleeting, but Molay is laying the groundwork for the destruction of Basal and its insolent emir. Molay is further contemplating the release of information regarding his and deRouen's rise to power, hoping to undercut deRouen's popular support. He could of course bring his own career to an end, but he seems ready to take this risk, leading some to question his mental stability.



► Georges Hebert Xavier



Georges Herbert Xavier is widely regarded as the next leader of the Southern Republic. With a flair for mind games that rivals Prime Minister deRouen's and a solid power base among the corporations of the powerful Coalition for Rightful Environmental Exploitation (CREE), Xavier has staged a political miracle, winning 36 seats for his party where before they had none. A megalomaniac, Xavier is nevertheless charming and absolutely proper. Wooing many in the Estates General, he forms relationships with those that can offer him an advantage. He is currently courting Commandant Aristide Lazarus in an attempt to turn the MILICIA's Special Intervention Unit into his own personal intelligence and covert operations agency. He has also established links with Prefect Anastazia Orsat of the Légion Noire, attempting to mimic deRouen's ties to the military. Xavier's romantic indiscretions are becoming legendary, however, and his backers have decided that his habits must be curtailed. His latest love interest is Sandrine Locouer, an aide to CREE leader Jan Mach. She spends most of her time keeping Xavier out of trouble and spying on him for Mach, who is using Xavier as a powerful tool.



► Maia Landling



Deputy Foreign Minister Maia Landling is one of the best-connected and well-informed people in Port Oasis. A master of the social scene, she attends all the best parties and has the ear of most cabinet ministers on a wide variety of topics. Despite the width of her connections, however, Landling is not infallible. She has a love for well-constructed schemes and a weakness for deviously charming men. Her two current concerns reflect these weaknesses all too well. Indeed, Georges Hebert Xavier used her to gain connections within CREE and has now disposed of her. Furious at herself for letting Xavier use her, Landling has vowed revenge and is actively searching for ways to turn him into a liability for Jan Mach and his other supporters. In terms of foreign policy, Landling is pushing for a more aggressive stance in the Badlands. She has surmised that the political turmoil in the North (based largely on religious issues) is subsiding while post-war stability is eroding in Port Oasis. As such, she feels that the time to strike is now, before the North has time to prepare itself or the South has time to fall apart.



3.2 IMPORTANT GOVERNMENT INSTITUTIONS

The bureaucracy of the Southern Republic has been labeled as many things, but the one fitting description that surfaces time and again is "large and unwieldy." Official power, however, flows according to a very straightforward trickle-down system. The Prime Minister and Cabinet ministers rule over the Estates General, who in turn rule over the ministries (sometimes called councils). The ministries are huge bureaus which often have responsibility for more than one area. For example, the Ministry of Foreign Affairs is responsible for all trade, international relations and extraterritorial covert operations that do not involve the military. While other ministries have somewhat smaller purviews, they are considered just as vital. For example the Ministry of Education deals with creating and distributing educational materials and curriculums the Republic over. Each ministry is run by a head administrator, and is supervised by a Cabinet minister. The minister is aided by junior councilors or deputy ministers, whose task it is to ensure that the minister stays on top of all developments and to supervise directorates.

Often when a ministry is too large, it is broken down into one or more directorates (sometimes called sub-ministries). For example, the Ministry of Foreign Affairs is broken down into the Southern Republic Intelligence Directorate, the Diplomatic Directorate, the Trade Directorate and several others. Each of these departments is run by a director, who is often aided and supervised by junior councilors assigned to the directorate. Directorates can further be divided into sub-directorates, which are responsible for ever more precise areas. Surprisingly enough, the structure operates relatively smoothly. Influence can be peddled at any number of levels within the bureaucracy, however, and prudent power players have representatives hidden in as many levels of the structure as they can.

Bureaucrats sometimes wield more power than their legislative counterparts. Most senior bureaucrats are associated with their ministries for decades, and watch in amusement as befuddled politicians attempt to understand their inner workings. These same bureaucrats can make their ministers appear incompetent, for the failure of a Directorate is seen as the failure of the politician assigned to it.

Some elected officials do get involved directly, however, in the running of their councils and ministries. Historically, they have been thrown out of the intrigue loop that brought them to power, but with the current power of the Prime Minister, a strong hand in the running of a ministry has become a key to staying in power. Those with strong ties to the bureaucracy can insert their own agendas into the bills that are being passed into law, with only cursory glances from the Estates General who are busy with power plays of their own.



Jean François Dulac ◀

This obese and lecherous Bethanite has a single true interest: power. To obtain this he has willingly become the puppet of Etienne Durocher, who fills Dulac's plate with food, his bed with women and his head with the Lord Chancellor's own plans.

Dulac is a Cabinet Minister on the rise. As Minister of Education, he is credited with raising his ministry's efficiency dramatically over his four cycle tenure, as per Durocher's precise instructions. He hopes this display of efficiency will attract lucrative corporate job offers to bloat his pockets. Durocher has exercised his influence, however, and has kept corporations interested in acquiring Dulac's talents far away from his pawn.

His easygoing manner and pleasant Bethanite personality have won him many friends, notably the Dark Fox, although Jean François does not know it. The Fox has arranged for money and prestige to flow Dulac's way. This has garnered the mysterious figure the considerable wrath of Etienne Durocher.

The Spy and The Passenger — A Parable ◀

Republicans are avid collectors of stories — parables and urban legends — about the political class. One that is making the rounds in taverns and eateries all across Port Oasis pokes fun at the Southern Republic, the repression of its own citizens, and the fact that many such citizens are in collusion with the government regarding these policies. The tale also speaks of the gross inefficiency for which the bureaucracy of the Southern Republic has been accused. The story goes as follows:

One day a man is returning home from his job at Southern Geothermal aboard a tramway car in Port Oasis. He has just spent a frustrating day attempting to requisition parts from a sub-directorate of the Economics Directorate of the Ministry of Finance.

"Boy, I tell ya," says the man to his companion on the train with him. "If those ministry boys did any less work they would be politicians."

After getting off at his stop the man is approached by a SRID agent, who wants to take him into custody because of what he had said. "One does not speak about our government that way," intones the SRID official.

The man tries to play dumb, suggesting that he had been talking about the Northern Lights Confederacy.

The SRID man thinks about it for a while, and then says "No, that is not possible. The bureaucratic inefficiency that you describe could only be Republican."



3.2.1 THE REPUBLICAN ARMY PREFECT'S COUNCIL

The supreme decision-making body of the Southern Republican Army, the 55 member Prefect's Council is among the most glory-laden of Republican organizations. Beyond its strategic role, the council allows the Prefects who lead the SRA to interact with the Estates General that controls them and the Ministry that funds them, through Minister of Defense Guillène Marois and Deputy Minister of Defense Claude Fauret. Often, this interaction is laden with animosity, because both sides feel they must constantly make concessions to the bull-headedness of the other.

Charged with finding ways of improving performance, boosting moral and training the army, the Prefect's Council is occupied around the clock. Constant meetings and strategy sessions have begun to take their toll on the aggressive prefects, and Consul Victor deBourgogne, commander-in-chief of the army, has his hands full attempting to quell the gathering fires of resentment. Perhaps of greatest concern has been the behavior of Narimasa Asano, Prefect of the 8th Gear Legion and a decorated war hero. Since his arrival in the council, Asano has focused a great deal of venom on Annastazia Orsat, Prefect of the Légion Noire. Thanks to information provided by Nicosia Renault, Asano is convinced that Orsat manipulated her way into her post and is determined to unseat her. Saddled with internal dissent, the council must also be on guard for outside influences applying pressure to its workings. The most blatant of these is the influence that the Prime Minister exercises over the group.

The Prime Minister's solid links with the military, established thanks to his defense of Kenichi Tanaka (and the debt of honor the military feels because of it) and his inclusion of many prefects in his circle of friends, have made him a virtually untouchable public figure. Many who work on the council see deRouen as infallible and actively campaign for him during elections. Annastazia Orsat has not fallen for deRouen's charm, however. She has received information about deRouen's involvement in the fabrication of Tanaka's trial, though she does not yet know of Molay's participation. In fact it is Molay himself who has provided Orsat with the information. She has vowed to exercise her pound of flesh for the dishonor deRouen caused the Légion Noire. She has not yet acted due to deRouen's popularity in the council, and because she wishes to use the revelation to its best effect, hopefully knocking both deRouen and Kenichi Tanaka, for whom she has never hidden her dislike, off their high horses. She is currently scheming to remove deRouen's pillar of support by pitting prefect against prefect, forcing deRouen to choose sides and split his support base.



► Vital Statistics

Legal Name:	Southern Republican Army Prefect's Council
Headquarters:	Military HQ in Port Oasis
Directors:	Consul Victor deBourgogne, Minister of Defense Guillène Marois
Goals:	Maintain the battlefield supremacy of the Republican Army

► Organization

The Prefect's Council seats 55 members, including Consul deBourgogne, the army's 51 prefects (36 legion commanders, 15 branch commanders), Minister of Defense Guillène Marois, Deputy Minister of Defense Claude Fauret, and Port Oasis Lord Chancellor Sabine Cassier. Below this body is the support council, comprised of the numerous sous-prefects who meet to discuss strategy and participate in computerized war games that gauge the efficiency of the military in battle. They present their findings in seasonal reports to the Prefect's Council. The reports are used to set new guidelines and to fix any problems that arise. The structure is kept simple so that the council may function with a minimum of fuss. The current head of the council, Consul Victor deBourgogne, is a patently no-nonsense soldier. He maintains an iron grip over his council, and is presently in the process of snubbing out any and all dissent to his rule. The Consul maintains an effective veto over the decisions of the council, but rarely exercises it due to the disharmony it causes. The council serves as the effective center of power in the Ministry of Defense, with deBourgogne serving as head administrator.

► Current Concerns

With a war seemingly on the horizon and a host of internal problems, the Prefect's Council is currently attempting to set itself, and the military it controls, aright. Recent claims by the support council have been frightening indeed. They maintain that the equipment that the Republican Army relies on is inadequate to face the Northern Guard in any prolonged conflict. While the support council does not question the ability or commitment of the soldiers, it has serious reservations about the army's state of technical readiness. Most of the prefects have decided to take these claims seriously, and are clamoring for something to be done about the situation. A second concern is the relationship between Narimasa Asano and Annastazia Orsat. Both prefects are powerful, respected figures within the military hierarchy, and Asano's golden boy status gives him an edge over Orsat's downright nastiness. Asano has also been approached by Kenichi Tanaka, who is looking for all the allies he can against Orsat, who actively despises the Lord Chancellor. Consul Victor deBourgogne is very concerned about Tanaka's involvement. The prospect of units loyal to Orsat (their formal commander) and Tanaka (their wartime leader and hero) coming to blows is dangerous indeed.



3.2.2 THE ECONOMICS DIRECTORATE

The most important component of the Ministry of Finance, the Economics Directorate is considered the most influential and sought after bureaucratic body outside the intelligence/military complex. Charles Raspin, president of the Banque Républicaine, is also head of the directorate, joined by Deputy Minister of Finance Stéphanie Leggo as the Estates-General representative. Raspin's leadership of the council is unique, because it is the first time one person has held the director's post and the presidency of the Banque simultaneously. This unique position of power is testimony to Raspin's own political might (rumored to be tied to Georges Herbert Xavier or Jacques Molay), despite his public opposition to Prime Minister deRouen. The joint position has allowed Raspin to perform at a level surpassing his predecessors by easing the friction between the council and the Banque in areas where they must coexist, including the collection of the Market, Consumer, Contract Tax (MCC Tax) and other aspects of the Sevigny Economics and Taxation System (SETS) (see 2.3 *Economy*, p. 14)..

Responsible for administration of the Southern Republic's financial well being on a day to day basis, the directorate has received much attention from external concerns determined to dominate it. Deputy Minister of Finance Stéphanie Leggo in particular is in a unique position. Her appointment has skyrocketed Leggo's political career and indebted her to Prime Minister deRouen, who hand picked her for the job. She serves as his plant in the directorate, passing on personal information she gathers directly to the Prime Minister. This sensitive information is tempered, however, by her sexual involvement with Mr. Raspin, although deRouen assumes the relationship is simply an aspect of her incursion mission. Deputy Minister Leggo is also currently receiving a stipend from Aaron Logan, chairman of the Mekong Development Corporation, for information pertaining to the economic development of the Republic, which Logan sees as a new frontier for economic and political influence. If the cross purposes of Leggo's appointment — most particularly her involvement with the Mekong Dominion — were to be publicized, it would not only destroy her career, but tarnish the reputations of Raspin and deRouen as well.

As for Charles Raspin, his appointment as director has doubled his already-significant influence in Republican society. His position allows him to not only to dictate policy at the bank, but also to influence the policies adopted by the rest of the financial community. Even though Raspin has had heated public arguments with the Prime Minister, his reputation has not suffered. It would seem that these stands against deRouen have influential personages lobbying for him to take the step from the financial world to the political jungle.

Vital Statistics

Legal name:	Southern Republic Economics Directorate (SRED)
Directors:	Director Charles Raspin, Deputy Finance Minister Stéphanie Leggo
Headquarters:	Sevigny Building, Port Oasis
Goals:	To maintain the economic integrity of the Southern Republic

Organization

The directorate's leadership is comprised of a small group of influential and savvy executives, supported by a complex bureaucracy. The Deputy Minister reports to the Estates-General on a weekly basis about the directorate's activities. The president and vice-president of the Banque Républicaine, who also sit on the directorate, represent the bank's interests in the economy. By making known to the directorate what is happening with the personal savings and spending habits of Republicans, and providing advice on how to best manipulate the opportunities presented there, they also represent the common citizens. Two senior chairpeople from the Exchange Board, a committee formed of senior chairpersons from the Republican Exchange, sit on the directorate to provide economic insight from the market's point of view. Three members of the Financial League — a group of presidents and directors of trusts, investment dealers and debit issuance companies — provide data that shows the mobility of private investment moneys, and allows the directorate to prepare new policies in a manner that best serves the continued growth of the economy.

Current Concerns

The main focus of the directorate is to ensure that the Sevigny Economic and Taxation System continues in perpetuity. The directorate follows the annual growth target of 4% for the economy as a sort of mantra, and all members work towards this goal. Given the sheer number of people that have a hand in the running of the directorate, it is a wonder that anything gets done. Yet the economy continues to grow steadily, and the state prospers, bolstered by revenues siphoned from the vassal states. Charles Raspin's main goal at the moment is to streamline the system. Many, however, see this as simply an attempt to lessen the number of levels between himself and full control of the Republican economy, and resistance to his plans has been constant. Yet Raspin is a patient man, and with his ever expanding influence base, which includes a mutual understanding with several key players in Port Oasis, he is sure that he will survive the storm, and emerge far stronger than any of his opponents.



3.2.3 MINISTRY OF CULTURE

The Ministry of Culture was founded in TN 1575 to promote the Southern Republic's culture and identity. Its myriad responsibilities include the assimilation of all conquered city-states and ensuring that no foreign trends creep into the Republic's ideology. Many critics see the ministry as little more than the Southern Republic's bureau of propaganda. This view is partly correct. In its constant effort to uphold the state's image, the ministry offers to sponsor artists and entertainers willing to subject their creativity and talent to its guidelines. The ministry also believes that cultural superiority and athletic dominance go hand in hand. Consequently, all Republican professional athletes are at least partially subsidized, and the state has an extensive sports recruitment program designed to spot promising youngsters early on. Although government sponsorship for athletes is common on Terra Nova, few other leagues invest as much money into athleticism as the Republic. Many other methods of glorifying the Republic are supported by the ministry. Its employees distribute free posters of the Prime Minister, support weekly broadcasts of the national anthem *Carmina Burana* in its entirety, and sponsor ad campaigns that promote the Republic's successful job opportunity programs. In the process, the ministry spends millions of taxpayer dinars. Coupled with legendary administrative inefficiency, these programs make the ministry the second biggest spender of all government groups (After the Ministry of Defense).

While the ministry supposedly stands for all that is good in the Southern Republic, ironically, it is also a master of the league's infamous pastime of subterfuge. In order to promote one ideal, the ministry's propagandists must often subvert another. To help in this process, Minister of Culture Daniel Loucks and many other top bureaucrats keep a network of well-placed "eyes and ears." They gather information and circulate dark, morally offensive rumors in the social circles of the league. This ability to create scandal is used to undermine enemies of the state or personal rivals — a few bribes to the appropriate persons and a leading social figure can lose his reputation overnight. Loucks is discreet about applying his power, however, because he knows there are those who could have him eliminated just as easily.

Minister Daniel Loucks was hired by the ministry as an artistic advisor, but used cunning to become the youngest member of the ministry's Board of Directors before the end of TN 1922. He became associated with the deRouen administration during this period, and was given the minister's chair in TN 1925. Since then, he has joined the Prime Minister's private circle and instigated many propaganda campaigns on his behalf.

► Vital Statistics

Legal Name:	Ministry for the Advancement of Southern Republican Culture
Headquarters:	DeGarmo Memorial Hall, Port Oasis
Director:	Minister of Culture Daniel T. Loucks
Goal:	To proliferate Republican culture

► Organization

The Ministry of Culture is a gargantuan bureaucracy that few people in Port Oasis can successfully navigate. Minister Loucks' rise to power was based almost exclusively on an ability to manipulate and understand the ministry's ins and outs and he protects his position by keeping its organization opaque. The Ministry is theoretically controlled by a Board of Directors that includes the chairs of all the ministry's directorates. These directorates control activities within a supposedly clearly defined sphere and include the Entertainment Directorate, the Festival Directorate and the Music Directorate, among others. Loucks, however, has confused matters by creating many more directorates with overlapping authority as well as by assigning special project leaders to key issues who sit on the Board and have the authority to appropriate resources. This system creates so much overlap and confusion that only Loucks' personal approval allows a project to make it through the red tape and to the streets of the Republic or the floor of the Estates General. Loucks' management may eventually be his downfall, however, as many of his underlings are coming to resent his control.

► Current Concerns

The ministry's central agenda is dominated with persuading (by intimidation if necessary) the AST vassal leagues that it is in their best interest to bow before Republican will. Other short and long term goals include the dissemination of Republican culture across the Antarctic, increasing tourism, and spreading false rumors about enemies of the state, for example that the Northern Lights Confederacy is planning an assault through the auspices of the church or that the SPFI are minor nuisances who will be eradicated at the earliest opportunity. The ministry's overall direction is aimed at preserving the Southern Republican way of life, by assuring that Republicans feel good about their government. To this end, Louis Philippe deRouen has exercised tremendous influence over the ministry and its chairman. While Loucks is aware that he is involved in deRouen's game, he is under the mistaken impression that he can escape from it at any time he wishes. In fact, deRouen has identified him as a potential threat and is readying to eliminate him. Until then, however, the two men play their games, and promote the Republic as the ultimate cultural ideal, with Louis Philippe deRouen as its only logical leader.





3.2.4 SOUTHERN REPUBLIC INTELLIGENCE DIRECTORATE

Founded in TN 1549, SRID is widely seen as the Southern Republic's primary instrument of oppression and totalitarianism, and few organizations are as loathed and feared. This reputation is only partially accurate, however, because SRID was designed to operate under two separate charters. The first charter tasks SRID with protecting the Southern Republic from its own internal criminal element. To accomplish this, SRID acts as a national police force, known as the Public Interaction Unit, that rarely hides its presence in the Republic. Agents have the authority to open any case that they feel warrants their attention, including murders, extortion, kidnapping, gang violence, and a variety of other serious or politically involved crimes. Given Republic-wide jurisdiction and the right to relieve local law enforcement from cases (under the auspices of national security), SRID boasts an impressive arrest and conviction record. SRID agents will often work hand in hand with local officials, particularly the Great Plains Police (see 5.3 *Aquitaine*, p. 47), to resolve matters quickly, and they are widely seen as heroes by the citizenry for cleaning up the underbelly of Republican society.

The second charter charges SRID with ensuring that the Southern Republic remains ascendant. This broad definition allows SRID to act as a national secret police, an international intelligence agency and a covert operations organization. Responsible for the suppression of the Republican people and the disruption of extraterritorial enemies, the organization rarely shies away from grotesque acts of violence and terror, using both to keep enemies of the state under shackles.

Despite their reputation for ferocious efficiency, not all is harmonious within SRID. Deep internal divisions have appeared as ambitious assistant directors vie for power, and agents representing numerous factions engage in subterfuge against their own brethren. Coupled with this are the external engagements fought with other Republican intelligence sources, from the MILICIA's SIU to SRA Military Intelligence. Many have died in these shadow wars. Even Jacques Molay's power base within the organization has been severely undermined because former comrades have been cut down in the internal strife. This covert war has led Prime Minister deRouen to call upon Foreign Minister Caroline Gesroun to prepare an in-depth report on the effectiveness and usefulness of SRID operations. While it is unlikely deRouen will call for the replacement of SRID, it is widely suspected that he hopes to cut Molay's legs out from under him by using the report to remove many of the Lord Protector's staunchest allies. Naturally, Molay is aware of this turn of events, and is setting his defenses against it.

Vital Statistics ◀

Legal Name:	Southern Republic Intelligence Directorate
Headquarters:	Nemen Building, Port Oasis
Director:	Director Justinian Salazar, Deputy Foreign Minister Ceril deLordes
Goals:	Maintain the security and supremacy of the Southern Republic and its citizens.

Organization ◀

While officially a branch of the Ministry of Foreign Affairs, SRID's purview is far greater than simple external operations. The Estates General, in TN 1654, recognized a legitimate need for a national police force, and assigned the job to SRID, because of its resources and political clout. SRID promptly divided itself into two branches (the Public Interaction Unit and Covert Operations), while still maintaining a unified ruling body, and gained monumental influence over all of Terra Nova. The director of SRID (currently Justinian Salazar) is responsible for overseeing and approving each aspect of the organization's functioning. He is assisted by 200 assistant directors, each responsible for a geographical region or technical area of expertise and accountable for the actions of the agents under his authority.

The Public Interaction Unit is formed by people who join SRID through overt, Republic-wide recruiting programs. Trained at SRID's Port Oasis headquarters, these agents learn police work, investigation techniques, weapon and crisis handling, and are sent throughout the Republic to protect the citizenry. The PIU also employs a number of medical and technical experts (from pathologists to electronics experts) who supplement investigative work, and make the agency more efficient.

Covert Operations is responsible for extra-territorial activities, intelligence gathering and counter-intelligence operations. It recruits agents from outside SRID or promotes them from the ranks of the Public Interaction Unit. Most infamous are field operatives sent into the field as spies and agents provocateurs, often deep into enemy territory. Here they build up lives for themselves and contact their controllers on a pre-arranged basis, trying to draw as little attention to themselves as possible. They are not encouraged to be heroes of the Republic, and believe that they serve their home much better alive and low key than flashy and burned. Like the PIU, Covert Operations employs a legion of less glamorous administrators and technicians. Among the most numerous of these operatives are those attached to the analysis division. This mammoth division, which comprises almost one half of SRID's structure, is responsible for sifting through millions of data bytes provided annually by agents, field studies, and other sources. Although under Covert Operation's control, the analysis division is also called upon by the Public Interaction Unit for technical expertise. In particular, analysis has developed a cutting-edge system for tracking serial criminals in cooperation with PIU staff.



● DARK OPERATIVES

For more aggressive measures, SRID maintains an elite cadre of specialists, assassins and agents trained in destabilization, that does not appear on any organizational chart. While not officially acknowledged, these agents are paid through shadow companies, and everyone knows that they are an integral part of SRID.

SRID has, in the past and present, rigged elections in Rapid City, killed prominent people such as Emir Timothy Shirow, toppled business empires, and encouraged wars to begin where peace was attainable. Some of the weapons at their disposal are *Les Étrangers* (a Gear regiment, see **Southern Republic Army List**, p. 98), the lethal *Dark Cobra* firesquad (an infantry battalion), and the *Chameleons* (a branch of deep cover agents provocateurs).

Dark Operatives are either agents with questionable backgrounds, or are people raised by the state in fanatical Youth Guard chapters. These efficient, ruthless killers know that silent glory or violent death are all that awaits them. Given a great deal of freedom, they are expected to get the job done. Ex-military personnel, "reformed" Saragossan terrorists and a very few GREs call the Dark Operations branch home.

SRID intentionally surrounds Dark Ops with a healthy amount of misinformation. That well-trained, deadly and supremely loyal Dark Operatives exist is well known across Terra Nova, and SRID even delivers secret funding to forms of entertainment which propagate this legend (including the popular trideo series *Echoes in the Dark*). Reliable information on Dark Ops, however, is kept under very tight scrutiny.

● CURRENT EXTRATERRITORIAL CONCERNS

As a global intelligence agency, SRID has numerous ongoing operations in every corner of Terra Nova. Through the shadow companies it owns, as well as its legitimate business interests that reap sizable profits, SRID places agents throughout the Badlands and CNCS.

With the mounting tensions between North and South, SRID has stepped up its efforts to infiltrate organizations vital to the CNCS war effort. William Donovan, Second Vice President of Abaline Research Electronics Division is among the highest placed agents. Donovan, like many other highly placed SRID covert operatives, is leaking information and paving the way for Southern victory.

In the Badlands, SRID is mounting a campaign aimed at discovering the identities of CEF intelligence agents operating in the Republic. Abandoned by Earth at war's end, these agents' current allegiances are unclear, but many suspect that they are supporting either Colonel Arthur or, more disturbingly, Colonel Proust. Assistant Director Flynn, head of the Badlands division, has made it her personal quest to eliminate them all. Other Badlands concerns center around stealing advanced prototypes from Paxton Arms, and disrupting Northern links to equatorial communities of.

In the South itself, SRID focuses much of its energy in the Humanist Alliance. The highly regimented and controlled Alliance has proven highly resistant to Republican indoctrination and SRID suspects that the Humanist leadership is involved in wide-ranging resistance activities. SRID supports many types of operations in the HA, ranging from assassinations to cover corporations aimed at identifying the channels of power in the league.

● CURRENT INTERNAL CONCERNS

In the midst of a cold war between querulous assistant directors, SRID is straining at the seams. In addition to the stress of agents killing one another, several domestic concerns keep SRID occupied within the Republic.

The first major concern is the activities of a serial killer, named the "Traveling Man" by local media, who has been working his way across the Republic, leaving a trail of forty bodies over two cycles. SRID agent Jackson Redtree believes that he is close, however, to solving the crime.

SRID Director Justinian Salazar is also concerned about keeping his directorate at the top of the Republican intelligence, law-enforcement and covert operations heaps. Rivals such as SRA Military Intelligence director Ange-Marie Trihn (rumored to be romantically linked to the Prime-Minister) and Légion Noire leader Anastazia Orsat have been targeted for surveillance and occasional harassment, to "keep them in line."

A second disturbing issue involves a spy that was recently caught among the Prime Minister's personal household staff. The agent was a member of the Humanist Insight and Regulatory Authority, the Humanist Alliance's secret police. The spy resisted interrogation and died in his cell, but HIRA agents are known to work in groups so others may be about Port Oasis. SRID assumes the agent was assigned to monitor the activities of the Prime Minister. This severe breach of security has led deRouen to distance himself further from SRID, relying increasingly on other sources of protection, and led SRID to bring up further concerns about the stability of Republican control in the Humanist Alliance.

SRID has also intensified its efforts to discover the identity of Damien, the enigmantic headman of the Saragossan People's Front for Independence. The Saragossan terrorist leader has remained an elusive figure, and the recent murder of Minister Louis Racine has intensified the Estates General's desire to be rid of him and his group forever. Saragossa may well burn this time.

3.2.5 LES TÉMOINS

Les Témoins are the Southern Republic's ultimate paradox. Renowned for highly visible acts of repression against its own, the Estates General's — or more precisely the Order of the Falcon's — true power flowed from an organization drowned in secrecy. Any who understand the difference between power perceived and power achieved, however, realize that it is Les Témoins who maintain the stranglehold over everyday life in the Republic.

Assigned to monitor the activities of Republican citizens, Les Témoins is among Terra Nova's largest intelligence operations. Formed by the Estates General's access to information act of TN 1618, Les Témoins draws its membership from all walks of Republican life. Potential agents are recruited at an early age, often while still in primary school, and are slowly indoctrinated into the organization. Treated with kindness and love, these children are led deeper into the group's web, their new duties revealed to them a piece at a time. Many who begin the process never finish it, but those who succeed at learning the subtlety of surveillance become full-fledged members of the society at the age of seventeen cycles.

The task of agents is simple — they are charged with becoming normal Republican citizens. They are expected to build a life, maintain friendships, have a regular job, even fall in love and have children, without ever calling undue attention to themselves. Beneath this carefully constructed facade, they are required to gather information on those within their assigned zone of operations, and pass it on to the agency's central unit. Here, the data is collected and analyzed, as examiners search for any sign of disloyalty to the state. It is the Ministry of Justice that ultimately benefits from this information. Les Témoins are officially a sub-branch of this ministry, and data provided by the agency is considered admissible and reliable evidence in criminal trials.

Despite its reputation for fanatical loyalty to the state, Les Témoins has recently come under fire from some within the Estates General. The argument is fairly straightforward and the implications frightening. If Les Témoins maintains dossiers on every Republican, and these same files are considered inviolate, critics ask why groups like the SPFI continue to plague the Republic. A study commissioned to find an explanation for this incongruity turned up no solid answers other than vague findings that Témoins are not so omnipresent as many believe. This report was rapidly suppressed as a state secret. It is quickly becoming apparent that Les Témoins consider themselves far beyond the grasp of any authority. This proposition is doubly disquieting because nearly one in 1,000 Republicans are alleged to swear fealty to the group, and only a select few know exactly who they are. The Estates General has recently ordered Minister of Justice François Gauron to open the organization's books. To date, however, nothing has been done, and many are beginning to suspect that Gauron, in an ironic twist, may be a Témoin himself.

Vital Statistics ◀

Legal Name:	Les Témoins (The Witnesses)
Headquarters:	Le Palais de Justice, Port Oasis
Director:	Director Samuel Lauron, Deputy Minister of Justice Horace Torez
Goals:	Monitoring the internal security of the Republic and its citizens

Organization ◀

Covering the whole Southern Republic, Les Témoins follows an organizational pattern that befits Terra Nova's most secretive agency. Each Témoin is assigned a number of citizens to monitor, and is paid in accordance to the number of citizens surveyed. Agents transmit their information to a regional controller, who is responsible for anywhere from ten to fifty agents. These regional controllers are generally unaware of the identities of agents under their direction, further obfuscating the organization. Regional controllers, in turn, hand over their data to central units, one per city state. Here, data is analyzed and compiled before it is sent to the headquarters unit, located in the Ministry of Justice building in Port Oasis. The agency is officially run by the "Conseil du Peuple," ten senior Témoins who are officially "out" of the loop. The Conseil oversees the cross-Republic activities of their agency, and are the only ones permitted access to the personnel files of the organization. Many reports are also handed in by regular citizens recruited later in life, simply making weekly or seasonal reports on activities around them. These reports are then verified by dedicated agents.

Current Concerns ◀

Les Témoins is fractured along multiple, ever-shifting lines of loyalty. Some agents have questioned themselves and their motives. They form powerful bonds with their fellow citizens and are beginning to feel moral ambiguity toward their task. A second concern regarding the agency stems from the influence held over it by outside influences. Any who have access to even a limited number of Témoins, has a wellspring of information against a number of Republicans, both prominent and not. Some suggest that Etienne Durocher used his position as a member of the Conseil du Peuple to cement his nomination as Lord Chancellor of the Mekong Dominion. Still others believe that the Dark Fox is a Témoin assigned to overview the Estates General. The truth of these accusations may never be known and for the moment occupy only the realm of speculation.



3.3 NON-GOVERNMENT GROUPS

The ascension of Louis Philippe deRouen and his Liberal Republicans to power has benefited Republican society in a number of ways. Perhaps the most striking of these, conclusively proving that deRouen is far more than a simple dictator, has been the development of the Cause Implementation Strategy. This scheme is credited with not only boosting his government's approval ratings, but unlocking a wealth of local potential that previous governments had done little to foster. In essence, the Cause Implementation Strategy provides an outlet for pent-up political frustrations, allowing citizens an opportunity to exercise some control over their homeland.

To accomplish this, every Winter the Estates General ratifies a limited number of proposals from non-governmental organizations. Theoretically, every suggestion has an equal chance of being selected for scrutiny, but political favoritism often guides which proposals are considered and which are not. Deliberations on the worthiness and applicability of proposals follow a process designed to single out and discard schemes with long-term effects that are detrimental to the state. The ideas that survive this screening process are then passed into law, often with modifications imposed at the behest of the government.

Over the last ten cycles, the government has approved projects drawn from a wide cross-section of Republicans. Groups that range in scope from from large environmental activist groups to a single senior citizen, objecting to the construction of a train station near his home, have had laws passed in the Estates General. The government is ecstatic over the success of the program, and has lathered itself in praise for the audacity of its move. Only time will tell, however, if the plan will amplify the growing feeling amongst citizens that another way of living is possible with a different type of government.

While many of the groups given support under the Cause Implementation Strategy have done much to bolster Prime Minister deRouen's public image, groups that oppose him or some of his policies have been able to use the CIS to their advantage as well. The Coalition for Rightful Environmental Exploitation, an ironically-named anti-environmental corporate group, has used the CIS to gain more and more attention and has channeled support to deRouen's rival Georges Herbert Xavier. Even the Saragossan terrorist movement and the supposedly destroyed Order of the Falcon have used CIS to set-up fronts for their own agendas. The concentration of power in deRouen's hands in the political sphere has created opportunities for influence beyond the ministries of the state. Some observers wonder just how stable the South under deRouen actually is.

► The Dark Fox

Descending with the rage of a Badlands tempest onto the Port Oasis political scene, the Dark Fox has sown seeds of mistrust and suspicion amongst numerous high level politicians and power brokers. The Fox supplied damaging information against the recently deposed Minister of Agriculture, Simon Defort, by unveiling his allegiances to the Rostov family, a notorious criminal clan. The Fox has similarly provided damning information against several head administrators, including William Donovan, former head administrator for the Foreign Ministry, who had an affair with a top level Norlight spy. The Fox has reserved the most venom, however, for the Prime Minister of the Southern Republic, revealing several intimate details of his life. In short order, the Fox has confirmed that deRouen's affair with Prefect Ange-Marie Trihn — head of SRA Military Intelligence — is very much a going concern. The Fox has also revealed that deRouen has a mild form of schizophrenia, for which he is treated chemically, and other damaging tidbits. DeRouen is furious at this leak and has ordered his own information network to plug the hole. Meanwhile he has confided to his daughter, Louise, that he is sure that the Fox is someone within his own household staff.

Little does Louis Philippe know that the Dark Fox is Louise herself. Not content to sit and wait for power to be handed to her, not even sure how long her father will be able to hold on to the Prime Minister's chair, she has followed in her father's footsteps and gone out to seek it herself. She approached the Order of the Falcon, and offered them a chance to avenge themselves, with her as their leader. They accepted and she has been at the head of the organization ever since. She has moved cautiously until now, as the pieces begin to fall into place. She is slowly seducing Kenichi Tanaka, and intends to reveal her father's treachery to him if her father does not step down. If the Fox has anything to say about it, the next short while will provide for interesting times indeed in the Southern Republic.

► Two Dogs — A Parable

Another parable that describes the Southern Republic's unique political situation is making the rounds of local taverns and bars. The Republic is known to be land of plenty, where the populace enjoys an extravagant lifestyle. Yet the curtailing of their political freedom is pronounced enough that it has been the source of much ridicule. The tale is of two dogs, one from the Republic, the other from the Badlands.

One day the Badlander Dog, undernourished and starving, decides that he is going to go south to the Republic so that he can get a decent meal. On the way down, the scrawny dog meets another dog, going north. The Southern Dog is full figured and healthy, and asks the Badlander Dog why it is going south. "I want to eat," says the Badlander Dog. The Badlander Dog then asks the Southern Dog why he is going into the Badlands when he is strong and well fed. "I want to bark," replies the Southern Dog.



3.3.1 COALITION FOR RIGHTFUL ENVIRONMENTAL EXPLOITATION

Founded in TN 1911 by three corporations, Deschamps Mining Affairs, Lloyd's Nuclear Consortium and the Tetsuhama Trans-National, CREE now has 14 members from all over the AST. The coalition's goal is very simple — to make all of its members exempt from the various environmental treaties that restrain their right to profitably exploit the land. The casual observer will note, however, that all 14 members boast annual profits of at least 25 million dinars. Despite its rather dubious motives, CREE has quite an impressive influence in the business circles of the Southern Republic.

CREE's founding can be traced to TN 1905, when Deschamps Mining Affairs opened a diamond mine in Harrisville in the Southern Alps. Deschamps, in a hurry to reap profits from its Harrisville operations, moved over half of its miners to the small town and purchased all the land in a 30 kilometer radius. This rapid move forced Deschamps to abandon three of its open air quarries. The locals living near the quarries perceived the pits as gaping wounds in an otherwise serene landscape, and lodged a complaint to the Environmental Directorate. They wanted Deschamps to refill the quarries and clean up their mess. It took three cycles of constant harassment for the government to respond, but it did, fining Deschamps two million dinars for environmental damage and ordering the company to restore the three sites.

Jan Mach, president of Deschamps, not wanting to appear weak, retaliated by forming the Coalition for Rightful Environmental Exploitation. Using his charisma, he persuaded two other companies, also recently fined, to join him in making life difficult for the Economics Directorate. For five cycles, Mach bribed and threatened countless officials, gaining influence in the dark corridors of the business world. Since TN 1920, there have been two failed assassination attempts on Mach. Some believe that at least one of those attempts was staged by Mach to fuel hatred against Charles Raspin, head of the Economics Directorate. Currently, CREE is accepting submissions for new membership, the prospective member must be a corporation grossing at least 100 million dinars per cycle, have an office in Port Oasis, be in the stock exchange's top 500, and have records showing at least one cycle of support for CREE. At present, there are only four new applicants, the most important being Espoir Hydrofoil which recently had a falling out with Charles Raspin and the Banque Républicaine.

For more information on the ambitious Jan Mach, see page 120.

Vital Statistics ◀

Legal Name:	The Coalition for Rightful Environmental Exploitation (CREE)
Headquarters:	Deschamps Building, Port Oasis
Director:	Chairman Jan Mach
Goal:	To weaken and abolish various environmental laws

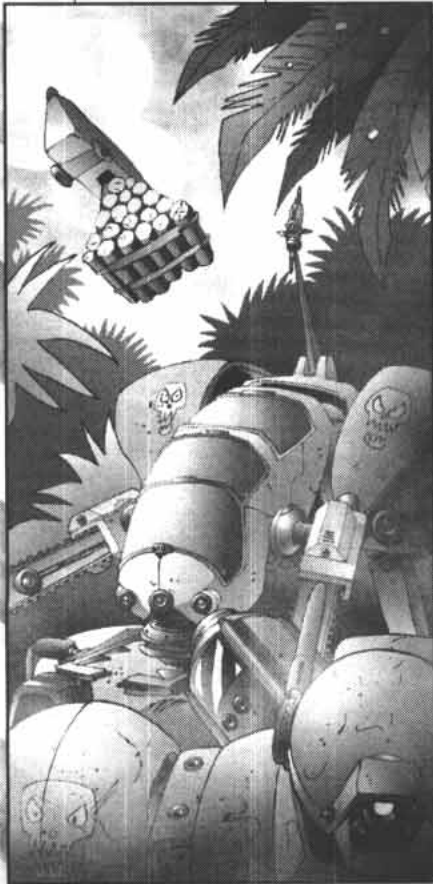
Important Member Corporations ◀

Company	Home Office
Deschamps Mining Affairs	Port Oasis
Lloyd's Nuclear Consortium	Port Oasis
Tetsuhama Trans-National	Port Oasis
Obelisk Electronics	Timbuktu
The Rucker Group	Marabou
Schell & Bothman Mines	Ankara
Werpston Excavations	Siwa Oasis
Genesys	Mekong
Skavara Heavy Industries	Skavara

Organization and Current Concerns ◀

The Coalition functions very much like a senate, where business policies are discussed then voted upon in a civilized manner. Each corporation is given one vote, except for Lloyd's and Tetsuhama which each have 2, and Deschamps which has three. For any action to be approved, it must get at least a two thirds majority (12 votes).

All CREE members consider Charles Raspin of the Banque Républicaine and Economics Directorate to be a brilliant economist whose head has gotten far too big for his shoulders, and believe that his personal goals no longer coincide with the ones his position should entail. CREE has also begun to peddle influence on a massive scale, supporting Georges Hebert Xavier in his rise to prominence, assisting struggling businesses (thereby eliminating the government's need to do so) and specifically undercutting the power of Charles Raspin's Economic Directorate. They have also sunk funds into the establishment of links with corporate interests in the Mekong Dominion and the Humanist Alliance by arranging for the importation of goods. They also plan to expand their influence in Republican upper circles by opening a dialogue with the Dark Fox. Jan Mach realizes that he is entering territory where he is no longer a master, and is proceeding with caution.



3.3.2 SARAGOSSAN PEOPLE'S FRONT FOR INDEPENDENCE

The Saragossan People's Front for Independence was created shortly following Saragossa's incorporation into the Southern Republic. The movement began as a form of political protest, organizing rallies and distributing printed materials decrying the Republic's oppressive rule. The SPFI became militant a short while later, when SRID rounded up the heads of the fledgling organization and executed them as traitors to the state. Going to ground, the SPFI issued a vain plea for assistance to any who would listen. When no one came to help them, they realized that they were very much on their own.

The largest headache to plague the Estates General, the Saragossan People's Front for Independence has managed to make life uncomfortable for politicians and policy makers, and a living hell for any "true" Republican living in Saragossa. Drenched in at least as much blood as their SRID and City Rat (Compagnie C of the *Knights of Saragossa*, see **Southern Republic Army List**, p. 114) foes, the SPFI have been a going, and growing, concern for close to 300 cycles. They have characterized themselves by the seeming randomness of their strikes — anything Republican is open to attack — and by the ruthlessness they display in dealing with Saragossans suspected of collaborating with Republican authorities.

It has only been recently, however, that the organization has truly stretched its horizons. Until twenty cycles ago, the SPFI were very much a local concern, a great nuisance, but little more. The ascension to power of Damien, the enigmatic current leader, has changed everything. Damien has spread the organization out, sending cells to live in other city-states and establish contacts and sympathizers there. He has sent representatives to the North to strike arms deals with Paxton Arms (the Badlands giant) and Shaian Mechanics (a major Northern arms manufacturer), and to the other member leagues of the AST to foment rebellions there. He opened up a terrorist training center in the Badlands, in the Saragossa range, where future SPFI members and some Badlanders of similar persuasion are trained. He has made open overtures of support to Nigel Shirow, which have thus far been ignored, and has used funds from the SPFI coffers to place three People's Front sympathizers in the Estates General to limit the actions of the government against the organization. All the while, Damien himself has remained hidden.

Damien has also increased the violence and frequency of SPFI attacks, from assassinating members of the Estates General to bombing Republican residence complexes. Unfortunately, he has not seen fit to direct them against exclusively military targets. Hatred of the SPFI runs high in the Southern Republic, nowhere more so than in Saragossa itself. Many average Saragossans have become used to a life of Republican proportions, and are quite happy being well fed and safe. The see little gain in becoming independent again. The SPFI's grass roots are located here, however, and many more locals support their nationalist movement. Few can deny the fact that removing the SPFI may well require leveling the city, something few are willing to do.

For more information on the enigmatic Damien, see page 119.

► Vital Statistics

Official Name:	The Saragossan People's Front For Independence (SPFI)
Headquarters:	Unknown
Leader:	Damien
Goals:	To free Saragossa from the Southern Republic

► Organization

The SPFI is a cellular organization, spread out across not only Saragossa, but the whole of the Republic and into the rest of Terra Nova. Each individual cell is composed of five to ten members, one of whom acts as leader. Cell leaders each know ten leaders from other cells, and can arrange contact with them only at precise and predetermined times. Each cell is responsible for training its own members, and receives its instructions and any funding or armaments required through secret drops. All policy decisions are made by Damien and his twenty lieutenants, who let information trickle down through the loose hierarchy to reach each member cell. Sometimes cells will be given free reign to handle situations as they feel appropriate, however.

► Current Concerns

"Freedom for the people" is the battle cry and only true concern of the SPFI. They do, however, dabble in other matters. The SPFI provides arms to Ernesto Jaxon and his Badlands Revolutionary Front as they struggle against the MILICIA near Lance Point in the Badlands, in return for future considerations. Damien is also in contact with the Peace River branch of the BRF. SPFI agents are also busy serving as information brokers for querulous assistant directors in SRID, doing their part to shatter that organization. They are further reaping sizable profits from investments made into the Rostov family "exporting" concerns. The Rostov, and their Forzi Cartel counterparts in the North and Badlands, have little idea that some of their most dependable delivery channels are controlled by SPFI interests. The Front is also planning a full fledged campaign to destroy the City Rats urban combat unit, and has begun shipping more arms and munitions into Saragossa than usual.



3.3.3 THE ORDER OF THE FALCON

Formed by the surviving Republican Unified Councilors from Port Oasis in the early half of the sixteenth century, the Order of the Falcon was perhaps the most powerful group on Terra Nova until twenty cycles ago. For over 350 cycles, they ruled the Southern Republic through their puppets in the ministries and Estates General, and had their way with the state. The organization maintained its power by remaining relatively secretive throughout the years; despite its size and influence, relatively few knew the power it wielded and fewer still had any idea who its leaders were. They originally seized power very simply. The ten councilors were all former members of the Port Oasis military, and had good connections with the remnants of the fighting forces that had escaped from the Marabou Marauders. They also had solid relationships with the leaders of the Saragossa Conclave (whom they would later betray) and sold the idea for a combined assault on the city of Marabou. Once their enemies were destroyed, and with the majority of the Unified Council dead, the Order used moneys provided by the Rostov family (whom they would also try to destroy later) to cement their influence at the top.

Once they had retreated from the public eye, the Order became a very secretive society. They recruited members from the elite of the Republic, and placed their own people in positions of power. For centuries, the nation's top bureaucrats all belonged to the Order. Any new head administrators named who were not members beforehand were approached and offered to join. Those that accepted gained access to far more influence than they had before; those that did not, saw their careers (or even their lives) end in ruin. The organization eventually became too large, however, and several schisms within its ranks occurred. From TN 1799 to 1822, a string of unsolved murders of some of the most influential Republicans of the time highlighted the tensions that existed within the Order. Few outsiders were willing to take action, however, until Jacques Molay and Louis Philippe deRouen decided that enough was enough and displaced the Order.

The Order, though weakened, is far from dead. They have found new leadership in the form of Louise deRouen, a.k.a. the Dark Fox, who has trimmed much of the organization's useless fat. Though they no longer control the ministries directly, the Order still wields a significant amount of power amongst high level bureaucrats, more than deRouen or Molay realize, and it is establishing contact with interests outside of Port Oasis. Head administrators and ministers may now look to the Prime Minister for power, but many deputy directors and junior councilors still rely on the Order's network of contacts to bolster their careers. They have also used their influence to broker deals with several city-state councils, preparing them for the generalized revolt that the Order intends to spring on the Republic.

Vital Statistics ◀

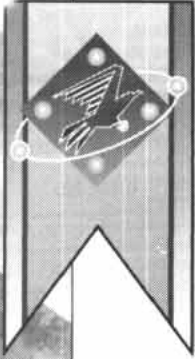
Name:	The Port Oasis Order of the Falcon
Headquarters:	Eastern Docks warehouse 327, Port Oasis
Leader:	Louise deRouen
Goals:	To retrieve their control over the Republic and its destiny.

Organization ◀

Following Louis Philippe deRouen's purge of its leadership, the Order of the Falcon has a much tighter control structure. Louise deRouen rules the organization with an even hand, realizing that all of the elements of the organization must work together to achieve success. She knows that once power has been retaken, she can tighten up the controls. Below Louise deRouen sits the Order's guiding council, comprising ten senior organization members who aide deRouen in the day to day running of Order. Below them are a small staff of support personnel, responsible for seeing the Order's will carried out. Beyond this there are no other members of the Order, per se; rather, its power extends through associates, who often do not know that they are dealing with the Order. Associates receive moneys and favors to perform services for the Order, and any who fail to perform are simply discarded by the organization. Associates can be anyone whom the Order believes will be able to further its own goals. The Order currently has 187 members and far more associates.

Current Concerns ◀

Revenge is foremost in the minds of the Order's members. Much of the membership that survived the purge (roughly 40% of the current Order) would very much like to see Louis Philippe deRouen and Jacques Molay burn for their crimes. Louise deRouen, however, does not wish her father dead while other options exist. The Order's greatest asset, one that Molay and Louis Philippe never fully unearthed, is its financial resources. The organization controls a vast fortune — collected over centuries of existence — with which to seek revenge. They have supplied Emir Nigel Shirow with weapons, leaving hints that Louis Philippe deRouen is behind the operation. Further, under the guise of the Dark Fox, Louise deRouen has been steadily leaking information about her father to the Estates General. She has also used her father's complete trust in her to glean information on the illicit activities of his Cabinet and is blackmailing several ministers. Perhaps the most ambitious undertaking of the Order however is planning a Republic wide day of unrest. Using contacts in the SPFI and other groups, deRouen hopes to inspire widespread agitation for a single day to send a clear signal to the Estates General, and her father in particular, that all is not going as smoothly as they might like to believe.



3.3.4 THE ROSTOV FAMILY

Arriving on Terra Nova in early TN 725, Carlos Rostov brought with him knowledge learned at the heels of some of Earth's most powerful criminals and a vast family fortune. He quickly set up in the Port Oasis region, establishing hotels and casinos that catered to the whims of the rich and powerful who sojourned on this far away world. Over the course of the centuries, the Rostov family grew and prospered. Money from a variety of sources (both illegal and not) bolstered the clan's fortunes, and their influence spread across the colony world. Even when the Concordat finally cracked down on the crime infested city of Port Oasis, the Rostovs managed to bribe enough officials to emerge as a legitimate business empire, keeping a solid grasp on their holdings, and moving much of their illegal trade to other cities. The centuries since Earth's abandonment of Terra Nova have seen the family's fortunes increase a hundred fold. As one of only a handful of truly well established criminal cartels when the Concordat departed, many of the Rostovs consolidated much of their influence. The family's success has been somewhat mercurial, however, and their most ambitious plans have led to their greatest frustrations and failures.

The Rostovs pledged support to the Marabou Marauders prior to the taking of Port Oasis. They bribed political and army officials (who were suddenly willing to negotiate with the invaders) and in essence prevented the senseless destruction of their city. In return they demanded to be installed as the rulers of Port Oasis. The Marauders accepted the aid, and then reneged on their half of the bargain. To gain revenge the Rostovs then funneled money into the fledgling Order of the Falcon who, once they had seized power, would turn around and attempt to destroy the family during the application of state terror between the First and Second Unification Campaigns.

The family survived nonetheless and by the 1630s had resumed the stewardship of their underworld and legitimate business empire. They are still firmly entrenched in the Port Oasis governing council to this day — the mayor himself pays respect to the family — and have influence that extends throughout the Southern Republic. They directly control several assistant directors of SRID, paying healthy bribes to turn vigilant eyes aside. They have established a distribution network that extends well into the Badlands, and maintain amicable relationships with many Wounded Knee smuggler cartels, most notably the Forzi. They export "immoral" Southern trideos and literature, much of it produced by the Rostovs' own legitimate publishing house, import slaves from the Mekong Dominion, and weapons from everywhere for sale throughout the Republic. They also reap sizable profits from the Blue Strip, a series of casinos, brothels, fine hotels and restaurants located in eastern Port Oasis.



► Vital Statistics

Name:	Rostov Family
Headquarters:	Rostov family homestead, Western Port Oasis
Leader:	Andrew Rostov
Goals:	To increase the family wealth and influence

► Organization

Andrew Rostov leads his family with an iron hand and brooks no dissent to his authority. Beyond this, the clan is organized much like a family, with constant disputes erupting among junior members who vie for favor with the aging Andrew. Below him are a bewildering array of "seconds" who oversee the day to day operation of clan. Below the seconds exist an army of subordinates, numbering roughly eight thousand, who occupy positions of importance across the Republic and in several key areas of the South and Badlands. The top leadership of the family are all Rostovs, including those who marry into the family and take the name, though many of their most important aides are not family members. These people, such as lawyers and business directors, while not allowed to have a direct say in the family's operations, are given leave to speak their minds and their suggestions are generally heeded. The Rostovs send people loyal to them wherever they do business and have several of their subordinates in the North, including Peter Hillgard — a fast rising member of the Prophet's Shield, a Northern religious organization.

► Current Concerns

The Rostovs have recently entered into a distribution agreement with the Forzi Cartel in the North, which will cut Forzi costs on illegal materials and allow the Rostovs to act as suppliers. They have also begun importing weapons for the rebels in Basal, and although they cannot prove it, all indications suggest that the moneys for this endeavor are being supplied by Louis Philippe deRouen. The family is also expanding its circle of friends in the Mekong Dominion, and has run afoul of Lord Chancellor Etienne Durocher. The Lord Chancellor has warned the Rostovs away from further involvement in his territory, yet Andrew has chosen to ignore the threat. The family is currently sending more agents into the Dominion, which is raising the ire of not only Durocher, but also the powerful Mekong corporations. Many elder family members fear that it is entering into a war which it cannot win. Andrew Rostov is no fool however, and has several agents placed in Hsi Tsang. For the moment the Rostov family fortunes appear to be on the rise .



SUCH WONDERFUL FRIENDS

Carlie Raleigh drove into Aquitaine at 34:00 and turned in at the first motel she saw. She parked her *Longrunner* in the front of the place, booked a room and brought in three loads of luggage and supply including an expensive computer suite and a dozen test tubes into her room. Once inside, she hooked four of the test tubes into a data feed to the computer and began an analysis program. Then she went and had a shower for the first time in weeks.

When she had finished, she walked back into the bedroom, leaned over the computer and checked the data reports; everything was exactly as she had hoped. All of the samples returned the same result. Her hopes had been confirmed by the results of these last four tests — the samples all contained significant amounts of combustible materials. There was a vast oil field under the deserts to the north-east of Aquitaine, and she was the only one who knew it. She would report in the morning and maybe this time she could finally get transferred back into civilization where a truly brilliant mind like hers could conduct the research which she yearned for. Until then, she was going to enjoy her night in town.

Half an hour later, she walked into a local bar which the motel owner had said was decent, walked to the *zinc* and ordered one of the fruit ales that the region was so famous for. When it came, she thanked the bartender, paid her, and scanned the room for a free table. While there were none, several of the establishment's denizens were obviously offering her a place at their table. She chose a table in one of the corners where a handsome pair of guys, and a woman who looked to be in her seventies were sitting.

"Salut, stranger. Would you care to sit with us for a while?" asked the younger of the two men, evidently speaking with the approval of the others at the table.

"I'd be glad for the company of someone other than the Badlands rif-raf I'm used to," she responded. "I'm Carlie."

The young man again responded, "My name is Andrej, this is Micho," he indicated the elderly lady who was sipping some sort of cawfee, "and this is Lucius. We're local business owners, and it's nice to see a new face in this place."

"I'm a scientist. I just finished a research assignment in the Westphalia area. I can't begin to tell you how uncouth and uncultured all of them are — they can't even tell you who *last year's* Ashanti-monarchs were.

"Well, we aren't too far from those hicks here in Aquitaine; there are plenty of people who don't fully appreciate the culture of the South," said Micho.

"So, what were you researching out there?" asked Andrej.

Carlie's eyes narrowed a bit, and she replied "I'm afraid that I can't talk about that very much; it would be breaking my contract. But it has something to do with the energy industry which my employers are interested in."

Sometime near 4 the next morning, they parted company. Carlie returned to her motel room. The light in the room wouldn't go on, and there was a different display on her computer than when she had left earlier. It read, "The Springer's Trail regrets to inform you that, due to the potential benefits your discoveries promise certain Badlands interests, your research has been terminated... and so have you."

Outside the room, Andrej, Micho, Lucius and a beautiful young woman winced at the sound of the explosion, then turned their new *Longrunner* northward and headed into the Badlands.



4.1 THE SOUTH

The Republic's interests in the South are those of a lord toward his vassals and the manner in which these interests are assured is typically byzantine, involving both the Republic's ambassadors and the officials of the Allied Southern Territories. The Lord Chancellors — AST officials who oversee each league — are the most powerful Republicans in the vassal states and can call upon the might of the AST bureaucracy, the Lord Councilors of each league and (if necessary) the MILICIA units stationed in the league. The charter of the AST gives each Lord Chancellor a veto over the government of the league they oversee. Republican ambassadors are assigned to individual city-states and deal with local governments. The ambassador in a capital city often deals with the central government as well, theoretically in cooperation with the league's Lord Chancellor.

The situation has become more confused with the current split between Prime Minister deRouen and AST Lord Protector Jacques Molay. With these two powerful politicians working at cross-purposes, AST and Republican officials cooperate far less efficiently than they should. Republican ambassadors can rarely rely entirely on the AST bureaucracy and military. The individual Lord Chancellors have been able to use this conflict to create their own power-bases and have insisted upon their authority within their leagues. The Republican ambassadors, although supposedly independent from the Curia, are now under pressure to answer directly to the Lord Chancellor of the league they are assigned to.

Ambassadors must walk a fine line, because they are also responsible to the Diplomatic Directorate, which does not have direct power over the Lords of the Curia. A *modus vivendi* has developed in which ambassadors are given a great deal of personal leeway both by the directorate and the Lord Protectors as long as they remain within certain parameters. This freedom can be quite extensive or very limited depending on the political climate at the time.

Typically assigned to a single league, though often serving in each of that nation's city-states, Republican ambassadors spend their careers establishing an understanding of their counterparts, and a web of contacts within their communities. Shielded by diplomatic immunity, Republican ambassadors make the most of opportunity if they sense that they can get away with it.

Trade Representatives form the other half of the Republic's international equation. While ambassadors lay the groundwork for deals, they often lack the specific knowledge of a pact's worthiness. Trade representatives, as specialists in their fields, are called in to negotiate the specifics. These individuals are selected for their posts as much for their ability to capitalize on a deal, as for their expertise in a particular league's trade practices. Highly trained and motivated, Republican trade negotiators may be the nation's best economic weapon.

► Freedom of Movement

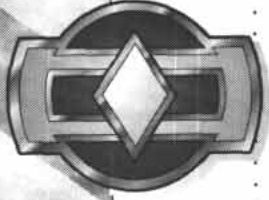
Immigration and emigration are viewed as anomalous situations by the Southern Republic. While anyone is permitted to enter the Republic (subject to approval after an investigation by SRID and Les Témoins), those wishing to leave find life considerably more complicated.

The immigration policy of the Republic states that potential new citizens must prove their worth to society. If they can, they are accepted into the fold, and a surprising number do apply for citizenship every cycle. On occasion, long term visas and work permits are issued for jobs which may require the expertise of outsiders. Tourists are permitted within the Southern Republic, and are issued special passes at border checkpoints. Republican peacekeepers reserve the right to demand these passes be shown at any time, and "tourists" caught without them are usually expelled from the Republic, although those suspected of another crime can be arrested and prosecuted under Republican law. Since the War of the Alliance, elements in the government have encouraged tourism and SRID has been under orders not to harass tourists more than strictly necessary for national security.

Exit visas must be obtained to change residence and these are notoriously hard to come by. Permanent visas are almost unheard of, but long-term exit visas are known to be granted, most notably to military personnel stationed abroad and their families. Despite legal sanction, those who wish to leave the Republic suffer the scorn of their leaguemates. Short-term travel is usually not a problem, with a minimum of supervision. Les Témoins report on those seeking a tourist exit visa, which allows the Republican government to differentiate between those who want to tour, and those who want to leave permanently. Some do manage to use tourist visas to leave the Republic and then seek political exile (or simply never return). These ex-citizens incur an alarmingly high rate of accidents and deaths once outside the Republic. The propaganda machine of the South accredits these deaths to the hostile attitudes of outsiders, (indeed some do perish due to the ill will of others), yet for the most part, these accidents are arranged by SRID dark operatives.

Ironically, the Republicans who have the most direct experience with foreigners and foreign lands are those sent to dominate them. Military personnel — be it Republican Army troops or MILICIAmen — are regularly stationed in the Badlands and the vassal states, while the intelligence and diplomatic corps account for many other Republicans abroad. Government officials have long had to deal with an "unfortunate" tendency for international stations to develop a fondness for the land where they spend their lives. MILICIA soldiers, who serve side by side with recruits from the vassal states, are especially prone to this. Deep friendships are known to develop and undermine the Republican sense of superiority so vital to the league's culture.





4.1.1 THE MEKONG DOMINION

Republican interests and policy in the Mekong Dominion, the most powerful of the AST vassal states, is theoretically directed by Lord Chancellor Etienne Durocher. A former leader in Les Témoins, Durocher has bucked tradition and set up his palace away from the capital, in the city-state of Hsi Tsang. There he has extracted loyalty from the criminal oyabun and created a personal fiefdom where he can partake in every one of his many vices. Many in the Diplomatic Directorate see Durocher as a joke, a Lord Chancellor who must be managed, rather than obeyed; they are wrong. Durocher has his own agenda that involves establishing power bases independent from Prime Minister deRouen; these include Hsi Tsang, but also influence within the Republic itself — most notably in Ashanti.

Diplomatic relations with the Dominion are generally friendly and most Republican officials see the mercantilist state as a valuable and relatively safe vassal of Port Oasis. Contributions to the MILICIA and import taxes are collected without complaint. Only a small minority of Republican diplomats are beginning to understand the extent of Dominionite influence in the Republic. Through sheer economic power, the major Mekong corporations can make even the Banque Républicaine jump and more than a few politicians and bureaucrats have been blackmailed or bribed by one Mekong agent or another.

Several taipans — as Mekong corporate leaders are called — have powerful influence within the Republic and the Mekong Assembly has made it unspoken policy to support this economic control over the Dominion's "master." Aaron Logan, the taipan of the powerful Mekong Development Corporation and Speaker Miyako Sogabe's chief rival, has created an especially potent web of control and has his hands in many key industries, including military contractors. Logan has played the Republican game of subterfuge like a master and the directors of many corporations with no official ties to MDC — such as Territorial Arms — are in his personal debt. Charles Raspin has identified Logan as a threat, but has thus far been unable to move against him in any substantial manner.

Civilian relationships are friendly between the two leagues and the Mekong Dominion is not the victim of any serious prejudice, except for those produced by the typical Republican superiority complex. Dominionites are considered to be somewhat alien, but hardy people who have embraced a corporate way of life. The will of the people has been put in question by those who scoff at a nation that joined the AST through negotiation, but the struggle against the CEF has reestablished the league's martial honor. Government by corporate houses is thought to be somewhat backwards, but the sophistication and power of the taipans is well respected (and often emulated by well-to-do Republicans). Travel between the leagues is relatively common and hassle-free.

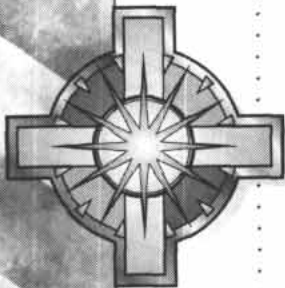
4.1.2 THE EASTERN SUN EMIRATES

As far as the Republican state is concerned, the Eastern Sun Emirates are lucky to be vassals to the Republic. The ESE is treated as a backward land of feudal throwbacks, tolerated only because their nation provides necessary export goods. The league has been a constant source of trouble for the Republic. Despite public perception that it is weak and corrupt, the ESE has been the sight of repeated rebellions and acts of resistance, most recently (and most seriously) the Basal Revolt led by Emir Nigel Shirow. The leadership of the league, however, has generally been more malleable and since the integration of the ESE into the Allied Southern Territories, most Eastern Patriarchs have ruled thanks in whole or in part to the support of Port Oasis.

The revolt in Basal is the Republic's most grave concern in the AST. Emir Shirow has been able to wrap himself in Eastern nationalism and call upon support from across the globe to keep his war with the Patriarch going for two cycles. The Republican government has thus far restrained from using all the means at its disposal. MILICIA troops have been ordered to limit themselves to military targets, trying to contain the revolt rather than crush it. The murder of civilians is left to the fanatical Patriarchal troops. This policy is largely due to Lord Chancellor Tanaka's influence in Port Oasis. Tanaka is contemptuous of Patriarch Oliver Masao and feels that the revolt is best treated as an internal problem. Although the North is known to be smuggling supplies to the Basalites, Shirow has launched very few attacks against Republican or MILICIA targets. Lord Protector Molay — who once ordered the massacre of Basalite protesters as SRID director — is known to favor an all-out assault on the city-state, but Tanaka has been able to bring Prime Minister deRouen to his way of thinking, arguing that Patriarch Masao should surely be able to control his own people. The longer blood is spilled in Basal, however, the harder it becomes to stave off Republican military involvement.

Republican civilians see the Eastern Sun Emirates as a land of barbarians where social order is nonexistent. The people are thought to be poor and to rarely accomplish anything productive with their lives. Government officials and soldiers transferred to the ESE often see this as a setback in their careers. Recently, Lord Chancellor Tanaka has encouraged the people of the ESE to take steps to improve their image. Living in the region has allowed him to see the oppression and the bottled up potential which is just waiting to be released. Though he has not suggested it openly, many know that he feels the removal of Oliver Masao would be a good place to start.

The War of the Alliance saw a good number of Eastern refugees relocated to Republican communities on the southern shore of Lake Esperance and relations between the small cities of the region and the ESE remain good to this day. The town of Beauregard hosts an Eastern Fair every Spring that welcomes performers and dignitaries from the Emirates. The Fair has recently become an outlet for support of Nigel Shirow's revolt.



4.1.3 THE HUMANIST ALLIANCE

While the outbreak of violence in Basal is the most pressing hot spot in the AST, many powerful Republicans see the Humanist Alliance as a graver threat in the long-term. Both the Mekong Dominion's corporate taipans and the ESE's emirs have, over the past 250 cycles, largely accepted servitude to the Republic — in large part because they could benefit from it. The Humanist leadership's allegiance is far less clear. Indeed, the rigid social structure of the Alliance and the fanatical dedication of its citizens makes coopting the leadership very difficult. The values and beliefs of Humanists are believed to be the same today as when Humanist protectors fought tooth and nail against Republican invaders in TN 1680. Experts in SRID report on the wide-ranging use of hypnotherapy and brainwashing in the Alliance, adding to the fear that the league cannot be seen as a firm ally. Although the Republic has insisted on a loosening of the caste system upon which the Alliance is founded, these concerns remain. Above board diplomats and AST officials are present in the HA, but the Intelligence Directorate's expertise in psychological warfare and infiltration make it by far the most active Republican agency in the Alliance.

The Humanist Insight and Regulatory Authority, a very poorly-understood internal security agency, is thought to undertake operations outside the HA's borders. SRID and Les Témoins have uncovered several spies over the last ten cycles that they feel are linked to HIRA. Gavin Hypolite, the Humanist ambassador in Port Arthur, presents another concern. Beatrice Winter, an Allied Southern Intelligence plant inside the embassy, has reported that Hypolite has met with Norlight representatives and is seeking allies against the Republic. Illuminatus Anastapulos' own involvement in Hypolite's actions has yet to be determined.

These concerns have led several powerful Republicans, including Republican Army Consul Victor deBourgogne, to argue for a change in policy. Increased military presence, a radical revamping of the caste system, replacing the current Illuminatus and a disbanding of the Humanist Alliance Protection Force have all been suggested. Lord Chancellor Farzad Hemami has argued for a more conservative approach; having served as AST overseer for 18 cycles, he can call upon unmatched experience to argue that any radical moves will only further entrench Humanist resistance to Republican rule. Thus far, both Prime Minister deRouen and Lord Protector Molay have listened to Hemami, although deRouen has authorized a series of Republican Military Intelligence operations in the Alliance.

Among Republican civilians, the Humanist Alliance is viewed as a nation of robots who exist devoid of the joys and freedoms of choice. This has enraged Republicans on more than one occasion. To them, the Alliance represents yet another nation whose governing social structure oppresses the will of the individual. Ashantites are especially unforgiving and are known for boycotting products from the Humanist Alliance.

► Ambassador Thierry Jasminthe



Born in TN 1893 in Port Oasis, Jasminthe grew up with the knowledge that the Southern Republic was the best league on Terra Nova. His few years serving in the MILICIA showed him that the other leagues were in serious need of guidance. Wanting to be a guide for his nation's ideals abroad, Jasminthe signed on as a junior ambassador. Serving as the Southern Republic's ambassador to the Humanist Alliance city of Raleigh, Jasminthe personifies the typical Republican negotiator. In his three cycles at this post, he has conversed directly with the city's Preceptor less than fifty times. Although he gets along with the easy going citizens, his arrogant personality prevents him from fully understanding and relating to the Humanists, although he has enjoyed dalliances with several commoner women. Jasminthe's only real success was negotiating a trade agreement between the private brewers of Raleigh and Aquitaine.

Jasminthe would be surprised to know that he is being set up as bait for HIRA. Raleigh SRID bureau chief Lucienne Sama has overseen the promotion of the ambassador, making sure he was quite unprepared for the rigors of the Humanist Alliance. Naive and pompous, he should make an inviting target for HIRA agents looking to turn a Republican diplomat.

► Cafe Rubilon

Located in the administrative sector of Raleigh, the upscale Cafe Rubilon caters specifically to Republicans and other foreigners. Run by commoner Jerek Dara, the Rubilon is large establishment that serves as a bar, restaurant, night club and social club. The ground floor features a full bar, with Ashantite style entertainment, while the first floor has a full service Bethanite tavern. The two other floors feature a variety of refined reading salons and conference rooms that are often used for meetings by visiting Republican businessmen and military officers. Republican ambassador Thierry Jasminthe is a regular at the Rubilon.

Local Humanists generally look upon Jerek Dara with scorn as something of a collaborator. Unknown to them, Dara is actually a deep cover agent of the Humanist Insight and Regulatory Authority assigned to report on Republican activities in Raleigh. Her position is privileged enough that HIRA does much to protect her, asking only for reports every few months unless a dire need presents itself. Republican counter-intelligence analysts know that the Raleigh embassy has been compromised, but have not been able to narrow it down any more than that. SRID would dearly like to identify their security leak in Raleigh and have set Thierry Jasminthe up as a way to do so.



4.2 THE NORTH

For the last two hundred and fifty cycles, relations between the Republic and the North have been consistently strained. Both sides have clearly identified each other as their primary enemy and the greatest threat to their own security. Skirmishes for tactical positioning in the Badlands have become a fact of life between North and South and St. Vincent's War saw the two powers nearly destroy each other. Only the necessity of the War of the Alliance allowed the two enemies to put aside their differences and cooperate out of sheer survival instinct. Despite the good-will built up during the conflict, the climate of cooperation was doomed to fall to dust. With Earth no longer looming as a threat and their shattered nations rebuilt, old tensions and hatreds have reclaimed center stage.

There exists no state of war, however, and the Republic continues to enjoy normalized relations and regular trade with the North. The Ministry of Foreign Affairs maintains an embassy in each of the capitals of the three Northern leagues, and several smaller ones dispersed throughout those states. These embassies are lavish structures that tend to eclipse the architecture of the surrounding area. Each embassy is administered by an ambassador who is directly responsible for the building and the staff employed therein. The personnel that make up his entourage are charged with the drudgery of daily work. Everything from preparing meetings with the head of the foreign government to typing memos is handled by the ambassador's staff. The embassy is generally also the main staging area for Southern agents returning to the Republic. Coming in from the cold, these agents are quickly processed and shipped back to the South.

There are moments when the Republic and the CNCS have set aside their differences in order to bring aid to a community that has suffered some sort of disaster. The official position of Port Oasis is that the Republic will agree to cooperate with the CNCS to aid a Badlands colony that has been severely hit by a tempest or other natural disaster. The reasoning behind this policy is to show the various Badlands communities that the Republic cares. A good example occurred in TN 1925, in the community of HARRISA; located 100 kilometers north of Jan Mayen. The community was hit by a severe tempest — all power systems were totally destroyed and some dwellings were buried deep in the desert sands. The North and South responded by sending quick response emergency teams to the scene. Their timely arrival and cooperation saved over 400 lives and garnered both sides new friends.

The Republic, through the guise of the AST, and the CNCS have also established a joint research laboratory in the Badlands near Monroe. This lab monitors the climatic conditions in the Badlands and the various factors that influence the formation and strength of tempests. The fruits of this research may lead to early warning systems for Badlands communities and a theoretical window of operations for aircraft to fly across the equator. Of course, as tensions increase, the funding for the joint project has been decreasing. Some fear that the small Monroe Weather Station will close by next cycle and Paxton Arms has proposed taking over its operations.



Julien Venneman, Head Ambassador to the CNCS

Julien was born to a wealthy family in Port Oasis in TN 1860. His father, Marcus, was a member of the Estates General for 15 cycles and the young boy grew up amidst the political firestorm of Port Oasis. He learned his lessons well and when he reached 30, he campaigned for and won a seat in the Estates General. His mastery of back room politics made him a valuable ally and deadly foe. His greatest triumph lay in the aid he supplied Louis Phillipe deRouen in his quest for the Prime Ministership.

DeRouen, wanting to demonstrate a show of force to the CNCS, transferred him to the embassy in Valeria, where he now serves as chief Northern ambassador. His cunning and intellect have allowed him to gain respect in Valeria and some political clout as well. His time in the Norlight capital has allowed him to see Northerners for who they really are — people who live and think differently from Republicans. Julien is growing tired of the political games and sees a war with the North as inevitable. He feels that it is unfortunate that politics, his lifelong tool to success, is not powerful enough to peacefully settle the differences between the Republic and the CNCS.

In his own judgment, Venneman's regrets have not prevented him from doing his job. He is well aware of the massive amount of intelligence and covert operations underway in the North and he has used these techniques regularly. Even in overt activities, he searches for ways to exploit divisions within Norlight and CNCS society and to position his state in an advantageous position when the first shot is fired. If he acts "softly" toward some Northerners, he tells himself, it is only because he knows of the delicate political balance in Valeria. Overly harsh diplomatic action would only play into the hands of those arguing for a much more aggressive Northern stance.

Venneman is not entirely honest with himself, of course. In his time in Valeria he has made several true friends and come to sympathize more than a little with his supposed enemies. He has let some opportunities for diplomatic advantage slip by out of friendship, but he feels these indiscretions have gone by unnoticed. Only his beloved wife Lucia deLars is privy to some of his personal doubts.

Julien plans to retire in 5 cycles. He has already made plans with his wife to settle in the outskirts of Réunion. What Julien does not know is that his wife is a Témoin. Through her, Julien's intentions to retire and the respect he harbors for the Northern peoples, are known quantities, and the Republic may decide to do something about him.



4.2.1 THE NORTHERN LIGHTS CONFEDERACY

The Republic considers the NLC, perceived to be the mastermind behind the creation of the CNCS, to be its most dangerous foe on Terra Nova. The official policy of the Republic is to discredit the NLC at every possible occasion. The current ambassador in Valeria, Julien Venneman, has been known to call meetings at a moment's notice when the NLC does something that renders itself open to criticism. His official pronouncements after such meetings display a level of subtlety that leaves many, even the Northerners being skewered, deeply respectful of his abilities. Of course, the Norlight government, is not fond of Venneman or his pronouncements that often call attention to dissent between the Confederacy and its neighboring leagues.

The NLC, however, is a land rich in raw materials that the Southern Republic either lacks or that would require too much effort to extract for themselves. Adept at retrieving and processing these materials, Norlight corporations recognize that there is a profit to be made. Many corporations in the Southern Republic import raw metals and other primary materials from the NLC. The Estates General has not interfered with this practice, but places all imported goods under its standard policies regarding them, and charges a flat 10% tax. Trade generally occurs along the gamma maglev line.

Republican civilians generally think of Norlights as religious fanatics. The state's propaganda machine has done a very effective job of portraying the rise of Revisionist sentiment in the North in a purely negative light. The sense of community and self-help tied to Revisionism and the degree of internal opposition to religious control of the state have been completely ignored, casting the NLC as a monolithic group of fanatics.

Located in the beautiful city of Valeria, the palatial Republican embassy, with over two hundred rooms in a plantation style layout, is the largest in the CNCS. Over one hundred personnel, half of whom are secret service operatives from SRID and spies on their way back to the Republic, reside in the building. Many of these agents are among the Republic's top experts in code breaking and infiltration.

4.2.2 THE UNITED MERCANTILE FEDERATION

The Southern Republic's foreign policy toward s the United Mercantile Federation is more forgiving than with the NLC. This more lenient policy has resulted in some good trade relations between the Republic and the UMF. By giving the UMF favored nation status for trade, the Republic hopes to create some discontent between the UMF and the NLC. To date, this policy has been only partially successful, but the trade revenues are worth the effort. The Republic, however, has posted a large number of SRID agents in the UMF, unbeknownst to their own ambassador. SRID believes that something is going on between the Mekong Dominion and the UMF, but they cannot quite put their finger on it yet.

Trade with the UMF is in fact largely a political factor. Not only can it cause dissent within the CNCS but, according to Republican doctrine, it keeps the Mekong Dominion in line. Indeed, Mekong corporations value Republican customers and the knowledge that these clients may turn to Mercantile suppliers pressures them to keep their state pliant. Of course, the difficulties of shipping between the UMF and Republic (usually involving a trip on the alpha maglev and a stop in the Humanist Alliance) makes this connection somewhat dubious. Several key observers have also wondered whether it is not the Republic which has become dependent on Mekong products.

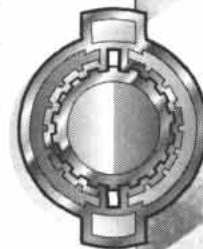
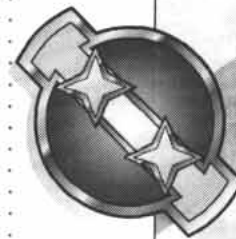
Republican propaganda portrays Mercantile citizens as slaves to bare capitalism. Popular images of money-grubbing cutthroats taint relations between the two nations. In recent cycles, Republican leaders have come to believe the UMF could be separated from the NLC and has used media images to encourage this possibility. Republican news broadcast often focus on the Norlight "domination" of the CNCS at Mercantile expense.

4.2.3 THE WESTERN FRONTIER PROTECTORATE

The Southern Republican government sees little to gain from relations with the tiny WFP. Only one embassy is located in the WFP city state of Fort William. The embassy has a drab appearance, devoid of any sensational external trappings. The ambassador assigned, Jana Touffon, is a retired military officer who fought alongside Western Proconsul Lang Regina during the War of the Alliance. Her assignment was a direct result of the WFP's insistence that they would only trust her out of the potential candidates for the position. A limited amount of trade (largely in agricultural goods) does occur between the states along the gamma maglev.

Republican civilians do have relatively good relations with the West. The link of the gamma maglev makes travel between the two leagues feasible and the cooperation between the two national armies at Baja has forged a psychological bond among veterans of the War of the Alliance. Proconsul Lang Regina is the most well-respected Northern official among Republicans. The rise of polar tensions has put a damper on the situation, however, as the two militaristic states gear up for conflict once again.

Some important connections have endured the rise in tension, however. ESE Lord Chancellor Kenichi Tanaka continues to speak well of Lang — with whom he served at Baja — but even he has had to be more discreet. SRID agents assigned to Tanaka have reported to their superiors that the Lord Chancellor is still in regular contact with the Proconsul, as well.





4.3 THE BADLANDS

Home to myriad villages and homesteads, some connected by little more than well worn trails, the Badlands are handled differently from other Republican diplomatic efforts. In this land of oppressive heat, the Republic cloaks herself behind the unified banner of the AST to strike deals with and profit from Badlands communities. The Republic has historically treated this arid land as little more than a source of supplies and a vast dumping ground. The performance of the Peace River Army and the appearance of Port Arthur have forced the Republic to rethink its policy.

Recognizing potential in the desert communities, and knowing the coming war will be mostly fought within the heat-blasted confines of this region, the Republic's efforts are now centered on conciliation. Where many resource-rich communities once dreaded annexation, they are now being openly courted to join the Allied Southern Territories. Rightfully suspicious, most communities have declined — only Baja accepted, in TN 1919. The Republicans are beginning to feel that their efforts at peaceful co-existence have gone unappreciated, and many point to the suppression of the Lance Point worker's revolt in TN 1931 as conclusive proof that the Republic is losing its patience.

Centered in Peace River, the AST's diplomatic mission is headed by Markus Loray and Maia Landling. Loray plays the role of ambassador at large, rarely leaving the Badlands, and directs all equatorial activities with a hands-on dedication that endears him to his deputy ambassadors. Landling, for her part, remains in Port Oasis using her wide influence in diplomatic and corporate circles to ensure agreements undertaken by the ambassador are upheld by the Republic. Over the last nine cycles, the couple (once married) has scored an impressive number of diplomatic and trade coups, silencing those who criticize their somewhat self-indulgent lifestyles.

Divided into twelve task zones, each with a permanent embassy headed by a deputy ambassador, the Badlands present limitless opportunities for the AST. Quickly realizing that twelve static embassies, no matter the skills of those in charge, would be insufficient to capitalize on even a fraction of these possibilities, Loray introduced the concept of roving negotiators. Assigned to a specific zone of operation, and vested with Loray's decision making privileges, the deputies travel their territory, cementing agreements on behalf of the AST. Presently focused on persuading Badlands communities to join the AST, these negotiators are under orders to sign pacts that are slightly advantageous to Badlanders. This has amazed some homesteaders, and has others deeply suspicious, yet the Republic has faithfully upheld every deal struck to date. This honesty has led to a bond of trust being formed between the Badlanders and their Republican representatives. Some communities even look forward to the sight of vehicles sporting AST paint schemes and banners pulling into their homes.

The Savannah Regional Defense Pact ◀

Hailed as the cornerstone of the Republic's post-war Badlands policy, the Savannah Regional Defense Pact is a remarkable document. In it the Republic has pledged, through the aegis of AST, to commit troops to the defense of signatory communities should emergency situations arise. In return, the signatories agree to the establishment of MILICIA bases in their communities and agree to the possibility of conscription in case of a dire threat. Most Badlanders saw accommodating Southern troops as a good deal for security.

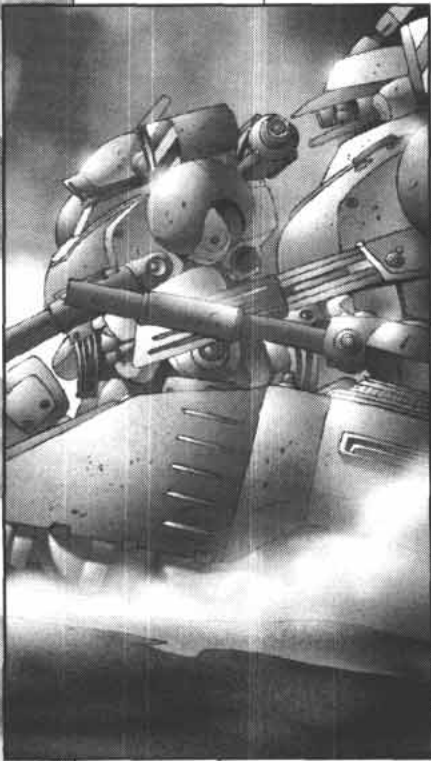
The pact gives the Estates General, and that body alone, the right to define a "regional threat." Furthermore, the document makes no specific mention of the length of time that a regional threat may last. These provisions effectively allow the Southern Republic to lock down any area that they feel is vital to their interests, for as long as they feel is necessary. This ability has made exclusive trade agreements far easier to come by. It was also under this aegis that the MILICIA suppressed a worker's revolt in the oil refineries of Lance Point in TN 1931 and continues to occupy the community.

Roving Negotiators ◀

Responsible for relations with the thousands of small Badlands communities, roving negotiators have a tough assignment. Dealing with the various religious communities and fringe groups, as well as former Republicans, these negotiators must have an extraordinarily calm character and travel with well armed caravans. Scandal has seen many of the original roving negotiators replaced by younger, less experienced people. Surprisingly this has not hurt the diplomatic effort in the Badlands as much as some feared it might. Markus Loray has drilled his deputy ambassadors endlessly, and often travels to visit with them to see how they are doing.

Ambassadorial Caravans ◀

Number	Vehicle/Element	Crew
2	Caiman APC (no weapons mounted)	Level 1
1	Camel	Level 1
1	Jäger Command (with improved off road)	Level 3
4	Jäger (w/improved off road)	2 x Level 2, 2 x Level 1
2	Infantry Escouade w/Light Flak and 7mm assault rifles	Level 2



4.3.1 PEACE RIVER

Peace River, as the most dominant Badlands community, is home to the biggest AST foreign embassy on Terra Nova. Nominally Loray's home base, the ambassador actually spends much of his time visiting roving negotiators. The facility, and in effect the Peace River mission, is administered by Etien Montroyal, Deputy Ambassador to Peace River. The impressive structure, located within the Paxton executive complex, is alive with the hum of activity. Any communities not reached by roving negotiators, or wishing to file grievances, can find their way there to be heard.

Unlike other AST embassies, the Peace River office is surprisingly free of the influence of SRID. Montroyal, upon taking the reigns of command, expelled all the agents he could find, and has forced the agency to operate in other locales around Peace River. This does not sit well with SRID Director Justinian Salazar who, suspecting treasonous activities on the part of the AST mission, has responded by placing even more of his agents in the city. These agents have discovered nothing substantial to date.

Remarkably, the AST's recent intentions towards Paxton Arms have been legitimate, and Paxton now accounts for ten percent of the MILICIA's supply. The relationship between Montroyal and Paxton CEO Gerald Simosa is a congenial one, with both men holding the other in high regard. On the other hand, relations with Paxton HEO Milani DuBeau-Slovenski are cool at best. Milani sees the AST, or the Southern Republic, as the biggest threat to her corporation. The Republic's traditional openly antagonistic stance and military might make her wonder when the Republic may declare Paxton an invaluable Southern source of supply. Milani knows if this were to happen, then an attempt at annexation would come quickly afterward. While she has every confidence in the Peace River Defense Force, and believes she could call in the aid of the Northern Guard if push came to shove, she is aware that all-out war with the Republic would do little more than destroy her corporation. To prevent this, she has sunk several top spies into positions at the embassy and amongst the traveling negotiators. She is waiting for the storm of war, and is determined to be prepared for every possibility.

DuBeau-Slovenski has received information from someone claiming to be legendary Judas Syndrome spy Nicos Renault that the Republic may be supporting the Badlands Revolutionary Front cells in Peace River as well as other anti-Paxton groups. The Paxton HEO is not quite ready to act on this information because she is not completely confident in its validity. Renault has been unable to provide concrete evidence as of yet, although she has promised to identify Southern agents in the near future. DuBeau-Slovenski hopes to use the opportunity to eliminate several enemies at once.

4.3.2 PORT ARTHUR AND NUCOAL

Port Arthur, in the heart of the barren Barrington Basin, has become a contender for Badlands leadership and the Republic can ill afford to ignore it. The Republic maintains a large embassy in Port Arthur (which also serves as AST embassy) from which it carries on diplomatic relations with the Arthurians, observes launches from the Port Arthur spaceport and directs intelligence operations. These last efforts have not been terribly successful, however. Every cycle, several SRID agents die attempting to gain information on Port Arthur's high-command, and their lack of success is increasingly blamed on highly placed CEF/Arthurian agents working within the Republic. Indeed, the most successful intelligence operation run against Port Arthur originates from within the ranks of the Southern Republican Army's elite Légion Noire and not from the Intelligence Directorate or its proxy, Allied Southern Intelligence.

Concerned by the possibility of CEF or Arthurian spies in the Republic, and desiring the technology possessed by the abandoned Earthers, Légion Noire Prefect Anastazia Orsat has undertaken her own operations in Port Arthur, without the authorization or knowledge of SRID, Allied Southern Intelligence or SRA Military Intelligence. Légion Noire operatives have repeatedly entered the city as traders and made contact with elements of dissent in the Badlands city. They report that the tension of a coming war is causing fractures within the Arthurian high command and among locals. One team of agents has been assigned to make contact with GREL dissidents.

Relations with Port Arthur and its allies in the New Coalition (NuCoal) have greatly suffered from the fallout of the Lance Point incident, in which MILICIA troops crushed a revolt by oil workers immediately after Lance Point joined NuCoal. AST officials have been working to heal wounded relations, but the 11th MILICIA Gear regiment remains stationed in Lance Point and seems unlikely to move out any time soon. Roving negotiators spend an increased amount of time ensuring that agreements are closed at all costs. Markus Loray has also argued that the Lance Point operation targeted subversive elements and defended the legitimate corporate leaders of the city-state. They point to the terrorists activities of the Badlands Revolutionary Front (born from escaped workers) and the lack of Arthurian intervention as evidence that their actions were necessary and legitimate. Many remain unconvinced.

Life for Republican envoys in Lance Point itself is becoming increasingly difficult. The Badlands Revolutionary Front was thought to be a rag-tag group of guerrillas, but is showing increasing sophistication in its attacks on MILICIAmen and their installations. Maia Landling has come to realize that BRF leader Ernesto Jaxon has inspired a wide range of anti-polar resistance activities across the Badlands, including BRF cells in Peace River and Westphalia. Allies have also channeled support to Jaxon himself, and he is becoming a real threat to local forces. Some of Landling's sources point to an Arthurian connection within the BRF which might account for their increasing arsenal, although sympathetic Badlanders could well have smuggled the weapons.



NIGHT FIRES

The explosion rocked the sky and a torrent of building fragments crashed to the street below. Jean-François deLau looked up from his tuck position and, seeing no more falling pieces, exhaled slowly and rose. The other Emergency Medical Team members were likewise rising from their improvised hiding places. Casting furtive glances towards the heavens, all wondered when the next bomb might go off. Welcome to Saragossa, J-F thought bitterly.

This was the EMT's third call of the night, spiriting the wounded away from the SPFI's latest targets. He picked his way through the rubble-strewn Midtown street, careful to avoid the jagged pieces of metal and cement.

The victims came down what was left of the stairs, and the large gaping maw, where a door had stood before its demolition by the first blast, served as an exit onto the street. J-F hurried forward to help the bleeding and disoriented few that had made it down. Taking the arm of a resident, he helped the old man into a clear area. The overhead stars spat down grieving light upon the grim scene.

"DeLau," Jorgensen's voice cut through J-F's work induced haze. "I'm going in. There's more people up there."

What a nut, thought deLau. He would surely have a wall fall on him. Finishing with the old man, who had suffered a concussion that he could do nothing about here, he decided to throw caution to the wind.

J-F climbed the stairs carefully, the red emergency light flooding the walls reminding him far too much of blood. Soon enough he came across a door and entered a darkened room. J-F snapped on the light attached to his helmet and saw a young man who was splayed in the corner of the nearly destroyed chamber; J-F hurried across to him.

"Five one thousand... well at least you're breathing," he told his unconscious patient. He stripped his med bag from his waist, then set out a mini oxygen mount, a series of hypodermic spray needles, and an assortment of bandages. The gash in the boy's head bled profusely, and quickly soaked through the first patch J-F secured in place. The boy's hands were covered with a black substance that Jean François couldn't readily identify. He continued his treatment by injecting drugs in an effort to stabilize the kid's system. When he was finished he watched in fascination as the kid's eyes fluttered open.

"You're in luck friend, I got to you just in time."

"Did the bomb go off?" The words brought out a coughing fit that brought a red rivulet trickling down his cheek.

"Yeah, but I think you'll be okay. Just some internal hemorrhaging that we'll have to control."

"That's alright" the kid spat again, "Anything for the cause."

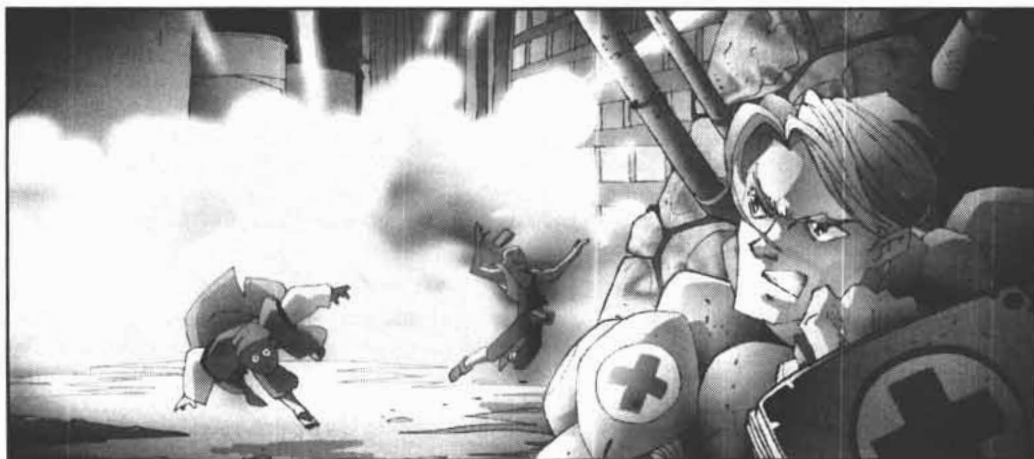
Almost unconsciously, Jean François dropped the injection needle and drew his service revolver in one smooth motion. The gunshot left him slightly stunned and put a small hole in the kid's skull.

Jorgensen poked his head into the room. "DeLau, you alright?"

J-F looked up at his partner. "Yeah, I'm fine. The kid was just too far gone, had to end it for him."

Jorgensen nodded once. "OK, see you downstairs; the building is clear."

"And," J-F mumbled as he packed his gear, "the Southern Republic has one less Spiffy to worry about."



5.1 SOUTHERN REPUBLIC REGIONAL DEVELOPMENT

In the period directly following the War of the Alliance, as Terranovans rebuilt, the Southern Republic's government lost some of the stranglehold that it held over both the Allied Southern Territories and the people of the Republic itself. Except for Saragossa, none of the regions of the Republic are by any means interested in separating from the league, but several individuals and organizations have been busy building regional power bases while Port Oasis is occupied with other shadowy matters.

Historically, Port Oasis and the nearby city-state of Marabou have been the centers of power of the Southern Republic. Recently, several other regional blocks of influence have surfaced. In Saragossa, the Saragossa People's Front for Independence is the most obvious case where Republicans fight Republicans in the street daily. In a more subtle way, Ashanti has begun to feel the grip of the thoroughly corrupt Lord Chancellor Etienne Durocher as he spreads his power base from Hsi Tsang into the Southern Republic. In the northeast, the city of Innsmouth has had the leisure of decreased scrutiny from the eyes of its national overlords and rumors of subtle control surround the religious Servants of the Dawn. The cities of Ankara, Timbuktu, Reunion and Siwa Oasis have been taken as ripe pickings by the Coalition for the Rightful Environmental Exploitation's (CREE) capitalist masters.

The rural regions of the nation also have their power plays, and their voice carries weight even with those in the highest positions. It is possible that the traditional center of power may lose even more influence over its wide ranging interests if it marginalizes these productive regions. In the face of a possible war looming on the horizon, however, few entities are willing to burn any bridges.

In the realm of regional security, the Republican government has seen fit to ensure that the city-states are all very well defended. While this leaves some of the rural regions open to the possibility of attack, the vast might of the Southern Republican Army combined with the natural obstacles found in most of the league prevent most attacks on homesteads. With these factors, the Republic has the luxury of keeping high numbers of troops on patrols to prevent incursions of rovers and enforce foreign policy.

► Tracks in the Country

For a league with a number of radically different terrain types, travel in the Southern Republic is remarkably easy. This is due in a large part to the massive national transport systems built early in the league's development. With dozens of superhighways, several navigable waterways and a large number of high-speed rail links, both people and materials can be relocated easily.

Many of the everyday vehicles used in rural areas of the league are adapted appropriately. Heavy suspensions in the hills and heavily treaded tires of large size in heavily vegetated areas are very common sights. The underground railway which links Siwa Oasis and Timbuktu is another novel solution to the challenges of the countryside; it is so effective, in fact, that an extension to Ankara is being considered.

The large number of rivers and lakes in the Southern hemisphere — especially in the Southern Republic — leads to a wide use of water vessels. The number and role of these craft varies widely by region, and fishing, transport, leisure and sport craft can be seen virtually everywhere.

► Sharrelain Shipyards

One of the larger shipyards in the Republic, Sharrelain produces a vast array of boats for a variety of roles. From shallow-bottomed river skiffs to deep-water container boats to sail-powered pleasure craft, the reputation for reliable boats has helped the Sharrelain company to prosper in the understandably underdeveloped Terranovan shipbuilding industry.

Sharrelain was born from an amalgamation of several small local builders who banded together to take on the former industry giant, Gliser Yards. To the surprise of everyone who paid attention to the corporate conflict, the innovation and small corporate structure of Sharrelain allowed the small company to eventually absorb Gliser in a hostile takeover. Rumors abound that Sharrelain was backed by a large amount of extra financing from unnamed interests in Timbuktu. Sharrelain currently has offices in Ashanti, Timbuktu and Port Oasis, while most of its construction yards are located around Lake Esperance.

Sharrelain is currently interested in expanding into two areas. An executive group is known to have approached at least two of the custom racing boathouses with offers of buyout. The sponsorship money from various interests is one of the major reasons that Sharrelain has done serious research in this area, and financial options have been drawn up with some of the more well known sports backers.

The second area which Sharrelain is looking into is the military market, and some industry analysts have questioned whether this is due to pressure from its allies in Timbuktu. While mostly interested in river boats, the monopolistic market of landship production in the Southern Republic has helped open negotiations with the Republican military which seeks to diversify its production facilities. These negotiations are centered around the possibility of the procurement of design specs for Sharrelain which lacks the particular magnetic repulsion technology needed to lift one of these behemoths.



ANKARA

5.2 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.

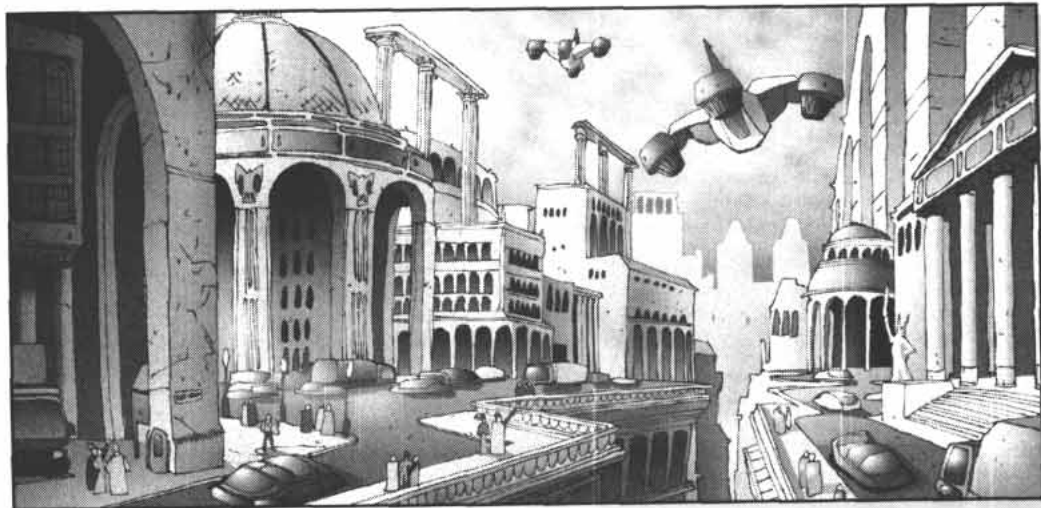
The natural surroundings of the city are not the only means by which it draws tourists — the pennant races for the cyclical batte championship causes fans to flood into Ankara from all over the league. Batte is a local sport derivative of old Earth cricket and baseball that is played professionally in 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.

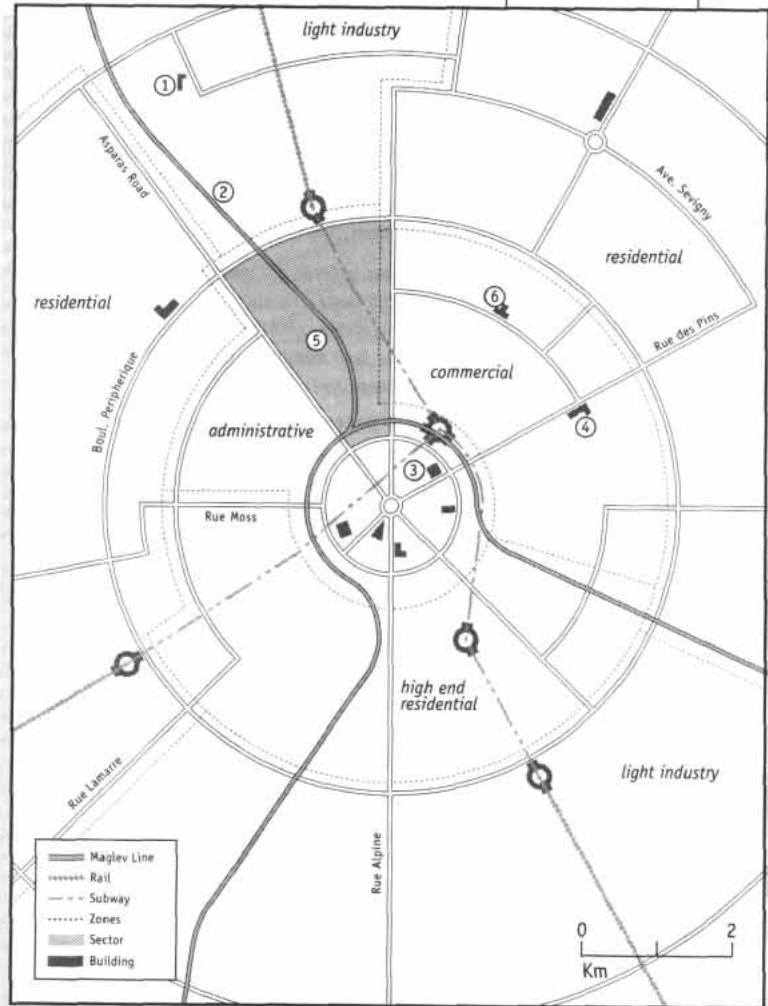
Vital Statistics ◀

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 Ankaran 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 Ankarans' 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.

• THE ECONOMY OF LUMBER

The major player in Ankara's economy is Republican Lumber and Paper. This forestry product conglomerate employs a large fraction of Ankara's population in its multitude of subsidiary companies, and most of the other companies owe their livelihood indirectly to the giant since so many of their clients are employed by RL&P. Republican Lumber and Paper is presently assessing a proposed underground railroad project with Republican Allied Rail that would link with the existing rail system between Timbuktu and Siwa Oasis. This would be accompanied by the construction of an underground junction station on Allied Rail's existing line to control the direction of traffic on the rail, and possibly to allow for limited cargo transfer or rail car exchange. The project has encountered stiff resistance from many of Republican Lumber and Paper's board members (particularly those that have vested interests in Southern Rail), but with the long term profit potential, analysts are predicting that the project will go ahead.

This project has generated a great deal of interest from the corporations of CREE, who would like to see themselves walk away with large contracts. The estimates of the cost of construction of this project are in the range of billions of dinars, and the maintenance contracts are expected to be extremely lucrative as well. To prod the project into existence, CREE members have sent numerous delegations to Ankara to forge deals with Republican Lumber and Paper; to date their success has been unremarkable.

Southern Rail and Colonial Ferroviaire — both of whom house their construction and storage facilities in Ankara — are the other two major players in the city's economy, but due to the struggles between the two for their shared market, RL&P holds sway as the industrialist voice in city politics. Among the smaller industrial companies in the city, there are a number of small chemical companies and light manufacturing companies. They provide products to RL&P such as bleach or dyes and subcontract work from the rail companies to produce specially tooled or molded parts. These companies have little say in the policies of the city and are usually at the mercy of their patron company, but on a few rare occasions, groups of six or more of these minors have forced some concessions from the larger corporations.

• DISSENT, LAW AND ORDER

Ankara is a city in motion; a thriving tourist trade and a booming industrial base have spurred the citizens to seek greater recognition from their fellow Republicans. The city has launched an extensive promotional campaign that expounds on the natural and human riches of the area and encourages Republicans of all walks of life to enjoy Ankara. The campaign has only been a partial success though, for it is loudly opposed by a small group of ex-residents.

The Free Ankara movement is a small concern compared to other radical groups. It was formed in TN 1925 after Sheriff's Deputy Cecilia Beauchamps used brutal tactics to break up a violent rail strike. Hunting down the "treasonous" labor leaders, she had them hanged using the authority granted her by city courts during the emergency. Beauchamps was promoted despite public outrage and many labor sympathizers left the city in fear, and subsequently founded the Free Ankara Movement. They are based in Saragossa, where legal authorities have the least power. Since then, they have openly accused Sheriff Beauchamps of several atrocities, and she takes them very seriously. She has entered into an alliance with Jan Mach, the director of CREE, to use his Republic-wide resources to track the group down and eliminate them. In return, she is trading her sway over First Citizen Edram Vaness, so that CREE corporations may skirt Ankara's stringent environmental laws. To date however, Free Ankara has remained beyond the reach of the Sheriff's claws, and the lack of immediate change in the city's policies has brought her under pressure from her CREE contacts.

The Asparas Waterway



Water is essential to the existence of the forestry industry as a whole. This reasoning was the fuel behind the construction of Ankara's greatest engineering accomplishment, the Asparas Waterway. Named after mythological water nymphs, the waterway begins in the Southern Alps or, to be precise, below the Alps in the MacAllen cave network. A series of paired Archimedes' screws were dug deep into the Alps, to an underground body of water called the Asparas Sea. These solar powered screws draw the water from the sea to a reservoir located at the head of the waterway. The flow into the waterway is regulated by a series of valves installed at the mouth of the reservoir, and the flow into the reservoir is controlled by adjusting the revolution speed of the screws. The water that is allowed to flow through the valves then spills into a series of aqueducts and viaducts supported on archivolt by Doric columns. The archivolt and column construction allows for the water to maintain a gradual descent from the Alps to Ankara, while adhering to the neo-roman architectural theme that the city-state embodies. The waterway enters Ankara from the north in a series of cascading steps, as the system reaches ground level to commence its journey through Ankara proper. A canal carries the water into the city's northern sector as far as the first ring, where it enters a keyhole shaped canal system that partly encircles the institutional sector, then branches to the southeast and southwest areas of the city. The southwestern canal feeds the city's water filtration plant, while the southeastern canal empties into Republican Lumber and Paper's reservoirs.

The waterway has become a major tourist attraction thanks to the elevated boardwalks that line it. Just before it enters the city center, the waterway courses through Asparas Forest, a beautiful wooded park that is a favorite destination for locals with a day off work.

5.3 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.

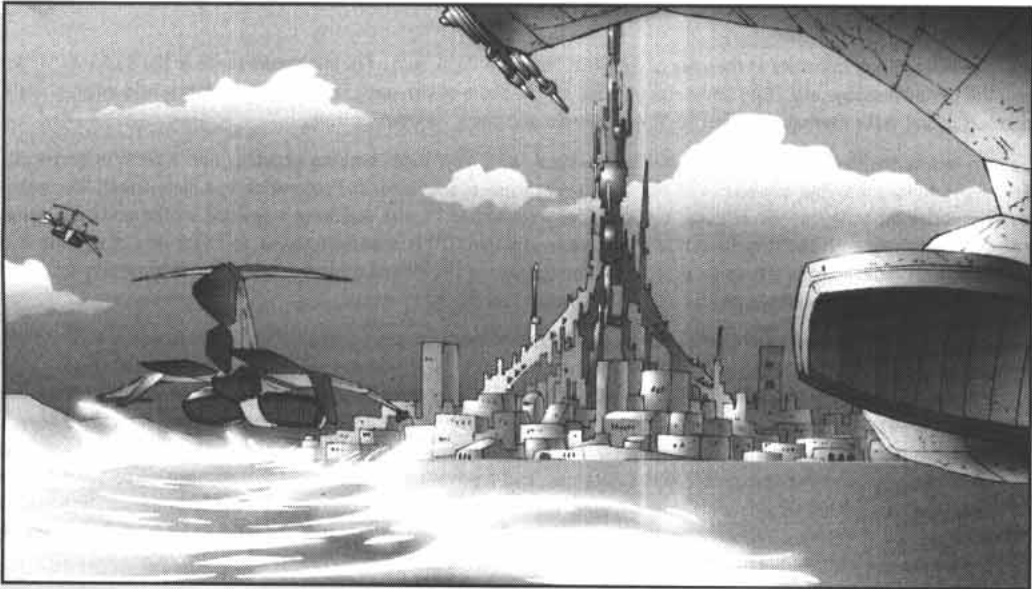
The story of the battle became a legend of Badlanders standing up to the new Republic and attracted people to the region. The city-state grew in leaps and bounds and, by the time of the Second Unification Campaign, was ready to face their attackers. Aquitaine sent troops to defend Timbuktu in TN 1589, 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.

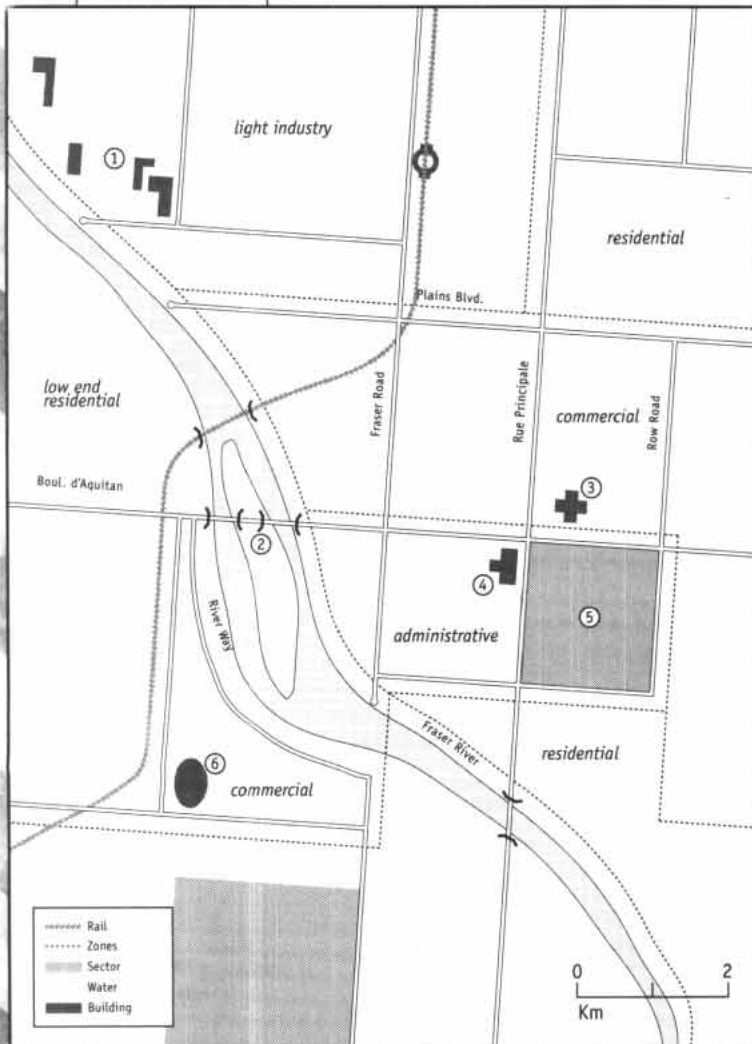
► Vital Statistics

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



AQUITAINE

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'Aquitain 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'Aquitain 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'Aquitain'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'Aquitain. 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 Vozz 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.

● LIFE ON THE PLAIN

Loud and boisterous, Aquitains love to talk, drink and fight; they will also never pass up an opportunity to boast of their exploits to outsiders. That many of these visitors are rarely impressed by great bouts of drinking and shooting hoppers from the back of moving trucks does nothing to dampen their enthusiasm. The Golden Grill, Aquitaine's famous steak house, with its delicious two kilo springer steak and accompanying "bucket o'brew" (a two liter serving of Mort Subite), is a hub of activity where citizens gather on a nightly basis. Locals are also fanatically devoted to the Razorbacks, the city's Southern Territories Soccer League (STSL) team. All games are sold out well in advance and purchasing a scalped ticket may cost as much as 150 dinars for a regular season game.

Most Aquitains view themselves as sedentary Badlanders — settled in a community, yet ready to go trekking in the wilds at any time. Although few actually act on this, there are groups of Aquitains who do venture into the Badlands for various reasons. These people are often popular social figures and would-be role models for the rest of Aquitaine.

One belief that separates Aquitaine's population from most Republicans is their understanding that the Republic is not necessarily the pinnacle of civilization. The town was the temporary home of thousands of CNCS troops during the War of Alliance. These troops mixed with the locals, and though many drunken brawls occurred, many came to see Northerners more clearly as Terranovans than as enemies. They remember the pain of the War of the Alliance and songs to the memory of fallen troops can be heard floating nightly from the many bars in the city core. There are also teenagers whose fathers were CNCS soldiers; this new generation believes that the friction between North and South is senseless and most blame the Republican government for the way things have degenerated globally.

These views are, unfortunately, attracting the attention of some Republicans who feel that North and South should never meet. Justinian Salazar has dispatched SRID agents in an attempt to solidify the city's links to the Republic. Consul Victor deBourgogne has also been toying with the idea of stationing an extra regiment in the city, just to make sure that it does not break away and open up the Republic's northern border.

● THE GREAT PLAINS POLICE

Founded in TN 1866, the GPP replaced the local police forces of the small communities dotting the Great Southern Plain. The GPP was, at first, looked down upon by the military as a group of wannabe soldiers. The excellent service record of the organization has since changed both that opinion and the opinion of the public, such that GPP officers are now respected throughout the Republic. The GPP's reputation is due to two factors: the excellent training provided by its academy in Aquitaine and the leadership of current Director-in-Chief William McInley. The Academy was founded in TN 1868 when GPP officer training was deemed inadequate by the military council. The school's directors turned this situation around, and because the GPP Academy hires only top rated instructors, it is now considered one of Terra Nova's top police schools.

The GPP acts as the police force for all the communities of the Great Southern Plain, operating sheriff's offices in every county. At borders, its officers work closely with both the MILICIA and the SRA, and although they deal mostly with civilian affairs, the police officers sometimes collaborate with the military and SRID. The highly diverse roles which these officers must fill is the reason that the GPP school has needed instructors of high quality.

The men and women of the GPP are greatly respected by the populace of the plains. Many residents prefer resolving local disputes through them rather than taking the affair to the courthouse. The organization's vigilance at border crossings is legendary; in the past 8 cycles alone, GPP officers have arrested over 200 would-be smugglers, which has led to the shutdown of ten illicit drug and weapon-trafficking rings. The efficiency of the GPP is well known throughout Terra Nova and their methods are intensely studied, and sometimes copied outright, by law enforcement agencies worldwide.

► GPP Director-in-Chief William McInley



No other police director in the Republic is as well-respected and well-liked as William McInley. Grandfatherly and just in his mannerisms, McInley nevertheless leads the GPP with an iron fist, demanding the very best from his officers. A diehard believer in the Southern Republic's ideals, he was awarded the Giano Medal of Honor in TN 1929, a prestigious award given out by the Prime Minister to members of the public deemed exemplary Republicans.

McInley was born in Marabou in TN 1871 and grew up in a military family, with both parents officers in the MILICIA and his elder brother already attending the War College. Contrary to his parents' wishes, McInley signed up at the new police academy in Aquitaine in TN 1892. Rising to the top of his class, he graduated with honors and quickly became known as a responsible officer with an unrivaled investigative flair. Receiving promotion after promotion, McInley was a sergeant-major when the War of the Alliance broke out. During the war, then GPP director Rebeka Dorion was killed by a GREL assassin and McInley took over as temporary commander of the Great Plains Police force. While coordinating evacuation efforts for communities under attack, McInley's leadership abilities and tactical ingenuity proved invaluable in saving the lives of many civilians. When the war ended in TN 1917, he was officially appointed Director-in-Chief of the GPP. In the 16 cycles since then, McInley has drastically improved the overall efficiency of his police force and continues to be an accomplished leader and administrator.



ASHANTI

5.4 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.

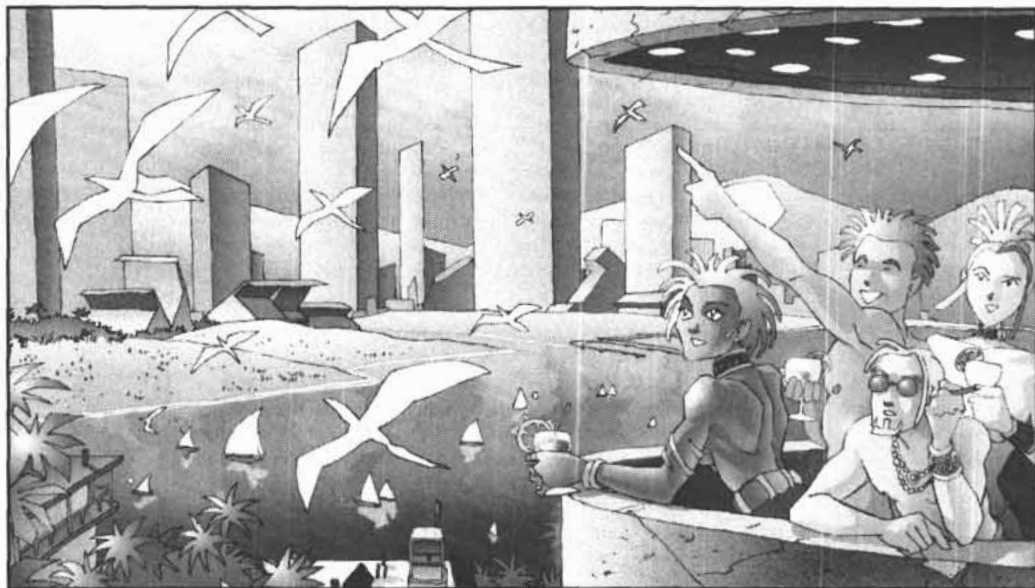
Founded in TN 530 by the Ecologen corporation, Ashanti was initially a scientific community which studied the marine life in Lake Esperance. Unfortunately for the scientific community, many corporate workers enjoyed the Caribbean-style vacations that Ashanti could recreate. Pulling an abrupt about face, 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.

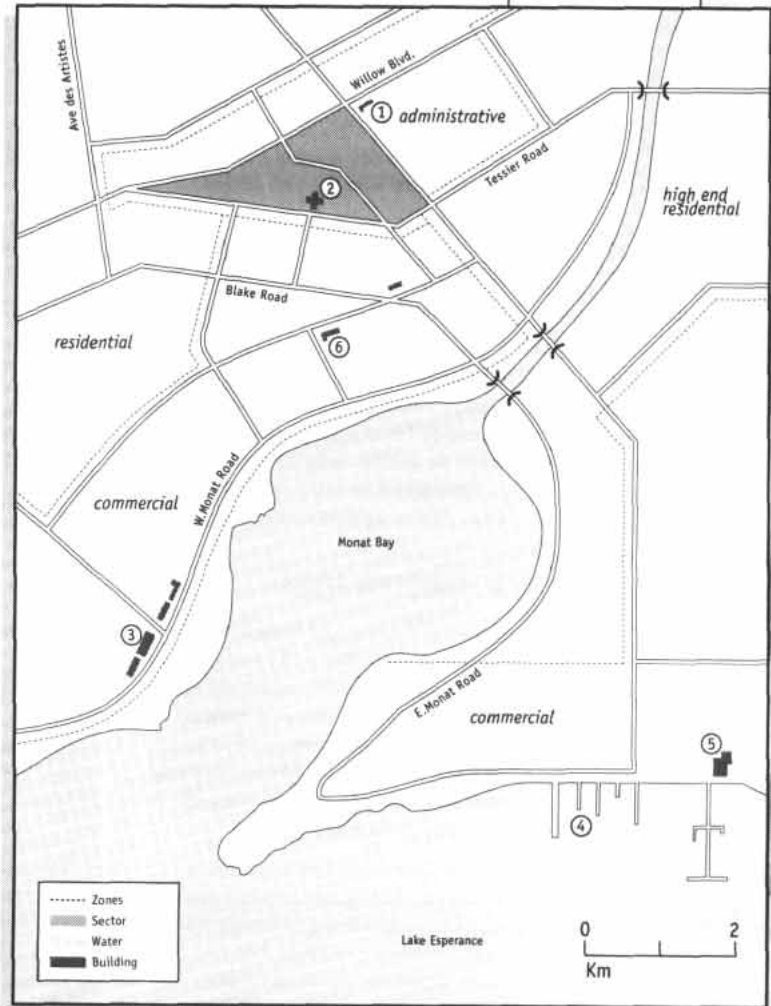
Vital Statistics ◀

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.
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.

• THE POLITICS OF PASSION

The political structure in Ashanti is quite simple in comparison to other city-states. The city is governed by a majority municipal government headed by a mayor. The opposition is currently formed by the alliance of two smaller parties who hold in total one third of the seats in the Chamber of Law. The chamber's task is to pass laws which help promote the culture and high standard of living of Ashantites. In addition, the chamber is also the official link between the Estates General and the city's population. The current mayor, Galepe Mahorda is a staunch supporter of Louis Phillipe deRouen, and has patterned many of her city's internal workings to parallel the reforms the Prime Minister has introduced at the national level over the past decade.

Unfortunately, much of Mahorda's laudable effort is being undone by the shadowy maneuvers of Etienne Durocher. From his seat of power in Hsi Tsang, the corrupt Lord Chancellor has targeted Ashanti as his political playground and foothold in the Republic itself. Using loyal supporters (including members of Les Témoins), Durocher has become the patron of a cadre of corrupt Ashantite politicians and businessmen. They mask his presence, while he maneuvers them into power.

There is presently a scandal which has rocked the city chamber to its very foundation. The committee charged with overseeing fair play and healthy competition between the casinos has been accused of perjury and corruption. Many members of the council are involved, and local investigators have not ruled out the mayor or her immediate entourage from their list of suspects. The opposition sees it as an opportunity to force the mayor's party from office. DeRouen, who wants to see his political ally remain in power, has ordered SRID to assist in the investigation. Local and national investigators have yet to make the connection between the accused committee members and Etienne Durocher; the Lord Chancellor is rapidly covering his tracks.

• TOURISM AND FASHION

Beautiful beaches and intense nightlife make tourism the major industry in Ashanti. Everything is seemingly geared towards pleasing the visitor and something to suit anyone's taste can be found at a moment's notice. There is so much to do that no one can fully experience Ashanti in a single visit; those who have tried are said to suffer from sensory overload. Oddly, it is families who visit Ashanti that spend the least money, as parents spend much of their time with the children and not in the shops and casinos. To remedy this situation, the city has recently begun to offer free adventure camps for children, liberating the parents from responsibility so they can spend their time injecting dinars into the city. So far the plan has worked wonderfully, and preliminary reports show that the increased spending of the parents is more than double the costs of running the camps.

Ashanti's secondary industry is fashion and the city is neck in neck with Port Oasis as the home of avant-garde style. All manner of clothing can be found gracing the displays of the exclusive shops, especially on the boardwalks which line the beaches. Interestingly, although many Ashantites choose to forgo the use of clothing, some of the most inventive designer minds come from this city, and the labels which they create are sold across the Southern Republic. There are ready export markets in the Eastern Sun Emirates and the Mekong Dominion, where there are both the demand and the dinars needed to sustain the purchase of these top fashions.

The Lost Tomes ◀



Sheltering the strewn corpses of its valiant defenders, Ashanti's main public library burned, and with it went millennia of history and culture. This is the accepted view of the library's fate; fortunately the art of scavenging and collecting war trophies are a mainstay practice in any military campaign. The Marabou Marauders knew full well the vast literary and scientific treasure that lay nestled in the building. With its defenders dead and the civilians scurrying for safety, the Marauders were able to infiltrate the building and retrieve some texts before the structure burned to the ground.

Many have speculated about the contents of these manuscripts, from the farcical comedies of great writers past, to ancient knowledge of genetic manipulation unmatched by current medical technology. Some have gone so far as to suggest these documents hold the key to the genesis of GRELS, or even the dreaded Prime Knights, supersoldiers from Earth's past.

The intense speculation over the contents of the lost tomes has provided book hunters with more than adequate funding. The two largest contributors are the city of Ashanti itself and various cultural councils throughout the AST. SRID has also secretly given some funding and has placed agents in several expeditions to make sure that all vital information falls into their hands. The intelligence directorate's interest in the tomes has become known in book hunting circles, fueling beliefs that the lost tomes contain knowledge with military applications rather than just academic and cultural works. The elders of Ashanti do their best to counteract these rumors. Mekong Dominion Lord Chancellor Etienne Durocher has also supplied funds to many Ashanti book hunters through a front corporation. He hopes to add a variety of treasures to his personal collection. Recovering the lost tomes is also a high priority among traditional Ashantites and Durocher knows that by obtaining these prizes he can further secure his covert hold on the city. His occasional bouts of megalomania also raise his hopes that tales of the Prime Knights are correct, for he sometimes dreams of building his own army of supersoldiers.

5.5 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.

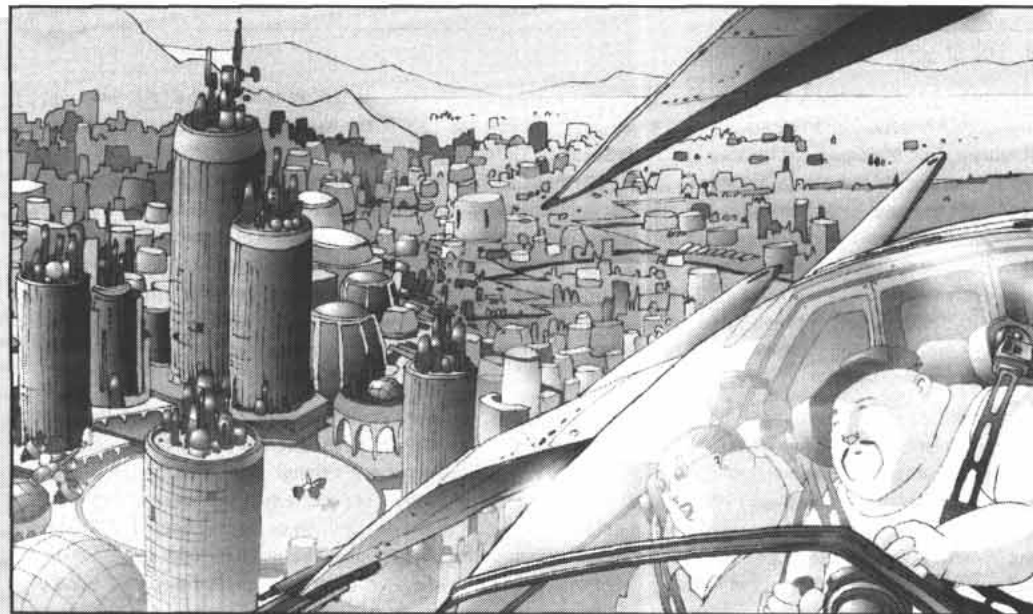
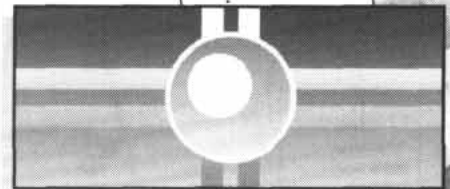
For 24 cycles, the Bethany valley lay empty. That was until Malcolm Grey, a disgruntled business tycoon from Caprice, came to Terra Nova in search of possible business ventures. Discovering that most of the damage to the valley was superficial, he bought the land and revitalized it. Grey soon found he 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.

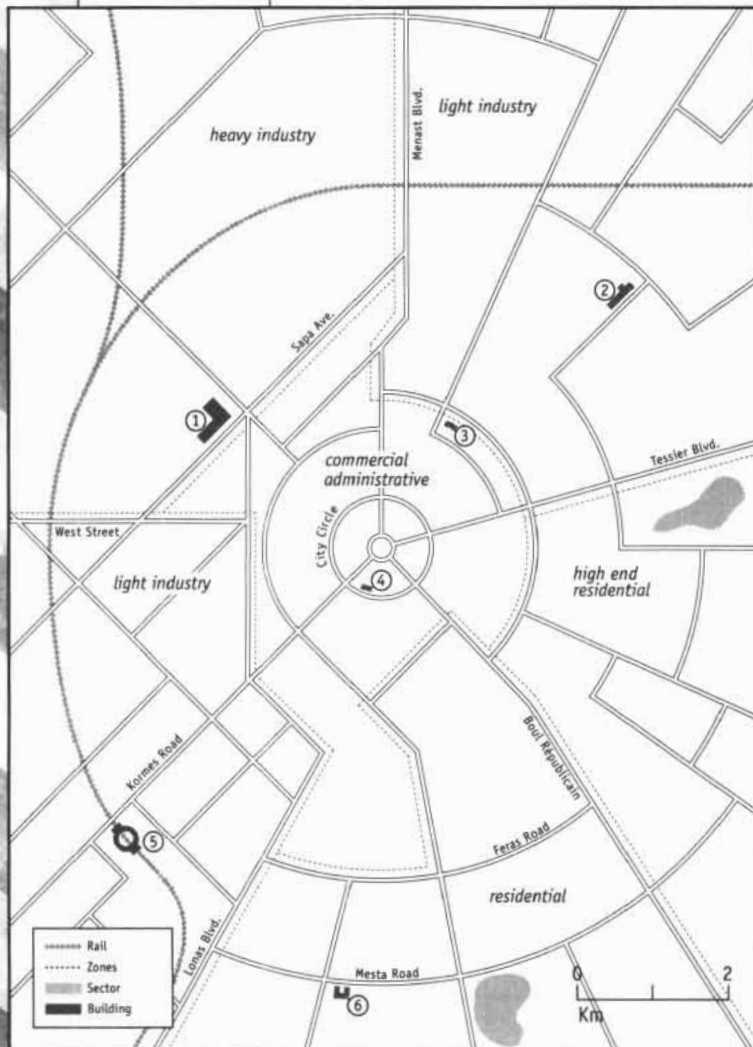
Surprisingly, it took less than 10 cycles for Bethany to regain its footing. The newly elected government, through a brilliant marketing and propaganda campaign, managed to relaunch the Bethany economy, and in TN 1324, the city once again prospered; it was during the next hundred cycles that Bethany 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 Tera 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.

● BETHANITE CULTURE

Many outside observers remark that the citizens of Bethany have an inordinate amount of time on their hands. Bethanites, according to these critics suffer from a lack of motivation and drive and have developed an unhealthy bovine attitude. Most citizens of Bethany, on the other hand, see their way of life as highly preferable to the constant nerve jangling that so many of their neighbors must contend with; it is common practice to do nothing for a part of the day. Although it is rarely enforced, most citizens adhere to the rules of the ancient TN 1389 codex. This codex established the hours between 14:00 and 18:00 as leisure time and further made it illegal for anything but the most urgent of business to be conducted during these times. Bethanites see these periods as times for gathering with circles of friends and eating, drinking and enjoying themselves.

Although often slandered as slackers, properly motivated Bethanites can be the most resourceful and helpful people in the Republic. A perfect example is drawn from the period when Earth abandoned her colonies. Bethanites went out of their way to help others in need during these difficult times. Many Bethanite transports hauled supplies to isolated communities in the region and the citizens gave generously to their developing sister cities, earning Bethanites a good reputation during those dark times. This generosity is one of the reasons that Bethanites enjoy slightly more personal freedom than the average Republican, and also why they are not generally driven to work longer hours by executives from other cities; people tend to remember past deeds. Similarly, it is common for Bethanites to create ingenious devices and processes to save on labor and other input costs.

● POISON IN THE SUGAR

To most Terranovans, the city-state of Bethany is bright and colorful, its citizens calm and warm-hearted. Indeed, many Northerners consider it a haven of decency in an otherwise corrupt league. Though they are loathe to admit it, Republicans have a grudging respect for Bethanites who seem to have eked out an even better life than most and have more freedom than the average Republican citizen. Only the highest ranking military officials are aware that this image is a well preserved illusion.

Under the colorful facades of Bethany lies perhaps the darkest and foulest place on all Terra Nova, a facility known as Hades. Located at the bottom of an abandoned and long forgotten mine shaft, Hades is a research facility unlike any other. It is here that the BioCerna, a state-funded pharmaceutical corporation involved in bioweapons research, tests products on live humans. The Republican government decided in TN 1888 to stage false executions for selected criminals convicted of capital offenses and instead bring them to Hades so that they could be used as labrats. The logic was simple: the dead have no rights. Guests of the Hades facility rarely live longer than two cycles, most of which are spent in unfathomable pain as their bodies are subject to countless experiments. Well aware of the inherent dangers in operating such a facility, the Southern Republic installed a foolproof security system at Hades. In case of discovery, the facility will be flooded by super-heated plasma and then collapse in on itself, leaving virtually no trace of its inhumane nature.

► Master Chef Bentura Alsajor



Eccentric and flamboyant to say the least, Bentura never aspired to be a professional chef, much less the most famous chef in Bethany. Born in TN 1859 in Bethany, Bentura grew up in a poor family down on its luck. Already a big man at age 20, his lucky break came on a hot summer day when his truck spun out of control and smashed Antonio Corzelli's car.

As compensation for destroying his new car, the wrestling promoter Corzelli demanded that Bentura work for him. Two cycles later, Bentura entered Bethany's Amateur Wrestling League (BOWL). Climbing the ranks of the league, he quickly became the number one contender. His match with Mike "The Butcher" Mason, called the bout of the century, saw Alsajor defeat Mason in five rounds. Named "The Mountain" by his fans, Alsajor went undefeated for 12 cycles during which he was rated as top Bethanite two cycles in a row by *Good Living in Bethany Magazine*. Thinking about retirement, Bentura started looking for a follow up career; arrogant and confident, he decided to open up a gourmet restaurant in the Core.

Bentura found his second calling in gourmet cooking. On opening night, Bentura invited everyone who was anyone in Bethany and the result was unanimous — Bentura Alsajor was an accomplished chef, his dishes excellent by any standard. Now, 25 cycles later, The Amendez is the best restaurant in town, Bentura Alsajor is Master Chef of Bethany, and his dishes are praised as divine. More popular than ever, he is now seen as a cultural idol by many Southerners, and his social influence is staggering, surpassing that of Mayor Sarasin.

Alsajor has recently put together plans to open a new restaurant in Port Oasis, a move that has electrified the Bethanite social scene. Alsajor plans to leave his best apprentices in charge of affairs at The Amendez as he sets up Chez Alsajor in a prime location along the Grand Processional in the capital. He has committed to return to his home city after this restaurant is on its feet, but several locals have questioned whether he is not turning his back on the city of sapa for the glamour of the capital. Alsajor himself claims that by bringing the finest cuisine to the capital he can further expand the appreciation for Bethanite accomplishments, and by withdrawing from Bethany for a few cycles he can allow promising young chefs their time in the spotlight. Some doubt his motives are so pure.



INNSMOUTH

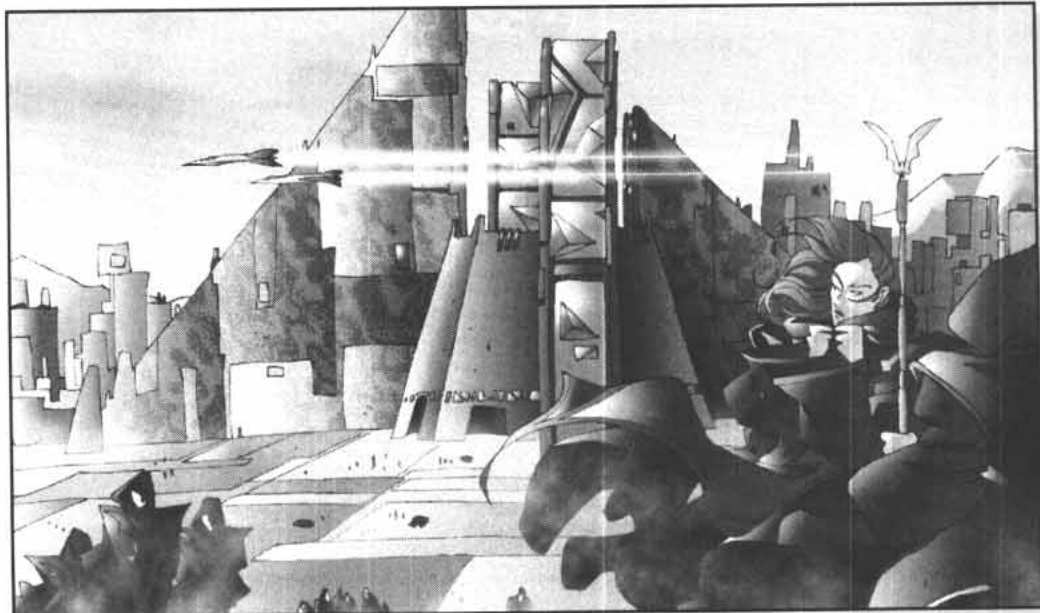
5.6 INNSMOUTH

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.

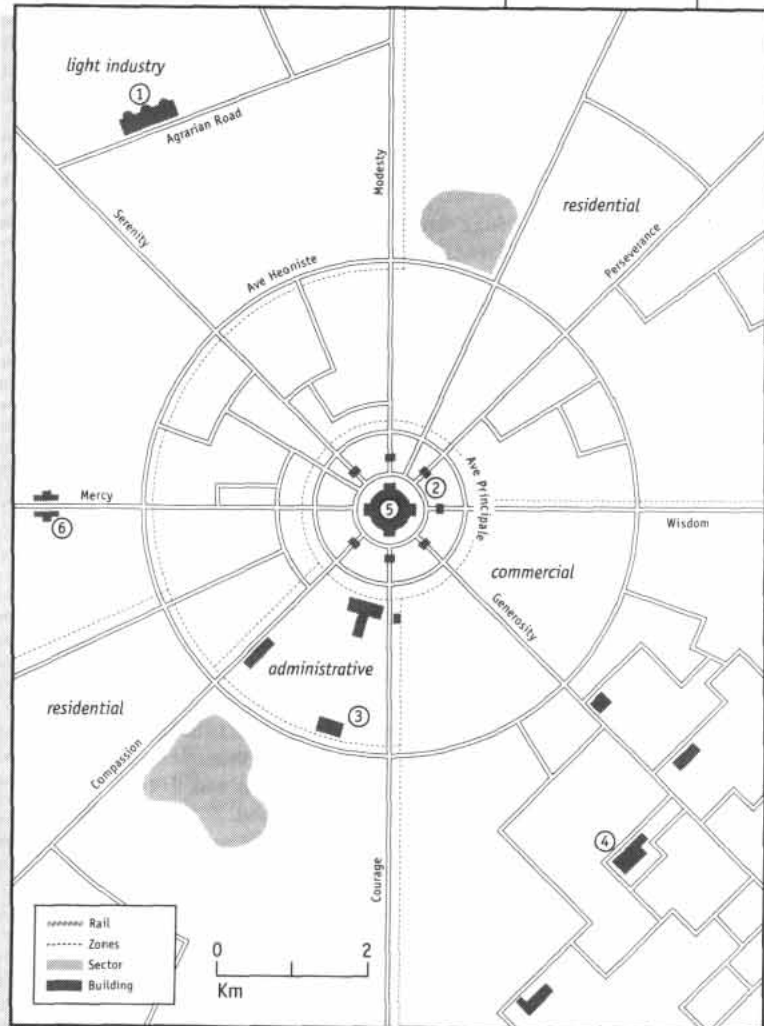
Vital Statistics ◀

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.

● POWER OF THE DAWN

Innsmouth is run by the Servants of the Dawn. The fourteen members of the Council of Elders are the highest ranking members of the order and make all decisions pertaining to the city and her citizens. Each council member is served by eight people called first disciples. These disciples decide what matters merit the Elders' attention and what can be dealt with later. Each first disciple also has an entourage of eight second disciples who keep an eye on the daily events in and around Innsmouth and report directly to their superiors. Third disciples are far more numerous and are tasked with overseeing the daily management in the affairs of the Servants. Third disciples are also responsible for the policing and law enforcement of the community. All other members of the Servants are simply known as Brother or Sister.

Since non-Servants have joined the community of Innsmouth, there have been some modifications to this structure. Now each Elder has an additional first disciple to handle affairs they term as Leonist, a term which refers to Bertrand Leon, the Republican envoy who negotiated Innsmouth's entry into the Republic and oversaw the city for 15 cycles thereafter. As well, one of the Elders has been tasked to deal with *foreign matters*. Matters such as bargaining are usually left to outsiders better able to deal with confrontational negotiations. The main representative of the Servants of the Dawn is Elder Sebastien, although all 15 Elders have the same status *within the order*. Elder Sebastien's counterpart from Port Oasis is Overseer Marie-Eve Verroneau. Verroneau, an official within the Ministry of Economics, is renowned for her fanatic patriotism and devotion to the Republic, but she has found herself *having to adjust many of her attitudes* lest she face dozens of silent, disconcerting faces staring intently at her. It is rumored that she has taken up kickboxing to release the tension she accumulates in her dealings with the order. She has reportedly gone through five sparring partners at the Innsmouth Military District Central Training Facility nearby.

● THE ECONOMY OF SECRECY

The primary industry of Innsmouth is agriculture. With the wide variety of terrain that surrounds the city, the production can easily be modified to adapt to the fluctuations of changing markets. Among the wide variety of crops produced there are two constant harvests: mercy rice and religious spices. Mercy rice is considered a delicacy across the South and even in some parts of the North. Its name originates from the fact that the ray of Mercy in the temple of Raum points directly to the rice fields. The rice seems to bring out the natural flavor of the food it accompanies, no matter what that food may be. No one but the Servants themselves are allowed near the fields of religious spices. They claim that *only properly trained brothers or sisters* can walk through the crops without destroying their religious value, and these spices are cultivated exclusively by hand. As for other crops, all modern conveniences are used to cultivate the fields but all machines are slightly modified and are marked with religious symbols. The Servants say the markings and modifications are to better coordinate what machines need which blessings and for which crops.

The farmers of Innsmouth also produce several cash crops, including some strains of tobacco and a Terranovan plant similar to flax, whose natural color is sky blue with pure white streaks. A small number of plants produce only pure white seeds, and these are separated from the main pool and spun only for the creation of cloth used for religious purposes. Once the flax is harvested, it is spun on hundreds of small looms in the city and most of the cloth is then exported to other cities. Ashantite designers are currently infatuated by the cloth, and orders are brisk.

Rumors and Suppositions ◀

The secrecy that the Servants maintain breeds a variety of rumors; many are totally outrageous but few can be easily discounted. Among the most entertaining of these include the idea that the Servants stole Earth technology during the War of the Alliance and are secretly growing GRELS in their basements, thus the need for the "holy herbs." Others maintain that the cultists use these same herbs to summon dark spirits to do their bidding. There is also a theory that they undergo massive scarring rituals and are sterilized as part of the initiation ritual, thus the need for the long, flowing robes. The more paranoid rumors paint the Servants as members of a Northern spy ring intent on infiltrating and sabotaging the Republic. It is also said that there were two attempts to infiltrate the cult by SRID but to no avail. *One agent committed suicide before delivering the information and the other became one of the Servants' most devout followers.* Regardless of the veracity of these rumors, it does seem that the Servants make a convenient venting mechanism for the local Republican populace and Strange occurrences are blamed on them.

More serious cultural anthropologists have tried to gain a real understanding of the Servants and filter out the various alarmist legends and rumors. The solar imagery central in the architecture of the city, the religious attention paid to agriculture and the absolute pacifism of the Servants have led some to theorize that they are descendants of the so-called New World Naturalist movement of the colonial period.

Naturalists argued for the use of the colony worlds to create a "new beginning" for humanity. They proposed that those emigrating from Earth leave behind their reliance on consumer technology and synthetic compounds. Although only a few groups argued for a complete abandonment of technology, most proposed the establishment of isolated communities that lived off the land and used technology only when it was necessary. Naturalists were thought to have paid the most attention to the world of Eden, but some are known to have traveled to Terra Nova.



MARABOU

5.7 MARABOU

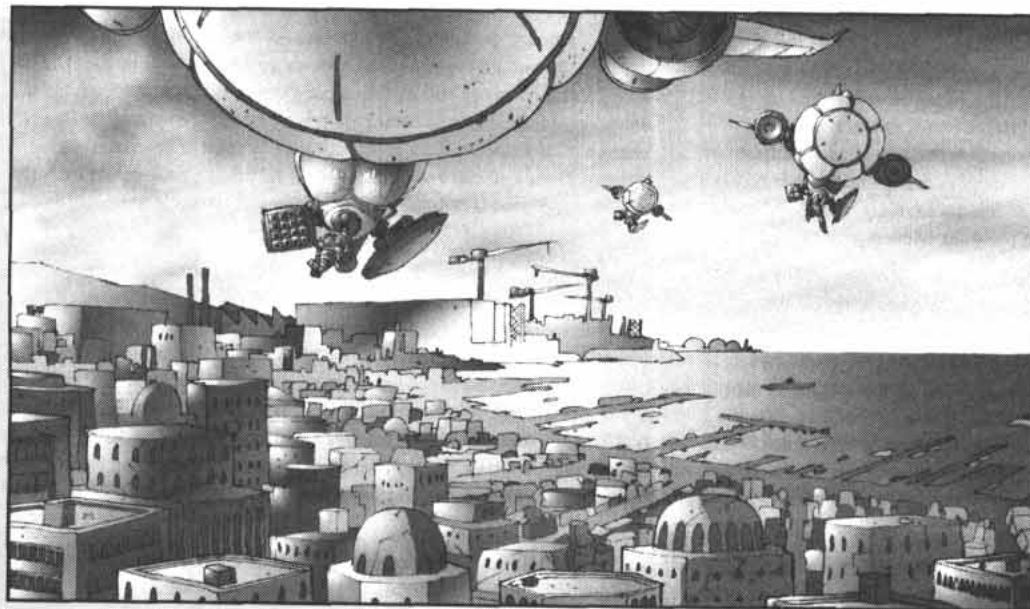
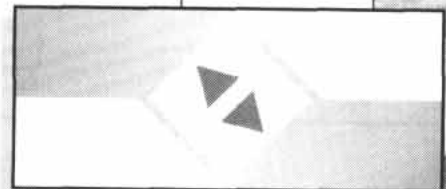
The city-state of Marabou is one of the oldest settlements on Terra Nova. Originally named Cap-Midi by the scientists who founded the town in TN 504, this little community served as an aquatic research facility until Entreprises Valiance, a French conglomerate, purchased the land in TN 651. Renamed Marabou 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.

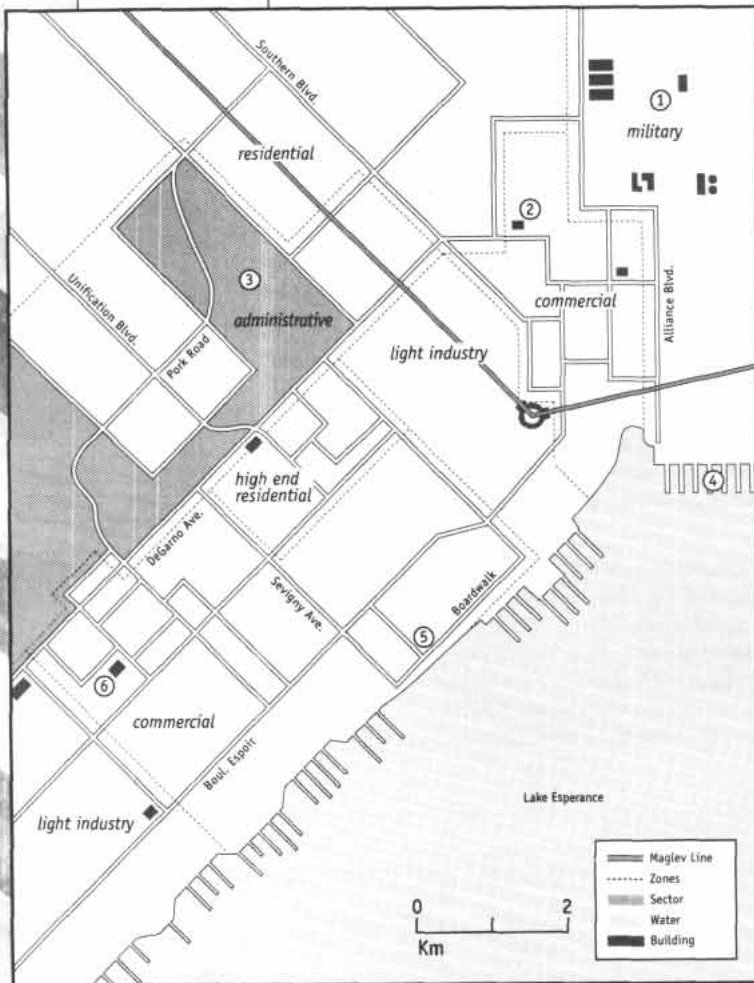
When Emile DeGarmo was assassinated in TN 1534, after his plans had already set Marabou on a path of conquest, the Marauders once again proved their military superiority, assimilating four city-states in less than seven cycles during the First Unification Campaign. In all its history, Marabou was only 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 Kulin
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.

● CITY LAYOUT

The MILICIA War College and its residences, are located at the northeastern end of town. Here the screams of drill sergeants and the grunting replies of the troops in training can be heard at any time of the cycle. Almost every street corner has a pub or mess hall located on it, and numerous brothels make a good living supplying the rest and recreation that soldiers desire. This neighborhood, called the Zoo, is seldom visited by civilians. Further along the shoreline is the Marabou Boardwalk, lined with expensive boutiques and taverns where citizens go to enjoy an afternoon at the beach. There are several companies that offer SCUBA lessons and water-skiing classes. The head office of Espoir Hydrofoil is also located along the Boardwalk, tickets for transport to Port Oasis, Ashanti, Newton and Siwa Oasis are available for around 250 dinars per passenger.

Away from the shore lies downtown Marabou, and here the city hall pyramid dominates the scenery. Across from city hall, on the other side of DeGarmo Boulevard, is the Grand Plateau, Marabou's famed park. One of the most breathtaking sights in the Southern Republic, the huge park is dotted with landscaped and many-leveled lakes and beautiful flower arrangements. Classical concerts are held weekly in the Grand Plateau's open air amphitheater. Apartments and offices overlooking the park are rented out at exorbitant prices. The view from Mayor Kulin's office at the top of the pyramid is featured on thousands of postcards.

Marabou's north end is mostly residential. Most civilians live there and the night life is less than dazzling. For a real night out, both military and civilian citizens head for The Clay, a neighborhood situated at the western tip of town. From sundown to sunrise The Clay is bustling with people, the best restaurants in town are found here and the various clubs are packed all night long. Establishments worth visiting include The Emperor's Wish, Marabou's best restaurant; Bistro X, serving its special Utopia Cawfee laced with hallucinogens; and The Inferno, a deafeningly loud rage-metal club which serves notoriously strong ales.

● MARABOU'S UNDERDEEPS

Unbeknownst to the average Marabouin, The Clay is located right over top a small, dried out section of the MacAllen cave network. It is in these caverns that the shadier elements of Marabou reside, in an area referred to as the Underdeeps. While the authorities are aware of its existence, they choose to ignore the criminal affairs perpetrated here, and as long as they stay underground, little will be done about them.

Although several illicit activities are conducted throughout the caves, one in particular deserves special mention; blood fighting. All over Terra Nova there are underground combat leagues, several in the ESE are recognized for their ferocity. Few, however, compare to the Underdeeps' blood fighting. Once every four cycles, 32 of the best hand-to-hand combatants in the Antarctic are anonymously invited to the Underdeeps tournament. Blood fighting is a tradition dating back to the early years of colonization and contestants consider it a great honor to be invited. To win a match participants must either break their opponent's four limbs or kill them outright. All bouts are fought barehanded and no protection of any kind is allowed. The winner receives 250 thousand dinars and an automatic invitation to the next blood fight. Before each match, fighters are given one dose of Frax, a drug which enhances reflexes and strength. Frax has an interesting and potentially lethal side effect, filling those who take it with an insatiable bloodlust. Fights become so violent that hardened war veterans often pale at the sight. Rumor has it that Lord Protector Jacques Molay is a former blood fighting champion and those who know him consider it a serious possibility.

► The Wraith

Recently the Underdeeps have been plagued by a series of mysterious murders. Several criminal leaders have been executed, most while under heavy protection from bodyguards, and each corpse has been found decapitated. Witnesses claim that the executioner is a ghost or a wraith, appearing and disappearing into thin air. The ghostly assassin reportedly wears an antiquated battle suit and carries a large scimitar; any who attempt to engage him in combat are said to be neatly sliced in half with blinding speed and skill. There are many theories among the denizens of the Underdeeps to just what the Wraith is. Because there are accounts of bullets seeming to go right through it, some believe it to be an apparition from beyond, exacting revenge on the unworthy. Others think that it is a Prime Knight, preserved in hibernation all these centuries which has been brain-washed into serving one of the criminal lords who in turn seeks to gain control of the Marabouin underworld. Still others believe that the police or a military organization has sent a professional operative to disrupt the criminal world so that any presence it might have is eliminated before the impending war begins. When the decapitated corpse of Commandant Grégoire Hamel was found, it prompted police to investigate this matter thoroughly, but no suspect has yet been identified. SRID believes the killer to be an operative with the Northern Guard Intelligence Service.

That the Wraith has only targeted individuals who are perceived as corrupt or criminal has made him (or her) a folk hero in some parts of The Clay. While the murders have struck fear into criminal leaders, they have given courage to many of the people who had been victims. The cartels have been unable to shake the image which has recently formed — that they are running scared from the killer; this has shattered their aura of invulnerability which kept The Clay in line.



• THE FIEFDOMS OF MARABOU

The Eurafrikan Industrial Consortium was one of the biggest backers of the Terranovan colonization effort, and it purchased sections of land across the southern hemisphere. Administration of these sectors was distributed to individual consortium members. With two other settlements nearby already and no big cache of natural resources, the scientific outpost of Cap-Midi was handed over to the Consortium's smallest partner, Oblong Exploitations. Within a few cycles Oblong realized it could not afford to continue its Terranovan operations and it quietly withdrew from the Consortium. This "unexpected withdrawal," as it turns out, was not so unexpected. A young businesswoman named Julie DiMarco had been monitoring the Consortium. She correctly predicted that Oblong would soon abandon its Terranovan interests. Three months before Oblong's withdrawal, Valiance Enterprises, of which DiMarco was a vice-president, made a generous bid for the village, but the EIC turned down the offer. When Oblong announced its retirement from the colonization project, the Consortium immediately agreed to sell the town and its surroundings to Valiance.

Ruthlessly unforgiving at the negotiating table, DiMarco was unsatisfied with the slow progress the company was making. Her development plans called for the purchase of several small corporate holdings near Cap-Midi. The rate at which these were being acquired was much too slow for her liking, so she ordered a squad of mercenaries to cause havoc with acts of sabotage and kidnapping in these nearby settlements. The regional administrators, quite intimidated by this turn of events, were then easily manipulated into selling their land to DiMarco. These neighboring holdings became fiefdoms dependent on Marabou after the Human Concordat withdrew from Terra Nova.

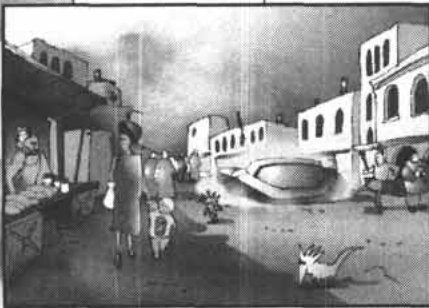
The region surrounding Marabou is divided into thirty fiefdoms, each comprised of several communities of varying size and governed by a representative council, the members of which are elected by the fief's citizens. The leader of each council, however, is directly appointed by the mayor of Marabou and has complete veto rights over his fiefdom's council. Traditionally, these leaders are citizens of Marabou who deserve reward for their contribution to Republican society. In practice, the leaders for the last century have been wealthy bureaucrats who managed to forge the right bonds during their career. Since each council is competent enough to perform its duties without the leader, the appointed minister usually refrains from interfering in the region's politics, preferring to spend the large attendant salary on social functions. Indeed, status amongst the leaders of Marabou is determined by who throws the best parties. For the last eight cycles this honor has fallen to Lady Lara Jiménez of the 16th fiefdom. Her parties have garnered such a reputation that she is now a regular guest of the Four Horsemen, the military spouses who dominate the Port Oasis social scene.

• LIFE AS A VASSAL

The residents of the fiefdoms are called vassals out of tradition, but are not subservient. Life in the fiefdoms is simple compared to many other places in the Southern Republic. The first ten of these small enclaves border the shores of Lake Esperance, where the Marabou fisheries are located. These ten coastal municipalities are characterized by dependence on the fishing industry. Each has a fish market, which opens at 20:00 hours every day. These markets are a meeting place for incoming fishers. Shoppers can find the day's catch, from the common frillfish to the succulent vurgeit fish, as well as the latest gossip. The citizens are generally rugged sailors, yet they can be surprisingly friendly, even to foreigners. This is probably due to the fact that these citizens love their country for its natural beauty and not the superiority of its government. The few Northern tourists who cross the Badlands into "enemy territory" feel much more at home here than anywhere else in the Republic.

The inland fiefdoms are very different. Almost all the residents of these lands work in factories and research centers operated by the military. Because of the sensitive nature of their work and the constant scrutiny they are placed under, these locals are usually suspicious and secretive. Most locals can recite incidents where innocent tourists were sent to find their hotels and the local nightspots via a guarded, off-limits zone. The 13th fiefdom, located near the landship construction docks, is the worst of all, and strangers are rumored to be run out of the region at gunpoint.

Earlhouse ◀



The little port town of Earlhouse, situated approximately 150 kilometers west of Marabou, is a typical fief. The town is a slew of buildings jumbled together in narrow and winding streets. Most streets are not even named, and the only distinguishable landmark is the port. The fish market acts like a communal hall: every afternoon the residents come here to conduct business and air their differences. The members of the local council mingle with the crowd and converse with everyone. This is how the populace gathers information and opinions concerning the latest topics in the administration of the fiefdom. After the afternoon's business is concluded, the locals return home and the fisherman carry their goods on to Marabou's port.

Each night, the town's many taverns fill with locals ready to relax after a long day's work. Sooner or later, someone takes up a harmonica, or a violin, and the entertainment begins. The pub's patrons start to sing and dance; those too inebriated to dance remain seated and, to compensate for not dancing, sing along as loudly as possible. After a few hours of this, the locals shuffle back home, eager to get to sleep. The residents are content with this simple life; they remember well the lessons taught to them by their ancestors who suffered during the reconstruction era. Not wanting to relive this period, they support the Southern Republic wholeheartedly and without the slightest trace of doubt or hesitation.

5.8 NEWTON

NEWTON

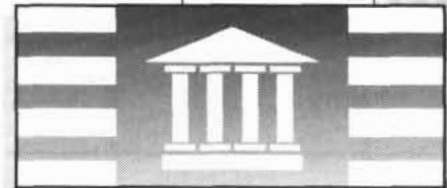
As the center of higher learning in the Southern Republic, Newton has the twin responsibilities of fostering brilliance and elevating the future leadership of the league beyond mediocrity. Built in TN 1562 with a single-minded and frightening goal, Newton was conceived as a place where generations of 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.

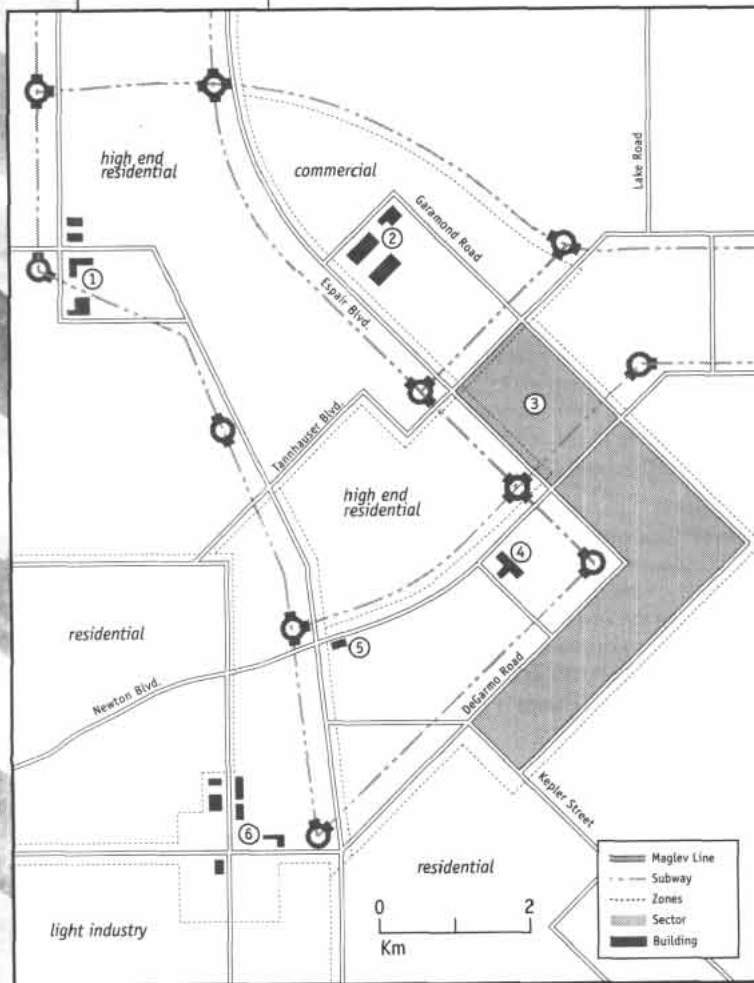
As a center for liberalism, student and otherwise, Newton is home to constant conflicts between ideologies. For the most part, these disruptions are focused around peaceful discussions of ideas and the occasional loud rally. Newton has recently experienced an upswing of activism characterized by violence 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.

● ACTIVISM AND POLITICS

Newton is home to a wide variety of student-based activist groups. Many have a life span of only a semester, but a few have established themselves as fixtures in the social scene. Activism is such a standard practice on the campuses of Newton that many groups only mimic the structure of an activist group to hide darker, or more frivolous, activities. Many of the more dangerous groups also count students ignorant of their true agenda among their number, further throwing off investigators trying to track them down.

Almost every student in Newton has been swept up by a cause of some sort at one time or another. Some join activist groups to change the world, others to disrupt it, most for the simple purpose of making friends. While many of these groups pose no real threat to peace, some are well organized and lavishly funded. These groups revel in giving Newton's town council and police force headaches. Blame for vicious propaganda campaigns, public rallies and even violence have been laid at the feet of these larger, better-organized groups. Due to explosive compounds recently found in a dormitory, the council is cringing in anticipation of acts of terrorism, and the sheriff's department has been busy hiring candidates for a bomb disposal unit.

One of Newton's major players is Damien, head of the Saragossa People's Front for Independence. Damien frequently organizes and attends rallies under dozens of assumed identities and is the person most responsible for the increasingly violent nature of student activities through his advice and prodding of student leaders. A second area of operations for the SPFI might draw resources away from Saragossa; the drawback of this plan is that if it were discovered that the SPFI were involved, the resources dedicated towards the Front's elimination would be greatly increased. Neither Sheriff Renaud nor the SRID are aware of Damien's increasing influence or presence in the city, otherwise they would surely impose martial law to track the rebel leader down.

● CURRENT CONCERNS

Alarmed at the violent undertone of the latest round of activism, Minister of Culture Daniel T. Loucks has led the charge to contain student activism. He and his allies see the city as a dangerous open wound that may eventually bleed the Republic dry. Recently, several of his top aides were sent to the city to meet with the its administration and see if they can quell the danger before it escalates out of control.

Most know that the Estates General will do nothing about the situation. These powerful people know that by giving the young a chance to vent their frustrations and enthusiasms, the rebellious nature which youths inherently carry can be purged; this produces a new generation of productive republicans ready to enter society. This is assured through the efforts of Jean François Dulac, who has vested interests in Newton's continued prosperity. Each member has ties to student groups, and provides funding for these to promote their own agendas. Of course Dulac's interests are those of Etienne Durocher, who sees Newton as a valuable source of power in the Republic; after all, what better way to seize power than by gaining influence over its next generation of leaders.

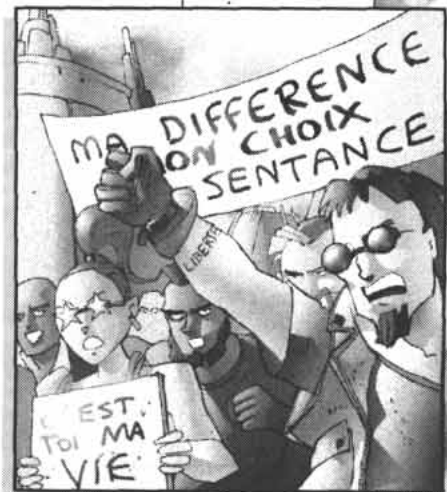
What all these groups have failed to realize is that the SPFI is quietly siphoning these government moneys into its own accounts. The importance of this source of funding is so high, that it is something Damien personally supervises on his trips to the city.

► Main Activist Societies

The Newton NorthCats may recruit from students, but are hardly true activists. Newton's largest street gang, the NorthCats extort protection money from merchants in the commercial districts, they smuggle weapons, and are not above using violence as a solution to problems. Through their mentor, Jean François Dulac, and his controller, Etienne Durocher, they have recently come into contact with Norlight intelligence agents. For this last reason, many in the Estates General are clamoring for their immediate eradication. Some of the more astute members are also quietly looking for how the contact between Norlights and Southern students came to be, sensing intrigue behind the scenes.

The Puffy Blue Iguanas is a farcical political party calling for the elimination of the 30th day of each cycle, free johar roots for every citizen, and the relaxation of the laws regarding the entry of new ideas into the political system. Perceived as a bunch of fun lovers who throw fantastic bashes whenever they lose elections (they are perpetually drunk), the PBI are also the main source of funds for the SPFI from the city. Much of the money students pour into farcical election campaigns finds its way into Saragossan weapons and munitions.

The Open Mind Society is considered the most dangerous of Newton's activist societies and counts less than one hundred members. Led by Damien through proxies, OMS wishes to create a revolution in thinking by any means necessary. They have yet to be caught red-handed, but are suspected of bombing a Garamond dormitory where children of several prominent Estates General members reside. SRID is currently attempting to root out the group but is having very little success; after all, Damien has had years of experience at avoiding them in a war zone and in a peaceful city his job much easier. OMS also uses less violent means to spread its message, such as sponsoring underground symposiums and sabotaging media outlets to broadcast anti-government messages. Their membership also includes professors from Rajnapurtha and Newton Universities.



PORT OASIS

5.9 PORT OASIS

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.

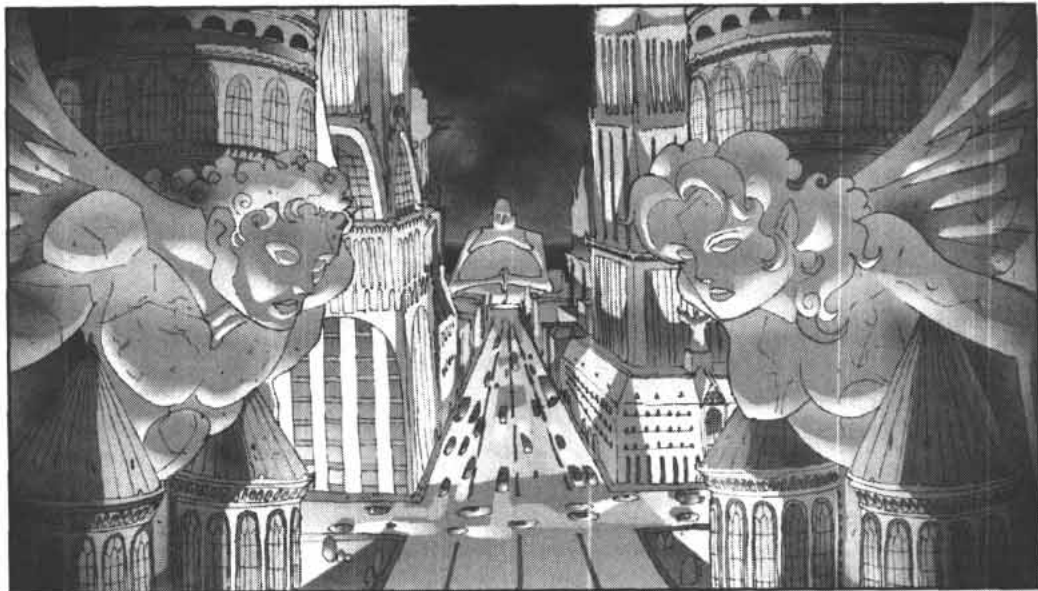
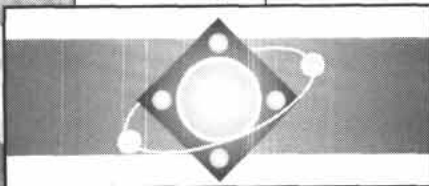
Port Oasis' integration into the Southern Republic was a smooth marriage of convenience that the city used to propel itself into the highest strata of power. The actions of ten Oasians, renegade members of the unified council, epitomize the ruthlessness with which the city has risen. Their conspiracy 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 SPFI 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.

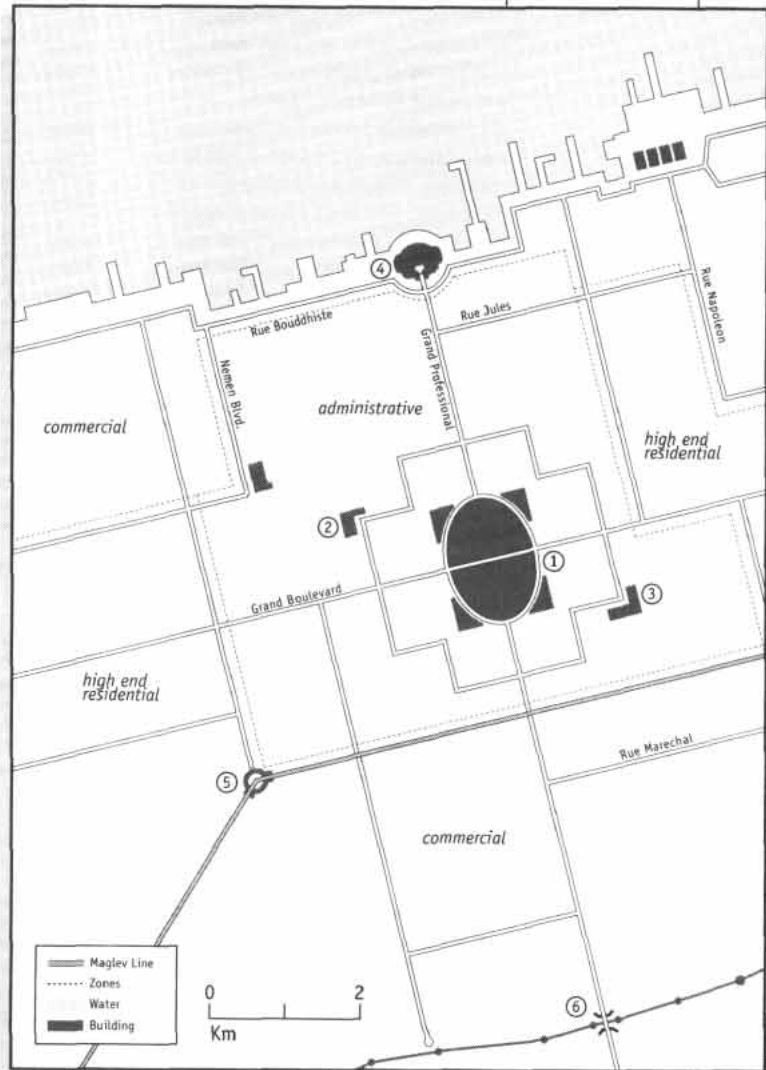
Vital Statistics ◀

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 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 Mouraissant, 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 Landing 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 (see *The Greatest Secret*, p. 20) — 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, amphitheaters, 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 Républicaine 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.

REUNION

5.10 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 Olduvaï 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.

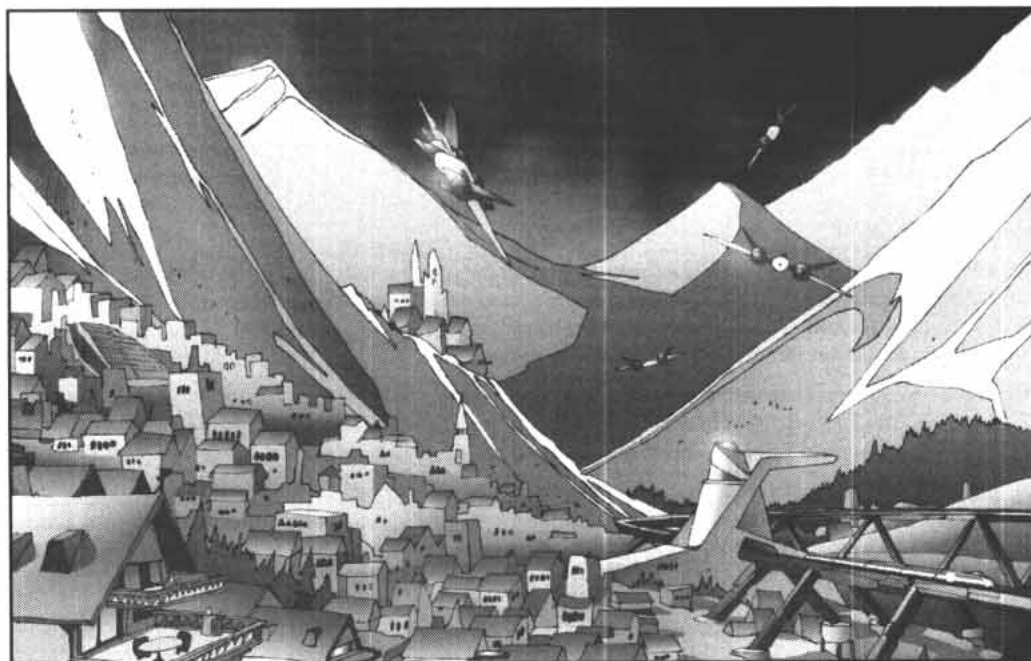
Réunion has a small-town mentality which is reflected in the city's design. As visitors enter the core of the city, they will notice that it is Réunion's administrative area. Government and corporate headquarters, alongside small single proprietorship boutiques comprise the city's core. Seated in the 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.

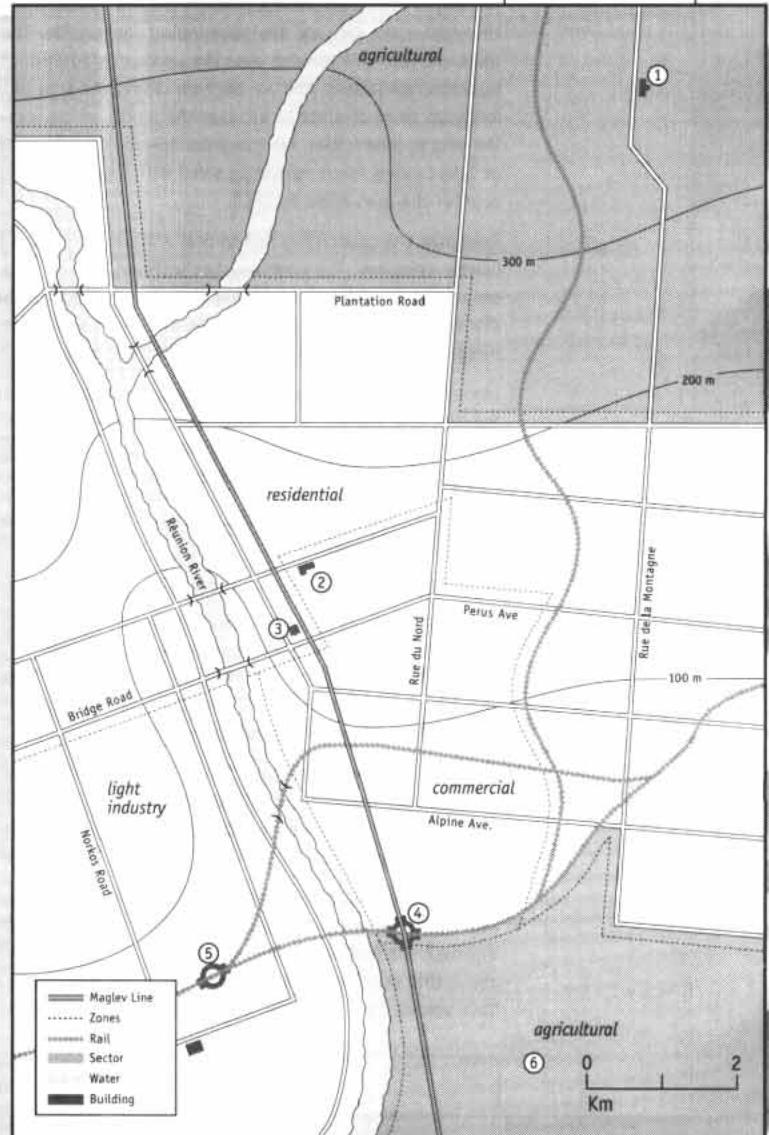
Vital Statistics

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 Montpellier
Population:	420,000
Principal Industries:	Agriculture (cawfee) and tourism



► Map of Réunion

Location	Description
1. Tuke Plantation	The source of the world-famous Réunion coffee 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 Coffee 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 <i>Jäger</i> .
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.

• CURRENT AFFAIRS

The city is ruled by a council which is chaired by the mayor. The city has 20 councilors who represent their various ridings throughout the city and the surrounding countryside. The council is responsible for the well-being of the citizenry and plays the role of watchdog over the various corporations which have settled in the region. This function is a safeguard against corporations who are bent on raping the land of resources. CREE has hired a small number of professional local lobbyists in an attempt to increase the profits of the local members. Given the tactics that the organization has used in the past in other cities, many wonder how long it will be before stronger methods are used. Marie-Josée Leroux, president of Tuke Cawfee, has surprisingly sided with the city, and has gone so far as to hire lobbyists of her own in an attempt to counter the ones hired by CREE.

Presently, the council has had to deal with an increase in the number of plantation workers applying for jobs at the Tuke Cawfee company. The company has instilled reforms that are the talk of the Republic's plantation workers, and many outside workers are now winding their way towards Réunion to sign on. The mayor, Catherine Montpellier, has entered discussions with Marie-Josée Leroux, on how to deal with this influx of people. Unfortunately not all the workers can be hired, and some are remaining in Réunion as vagrants, which is beginning to cause problems for the tourist industry.

Leroux has suggested a retraining program for the workers to help fill the burgeoning need for trained tourist personnel, but the city council, and Montpellier in particular, have voiced reservations about the will and the aptitude of the plantation workers to complete such training. A test project of a small number of plantation workers is in the works, and it remains to be seen which woman is right.

• MONEY AND CAWFFEE

Agriculture is the lifeblood of Réunion, and cawffee is the most profitable export of this small city. Terra Nova's largest cawffee plantations grace the nearby plateau, and gourmets from all over the planet seek this exquisite bean to liven up their meals and drinks. Cawffee from Réunion is considered a gourmet delicacy and this has helped the local economy greatly. The plantations also make a healthy profit from growing common vegetables and grains that are staples in everyday Republican cuisine. Its proximity to the gamma maglev line has enabled Réunion to ship cawffee and other foods over long distances to expand its export markets.

Réunion's secondary industry is based on the sale of arts and crafts. Réunion's craftsmen are sought out for their ability to create beautiful works of art from hardwood and marble. It is an old tradition for a top artist, chosen through a series of competitions, to create a work of art for a newly elected Prime Minister. One of the museums in Port Oasis commemorates these fine craftspeople by displaying their works in a wing off the main exhibit after their original owners have passed away.

The city also maintains a small wood mill to cut hardwood for use in construction and renovations. The residents of Réunion trade prime cawffee for hardwood from the Norlight city-state of Skadi, but due to the great transport costs involved, the cawffee only gets about half of what it is worth in lumber. While not illegal, many outsiders have misgivings about this practice since it gives such an obvious trade advantage to a rival league. Some influential political bodies have voiced these concerns, but nothing has ever been done to stop it.



Marie-Josée Leroux



Born in Réunion in TN 1885, Marie-Josée is the president and CEO of the Tuke Cawffee company. Her parents were plantation workers who worked the fields for hours on end. Her parents felt that the land and its workers were not productive enough to make Tuke a healthy enterprise. They encouraged Marie-Josée to stay in school to earn a better life than they had. She succeeded admirably and graduated with top honors in business management from Sir Isaac Newton University.

Having a keen insight into the lack of pride in the plantation workers, she decided she would join the company and transform its relations with its workers. Her skills in management enabled her to rise quickly through the ranks and landed her the position of VP of sales in TN 1924. A year later, she became the president of Tuke Cawffee and instituted reforms to spark a sense of pride and belonging in the workers. Her reforms included modernized farming equipment and more lucrative working conditions. The results of her efforts have led to increased worker satisfaction and pride in the company as well as an 8% increase in the crop yields.

Festivals

At the end of each cycle, cawffee fever grips the city as thousands of people from the surrounding regions (including soldiers from the nearby mountain training facility) flock to the city. Hotel bookings are a nightmare and the streets are closed off to all vehicles. The festival marks the end of the bountiful harvest season. The mayor and the CEO of the Tuke Cawffee Company give passionate speeches thanking the plantation workers for a job well done and pay tribute to the Republic for helping Réunion to become the thriving city it is today. It is rumored that Prime Minister deRouen will arrive at this cycle's festival to thank the citizens for their loyalty and for upholding the Republican way of life.

5.11 SARAGOSSA

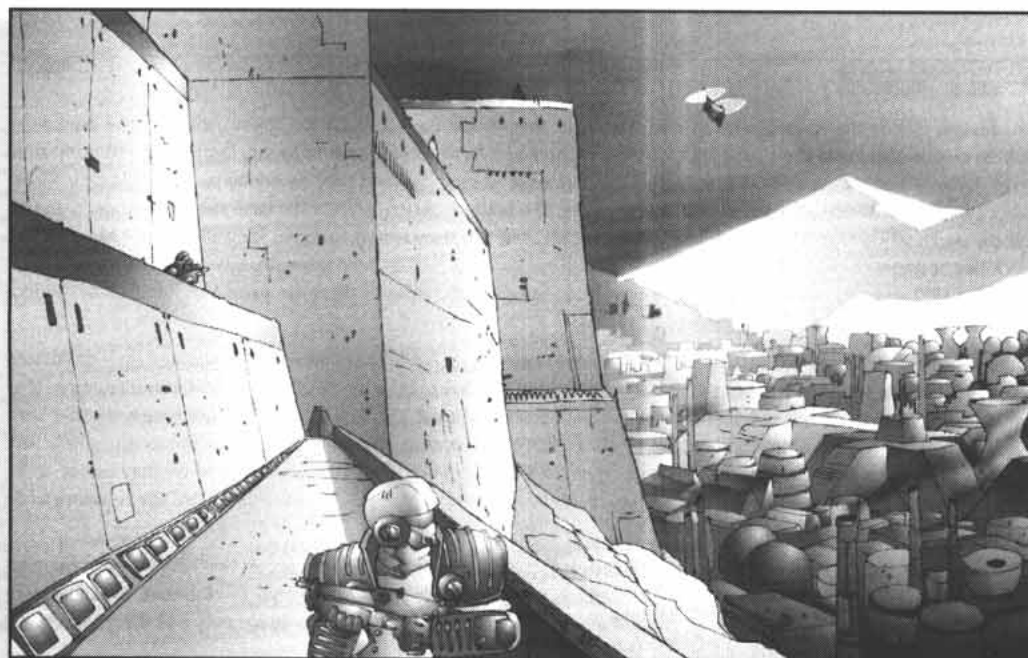
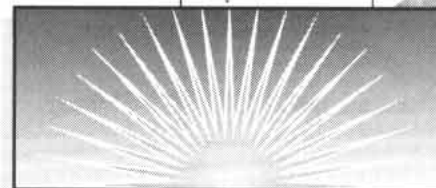
As the last bastion of armed internal resistance against the Southern Republican government, Saragossa is alive with the tension of terrorism. Despite the best efforts of the *Knights of Saragossa* (the local Republican legion) and other forces, the will and determination of the people has yet to be 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 the 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.

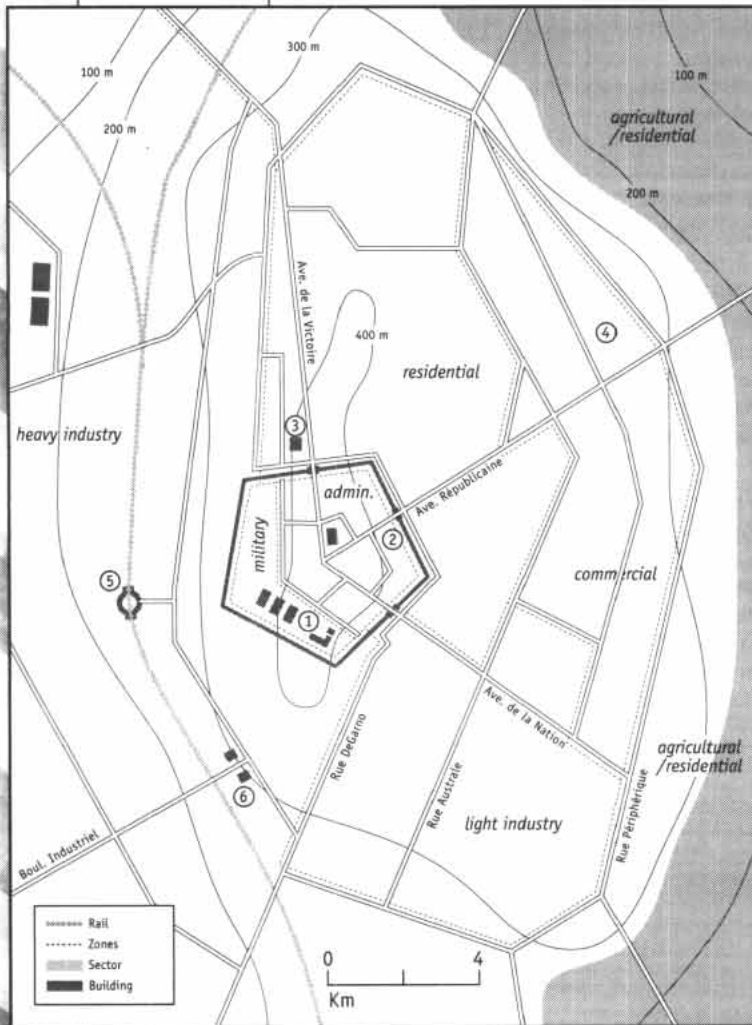
► Vital Statistics

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.



SARAGOSSA

Map of Saragossa ◀



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.

● LIFE IN SARAGOSSA

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 its 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.

● ECONOMY UNDER SIEGE

The mainstays of Saragossa's economic infrastructure are agriculture and power generation. There is also a small ore production facility located three kilometers outside city limits which mines and refines hard copper ore. Both sides of the conflict have made it a point to leave most of these facilities alone. The SPFI realizes that these are growing industries and the economic health of the city depends on such facilities. The *Knights of Saragossa* do not patrol the mines (leaving security to corporate proxies), to keep them from becoming military targets. Prefect Samant dislikes the compromise, but he realizes that it saves lives.

The city is not only famous for its terrorists. Its coffee receives considerable attention as well. While not as impressive as Réunion's plantations, coffee nevertheless accounts for 30% of total crop production in the city. It is here that the world renowned Mortano bean is grown. The remaining crop production is devoted mostly to grain crops of varying kinds such as derach wheat, named after the geneticist who successfully adapted it. This crop, although rather bland in comparison to other types of grain crops, has a high nutritional value and stands up well in the mountainous terrain.

The power generation industry in Saragossa is located in the southeast quadrant of lowtown. The generators are powered by both sunlight and water from the MacAllen network. Photovoltaic arrays cover about one square acre of land and harness the sun's power. The water driven turbine generators supply 84% of the total power and are located in the MacAllen network itself, heavily guarded by compagnie D of the *Knights of Saragossa*. At present, energy is among the most profitable of Saragossan exports, but the sporadic nature of its supply has caused several buyers to threaten to go elsewhere for this commodity unless either service is returned to normal or prices are reduced.

Another more subtle aspect to the economy of the city is the influence the merchants have over the Prefect. The most notable of these is Crassus Mining Corporation who presently owns and exploits the rights to most of the copper mines near town. Another point that raises CMC's standing in Saragossa is that they are a subsidiary of Deschamps, the major player in CREE.

● THE POLITICS OF TERROR

Saragossa is under constant martial law, with an imposed curfew and random house inspections being common events. Prefect Ethan Lo Samant is effectively the sole leader of the city, aided by five sous-prefects in charge of their own respective military units. These units also act as the police force. Prefect Samant rules the city with an iron fist because all attempts at a more calm approach have led to deaths among his men. Regardless of his motives, this strong-arm tactic has only increased the support for the SPFI and the front gains more and more momentum each cycle.

The less than ideal situation in the city has been a political nightmare for anyone who might be even remotely blamed. As a consequence, Prefect Samant has come under pressure from just about every major political figure in the Republic. Lord Protector Jacques Molay sees the SPFI situation as a threat to national security from an almost invisible army. Samant has often felt Molay's pressure to step up the "sweeps" through the city, run tighter and more lethal security on the military base and run periodic safety checks on just about every member of Saragossa's citizenry. Samant has been able to deflect these pressures by offering to step down and let Molay take charge of the situation. Molay has yet to reply to the offer.

The only truly unexpected reaction from the major political players comes from Prime Minister deRouen. DeRouen staunchly refuses to answer any question regarding Saragossa or the SPFI. He doesn't even acknowledge that there is a grave problem in that area of the Republic. When the SPFI strike at other cities, he refers to them as "foreign radical extremists." Aides close to deRouen attribute this attitude to deRouen's belief that no Republican could ever commit such atrocious crimes against children, and thus they must not be Republican. Many citizens have bought into deRouen's lie.

► Prefect Ethan Lo Samant



Born in TN 1874, Ethan Lo Samant was set upon the path of a warrior from the very start. His parents were members of the Republican Army and saw no other possible path for their son. Ethan joined the youth guard at the age of nine cycles, graduated at the top of his unit and later enlisted in the Army itself. Graduating from the academy with highest laurels, he received a rare honor when he was commissioned as a lieutenant. A competent pilot and commander, Samant gained prestige among his peers for his devotion to the Republican honor and his deadly skill. During the War of the Alliance, Samant received several field-promotions and received the coveted Order of the Eagle when he discovered, ambushed and single-handedly routed six GREs laying explosives by his regiment's ammunition depot. From this point on he was on the fast track towards becoming a senior officer. At the end of the war, Samant was promoted to sous-prefect and given command over the *Knights of Saragossa's* second brigade. Somewhat disappointed by his placement in a post where he would lead anti-insurgency instead of battlefield operations, Samant nevertheless performed his duties. When his prefect fell to a sniper in TN 1928, Samant received promotion to prefect and has done his best with the situation at hand. He has grown frustrated with the absence of honorable opponents to fight, and has ordered several brutal methods employed against the SPFI in the past two seasons. An SIU agent in the city has recommended that Samant be given leave for a Season in a station more befitting him; with tensions rising in the Badlands, it might be arranged.



SIWA OASIS

5.12 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.

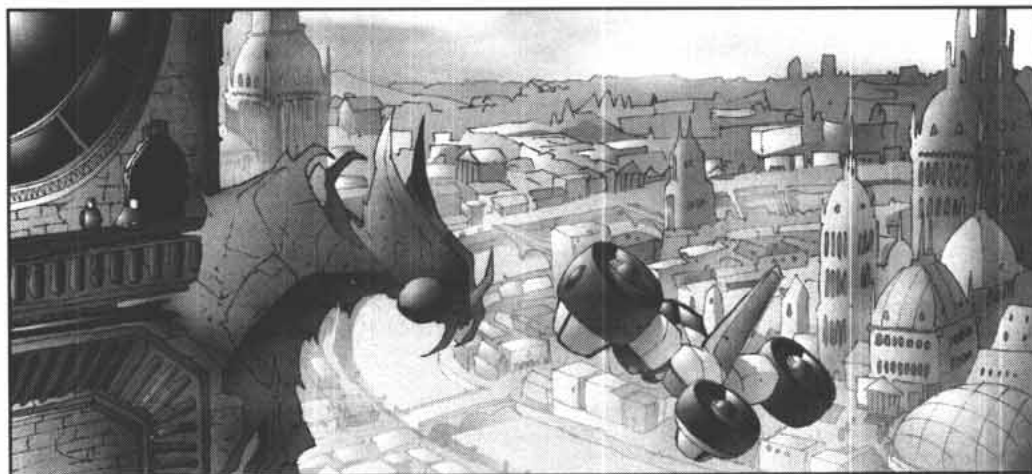
Following its destruction at the hands of the Marabou Marauders, Siwa was rebuilt by the famed architect Frederique Gillais. Gillais was instructed to appease the Siwans with little regard to the expense. Retaining the general layout, Siwa was refurbished with a Greco-Roman flare that consists of wide boulevards, colonnades, amphitheatres 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.

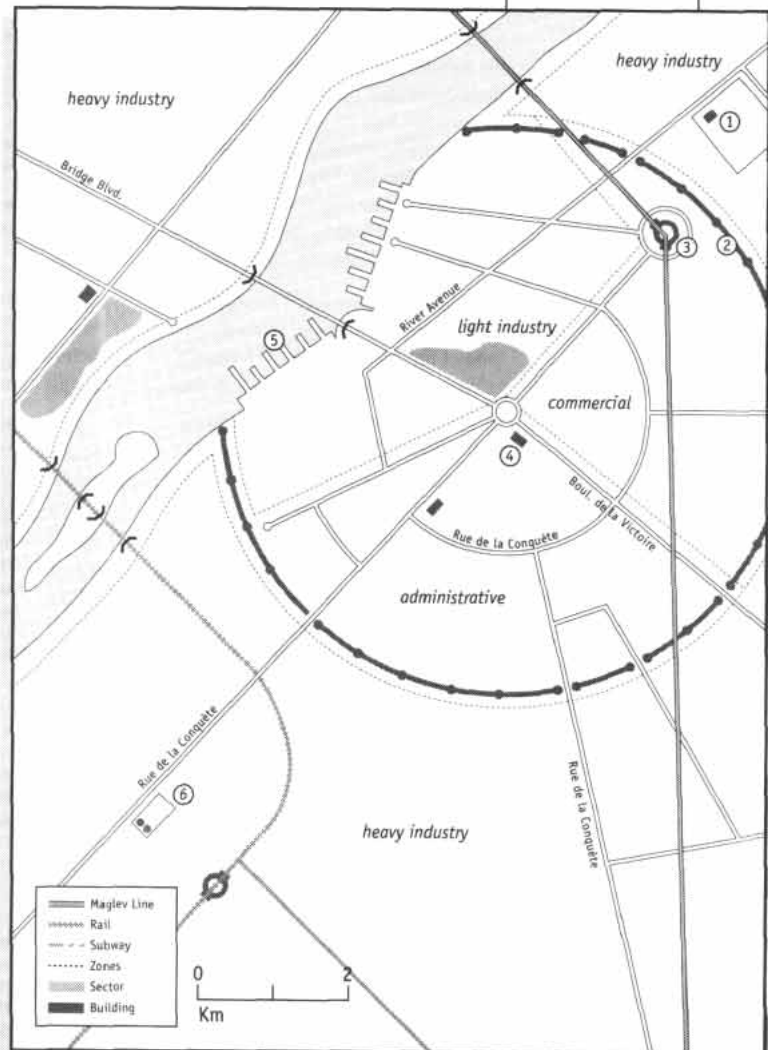
Vital Statistics ◀

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.

• POLLUTION AND CORRUPTION

The Siwan political scene is dominated by a powerful coalition of local enterprises, the state bureaucracy and elements of the underworld. The Coalition for Rightful Environmental Exploitation has gained a powerful foothold in Siwa thanks to the membership of *Werpston Excavations*, a leading local oil drilling firm. Although no other Siwans corporations are members of CREE, many support their agenda of limiting environmental legislation. CREE's influence on the local scene is so powerful that its leader Jan Mach is thought to have hand-picked Mayor Farsil Dertmin as the head of the Siwan Progress Party, virtually guaranteeing his election as municipal leader. Indeed the SPP, with a rigid pro-business platform, has controlled the city government since the TN 1840s. The Republican bureaucracy allows the SPP and its corporate masters to control Siwa — ensuring it remains an industrial hell-hole — because they see the city as a sacrificial lamb, its beauty tarnished for the greater power of the Republic. They did help fund a lavish underground city where citizens can live away from the smog, however.

Mayor Dertmin owes much to organized crime, as well. The Rostov family of Port Oasis has extended its criminal web into Siwa and has used bribes to control many key members of the city government. *Dertmin himself counts Jarl Rostov* (the head of the Siwan branch of the family) in his circle, although he does not advertise the fact. The Rostovs, of course, are behind recent crackdowns against crime and smuggling, which conveniently target their competitors.

There are some signs of hope in Siwa, however. Jarl Rostov has been somewhat less skillful than his Oasian cousins in bribing the right officials in national law enforcement. Several SRID Public Interaction Unit agents who have been frustrated by the lack of progress against the Rostovs in the capital have sensed that Siwa might be their Achilles heel. The law enforcement sweeps arranged by the crime boss to target his enemies have provided excellent cover for a small number of agents dedicated to taking him down. This unofficial task force, led by Lieutenant France Perus, has also received help from those seeking to deal with CREE. SRID Sergeant Maistar Bukmin has been especially helpful, bringing with him a large body of evidence of CREE misdeeds over the last decade. This group of agents must act carefully, however, because they are not sure just who among their superiors and aides are receiving bribes from the Rostovs or CREE. Many members of the "Perus Group" have spotty political records and have a tendency to prioritize the successful completion of a case above their careers.

• THE UNDERGROUND CITY

The depths beneath Siwa Oasis have become known as the underground city, built to provide living space for the populace, with a certain amount of refuge from the hazards of pollution. The subterranean portion of Siwa grew as the external living conditions worsened, leaving the buildings of the outer city to be replaced by yet more refineries. This trend became a vicious circle with the demand for subterranean accommodations exceeding the construction rate, leaving thousands of citizens on a 2 to 3 cycle-long waiting list.

The underground city is a marvel of modern architecture, in the sense that it is invisible to tourists until they are introduced to its byways by locals. Providing shelter for 80 percent of the populace, the under city far exceeds the surface city in living space. The under city complex mirrors the surface city in layout and exists six to ten levels below the surface. The basement buildings descend to a manmade cavern that provides transit between the four quadrants, via the cavern floor at the 10th level and a series of walkways and catwalks on the 6th to 9th levels. The core of the under city is the shopping district known as "The Well," an open plaza lined by boutiques, restaurants and clubs extending from the 10th to the 6th level. A Roman bath pool forms the center of Oasis Park on the plaza floor, providing greenery and comfort to shoppers and visitors. Travel in the under city is simply a ride on the public monorail system sunken into the floor of the 10th level, running in both directions on the four sub-boulevards and encircling The Well.

The existence of the subterranean city is unique in the Southern Republic and is only possible due to the non-porous rock that forms the Esperance Basin. The solidity of the basin's rock formation allows for not only the accumulation of water on the surface, but also a sturdy medium in which to anchor the subsurface structures. The utilities that provide life support for the under city are located on the surface, outside of the Siwa Defense Complex. The air filtration plants remove pollutants from the atmosphere by pumping the air destined for the under city through a series of water/charcoal filters. A similar procedure is used in the water filtration plants with the addition of chemical anti-pollutants to reduce the toxicity to an acceptable level. Power is supplied to the under city by a series of surface relay stations that gather electricity from the wind turbine installations outside of Siwa Oasis and augment this supply with power generated from the gas generators in the outer city.

The underground city has been the major residential area in Siwa for over a generation now and some Republican officials are beginning to be concerned by the psychological effects of underground life. The Humanist city of Gardena — also built largely underground — is infamous for the grave agoraphobia (fear of open spaces) and xenophobia (fear/hatred of outsiders) of its citizens and the same tendencies are beginning to appear in Siwa. The underground city is a marvel of architecture that could be a point of civic pride on the national scene, but Siwans cultivate their image as "Fallen Angels" living in an industrial wasteland and rarely talk about the hidden beauty of their city to visitors. Some observers have begun to wonder whether Siwans do not actively want to discourage tourism and be left alone in their stone womb. Some Republican officials see this as a danger to national unity.

5.13 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.

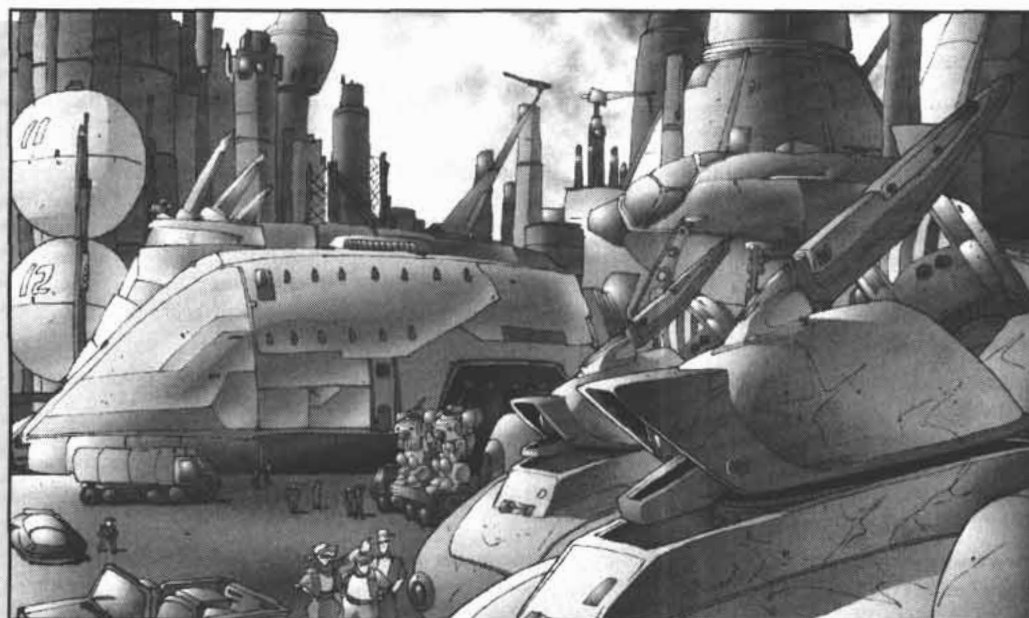
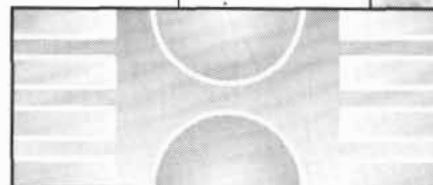
The premier series of cells, due to their proximity to the city's center, has developed into a lavish dining and hostelry district designed to accommodate visiting officials and business people. Eight boulevards radiate from the city core, providing easy access to the nexus from all areas of the city. 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.

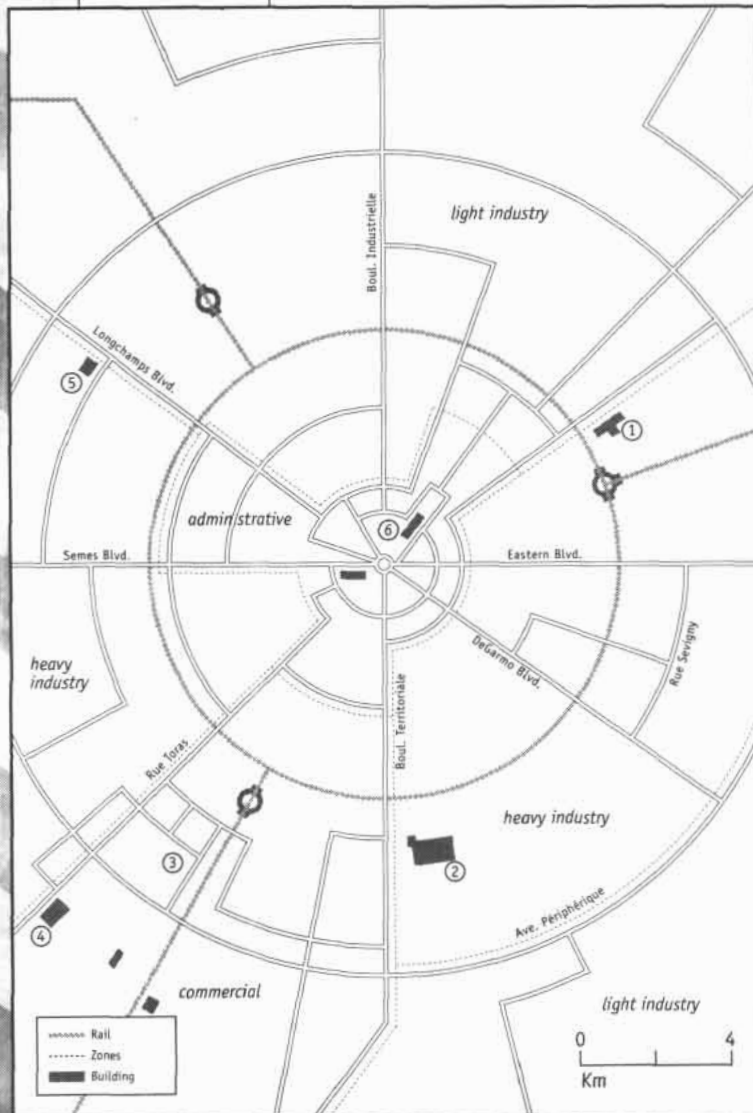
► Vital Statistics

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



TIMBUKTU

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.

• THE BLACK MARKET

As much as legal business is dealt with in boardrooms and around conference tables, illegal business is handled in clubs, show bars and abandoned warehouses. The Timbuktain underground is a complex web of street gangs, protection rackets and illegal entrepreneurs controlled by a half-dozen important crime cartels. The cartels are in a constant state of low-level warfare, each awaiting a moment of weakness before making a major move. Small-time raids and street fights are a daily occurrence. A legion of illegal bars and illicit clubs serve as semi-neutral meeting grounds between the various gangs and cartels, allowing them to carry on business.

The current center for delicate inquiries into illicit business is the Weird But Erotic Show Bar. The show bar capitalizes on its location in the lightly policed red light district to cater to the seedier population of Timbuktu. Many of the laws that form the core of Republican society are suspended at the door. Serving as an underworld outlet for information and vices of all kinds, the show bar has gained a reputation that gives all but the hardest of individuals reason to avoid entrance. Contracts for illegal arms, assassinations and "pit" dueling — the Timbuktu underworld dueling style — are signed over glasses of rotgut around the clock.

Little is known of the show bar's proprietress except that her name is Nickie and she occupies the lavish apartments above the club. It is rumored that she monitors all activity in the bar from her office via the club's security system, collecting a tariff from agents and dealers on each transaction. Of the staff, only the daytime and nighttime managers have contact with Nickie, if she actually exists. Rumors abound that the show bar is either a SRID operation or possibly a shadow empire for TA Skunk Works to unload excess arms for "special project" funding; it may even be both.

Law enforcement in Timbuktu is a very confused affair, leaving the underworld plenty of room to maneuver. Each corporation patrols its own compound and contributes to a municipal peacekeeping force known as the Timbuktu Combined Police. TCP unfortunately suffers from chronic corporate infighting and intrigues and, despite the presence of many well-meaning officers, is quite ineffective. Even serious crimes can slip through the cracks. SRID director Justinian Salazar has instructed his Public Interaction Unit to direct resources toward Timbuktu in an effort to pick up the slack and show locals that Republican justice cannot be escaped. PIU Commandant Luther Montrose, put in charge of SRID law enforcement in the city-state, has had to deal with intrigues of his own — Salazar has ordered him to stay away from certain cases because of "political considerations." Montrose has obeyed these directives so far, but is beginning to be frustrated by the limits on his ability to pursue criminals.

► Rork Griffin



The hairless, tattooed star of the Timbuktu Industrial Dueling Circuit, Rork Griffin is among the most interesting additions to local life. The griffin tattoo that adorns the left side of Rork's head has become a merchandising wonder, appearing as logos on T-shirts, tattoos on groupies and graffiti on walls. Tabloids agonize daily over the origins of this instant star, claiming that he is either Danghen Jarak surfacing under a new name, an Isaac-class GREL, or an extra-terrestrial sent to infiltrate Terranovan society. The most plausible scenario maintains he is an underworld Duelist hired by TASW director Sixsmith to clinch the eastern division, but until Griffin offers an explanation, it will remain speculation. Even though the past is kept secret, Rork's present is for all to see. His engagement to lead singer Marisa Sting of the shock band My Demon has received coverage from all sectors of the media, with articles in sport, news, entertainment and even military magazines.

Griffin's unusual tactics keep opponents second guessing their own choice of equipment and strategies. A pre-season match against the Obelisk "Cyclopes" received front page coverage from *Sport Scene Magazine* when Griffin challenged the Obelisk team captain to stake the fight on a one-on-one duel. The Cyclopes' captain accepted. Griffin and his Black Mamba "Gargoyle" defeated the Shockwhip 20-equipped Gladiator in league record time, by dousing his opponent's weapon with a conductive gel fired from his Firemoth-16 Flamer. The gel shorted out the Gladiator's NNet and electrical systems in a stunning display of surface lightning, allowing "Gargoyle" to decapitate the Gladiator with its vibroclaws.

► Timbuktu's Industrial Dueling Circuit

It has become a point of pride to have a corporate team representing Timbuktu on the Republican Federation of Duelists circuit. There are two spots allotted to Timbuktu on the RFD roster, which are filled by the first place finishers of both divisions on the Industrial Dueling Circuit, formed to fairly determine those representing the city. The league divides the city into eastern and western divisions; this split has caused much debate because of the possibility of Territorial Arms representing both divisions. Territorial Arms and Territorial Arms Skunk Works are situated in the southern portion of the city, with one on either side of the east-west division line. Territorial Arms presently dominates the weaker western division, receiving token competition from Obelisk Electronics and a combined team from Windhill Engines and Rucker Group. The combined teams are well equipped, but lack cockpit talent, so in general they serve as a promotional unit for their various products. The eastern division is competition at its best, with teams from Mandeers Heavy Industries, Territorial Arms Skunk Works and Dynamic Systems. The team from Skunk Works is favored in the eastern division due to their performance since the acquisition of Rork Griffin. Wulf Sixsmith, the Director of Special Projects at Skunk Works, is the man receiving the accolades for the success of his team, the Goblins.



5.14 RURAL AREAS

Carved into ten administrative zones, whose borders date from the original corporate divisions of Terra Nova, the Southern Republic is far more than a collection of mighty city-states. In reality, no matter how far removed they may be from the city-states in media attention and military strategic value, these ten regions are an essential component of the Republican character and lifestyle. Home to over 60% of the league's population, the rural regions are sadly undervalued by the world at large, although any Republican politician realizes that it is political suicide to ignore them.

Comprised of a multitude of saltbox villages, independent farmsteads and small towns, each region is administered by a Conseil de Development Regional (a regional development council). These committees, formed by locals from the communities affected by Conseil decisions, are charged with hearing and considering all sides of arguments and proposals before rendering judgment. With several hundred individuals per Conseil, each there to represent their community's interests, this is often an arduous task, and they are saddled with a reputation for inefficiency. In times of crises however, a Conseil may hand power to Gardiens de L'ordre (peacekeepers), who are authorized to make decisions without consultation. During the War of Alliance, the Estates General placed every region under its direct control, something that is done only in times of dire emergency.

While life in the regions is markedly different from that in any city-state, it would be wrong to categorize rural Republicans (known as "regionals") as backward simpletons. Small town Southerners are just as diverse and fascinating a group as their urbanized neighbors. Common threads that exist between rural and urban Republicans are loyalty to the state and a sense of personal honor. The most marked difference between the two is the almost unreserved friendliness that regionals will show to virtually anyone. Many urbanized Republicans visiting small towns are unnerved by the warm attitudes that their countrymen exude upon meeting complete strangers. They quickly realize, however, that this friendliness extends only so far as it is returned.

5.14.1 GENERAL REGIONAL CHARACTER

Blessed with a charm all their own, small town Republicans live with far fewer social prejudices than those from the concrete jungles of the cities. Large and modest homes exist side by side without apparent class separation, with business and community functioning smoothly together, each one equally dependent on the other. Schools, places of worship, the ever present Hermes 72 newscasts and the entertainment that trickles down from the city-states form the core of these communities' existence. Here, life is conducted at a much slower pace than in the bustling city-states, but nevertheless continues, and the people seem more relaxed than other Republicans. Business is often completed with a handshake, and goods flow freely to compensate for the missing dinars required for purchases.

Of late, there has been an undercurrent detected within this land of comfort and complacency. It is a current of discontent that expresses itself in people openly discussing their feeling about how their homeland is being run. This feeling has provided fertile ground for several rural cooperation movements, who draw a majority of their members from small communities. Citizens are beginning to take a more active interest in Republican politics, and have begun quietly to look for the formation of a rurally based political party. Little do most citizens know that the major forces behind this movement are the Dark Fox and Damien, both seeking to destabilize the political situation. For the moment the Estates General have refused to acknowledge the problem, but many fear that, the problem will begin to spiral out of control, and no one is ready to have another Saragossa within their borders.

5.14.2 TYPICAL REGIONAL COMMUNITIES

Regional communities tend to be one of three types: villages (small towns) with over 10,000 residents (some of which are 80,000 strong), large farmsteads with over three hundred individuals and agricultural communes, where the majority of the Republic's religious adherents can be found. The rest of the Republic's population lives in isolated farm houses, corporate enclaves or enjoy the solitary existence of hermits and wanderers.

● SMALL TOWNS AND VILLAGES

Small to large villages, not large enough to be city states but influential in their own right, have sprouted throughout the Republic. Often built as extensions of corporate enclaves, and retaining the names of their original corporate settlers, each of these communities is home to people who work the land and maintain their homes. Each town will often continue to produce whatever the corporation had originally exploited from the surrounding ecosystem, and will excel in this product's extraction, processing and distribution. Be it raw materials or finished goods, Republican towns and villages produce an astonishing variety of merchandise. To facilitate daily existence, a great deal of trading occurs among communities for goods, normally finished products from one for the consumable crops of another. Traditionally, each town and village offers a fair exchange to her sister communities, and what is not bartered is sold to the city-states for profit. These profitable sales are often the basis for local fortunes.

• FARMSTEADS

The typical farmstead is owned by either a corporation or a group of residents and is only one of several under joint management. These large farming concerns often occupy several hundred acres of land, most of which is dedicated to food production. These farmsteads produce most of what the Southern Republic eats. They are staffed by hundreds of people, who work the land cycle round, and are equipped with the latest in farming technology, often purchased at exorbitant prices from Northern concerns. Run by a mastercropsman, who is responsible for day to day operations and sales of product to local concerns, these farmsteads exist for the sole purpose of profit.

The remaining farmsteads are privately owned, and normally have a family history attached to them as one generation will pass the concern onto the next. Considerably smaller than their corporately financed sisters, these farms tend to eke out an existence by providing specialty crops to which the larger farming concerns cannot devote space and effort. This creates the unusual effect that some of the richest Republicans are owners of private farms who have picked the right crop to plant. Some private farmsteads are large enough to have their own representatives on their Conseil de Development Regional and many other regularly send special envoys.

• AGRICULTURAL COMMUNES

The agricultural communes that are common on the Great Southern Plain are a collection of grain elevators, equipment compounds and residential complexes. The sole distinguishing architectural characteristic between communes is the design of their living complexes, which vary from a village of saltbox houses to monastery-like edifices.

Republicans with strong religious convictions, who are in the minority in their hometowns, seek out these isolated communities in which to live their ritualistic lives. They are attracted by the hard work and dedication offered by the communes, which they see as a way toward their ideals. This is taken much further by members of monasteries, who dedicate their lives to the land and their religion with equal fervor. The monasteries are mostly consecrated to a different sutra of Buddhist religion, with a few dedicated to various forms of Jerusalemism.

Politics, in general, are of little concern to the faithful populations of these communes. There are persistent rumors of Northern affinity among the Jerusalemite communes, however. The main priority for the population as a whole, is receiving fair value for their crops from the agricultural consortiums.

► The Ten Regions

Name	Main City	Population	Industries
Albigen	Port Oasis	18 million	Agriculture, Mining, Animal Husbandry
Aleisha	Ashanti	3 million	Agriculture, Fisheries
Asoka	Ankara	3.5 million	Forestry, Pulp and Paper
Cathar	Newton	450,000	Pulp and Paper, Publishing, Forestry
Chantilly	Réunion	1.5 million	Coffee, Mining, Agriculture
Fiburgh	Bethany	2.5 million	Forestry, Tourism, Metallurgical Manufacturing
Marabou Fiefdoms	Marabou	1.5 million	Fisheries, Manufacturing
Niaids	Siwa Oasis	1.25 million	Heavy industry
Sukhavati	Timbuktu	1.75 million	Agriculture, Heavy Industry
Womphour	Innsmouth	unknown	agriculture, tourism

► A Home in the Country

Republicans pride themselves on being a highly urbanized, sophisticated and fast-paced people, but the appeal of country life still remains strong. Over half the Republican population lives outside the strict borders of the city-states, many choosing to live in smaller cities but others enjoying life in quiet villages or farms. The wealthy urban elite also spend time away from the frantic pace of the city by purchasing secondary homes in rural regions. These dwellings range from simple cottages to elaborate retreats complete with servants and all the amenities. Middle class Republicans often emulate their wealthier neighbors and purchase a modest country home. Residences in popular regions can be quite expensive, however, and many middle class Republicans arrange for time-sharing with others. A common practice is for a family circle to form a time-sharing group, creating a bond of trust between people who will be using the same living space.

Retirement in the country is also seen as the ideal end to a life of service. The pensions granted to military officers and long-serving bureaucrats, as well as those provided by private employers, are often sufficient to buy a modest home in the regions. Albigen is especially well known for retirement homes, many of which are paid for in part by the state in recognition for long periods of service. These homes often form whole communities, generally designed as peaceful villages with a small town square that features a modest civic center and some commercial outlets.



5.14.3 PLACES OF NOTE

The rural regions of the Southern Republic are regarded by many city-dwellers as uniformly boring and provincial. Despite the fact that more than half the population lives in the regions, this perception is supported by many Republican media images. Civilization and order are very important concepts for the league's propagandists and these are best typified in the impressive architecture of the cities. Many supposedly rural Republicans also live in communities large enough to imitate the city-states and take pride in their accomplishments.

The rural regions have their own charm and strength, however. "Wildlanders" who live in the bush, farmers and residents of small towns all contribute to the Republic and many wonders hide in the countryside. There are places hidden between the peaceful farmsteads that show that the heart of the league may not actually be in the urban sprawls. Some — like wealthy Gaia's Domain development — are well known and seen as linked to a city-state, but others are hidden gems known only to a select few besides the locals. These are the most prized by rural Republicans.

Aleisha Experimental Farm ◀

The Aleisha Regional Agricultural Research Center, known as the experimental farm, is responsible for creating new strains of crops which will better thrive in the scorching heat which embraces Aleisha. It occupies a 2000 hectare zone where more than thirty different crops are studied for resistance to disease, weather and parasites. To date, several deadly plant diseases have been eradicated, but most insects continue to adapt, putting a damper on an otherwise near-perfect track record. One thousand hectares are used for testing out new machinery to gauge their efficiency in the field and thus correct any design flaws before they damage the cash crops. All new Republican farming equipment is tested here and must carry the Aleisha seal of approval before entering the open market. The farm employs over 500 full time employees and 1000 part time agronomy students doing practical work toward their degrees.

The experimental farm is funded by the Ministry of Agriculture and the local farmer's cooperative. The funding has permitted the farm to continue its work and land some generous contracts in the other Southern leagues to study and eventually improve their agricultural methods. The ministry is pleased with these turns of events as it gives the Republic more control over the farmlands of the other states.

Aerium ◀

Nestled among several of the tallest trees in southern Cathar is one the most spectacular feats of architecture ever attempted. Using the ferns with the widest girth as supports, the people of Aerium have built their homes amongst the soaring trees. Lightweight prefabricated structures, formed of flexite and bolted to durasheet steel, seem to sprout from the sides of the trees like giant fungi and are the principal dwelling for Aerium's two hundred citizens.

Begun in TN 1929, Aerium is part of a large scale experiment on diverse living conditions. The scientists living in this airy domain have the hypothesis that Southern Republicans will be able to live safely and comfortably among the trees. To date, the most successful aspect of the project has been the alternative growing grounds. High humidity levels and lack of soil have made hanging hydroponics growing stations a must and the team members have been excited and pleased to see that they can grow most anything in suspended alloy racks. The community reached a milestone this cycle when they declared themselves entirely independent from a strictly nutritional standpoint.

The men and women of the task force have faced many hardships, from the first disastrous attempt to affix a prefabricated building to a tree, to the recent dislodging of the primary research facility. It plummeted to the ground some two hundred meters below, killing everyone inside. Despite the setbacks, the project has flourished. Professor Juliette Lieds, the head administrator of Aerium, is keenly aware that many among the public see her community as a joke. She tries not to let this faze her as she and her staff — who have since become her circle — struggle to make the dream of living above the level of flooding waters, and away from war and strife, a possibility for anyone who cares to try it.

Gaia's Domain ◀

Just a half hour's drive north of Ashanti, Gaia's Domain is the stylish name given to the small community where the Southern Republic's best-known personalities make their homes. The innumerable towering mansions makes this one of the richest communities in the hemisphere, surpassed only by the lavish palaces of the ESE. The streets are immaculate and the grass is always properly trimmed. It would be considered barbaric to have it any other way.

When not attending social events elsewhere, celebrities come here to mingle in peace and tranquillity. The numerous gates and guards attests to these people's desire for privacy and anyone trespassing does so at their own risk. Many paparazzi have been wounded or heavily beaten for such foolhardy escapades. Some have even died at the hands of some domesticated guard animals that like to ambush their prey. On the other hand, any reporter who comes out with a juicy scoop is heavily rewarded.



► Garettian Druidic Lands

The Garettian Druidic Order has been leading a peaceful life on the lands of the Sukhavati Region since the Reconstruction era. The discovery of their enclave has placed this old sect in a difficult position. Land developers, associated loosely with CREE, have purchased the land the druids call home. Though they have no legal right to the forested valley in which they live, they do not wish to relocate to another site.

High Druid Marsha Garrett is aware that the entrepreneurs have bought the land rights from the region's Conseil deDevelopment. She is currently in feverish negotiations to retain land rights for her cult and its herb-lore. At first, the investors scoffed at the idea, then developed enthusiasm after the instant relief of a negotiation team member suffering from allergies, when a druidic salve was applied to his eyelids. The talks are no longer centered on land rights, but seem to be turning to the percentage the druids would receive from royalties if the balm were to be marketed. This proposal would see the Druidic Balms line of salves and creams marketed as miracle cure-alls, available on pharmaceutical shelves within the next two cycles. Unfortunately some members of the cult do not wish to share druidic lore with the unenlightened, while others have called for a withdrawal to a new grove in a still-peaceful section of the forests. A slim majority, however, favors the choices made by the High Druid.

► Mountainhelm

Mountainhelm is a private living facility located in the peaks of the Southern Alps and the subject of a great many urban legends. Established in TN 1911 by reclusive multimillionaire Larimë Goss, this great construct is built in and around a high alpine peak and has a spectacular view of the surrounding landscape. Goss, at that time the principal shareholder in Mandeers Heavy Industries, became increasingly paranoid as the intrigues and betrayals of the Judas Syndrome accelerated. Withdrawing from the boardrooms of Timbuktu, Goss used his personal fortune to create Mountainhelm as a refuge and a fortress. By TN 1912 — after three dozen worker deaths in the harsh alpine conditions — the main living unit was ready and Goss moved in. He has not been seen since.

Rumors abound that Goss has a select group of "chosen" who have disappeared from the public eye along with him. Popular stories about the conditions within Mountainhelm are each more outrageous than the last. One persistent claim is that Goss or his aides occasionally approach people to join them in their refuge — the disappearance of several celebrities are blamed on this. Others claim that Goss kidnaps people to use in blood-sports at Mountainhelm. Thus far, there have been no successful attempts to find out just what goes on in the retreat, largely because of its excellent security service which seems to include many veteran soldiers.

► Pauron Valley

Named after archeologist Noëlle Pauron, who discovered the site in TN 1812, the Pauron Valley is a deep depression within the Republican section of the Yung An Basin. Choked with jungle vegetation, the valley is home to a stunning variety of Stoneheads and other "neoprehistoric" constructs. The valley covers roughly 50 square kilometers and is home to about 600 people living highly traditional life-styles without the use of high technology. According to these tribes, the valley is a holy site that they have been assigned to protect — although they are relatively friendly to small groups of outsiders as long as they show respect for local ways.

The valley is now also home to a rotating group of anthropologists and archeologists working out of a research station built just outside the valley so as not to offend local sensibilities. Cultural anthropologists studying the locals often live with them for weeks at a time, while archeologists usually stay at the station. Pauron is not regarded to be as rich a site as the prima colonia in Olduvai or the ruins of the Humanist city of Thebes, but it is special in that it is still inhabited by a neoprehistoric tribe. A fascinating array of spoken traditions supplements the archeological records and tells of a great trek across the jungle and a war between tribes over the holy valley. The conflict ended when both tribes were almost destroyed and they merged into a single nation that now guards the land.

► Womphour

The Womphour Region is an oddity in and of itself. Home to a myriad of geographical conditions and having no set communities outside of Innsmouth, the region has proven a fertile land for those seeking the excitement and adventure of living rough for a short period of time. This tradition, which stretches throughout Terra Nova's history, has seen a bizarre development take place in this land. Within its boundaries, a multitude of places of devotion can be found; many tourists, for reasons unknown, erected hundreds of makeshift temples to honor their gods. These are established for all religions, temples devoted to Massadan Revisionism exist next to ones consecrated to the dark dealings of underworld powers. These temples are constantly being discovered by training cadres of the Southern Republic Army as they climb mountains or push their way through deep jungle. To date, over six hundred quickly made places of worship have been uncovered and most believe that many more lurk in the surrounding terrain. While unable to explain their predominance, some cultural anthropologists suggest that these temples all seem to serve as warding centers. They are at a loss, however, to explain from what.



A NIGHT AT THE WEIRD BUT EROTIC SHOW BAR

"I guess everyone ends up in this dive someday," Liette muttered to herself stepping out of the shadows and into the light cast by an overhead street lamp facing the Weird But Erotic Show Bar. The holo-prisms depicted everything and anything remotely sensual and dominated the two street side facades that formed the corner of Rouge and Ashanti, in the heart of Timbuktu's red light district. She reached inside her coat to the small of her back to unfasten the restraining strap on the holster of her Rucker 13 millimeter small clip handgun. Entering the club, she slid the ape at the door the standard fifty-dinar door fee, while she scanned the room for her reason for being there. Center stage boasted a four foot tall blonde wearing scraps of barnaby leather and tattoos as she danced through a life size freestanding holo of My Demon's latest hit, "Vampire, undeath is my life, so to speak." Liette pushed her way past the crowd of shift work factory line jockeys, lowlifes and wannabe tough guys, she spotted Calvin against the back wall next to an act featuring one guy, two girls and a stage full of fruit.

"Agent Chamberlain, please be seated. Allow me to buy you a drink," Calvin slurred as he tried to flag a waitress.

"No need. Your trideo-mail said you had information that was worth my time."

"I have a tap to deRouen's well... If you have the cash," he grinned.

"A debit card worth thirty thousand dinars in an envelope with the access code. So spit it out." She secretly removed her 13 millimeter from the holster and placed it in her lap.

"My stooge, deRouen's personal valet, has adjoining chambers. Three nights ago he awoke in the middle of the night and heard deRouen calling a private council to order. So my stooge eavesdropped on the proceedings. DeRouen's inner circle discussed which key issues they should push through the Estates-General, how to undermine Molay's political relationship to the Economics Directorate, and plans to nullify Newton's counter culture. Best of all, they wish to instigate a skirmish with the North."

"To what end?" She disengaged the handgun's safety.

"A twofold purpose. First to extend Republican boundaries or at least influence into the Badlands. Second to allow the military to enforce conscription in Saragossa, to remove the age group that the 'Spiffies' thrive on and send them on a pro-south mission into the teeth of the Northern forces."

"Of course you have this on disk."

"My guy wasn't a plant. He owed me gambling debts and wanted to pay them off with information. He didn't have the means to graft the info," explained Calvin while blotting his perspiring brow.

"So a financially challenged towel boy drops more dirt in your lap than my people have dug up over the last two cycles and you don't smell a trap," she whispered squeezing off six rounds into the fool from beneath the table as the waitress finally arrived.

"Buddha preserve me," prayed the waitress as Calvin's body toppled backwards.

"Clean it up, sister," Liette ordered while dropping the debit card on the serving tray and returning to the shadows that spawned her a short time ago. Horrid gagging noises were the waitress's only response to Liette's jibe, but she was sure the waitress would pocket the dinars. That's how it worked in the red light district.



6.1 NATIONAL CHARACTER

The Southern Republic is a whole that is far greater than the sum of its parts. While trite, this expression accurately reflects the strange mixture of fanatical nationalism and liberal expression that shades Republican life. Forged in suffering and bloodshed, Republican character has been honed by nearly constant struggle and the phenomenal success of the league's forces. Fiercely proud, independent and patriotic, Republicans view their accomplishments as the obvious outcomes of a superior culture dealing with inferior ones. Despite this arrogance, nowhere else are attitudes within the league so distinctly diverse, while simultaneously allowing for the growth of the civilization that sponsored them.

Pressed into a totalitarian regime, with strictly censored political views and a secret police that stands ready to remove voices of opposition, Republicans have chosen an interesting historical response. Enshrined in Republican beliefs is the notion that as long as the state performs well, as it has to date, it should be allowed to continue. While some disagree, often violently, with this view, a majority of Republicans are firmly convinced that passive acceptance is the only logical course of action. They point out that, despite a lack of political choice, Republicans enjoy a plethora of personal freedoms and social equalities that few other states can match.

Embracing individuality above all else, Republicans can be among the most tolerant of Terranovans. This quiet acceptance, extended mostly to fellow Republicans, is maintained because all citizens, regardless of age or upbringing, believe the Southern way of life is best. Enamored by the belief of the Republic's manifest destiny, citizens have difficulty understanding why anyone would live elsewhere, and they will fight to the death to preserve their culture. It would be false, however, to assume that Republicans are the most contented Terranovans. For while Republicans may agree on the message, few agree on the medium.

While the majority of Republicans live in comfort, there is constant pressure to be more creative, more competitive. This desire is instilled at an early age and most citizens never fully lose the drive to excel. This competitiveness has fostered success for the society as a whole, but Republicans are not bound exclusively by it, and the populace can live at any pace it chooses. This freedom has created a people who appreciate the complexities of life and frequently dwell on the deeper meanings associated with it. Social gatherings are marked by intense discussions on whichever topic is current, and rumors and innuendoes are not bandied lightly, as they will be topics of conversation for some time to come.

This analytical process has made the citizens of the "Land of Snakes" the most devious on the planet. There is little they have not considered, and Republicans are always on the lookout for the next challenge, finding great satisfaction in overcoming an adversary in a game of wits. Unfortunately, some Republicans prefer more violent challenges than word games, and in the South every extreme, legal or not, can be accommodated.

In an attempt to curb violent tendencies among individuals, the Southern Republic has developed a unique tradition regarding one of their most important institutions: personal honor. Upon graduation from secondary schooling, each citizen composes a summary of his or her beliefs. While a time-consuming and frustrating process, it forces citizens to examine what they believe, and to formulate arguments defending those beliefs. These intensely personal works are intended for, and read by, the citizen's circle of friends, traditionally presented to a new member of the circle when that person joins. While not binding and subject to change throughout the course of a person's life, most citizens attempt to respect the limits of their own codes.

The War of the Alliance has changed many things for Republicans. With Republicans reminded of Terra Nova's shared past and their place in it, a sentiment for global unification was born, and is now a small but growing concern. While some isolated Republicans feel little need to explore a richer world of possibilities, knowing they have all they need, others are beginning to fear that this may be the only true path to enlightenment and salvation.

► Youthful Innocence

Honor and Loyalty. These two principles are the foundations upon which I have built my youth and the pillars that will support my life. They are the factors which define me, and — I believe — those which best define all individuals. Others may focus on beauty, compassion, efficiency or martial skill, but these qualities are but secondary reflections; they can only be of use in judging a man in limited circumstances. The compassionate may still be lazy or corrupt; the beautiful may still be cruel, the efficient, criminal and depraved. One who is true to himself, his friends and his national ideals can suffer none of these shortcomings. An honorable man cannot be lazy for he must meet his engagements, cannot be corrupt for it would be anathema to him, and cannot be cruel for it serves no higher purpose. A loyal man cannot, by definition, be criminal. I fear many of my classmates and our elders have lost track of these principles. Blind devotion has replaced loyalty and prestige has replaced honor. Our Republic is great because it is founded on the model of a strong state governing strong individuals — it is our responsibility as citizens to exercise our own judgment while serving our nation. To execute a dishonorable order is not a display of loyalty, it is a manifestation of personal cowardice and an abdication of duty. The truly loyal citizen will stand up and say that his nation deserves better and accept the consequences.

— Excerpt from the summary of beliefs of Kenichi Tanaka, TN 1889



6.2 CUSTOMS

Republicans live in an interesting social contradiction, prizing both tradition and innovation. A sense of the history and glory of the Republic is perhaps the most important psychological bond between citizens of the diverse league. Customs which emphasize the link between an individual and the state are therefore highly prized and crop up in almost all parts of Republican society. On the other hand, Republicans like to hold themselves up as the freest people on Terra Nova and point to the extremes of personal choice and behavior within their borders as proof. Ashantites live a different life than Aquitains, and even within a single region each citizen is expected to forge his own path and express his own spirit. Outsiders have a great deal of difficulty reconciling the contradictory emphasis on both state and individual, but locals see no problem. They understand that their personal freedom exists only because it is protected by a strong state that must not be weakened by dissent and sedition. That their freedom is very fleeting as soon as it crosses an ill-defined line into the political arena is a price most Republicans are willing to pay.

Most citizens are under the impression that the balance struck between security and self-expression is the overall result of millions of individual choices — that every Republican's own choice has created a cultural consensus that favors state glorification and individual expression within politically defined limits. Those with a keener eye glimpse at the degree to which this consensus was manufactured by those in power. The process was first carried out by the Order of the Falcon after the First Unification Campaign and continued to be used by the self-perpetuating bureaucracy the Order established. Using every avenue available to them — but most especially education and the media — the powers-that-be emphasized that patriotism was best expressed as non-political freedom. The process continues to this day, although with the fall from power of the Order, some wonder whether the careful management of propaganda necessary to maintain the Republican cultural paradigm will be sustainable.

6.2.1 FAMILY

Southerners are the most open-minded populace on Terra Nova in terms of personal relationships, so family is not strictly a genetic relationship to ancestors. A profound sense of individualism causes Republicans to form a circle of friends upon reaching adulthood. A person's circle is comprised of individuals whom that person trusts implicitly. Members of a circle may be blood relatives, friends and loved ones. An individual may consider a specific person as a member of his circle, but that does not imply that the relationship is necessarily reciprocal. As relationships grow stronger or fade, the members of any particular circle will continually change. An individual's first circle is generally comprised of parents, siblings, friends from adolescence and any role models to whom he may have bonded. Over time, as the circle expands or contracts, new members will gain influence. Relationships and lifestyles are the biggest modifiers to circles, with the influx of coworkers and sexual partners vying for importance with relatives. The average circle will eventually be focused on a prime sexual partner, often becoming what other social structures would call a wife or a husband. Two individuals who have obtained this point of commitment will file a request for a procreation contract if they wish to have children. In some cases they will apply for the rarely used matrimonial contract.

The procreation contract allows for reproduction, with the insurance that the child's welfare is always protected. The Southern Republic requires the two individuals entering a procreation contract to appoint a mutually acceptable member of either person's circle as guardian for the child. If anything were to befall both contractees, this person would assume responsibility for raising the child. Failure to appoint a guardian or failure by a guardian to assume this duty places the orphan in the custody of the Infant Welfare Protection Bureau (IWPB) by default. The IWPB was formed in the aftermath of the St. Vincent Plague to ensure the future of all Republican children. The bureau adopts responsibility for children who are victims of domestic violence or simply unwanted. These children are placed in the pre-guard, which is a division of the youth guard program that cares for children of the state until they reach citizenship.

A procreation contract is not limited to members of opposing genders, but may be entered into by sexual partners of the same gender or by a lone individual. The children from these gene spliced births are statistically less likely to end up under the protection of the IWPB due to the extensive background checks performed before the closing of the procreation contract. Children born without the benefit of a procreation contract are often seized by the government, forcing the parents to suffer the consequences of their actions. This is seen as somewhat brutal by outsiders, but Republicans believe fervently in accountability.

The choice of a matrimonial contract is seen by most citizens of the Southern Republic as an act of hopeless romanticism. Applications for such a contract are rare, for few Republicans would wish to commit themselves to one sexual partner and be mutually responsible for another individual for the duration of their life. Matrimonial contracts allow for procreation, whether the couple is of the same gender or of opposing genders, but one partner must always be appointed as official guardian for the offspring.

The dissolution of a procreation or matrimonial contract involving children requires the mediation of the IWPB to ensure the safety of the child in question. They mostly counsel the parents to form an agreement to mutually raise the child in a time-sharing environment.

6.2.2 RELIGION

There has never been an easy relationship between Republicans and their religious beliefs. Religious convictions have fluctuated wildly throughout the league's history, with a direct relationship between faith and the success of the Republic. When the league is weak, as during St. Vincent's War, citizens turn to religion, when the state prospers, a majority of citizens adopt agnostic Republican supremacist beliefs.

The vast majority of Republicans, despite having religious freedom, are atheists, believing their society need not rely on antiquated principals of state-sponsored religions. In essence many religious traditions are practiced due to long-standing associations between family life and religion. Marriage ceremonies, though infrequent, are often conducted in religious establishments to highlight the pomp Republicans adore. Funerals are stately affairs for Republican heroes and dignitaries, with town militia processions and a plethora of different burial ceremonies. In the marshy lands outside the city-states, funerals are celebrations of death, with long processions followed by dancing and drinking to joyfully send-off the departed. But beyond the ceremonies, only a minority of citizens understand or care about religion.

• MAJOR FAITHS

Buddhism, with over three million adherents, is the Republic's largest faith, with multiple prayer temples and abundant symbolism spread throughout the league. While enlightenment and pacifism are still the focus of Buddhism, the faith has been perverted by indirect government intervention, and enlightenment is now often equated with the Republic. Believing that suffering is required to reach enlightenment, Republican Buddhists have few problems reconciling the warlike nature of their government and their faith. They feel any death caused, no matter which side, will help the deceased progress towards enlightenment, and the dead are revered in celebrations designed to aid them in this progression.

Jerusalemism is the second largest faith in the Republic, though the belief as practiced by Republicans is harsher than most Terranovan religions. Adherents believe in the superiority of their culture, and pray for God to extend it across the land, by any means necessary. Fanatical worship ceremonies, and ritual purging of impure thoughts color this religion in the eyes of many others, making it seem unattractive due to the level of commitment required. The faithful simply see it as their religious duty.

The fundamentalist elements with Republican Jerusalemism are certainly the most well known, but there are many sects that practice a more pacifist and subtle form of worship. Tracing their origins to more peaceful prophets, most notably the Terranovan Erzach Ibn-Muhammad (see **Northern Lights Confederacy Leaguebook**, p. 91, for details on Ibn-Muhammad). There is a growing movement among this more peaceful wing of the polyglot faith to reclaim the public image of Jerusalemism. Imam Luc Delamar has become a vocal campaigner for the so-called "new Jerusalemism" and has been opposed by several fundamentalist leaders. Delamar has also come under fire from the government because his views lean toward anti-militarism, although he has been careful not to criticize the state directly.

• MARGINAL FAITHS

With religion relegated to obscurity, Republican life revolves around the politics and philosophy of the state. Viewed as an omnipotent entity formed by the valor of past and present citizens, the state fulfills the population's desire for destiny, and is revered by many. While this may be a majority view, it is by no means the only one.

The upper echelons of Port Oasis founded a Greco-Roman mystery cult called the Orpheans in TN 1156 to inspire the population to greatness through mythical association. Rites of passage, rites of marriage, and the quest to seek a challenging life formed the cornerstone of this system of belief. Though few practice the belief, Orphean influence can be clearly seen in the city's architecture.

In Ashanti, a religious society known as the "Perfect Soul" organizes the "Festival of Spring" on 1 Spring, which serves as a day long celebration of fertility. A public parade features frenzied dancers, people costumed as grotesque monsters, flute-playing children and more. The parade becomes a marathon of dancing and celebrating, and prior to daybreak, a man and a woman are chosen. The man is hailed as Dionysus and the woman Ariadne and they become leaders of the religious society for a cycle.

In Newton, the Tabula Rasa (Latin for "blank slate") is becoming a major concern. Led by Reverend Michael, a Sorrento Revisionist exiled by Second Follower Thor Hutchison, the Tabula is concerned with transforming Republican society from a decadence-filled enclave to a purer state. Their members are drawn from Newtonian students who sink into the chemical morass of addiction to drugs, which are peddled by the group to ensure their own success. The group helps the students to break the physical addiction, then introduces them to the mysteries of the cult. A subtle brainwashing is performed, during which initiates are told of a fictitious high-level Southern traitor who almost cost Terra Nova the War of Alliance. The initiates emerge with a deep mistrust of their own government, and implanted suggestions to undermine it whenever possible without compromising their own safety. The students then return to regular school activities, generally achieve better grades, and improve their health with regular exercise. After graduation, these indoctrinated students step into daily life with a dangerous hidden agenda.

6.2.3 PREJUDICE

The rise of various nations on Terra Nova, with their own views and opinions has resulted in the emergence of prejudice as a societal galvanizing agent. Politicians use differences in philosophies and lifestyles to boost their citizens' morale and to create hatred and fear of others. Even amongst themselves Republicans are prejudiced. Social status is very important to a Republican, as is a successful career. Those who are lower class and do not have an occupation which is deemed worthwhile are the constant target of criticism.

With the Southern Republic's supremacist views, it is unsurprising that Republicans tend to view other societies with a great deal of prejudice. Though intelligent, cultured and powerful, they will often fall into the easy habit of denouncing others over minor differences. The people of the AST, for example, are seen as unenlightened children who must be shown the way to happiness and fulfillment through the grace of the Republic. Ending the petty wars between the Southern nations, the Southern Republic has conclusively unified them under one banner.

Republicans believe Northerners to be a flock of sheep led by the church, stripped of spirit and creativity. Individualism appears to be a dead concept in the CNCS and the idea of the church having political clout is revolting to most Republicans. The Northern leagues are also the target of insults because they are the only nations who officially pose a threat to the Republic's destiny. Republicans would like nothing better than to remove the church's political power and the secular officials who allow it. Badlanders are respected for their courage and spirit to tame the wild, but few Republicans understand why people would live in such areas when there is plenty of freedom and opportunity in the Republic.

Another form of prejudice dates back to the War of the Alliance. The Earth forces used GRELS (genetically engineered supersoldiers) as their shock troops and Terranovans, understandably, feared these great warriors. When Earth withdrew, it left thousands of GRELS behind and these soldiers were seen as being somehow less than human because of their artificial origins. Due to the GRELS' superior physical structure and their artificial origins, many Republicans began to feel threatened by these supersoldiers and the prejudice of genetics has reared its ugly head recently. Many supersoldier prisoners (often called vatfreaks) were subjected to inhumane treatment by the Republic during and after the war.

● REPUBLICANS ABROAD: THE SOUTH

Republicans who travel or serve in the vassal states of the Allied Southern Territories are clearly subject to prejudice, although fear and power go a long way to hide resentment and distrust. Republicans expect others in the South to recognize their superiority and are often shocked when Humanists, Dominionites or Easterners refer to them as uncultured or full of themselves. The social models in the three vassal states are so different from the Republican one, that the citizens of these leagues often have as little understanding of Republicans as the other way around.

Republicans must also always be aware that they are seen as conquerors and occupiers. It is virtually impossible for a citizen of the vassal states to look at a Republican without being reminded that their state and society is in some form of bondage — it is totally impossible to do so when dealing with a Republican official or soldier. This perception is expressed in various ways, including extremes like nationalist attacks on Republican personnel and groveling collaboration by opportunist locals. More subtle expressions of prejudice are even more common, however. Republicans working abroad often report that friendships are fleeting and that most locals keep their distance. Many Southern cities with a significant number of Republican transients react with an insular social life, often using local languages rather than Universal French or Anglic so as to isolate the occupiers. Republicans usually respond by creating their own social networks in these cities, totally ignoring local influences except when they can be used for reasons of fashion and style. Many Southern city-states have a series of clubs, restaurants and bars dedicated to serving a Republican clientele. These establishments are often called "imperial clubs" by locals as a sign of derision, but the term has been adopted by many Republicans who quite like the association with past empires. Locals who work at imperial clubs are generally well trained to show "proper respect" to the clientele and are well aware that in most cases they are completely unprotected by local legal or social standards. Slavery, abuse and even murder are far from unknown in these establishments and feed the outrage of the dominated populations.

● REPUBLICANS ABROAD: THE BADLANDS

Republicans traveling in the Badlands find themselves in the unique position of being lumped together with Northerners. All polar citizens are subject to the same scorn from Badlanders who see them as easy-living "city-skags" there to take their freedom away from them. Aquitains are especially sensitive to this type of remark because they pride themselves on being the "Badlanders of the South" and picture themselves to be true Badlanders at heart. It is always a rude awakening for an Aquitain to actually travel north into the desert and find that all his vaulted "survival skills" are not enough to keep him alive and that Badlands society is nothing like he imagined it. In point of fact, the Aquitain perception of the Badlands has more to do with holofilms and urban legends than any actual experience. Badlanders take great pleasure in letting these "tough Republicans" slowly and painfully discover that they are way out of their depths. There are some Aquitains (and other Southerners) who do actually know the deserts and they do garner respect from Badlanders, although often enough they also acquire an undesirable aura among other Republicans.

6.2.4 JUSTICE

Criminal punishment in the Southern Republic is seen as swift and brutal by most of Terra Nova. These criticisms are nothing to a society that sees swiftness of action as efficiency and brutal consequences for heinous crimes as just. Though civil law is not considered to be as harsh as Republican military law, it allows little leeway for compassion. Civil law is divided into two areas (or *justitias*): Crimes Against the People (CAP or against the state) and Crimes Against Your Neighbor (CAYN or against individuals). Offenders are brought to justice by various law enforcement agencies such as the SRA Military Police, SRID's Public Interaction Unit, city-state law enforcement and regional law enforcement. Most agencies run their own training programs, although the most reputable can attract candidates from the graduating classes of the military academy.

Penal labor is the most common form of confinement used under both *justitias*. Convicts toil as restitution for their crimes and serve the joint purpose of providing a necessary source of menial labor for government projects. These projects range from excavation and construction for more brutal criminals, to public service for lesser criminals. Many lesser criminals (usually prosecuted under CAYN *justitia*) find permanent employment in the same areas that they serve out their crimes. Public day care, Youth Guard and information services are the largest employers of lesser offenders. CAP and CAYN convicts prosecuted for serious crimes serve in much harsher labor camps away from public view. A surprisingly large percentage of these offenders enroll for military service after the adaptation to the neo-military protocol enforced within the labor camps. With rare exceptions, only the MILICIA will accept former convicts into its ranks.

This system of convict labor allows for a good rate of rehabilitation, as criminals receive some training and experience in addition to being punished for their crimes. Convicts who abuse the system, however, receive very harsh treatment. Each cycle several car thieves and other minor criminals find themselves in isolated labor camps side by side with murderers after having been lazy in the urban office they were assigned to under CAYN authority.

● CRIMES AGAINST YOUR NEIGHBOR (CAYN JUSTITIA)

This area of justice covers crimes ranging from theft or larceny to aggravated assault, which carry penalties that include monetary restitution in the form of fines, physical restitution in manual labor camps, or enrollment into any of the state reeducation facilities. CAYN crimes are tried before a Civic Tribunal consisting of three magistrates, with a public prosecutor representing the state and a consultation lawyer aiding the accused. The CAYN portion of the justice system includes the Themis Appendage, which allows for leniency in the application of punishments and penalties for first-time offenders. Second-time offenders are considered chronic criminals and, if judged guilty, receive the maximum penalty for the charge. Third-time offenders are considered a risk to the populace and are tried under the CAP *justitia*. Committing a crime under the CAYN system against a member of the military or a member of a law enforcement agency is referred to the CAP courts under the Athena Act, which stipulates that military and justice personnel are to be treated as extensions of the Republic itself. Citizens tried in this manner may retain their right to the Themis Appendage if applicable. The Athena Act also ensures that military personnel may only be tried under military law, forcing the Civic Justice Council to refer applicable cases to the Prefects Council.

The unrest caused by the St. Vincent Plague not only resulted in the creation of the Infant Welfare Protection Bureau (IWPB), but the addition of the Aphrodite Appendage to the CAYN *justitia*. The Aphrodite Appendage stipulates that from birth children are to be considered members of the Republic and receive the same rights of protection allotted to adult citizens. The appendage further stipulates that crimes committed by individuals under the age of 22 cycles fall under Themis Appendage on a mandatory basis.

● CRIMES AGAINST THE PEOPLE (CAP JUSTITIA)

This area of justice contains the crimes considered harmful to the Republic and its people (including murder, treason and rape, but also tax evasion), carrying penalties that include those of the CAYN *justitia* with the addition of capital punishment. Though courtrooms are open to the public, some trials are considered sensitive or classified. These trials are held behind closed doors under the pretext of the *Pax Deorum Act*, to ensure that information utilized in the trial, or that surfaces due to the trial, is contained.

In addition to its normal caseload, the CAP *justitia* also receives cases from the CAYN system pertaining to repeat offenders and trials that fall under the Athena Act. Repeat offenders fall under the Chronic Crimes Appendage, whereby their cases are moved from the CAYN *justitia* to be charged under the CAP system as a threat to the people. The crimes that fall under the statutes of the CAP *justitia* are of a less straightforward nature. The intricacies involved justify the presence of two additional magistrates to form the five-person Civic Pentad. This higher court replaces the three-person Civic Tribunal of the lower courts.

CAP magistrates are granted a high status in Republican society in recognition for their wisdom and discretion. Indeed, these magistrates are in many ways the ultimate arbiters of the conflict between political security and personal freedom that is at the core of Republican society.

6.3 LIFESTYLE

Saddled with a reputation for lax social morals and hedonistic desires, Republicans are generally characterized as being of decadent stock. The truth, however, is a far cry from this simplistic view. A vibrant people with a love for life, Republicans live in ways that span every extreme of possibility and taste; despite the common bonds they share, Republicans are often at odds over the definition of an "appropriate" lifestyle. Therefore citizens must decide for themselves how to live, and suffer the consequences of their choice.

Generally speaking, Republicans are enterprising individuals who believe in prosperity at any cost. The energy behind this drive to succeed is so great, that Republican society produces a proportionally small lower class. Children are reared with the intention of instilling in them at least a glimmer of this desire to achieve.

Despite their freedom to choose their place of residence, trends based on geographic situations are apparent and most Republicans acknowledge their society is separated along urban and rural lines. The city-states have produced Republicans who enjoy the fast pace of life within an artificial environment. Trendy nightspots and ostentatious social gatherings are beacons calling to them. Clothing tends to be flashier and meals more elaborate than in the countryside, and the people have a tendency to seek excitement wherever it lurks. Urban life is considered harried by some, but exhilarating by most who live within high steel and glass enclosed structures.

Life in the rural regions is carried out at a more languid pace. Rural Republicans find comfort in good company and good food, and long workdays are rewarded by simple and quiet nighttime endeavors. Stoic and intensely loyal to the Republic, inhabitants of the regions simply do not feel the need to overextend themselves socially. They prefer to keep their drive and ambition for work, where they can do the most good for their nation and community.

6.3.1 LANGUAGE

The official tongues of the Southern Republic are Universal French and Anglic, although most business is conducted in Anglic. There is also a significant Eurogermanic-speaking minority in the Republic, which explains, for example, the origin of the *Jäger Gear*'s name. Elementary and secondary schooling in the Republic is predominantly French; at the college and university levels, however, most classes are taught in Anglic due to the large number of foreigners who come to study in the Southern Republic. All international students are forced to take at least one cycle of French classes and most do well, but the results of a recent poll show that over 80% of them cannot recall more than a few words five cycles after graduation. Republicans look upon this as further proof of their own superiority.

Republicans, not surprisingly, consider Universal French to be a cultured and educated tongue, perfectly representing the nation that speaks it. From the poor rice farmer all the way to the successful businessman, people of all ages consider language to be an integral part of their heritage. No Republican in his right mind would ever consider not teaching French to his children and heirs. Hence, language laws are fairly lax in the Republic, with the notable exception of Law 301-D, which subjects all non-French literature sold within the borders of the Republic to a 25% sales tax. Needless to say, imported literary works do not sell terribly well.

Universal French Idioms ◀

Although the fundamentals of Universal French are relatively static, Republican slang terms and idioms have grown to influence the language. The following is but a sampling of the most widely used.

Idiom	Pronunciation	Meaning
Alp	(ALP)	greeting: acronym for "À la prochaine", until next time, see you later
Anwaille	(AN-way-ye)	expressive: let's go, hurry
Avé	(a-VAY)	greeting: hello
Brofl	(BROFF)	expressive: bah!, humpf!
Bruti	(BRUT-tee)	expressive: you too, inclusive
Caval	(CAV-all)	noun: young single male (mild complement)
Cébuzz	(SAY-buzz)	expressive: this is really great
Cézarien	(say-ZAR-yen)	noun: a rigid, stuck up person (mild insult)
Graisab	(GREY-saab)	adjective: insignificant; noun: a Badlander
Kwai	(KOO-a-ye)	noun: a professional fighter, a mercenary
Merde	(MAY-yerd)	expressive: oh no!, I can't believe this; noun: something bad
Néré	(NAY-ray)	noun: someone who is snobbish or inferior (insult)
Nosta!	(NO-stah)	expressive: cheers!, drinking toast
Quécé?	(KAY-say)	interrogative: what?, what's that?
Scabare	(ska-BA-are)	noun: a swordsman, enlisted personnel



6.3.2 EDUCATION

The state policy of the Southern Republic makes it clear that every individual is entitled to the best education possible. To this end, the Republic has created an ambitious schedule of study and hosts some of the finest schools in the AST. Mandatory for all citizens from the age of 7 to 20 cycles, public school is funded by the government via taxation of the city-states and the "donations" of vassal states. Private schools and universities receive only partial funding, if any, and require students to pay annual fees. All schools, regardless of status, follow the proscribed Republican educational package, and they are strictly monitored to ensure that they do not sway from this course of study. Indeed, all teachers are accredited members of the Republican Educators Council and all must be screened by SRID before allowed in front of a classroom. This tactic unfortunately leaves some good teachers, who have more liberalized leanings, by the wayside.

The low national dropout rate (below 1%) is a source of Republican pride, and only one city-state bucks the trend. Saragossa's tension-filled atmosphere has taken its toll on students. The high dropout rate is a major concern for the Republican Educators Council that has begun to apply more pressure to the Estates General to deal with the plight of the youth in Saragossa.

Teaching is a valued and well-respected career choice in the Republic and academics are well paid and granted high status in society. The public recognizes the importance of a well-educated population and sees dedication to this endeavor as a patriotic and honorable choice. The state — perhaps more pragmatically — recognizes the powerful impact of propaganda fed through education and gives high salaries in return for an expectation that teachers will follow the nationalist curriculum, especially at the critical developmental stages of elementary and secondary education. Universities are seen as a proper time for students to question their state, but teachers are not supposed to encourage them or to participate in anti-government activities. Those who disobey these directives can suffer serious consequences ranging from harassment to house-arrest to imprisonment. A few "rebel" teachers have even been executed as traitors.

● ELEMENTARY SCHOOL

The most important level of education, elementary school is where youngsters are taught the basics of mathematics, morality, language, history and writing. It is during this period that a child's mind can be influenced the most and the Republican government sees no reason to waste the opportunity. Children in these formative years have been indoctrinated in the belief that the Republican way is right since the earliest days of the league. This indoctrination is one of the key secrets behind the nation's nearly unfaltering unity.

Classes are broken up into two learning periods, with morning used to teach social sciences such as history and writing, while the afternoon is dedicated to applied sciences such as mathematics and physics. The school day lasts from 10:00 in the morning until 24:00 in the afternoon, with a rest and meal period between 16:30 and 19:00. The sole break, apart from national holidays, are two weeks in each of the spring and autumn sessions. Citizens graduate from elementary school at the 7th grade, usually at fourteen cycles of age.

● HIGH SCHOOL

High school is a stepping-stone in the Republic, with graduates either ascending to higher education or the work force. The last cycle of high school also holds the most important of Republican rituals, the ceremony of the circle, where the student earns the right to be called a full citizen. Composed of five mandatory courses (history, mathematics, written & oral communication, computers, and civic privileges & responsibilities) and 4 career path concentrations (commonly sciences, business, social sciences and trades), high school is far more rigorous than elementary school. Students arrive at 9:00 in the morning and leave at 25:00, and they have a rest break of two hours and three recesses of 10 minutes each to unwind. As with elementary school, there are two two-week break periods in Summer and Autumn, when students can visit their relatives and not have to worry about school.

● HIGHER EDUCATION

After high school, citizens may opt to continue their studies at the university level. Here any number of disciplines can be studied, among the more popular are history, health, astrophysics, and engineering.

Approximately 20% of the population of the Republic is university-educated. Of these, undergraduate degrees account for fourteen percent, graduate (Masters) degrees four percent, and doctorates and post-doctorates two percent. Students can expect to spend five cycles for an undergraduate honors degree, and three cycles for a graduate degree. The length of time for doctoral and post-doctoral degrees depend on the field of study and usually falls between three and eight cycles. Graduating as experts in their fields, however, university students can expect higher paying jobs in dynamic industries. The quickest growth of these is the high technology field of advanced military design, including Gears. The government pours millions of dinars each cycle into a fund that promotes students who study engineering, with the understanding that these future experts will apply their knowledge to the advancement of the state.

6.3.3 RESIDENCE

Domiciles vary greatly from city-state to city-state and region to region, but some generalities do apply. Within the city-states, housing's sole purpose is for residence. The two-room apartments and condominiums that serve as the living spaces for the working class inside the walls of most cities are quite cramped compared to the townhouse and residential complexes that lie just outside the fortifications. Another factor influencing city-state housing is district, which shows differences in layout and structure according to the caste of the intended residents. Upper class districts usually feature lavish dwellings occupying a large area for aesthetic reasons rather than functionality. Middle class districts are the most diverse, with moderate condo complexes and symmetrical townhouse compounds being the norm. Lower class citizens are allotted apartments in the general housing projects, with the size of the dwelling dependent on the number of occupants.

Residential structures and compounds in rural regions serve dual functions of housing and livelihood. The size of compounds varies as greatly as its function. Farming communes differ in layout based on the number of residents, the relationship between the residents, and the prime function of the commune. The relationship between the occupants will dictate whether a series of dwellings or a single domicile is optimum for the commune. This is best demonstrated in the Sukhavati region by comparing the farming village/communes to the monastic communes. The size of the single or multiple residential structures is proportionate to the number of occupants, often accounting for a possible increase in inhabitants. The commune's function will dictate the nature of structures affixed to the residence or justify the existence of these structures within the compound.

The Republican state is involved in the allocation and creation of housing through the guise of the Human Affairs Ministry (which is also responsible for education, job-training and health) but its aid comes largely in the form of financial subsidies to the city-states. Local communities are mandated to set standards for residences and other structures and manage construction either through municipally owned buildings or through zoning regulations. When the political and bureaucratic will allows it, however, the Ministries of Culture and Human Affairs have been known to cooperate on "urban glorification" campaigns aimed at making specific buildings or entire neighborhoods worthy of the Republic. Port Oasis and the smaller communities of the Albigen region are the most common recipients of these funds, used to beautify streets and erect new and impressive commercial and residential structures.

6.3.4 RITES

The rites adopted by the people of the Southern Republic are unique in Terranovan society. The Republic's supremacist philosophy has directly influenced many of the customs that surround events in the lives of citizens, and many customs that are held as universal have no place in the SR. For example, birthday celebrations, which are common on Terra Nova, are rare occurrences in the Republic. Citizens see surviving the cycles as a logical thing, so celebrating the passing of another is pointless.

Certain other rites are given great value in Republican society. The Rite of the Circle, in which a child is officially recognized as a full citizen of the Republic, is arguably the most important of these. This ceremony, attended by the child's circle, is performed at the end of high school, and allows the new Republican to formalize his conviction and dedication to the state. Some family traditions, such as the animal sacrifices of the Rostovs of Port Oasis, add a brutal ritual to this changing of status. Once the ritual is complete, the new citizen is a full member of society, expected to aid in its development and fully bound by its laws.

The addition of a new life to advance the community is seen as a joyous occasion, and formal ceremonies are held a season after the baby's birth. The ceremony varies from region to region, but normally incorporates the child being blessed by the combined circles of the parents as well as the bestowing of a birth name selected by the circles. Birth names do not replace the name selected by the parents, but are frequently used as middle names. Traditionally, these birth names are chosen to honor historical figures from within the child's own family background or heroes of the Republic. Arland has become a common birth name since the end of the War of the Alliance in tribute to the sacrifice of Prefect Arland Longchamps during the struggle, but more traditional names such as Emile, Lynda, Hazel and Napoléon are still popular. Another recent trend has been for the parents of male children to name their son Louis with the expectation that their circles will give him the birth name of Philippe in emulation of the Prime Minister. Some cultural pundits have discreetly expressed concern that traditional heroes of the state and its culture being eclipsed by a living figure, no matter how popular, is somewhat improper.

Another major Republican ritual is the death rite. When a citizen passes away, it is customary for the deceased's circle to bury the body in the chosen resting place of the deceased. This place is known only to the circle, but for practicality's sake, the state run cemetery's head keeper must be informed of a circle's intent to break into their facilities and bury a new body. The circle will then erect a headstone and carve their names into it, passing on their strength to their departed loved one. Some particularly daring people have chosen to be buried in odd places. Perhaps the strangest request was made by Jean Colle, who asked to be mummified and placed inside the Estates General House of Parliament. His circle maintains that his final wishes were respected, but the body has never been found. Birth rituals have an important place in Republican society.

6.3.5 FOOD AND DRINK

Living in one of the richest nations on Terra Nova, Republicans have access to the planet's full bounty. Southern markets fill to overflowing with an exquisite variety of goods, from the commonplace to the exotic, and all citizens are able to partake of this abundance. Prices are generally reasonable, allowing for a healthy nutritional balance, but are obviously dictated by an item's rarity.

In this land of plenty, innovation and adventure are prized assets among the culinary elite; Republicans feel it their duty to raise gastronomic excellence to new heights. Distinguishing themselves through their diversity, Republicans, regardless of class, adhere to no specific culinary regimes. Regional specialties do exist, but these individual foods are used in a variety of ways to lend an overall idea or theme to meals. Most Republicans are willing to admit harboring a fondness for a particular food, which explains the phenomenal popularity of cawfee, but almost all Republicans feel that eating the same meal twice in a season is to admit creative defeat. Trends do, however, crop up from time to time; Louis Philippe deRouen's passion for grilled hopper and cold johar has caused season-long shortages of both as people seek to emulate the Prime Minister.

Republicans eat three or four small meals a day. Morning is dedicated to high energy carbohydrates and fruits to replenish natural sugars. Afternoon meals tend to concentrate on protein and energy sources. Evening meals are more spontaneous, dedicated to culinary delight rather than nutrition. The act of gathering for a dinner engagement is used to bolster Republican civilization and culture, or to impress one's peers. Families use meals to teach their children Republican ideals, the importance of the state in their lives and proper etiquette. Large dinner parties have strict codes of conduct, and hosts are expected to entertain guests by weaving tales of intrigue and adventure throughout the meal's course. It is common among the social elite to tell stories of great victories and defeats using regional delicacies or favored dishes to emphasize points in the tale. The greatest hosts can use contrasting choices to create a subtle sense of irony.

6.3.6 CLOTHING

In the Southern Republic, all kinds of fashions and styles can be found in a harmonious blend of colors and fabric. Looking good is a of prime importance in a status-conscious society such as the Republic and most city-dwellers with disposable income spend a great deal of time and energy on fashion. Although styles from other leagues are sometimes popular (usually as part of a brief fad), Republican designers are generally favored. *FashionSense* is the premiere style magazine, where one can find all the tidbits of information needed to be fashionable and comfortable.

► A Nation of Styles

(*FashionSense*; 12 Winter TN 1933) — On the Great Southern Plain, locals recommend NyTech leather riding boots, with a poncho of light coloring, perhaps a green Senzanti. Head gear with removable goggles is a necessity to preserve makeup in case of a flash dust storm. They keep the outfit loose fitting for a natural look and a maximum of comfort. In the city of Timbuktu, however, the poncho is replaced with a long coat of a dark pastel shade, gray or brown usually, made from light natural fabrics. Aquitains go for a younger look; EagleTruth's replica Gear pilot outfit is a sure shot with the locals.

In the Southern Alps and the Réunion Plateau warm clothing is essential. Although furs are commonplace, the truly stylish wear Ripley's insulated velvets; normally worn in beautiful earthen tones, Ripley jackets, gloves, and hats are designed to keep the bearer warm. Good boots are a necessity for traveling throughout the Alps and Alpine Footwear, backed by a lifetime warranty, is considered the best hiking shoe on Terra Nova. For those planning a cross-country trip, the heated scarves, hats and overcoats offered by L'Emeraude (available in all colors and patterns) are worn by locals as well as tourists.

Although a little shocking at first, *FashionSense* strongly recommends its readers to go native in Ashanti. An unforgettable experience, the sandy beaches of Ashanti make the perfect place for people to shed their second skin. Several artists along the boardwalk do body painting, the latest fashion craze; the popular Kyong Nahm, near pier 017, charges a slightly higher rate but his work is unequalled. Many boutiques also sell Trendy's light robes with controlled opaqueness; a little device allows one to choose how transparent he or she wants their clothes, it is a great way of easing into the Ashantite lifestyle.

At the heart of Terranovan fashion lies Port Oasis. The famous Grand Processional is home to five of the hottest fashion design houses on the planet: Senzanti, Alpine, Shikata Ga Nai, Clint West and WapaCasa. At the Champs de Mars, only the ultimate in fashion prevails, so caution is needed. *FashionSense* strongly recommends perusing through the boutiques along the Grand Processional before making nightly fashion decisions. A wise choice amongst connoisseurs is the newest breakthrough, vidfabric. Consisting of flexible vidscreens of different sizes set together in a random pattern, vidfabric dresses are the hot rage in Port Oasis. The screens are able to project different or similar fixed or random images and the electronics can be programmed to accept a thousand individual viewing patterns. The most up-to-date pick up a new vidprogram for their attire every evening, ideally tying into the theme of the soirées they attend. Astute hosts will provide custom programs to their guests in order to create the perfect atmosphere.



6.4 ARTS AND ENTERTAINMENT

As serious as the Republican drive to succeed is the citizens' desire to enjoy themselves. Republicans prize their rich artistic history and diversity. From the high sweeping mountains of Réunion, to the impressive Asparas Waterways of Ankara, the Republic is replete with locations where artists, poets, weavers, philosophers, and others find vision. Because of this, a disproportionate number of Terra Nova's truly inspired original works have originated within the Republic. Oddly it is the Republic's governmental system that is given a great deal of the credit for igniting the passionate fires of creativity among her citizens. The Republic's tyrannical repression of the absolute right to free expression, through the stymieing of political opinions, has forced public frustrations to be vented through other outlets, notably the arts. While often moody and somber, Republican art is meant to inspire and thrill.

Entertainment in the Republic takes as many forms as there are mediums. Covering the gamut of organized sporting events to evenings of trideo viewing, entertainment is what a citizen makes of it. Sports and dining are often seen as the most popular social activities, the former attracting large crowds and strengthening Republican pride over a diverse crowd, the later bonding circles of friends ever closer.

There are many outlets for artists and entertainers in the Republic, from street fairs to galas to huge mega-concerts, but perhaps the most sought after is the ArtScene series of publications and broadcasts. Originally founded with grants from the Ministry of Culture, ArtScene Magazine was first published in TN 1825 and covered the fine and performing arts in Ashanti and Port Oasis, placing a great deal of focus on the most patriotic displays. The magazine was highly successful and became very influential both in artistic centers and among those who lived elsewhere but still wished to have a taste of the "good life" in the capital. Soon enough ArtScene expanded to include other publications covering architecture and literature, to sponsor its own trideo shows and publish columns in major newspapers.

In the last four decades, ArtScene has become a power in its own right, largely independent of the Ministry of Culture or the Fine Arts Directorate. The approval of the government is no loner a prerequisite for exposure in an ArtScene publication or broadcast and works that are indifferent to patriotism are getting a great deal of exposure. Some within the editorial board of the conglomerate believe in the so-called "purity of art," a concept holding that art should be aesthetic and personal, rather than political and societal; several ArtScene publications — most clearly the alternative art magazine EdgeScene — have devoted a great deal of attention to art that questions the status quo. Others seem to have different ideas, however, since Saragossan peace activist and painter Milaine Sutako was recently the subject of a three part EdgeScene retrospective which has garnered the publication reprimands from the Ministry of Culture and bomb threats from the SPFI.

6.4.1 ARCHITECTURE

The architectural styles adopted in the Southern Republic clearly reflect the league's imperialist culture by utilizing structures from the most influential empires to exist on Earth. Modern architects strive to emulate the grace and power of the Roman and Greek cultures of pre-ice age Earth and the post-ice age utopian society of Greater Samarkand in design and functionality. Each city-state has its own character and inspiration.

Greco-Roman styles are very prominent, best demonstrated by the inner cities of Port Oasis and Siwa Oasis. The colonnades, amphitheaters, forums and arches found in the inner cities of both city-states are often reproductions of the refurbished historical landmarks that were lost when the second ice age swept over Rome and New Athens. Ankara was designed after the ancient Roman city of Agrigento, with the institutional district representing the seven hexastyle Doric temples that resided on the Rock of Athena. The Roman theme is in almost all areas of Ankaran architecture, with the industrial district being the exception and the temple like housing complexes being the rule.

Timbuktu was constructed as a variant of Greater Samarkand's perfect city, but opting for a web layout in opposition to the concentric circle pattern that typified that era. Réunion has developed a sculpted appearance that utilizes its stone and wood construction to blend into the surrounding countryside. This form of construction emulates the Scandinavian architecture of the Norse and Viking eras, not only in design and materials, but in craftsmanship. Saragossa adopted a three-tiered fortified city design to take advantage of the slopes of Mount Melek. This combination of military and residential architecture is reminiscent of the Castilian era of ancient Spain.

The top architecture school in the Southern Republic is Ankara Architectural College, a part of Ankara University. Specializing in the Greco-Roman style that the city-state displays so well, AAC nevertheless has faculty knowledgeable in a wide variety of styles. The student body is drawn from across the league and also includes a variety of foreigners from elsewhere in the Allied Southern Territories. The greatest debate currently gripping academics and students alike at ACC is whether a truly Republican style of architecture can be developed. Historically, the Republic has looked to other great empires for its inspiration — ranging from the ancient Rome to Greater Samarkand. A movement to evolve design away from Earth-based design concepts and toward a distinctive new style has gained more and more steam since the War of the Alliance. The use of constructs based on the typically Terranovan oasis tower is one characteristic of this school of thought, although this association with the Badlands is rejected by Republican elitists.

6.4.2 SPORTS

The national sport of the Southern Republic is soccer. From little leagues all the way to international teams, citizens love to watch, play and discuss this sport. Virtually all Republicans have played the game because it is a required physical education course in schools, and those who do not love the game still have respect for their nation's premiere sport. The Southern Territories Soccer League (STSL) is by far the most popular aspect of the game. Consisting of twenty-four teams, including eleven from the Southern Republic itself, the league operates on a two-cycle schedule. Each team plays every other team twice during that time, and the top four teams make the playoffs. The semi-finals are one game elimination matches, whilst the final is a best two out of three.

The Port Oasis Red Vipers have won a staggering 24 championships in the last 99 cycles, and citizens of the capital are fanatically devoted to the Vipers. Last summer, the Vipers' netminder Carlo Dimassi was acquitted of the charge of assault (he had broken a man's arm with a bar stool because the man had said the Aquitaine Razorbacks would win the championship) as the defense argued that this was an insult to his client's honor.

The second biggest sport in the Southern Republic is Gear dueling. With thirty teams in the Republican Federation of Duelists, it is the largest dueling circuit on Terra Nova. Operating on a two cycle schedule, the RFD is well known for its spectacular duels; the championship Coupe DeLyon is watched by millions of Terranovans and is recognized as being the most entertaining championship on the professional dueling circuit. Popular teams include the Port Oasis Dragons, the Marabou Sentinels, and the Aquitaine Army Skags.

Other important sporting events include the Ashanti 200 naval race and the Timbuktu Grand Prix, both of which draw in millions of viewers every cycle. The batte leagues of Ankara are also very popular, and recently another event in this city-state has risen in popularity: the icejet plunge. Built on the slopes of Mount Agnes, it is a four kilometer run of ice in which contestants must negotiate the tight twists and turn on a specially built sled which can reach speeds in excess of a 100 kph. The most spectacular moments are the three ravines and the 120 meter cliff that the participants must clear. Each year, several athletes crash their sleds into the icy walls on the run; not all survive. Smaller icejet runs exist in this area, but none compare to the unforgiving Agnes.

6.4.3 LITERATURE

With over 20 major publishing companies and cities rich in literary history, such as Réunion and Ashanti, the Republican literary world has flourished over the centuries. Many styles have cropped up and the mood in the Republic dictates the style of which literature will flower and that which shall wither. Political tolerance is very hard to come by, however, and inflammatory or seditious texts often face penalties.

The Republic has set up the Commission for the Promotion of Literature. This commission meets 3 times a cycle (twice in Ashanti and once in Réunion) to discuss the trends in the literary world. They are also responsible for distributing grants and fines. Fines are given to writers whose work is deemed anti-Republican. The process starts with the commission reading the original draft and making their comments. The writer has two seasons to correct or abandon his work or else he will be fined 500 dinars. Some writers have been known to try and publish their books anyway, only to have the shipment blocked and receive fines large enough to make them see the light, ruin and in most cases bankrupt them.

The best writers, such as Saskia Arelieant, are those who stay away from politics but stay on the fine line between acceptable and treasonous work. Most of these great writers are located in Ashanti. The Republic, still feeling shame for the destruction of their library by the Marabou Marauders during the First Unification Campaign, is somewhat lax towards Ashanti. The Ashantites have their own watchdog organization to weed out anti-Republican texts, but their view of what is seditious does not always coincide with the government's literature commission.

► Saskia Arelieant



Saskia Arelieant lives in the fast lane for a writer. She believes that writers should create novels based on ideas and creativity and not political correctness, the state should stay out. This belief has made her the favored target of the literary commission and she has been the recipient of some of the heaviest fines given to date. Fortunately for her, many love her books and she is backed by some very powerful people in Ashanti and Réunion. The commission would like nothing better than to revoke her right to produce novels, but that would be in violation of her right to expression. In defiance to the commission, Saskia continues to produce her avant-garde novels and relish the limelight.

Saskia Arelieant is also a major backer of expeditions looking to recover tomes from the old Asahanti Public Library. Her home in Gaia's Domain, near Ashanti, features a lavish moisture-controlled vault designed to preserve ancient tomes. In it she keep the two-dozen books in her possession she believes to have come from the library. The greatest of these is the only known original copy of *Neotopia* (the national text of Greater Samarkand, dating to Ice Age Earth) on Terra Nova. Security on the vault is top notch, but several collectors (including Etienne Durocher) are known to be ready to take whatever measures necessary to get a hand on Saskia Arelieant's treasures.



6.4.4 MUSIC

Innovative, inspiring and revolutionary, musical composers and performers in the Southern Republic constantly strive to be on the cutting edge of popularity, always ready to push themselves and their audiences to the limit. Concerts are held on a nightly basis throughout the land and young performers can be found showcasing their abilities at any number of clubs or on available street corners. Although not completely stereotyped, some clear divisions in listening preferences can be seen among the Republic's social strata.

Popular among the elite, classical music is a tradition that thrives in the Southern Republic. The Port Oasis Philharmonic Orchestra, generally considered the Republic's showcase outfit, regularly sells out any venue where they perform. Playing music drawn from pre-42nd century Earth, this orchestra clings to *ancient traditions of wood and reed instruments*, and has toured throughout the South and even the North to rave reviews.

At the other end of the spectrum, lies the latest in billowdark shock. This music is as offensive as it is loud, making it extremely popular in youth-filled clubs and amongst radical elements. Marisa Sting (lead singer of the band My Demon) is commonly acknowledged as the ambassador of billowdark, and has often been accused of inciting violence at her band's concerts. Oddly, proving that diversity is the key to Southern society, one of My Demon's biggest fans is Jacques Molay.

Tearing through the veil that separates Republican tastes is *primal dream*, a sweet blend of Gospel harmonies and low haunting music. Paul Larouche is primal dream's founder and chief statesman. His music has successfully appealed to a large portion of Republican society, making primal dream the most popular Southern musical style. Many artists have been quick to follow him, but are now questioning the decision because, while primal dream sells extremely well in recorded format, concert turnouts are consistently disappointing.

The hub of popular music creation and promotion in the Republic is Port Oasis. Music companies in the capital seek out, and frequently exploit, new talent. Port Oasis' reputation for excellence is such that young artists signed by Oasian agencies are almost assured of success. This is because the marketing divisions of these companies are so strong that their artists are assured plenty of air time, regardless of their ability. This has, unfortunately, left some truly talented musicians and composers out in the cold.

6.4.5 FINE ARTS AND THEATER

The Fine Arts Directorate of the Southern Republic (the FAD) is responsible for overseeing the artistic community. This immense organization tightly scrutinizes all publications, pieces of art or presentations that are to reach the public. Art that criticizes or opposes the Republican government is generally censored; (the few exceptions are pieces produced in Newton) while art that supports or glorifies life in the state is richly rewarded. As a result, these artistic endeavors reach a much wider audience simply due to their better funding. It is interesting to note that in a land so proud of its artistic freedom and values that the FAD will restrict any mention of the Gentle Prophet or any other religious icon of the North. The reasons for this are unclear to many, although fanatical Republicans see it as common sense to prevent any Northern foolishness from damaging the minds of the young.

At present, theater is the most widespread and successful form of art within the Republic. With such widely acclaimed plays as *Rochebois*, *le maitre des lions*, and *DeRouen: architecte* reaching phenomenal success both in and out of the league, good writers have made a name, and a fortune, for themselves. As far as the visual arts go, the FAD generally criticizes any abstract art, seeing it as the main vehicle for Northern agitators. The surviving artwork does, however reach astounding beauty and depth of spirit. The best examples of these are to be found in Port Oasis' Musée des Beaux Arts as well as the cyclic Exposition Républicaine sponsored by none other than Louis Phillipe deRouen. The Prime Minister also presents a cyclic prize to the most outstanding art in the fields of theater, painting, sculpture, literature, dance, film, and photography. These prizes have been dubbed the deRouen prizes and consist of either a government contract or 100,000 dinars, depending on the recipient's choice. For the most part, recipients will choose the government contract, because it involves far greater sums than 100,000 dinars.

Away from the mainstream, a growing movement of guerrilla art is sweeping through the rare centers of anti-state resistance within the Republic. Saragossa and Newton are the centers of these activities, with graffiti and street theater being common tactics. The Saragossan People's Front for Independence has made especially good use of this technique, using illegal street art and pirate trideo broadcasts to show the people of the besieged city that Republican forces are not truly in charge. Prefect Lo Samant has made it a high priority to stop these displays of support for the SPFI because they undermine his authority more effectively than almost any other tactic. The appearance of graffiti in the heavily fortified Saragossa Hightown is of especially great concern for Samant.

In Newton, underground art and theater is used by almost every protest group and is generally tolerated by the local authorities — under orders to allow Republican youth to "sow their wild oats." Many of the Newtonian displays are indeed innocent, consisting of ludicrous farces made at the expense of local Sheriff Jean Renaud or other authority figures. Others are of graver concern and are used by such groups as the SPFI-backed Open Mind Society to promote revolution, sedition and terrorism. Sheriff Renaud is well aware of the dangers but feels constrained by Republican policy.

6.5 TECHNOLOGY

The harsh realities of a history of warfare, the domination of technologically advanced leagues such as the Mekong Dominion and Humanist Alliance, and the influx of Terran military technology after the War of the Alliance have given the Southern Republic an elevated level of technological achievement. Technology is widely dispersed in the league and has greatly benefited the average citizen.

The modern Republican house is equipped with many state-of-the-art conveniences. The security system, evident by a keypad beside the door, is composed mainly of motion sensors, heat sensors, pressure plates, and microcameras. Top of the line systems include such gadgets as retinal scanners, DNA samplers, and voice recognition devices. Low end systems consist solely of a single padlock and a loud siren. Once the basic security layout is settled, the next worry for a new homeowner are the appliances. The most important of these is the environmental control unit (ECU) which controls the temperature, humidity, and air pressure in the home and efficiently regulates every centimeter of the house. The cooling mode of the unit gets the most use in Terra Nova's scorching heat waves.

The need for cheap and easy power has led to the installation of solar panels on the roof of many homes in the league. These panels convert solar energy to electricity, part of which is then stored in a bank of batteries located in the basement. The stored energy is used to heat the home and power the various electrical equipment during the night. The greatest advantage of this policy is that it frees up much of the administrative infrastructure of the government which would normally be used to provide power. These resources may then be put to other, supposedly more important, uses, such as military and industrial applications.

Since the departure of the Earth forces from Terra Nova in TN 1918, the industry of communications and telecommunications has been reborn. The Hermes 72 communications satellites left by the CEF advanced the already existing infrastructure by leaps and bounds. The increase in communications has allowed companies that depend on imports and exports to save phenomenal amounts of money. It has also led to the emergence of new small companies that specialize in telecommunications. The greatest beneficiary of this technology is, by far, the entertainment industry. Now with the capacity to reach even the most remote community equipped with a satellite dish, SRBC, the Republic's premier broadcasting channel, has increased its viewing audience by about twenty million viewers.

The Republican metallurgical industry is now booming due to the release into the civilian market of new alloys derived from the study of destroyed Earth hovertanks. These new alloys are lighter and have a higher tensile strength than previous ones. This has brought to the realm of the possible many projects which were previously abandoned because of serious technical shortcomings.

► Vidfabric Hits the Streets

(FashionSense; 5 Autumn TN 1932) — After being available for three cycles only in the most exclusive of designer shops and on the catwalks of Port Oasis, vidfabric has finally been made available to the public through the auspices of the Technowear collection from Zebulon. Although priced for the upscale customer, Technowear is still far more affordable than any previous vidfabric release and makes an ideal "special occasion" for someone wishing to make a real splash on the social scene. The initial releases from Zebulon include a line of jackets and suits for men and women, along with evening gowns and cocktail dresses suited to a variety of occasions.

Vidfabric itself was first introduced in the Summer 1928 collection of Zamala Fuzzo, the mistress of the cutting edge of fashion in Port Oasis. This high-tech material functions using micro-thin video screens woven over a fine mesh of fabric. A small playback system allows the wearer to select just what is projected across his or her body. Many different screen systems are available to the designer, but Zebulon's couturiers have limited themselves to the two extremes of whole image vidfabric and mosaic design. Whole image uses a seamless system to have the entire garment display a single continuous image, usually a moving pattern. Some variations on whole image systems use motion sensors to have the a pattern react to the wearer's actions or to keep the image oriented even during vigorous movements. Mosaic vidfabric uses a patchwork of small screens to create a cacophony of imagery, often using images taken directly from the popular media. Larger patterns can easily be created by using several screens together.

Small videodisks are used to establish the patterns on most garments but new possibilities are being explored by many designers and social mavens. Broadcasting and receiving vidclothes are now all the rage in the top echelons of the Port Oasis social scene. These garments are set to receive images from external sources — usually a system established by the evening's host. With this system, all the vidfabric at one party will work together maintaining a theme. Broadcasting vidfabrics work on an opposite principle as each garment tries to impose a pattern on the others at a party, resulting in your clothes changing aspect as you meet new people. Some call these evenings highly chaotic and garish, but the young and wealthy crowd seems to adore it.

Rumor has it that Zamala Fuzzo is currently preparing tridfabric, a new variety of vidfabric able to reproduce false three-dimensional trideo images. This would allow for a new variety of image styles, breaking the barrier of the human form. Models could be made to appear to have whole worlds within their bodies, a prospect fashion guru Geran Zacks has called "a fantabulous possibility."



DEADLY ENCOUNTERS

A thunderstorm raged overhead. Jagged lines of power slashed brilliantly through the dark veil of twilight, casting brief shadows all around. Jackson thrust his booted foot into the wood surrounding the locking plate of the door. Splintered, the old barrier swung inward with a squeal from rusted metal hinges. Heart pounding a crazy counter rhythm, Jackson thrust his gun-tipped arm into the darkened room beyond. His left hand slid along the wall, searching for the light pad. Finding none, he cursed silently, then set his face in a mask of determination — there was no turning back now; this could be his only chance.

They had said it was his gift. SRID investigator Jackson knew the sociopathic mind like no other man; he could get inside it, experience what it was to be totally detached from morality and honor. That night it was to pay off. He had worked the case of the Traveling Man, the Southern Republic's most elusive killer, for ten long cycles. A string of mutilated bodies had taunted him throughout a Republic-wide chase. Notes like "Missed me again Redtree," had made the hunt intensely personal. Now, in Bethany, Jackson had tracked his quarry down for the final confrontation. His wife had been kidnapped; it was now completely personal.

The object of Jackson's dark desire waited patiently upstairs. Erickson reveled in the nuance of death; he remembered each of his victims clearly, a photo image burned in his mind. He also enjoyed provoking the SRID agent hunting him. Until now, they had been unable to penetrate his defenses, and made for amusing playthings. The man downstairs was a problem but, if this was to be his last waking night, he might as well have some fun.

Jackson sensed his prey rising. The evil was almost palpable and he swung his automatic around in response. Two quick spits from his pistol briefly illuminated the study. Jackson flew ahead, sure of his path, and took the back stairs three at a time. He crouched down at the landing and inched into a room across from him. Lightning eerily sparked the room into visibility. The bed Jackson saw was occupied. He lunged across the room and tore the sheet away. The half stripped face leered up at him. His love, his life was gone.

The scream was sensational and Erickson let the raw emotion peel through his soul and fill him with pleasure. His ceremonial blade slid easily from its Légion Noire sheath as he glided forward to play some more.

Jackson turned, the cold grip of terror working its roots into his heart. A flash of light in the hall urged him to action. Gone were reason and sanity; hatred alone fueled him now, pushing him forward. He fired his gun, filling the house with thunder, until a hollow click resounded in his mind. He turned and charged into a side room, sweat running freely down his face to confront his man.

"Jackson," Erickson spoke hypnotically. "Would you care to experience something purely savage?"

Redtree mouthed the words as the killer spoke. He knew him now; he knew him completely. His life was gone; only the killer's remained.

Not three hours later, Redtree watched from hiding as SRID pathologist Marissa Bouleau examined the scene with mild revulsion; Redtree's wife and Erickson — or at least their bodies — lay naked, twisted in a disturbing pose. She pulled the sheet over the bed and exited into the bright sunshine. As far as she was concerned, Redtree was missing too — a suspect in his wife's death.

They would never understand. Jason Redtree was dead, Erickson was dead, and only the Traveling Man remained. He knew just what the killer would do now and he was ready to do it. They said it was his gift.



7.1 DESIGNING A REPUBLICAN CHARACTER

On the surface the idea of designing a **Heavy Gear** character born and bred in the Southern Republic is no different than any other type of PC. Republican society is diverse enough to have almost any type of character within it. Those playing in action-oriented campaigns can find a wide variety of possible characters. **Heavy Gear** standbys like Gear pilots, military technicians and special forces operatives are all in play in the Republic, as are police officers, rovers, spies and corporate security officers. Players in intrigue-oriented campaigns may be especially rewarded by the legions of Republican character types, ranging from SRID covert operatives to SPFI terrorists and Témoin informers.

The ultra-nationalist atmosphere of the Republic should impact on Player Characters and influence character creation, however. Stereotypically, Republicans put their league and its interests above all. There are exceptions to this rule, but it should be emphasized that loyalty and honor are mainstays of Republican existence. Players and Gamemasters should decide just how nationalist their character is going to be and what the implications will be. Pride in the Republic is a double-edged sword, giving characters conviction and strength but also making them supremacist and patronizing. Ideally, Republican characters should have some elements of both these tendencies. Players should be careful, however, not to play complete stereotypes. Republicans who dismiss foreigners out of hand and spend their time berating PCs of other nationalities are unlikely to contribute to party cohesion and a good time.

7.1.1 CONCEPT, BACKGROUND AND SUBPLOTS

A standard quality of SR characters is a fierce national loyalty, as well as independent thought. Republicans tend to be highly creative, and are capable of great artistic expression and political swindling. A wide variety of character concepts can be accommodated in the Republic from simple farmers to international spies. Dynamic and active Republicans tend to become involved in the intrigues and power plays their league is infamous for and Player Characters are no exception. Unless the Gamemaster expressly wishes to run a straightforward campaign without intrigue and politics, Players and GMs should examine the background of characters and spot potential subplots. The character's proximity to centers of power and conflict is one key issue. A native of Port Oasis could easily cross paths with any number of key players or be drawn into the underworld, while a Saragossan will be forced to choose a side in the conflict tearing apart his city.

The importance of the military, law enforcement and intelligence communities also begs the question of whether a Player Character has any history with these institutions. The son of a disgraced veteran could be trying to redeem the family name or distance himself from his parent. A retired SRID agent may find that he cannot leave the shadow world behind. These questions become all the more pertinent for characters who are themselves part of these communities.

7.1.2 ATTRIBUTES AND SKILLS

Attribute and Skill selection for Republican characters is fundamentally no different than for any other **Heavy Gear** characters. Players and Gamemasters should keep a few things in mind, however. The Republic features a good and nigh-universal education system that teaches fundamentals to all citizens. In the SR, "fundamentals" include heavy doses of civic education, making youngsters into proper Republicans. As such, Players can easily justify Skills such as History, Etiquette and Computer. Republicans learn both Anglic and Universal French, although which language qualifies as their mother tongue depends entirely on what is spoken in the household. Gamemasters can use the second language rules (see **Life on Terra Nova**, p. 140) or simply decide that Republicans are bilingual (level 2 in Anglic and Universal French). Enclaves of Intralingua and Eurogermanic also exist in the Republic, so some characters could be trilingual.

Attributes and other Skills should be chosen based on preference and character background. Characters involved with the web of intrigue that is Republican politics will likely chose Skills that help to navigate it. Chief among these is Bureaucracy, which represents knowledge of the channels of power, but more subtle Skills such as Etiquette, Business, Hagglng, Notice, Psychology and Theatrics can also be very useful. Those who become involved with the shadier corners of power will need Streetwise and possibly Intimidation as well. Investigation, while not necessarily common among politicians, can be useful as well.

Those with a military or law enforcement background (relatively common in the Republic) should think about skills such as Small Arms, Hand-to-Hand, Melee, Drive, Gear Piloting and Gunnery, as well as support skills such as Communications, Electronic Warfare, Navigation, Tactics and First Aid.

Those hailing from a rural background — especially the deep jungle — will want to take a healthy number of survival Skills. Survival is obviously important (possibly with a Jungle specialization), but Notice, Swimming, Athletics, Navigation and even Camouflage can all be useful in the tropical wilds. Those from the shores of Lake Esperance or other large bodies of water should consider Swimming and Naval Pilot. Of course, most Republicans are very urban and these "bush skills" are seen as somewhat uncouth by those used to the high-life of Port Oasis or Ashanti. In Saragossa, however, special types of survival skills such as Stealth, Notice and Combat Sense are fairly common even among civilians trying to avoid the violence.

7.2 EQUIPMENT

The Southern Republic prides itself on being the best in everything (even if it is not) and the realm of personal equipment is no exception. Republican manufacturers produce a wide variety of cutting-edge equipment and even more is imported from the Mekong Dominion and Humanist Alliance. Much of this supposedly “high-tech” equipment pales in comparison to materials available in the HA or the United Mercantile Federation, but it is nonetheless appreciated by Republicans looking for status symbols. Conspicuous consumption is expected of any citizen seeking status in the SR and seemingly ridiculous competitions over who will have the “next big thing” first are common in Port Oasis, Ashanti and other centers of fashionable behavior.

In the rural regions, where survival can be a real concern, more reliable equipment is often preferred to the latest craze. Regional Republicans often still spend their money to attract attention, but the elements needed to ensure their survival are usually well-known and well-tested.

7.2.1 WEAPONS

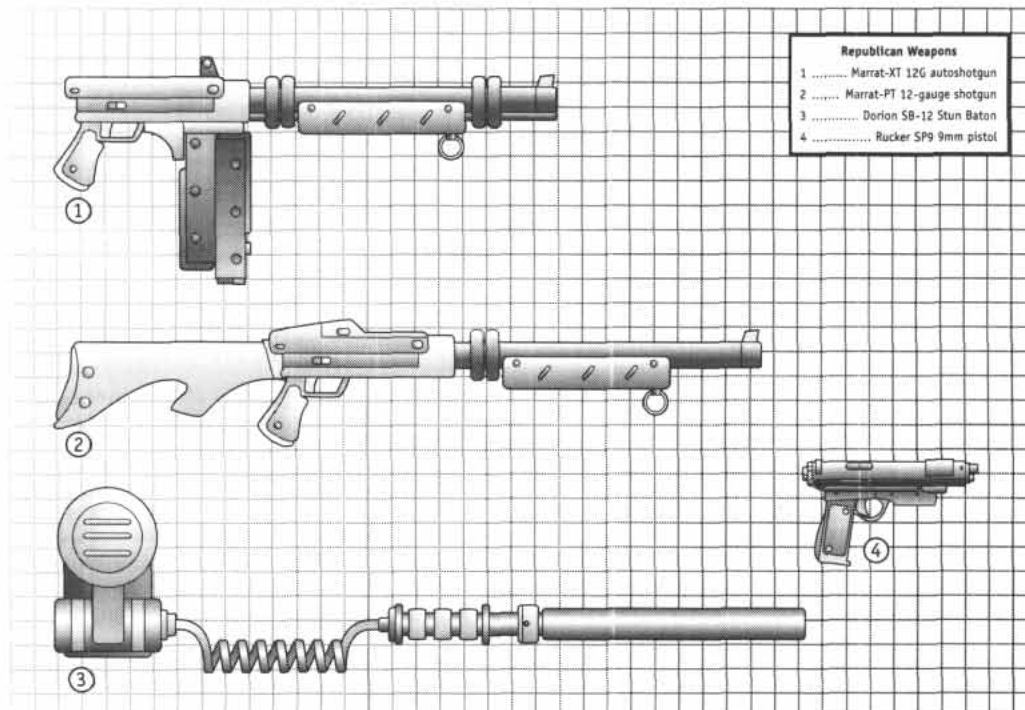
In a league where the military plays such a central role, weapon manufacturing is a significant part of the economy. The Southern Republican Army, SRID, the Great Plains Police, and other prestigious military and paramilitary organizations demand a high standard of quality and craftsmanship of their weapons. Many of the arms produced for these groups are respected around the globe and have found their way into elite units across the South and Badlands. Weapons are carried by civilians as well, especially in rural areas. Hunting rifles, machetes and shotguns are not uncommon sights once one leaves the city-states.

Republican Weapons

Weapon	Accuracy	Damage X	Range (m)	ROF	Ammo	Cost
Marrat-PT 12-gauge shotgun	0	28*	7/14/28/56	0	8	200
Marrat-XT 12G autoshotgun	+1	28*	6/12/24/48	1	12	900
Rucker SP9 9mm pistol	0	15	7/14/28/56	0	15	550
Dorion SB-12 Stun Baton	0	AD+6**	close combat	-	-	450

*double armor against shotguns.

**If the stun baton attack succeeds, the victim is subjected to additional electrical damage which is applied separately; the Intensity of the shock is equal to a strength 5 electrical attack (see *Heavy Gear Rulebook* p. 65), except that a failed Health roll cannot cause death.



7.2.2 SURVIVAL EQUIPMENT

Survival is a pressing issue in the rural regions of the Republic. The swamps south of the Southern Alps are notorious for swallowing up naïve or unprepared visitors without leaving a trace. The mountainous regions of the Republic are rarely more forgiving, and although alpine tours are popular, they all begin with a stern safety lecture from an experienced guide. Training is certainly the most important element of survival in harsh terrain, but proper equipment is a close second. The Republic has a well-developed rural equipment industry and imports other items from the equally unforgiving Mekong Dominion and Eastern Sun Emirates.

► Jungle Body Suit

The heat and humidity which plague the southern jungles have long been a bane for people who work in this environment. Adventcloth, the makers of the ever-popular desert suit have come up with another derivative of their proven product. The waterproof and skintight, synthetic mesh polymer suit is equipped with the standard heat exchanger found in the desert suit and the fabric is interlaced with small tubes that carry a non-toxic fluid that allows the wearer to stay cool. The material is thick enough to protect the wearer from insect bites and small animals, although some creatures can slip inside and bite the flesh beneath. The suit costs 1000 dinars.

► Jungle Cloak

A companion piece to the body suit, the jungle cloak is worn over the a body suit and wrapped around one's head. The cloak is usually a simple waterproof, breathing cloth that allows body heat to be released while keeping the wearer and his equipment dry. More complex cloaks that can withstand harsher environments are also available . A standard cloak costs 25 dinars; one featuring a heat exchanger (which can substitute for a body-suit's) costs 650 dinars.

► Reinforced Boots

The swamps, jungles and mountains of the Republic are not places to go barefoot. Countless predators and poisonous plants lurk just waiting for a juicy bit of flesh to present itself. Most Wildlanders (rural southerners) wear heavy, specially adapted boots to protect themselves. Although some are adapted for jungle travel and others for mountain hikes, they effectively serve the same purpose: keeping feet warm, dry and safe from injury. The most expensive boots have an auto-sealant lining to mend tears, while the cheapest are nothing but toughened, waterproof polymer. Most boots fall somewhere in between these extremes. Prices range from 30 to 450 dinars.

► Vibromachete

An essential item for anyone making his way through the dense jungles of the South, a vibromachete will make quick work of troublesome foliage. It can also be used to cut clear of the deadly webs of architecture bugs (see Architecture Bugs, p. 123) and other natural traps. Like other vibro-weapons, vibro-machetes can function as traditional cutting implements when their batteries die out. Vibromachetes can be used as combat weapons if need be, have the standard stats (Acc 0, Dam AD+15) and cost 325 dinars.

► Thermal Jacket

The reverse of a jungle or desert suit, a thermal jacket, suit or other similar article, uses a layer of heated gel tubes under an insulated, weather-proof coating to evenly distribute and augment the wearer's body heat. Most jackets are equipped with thermostats that allow them to keep body temperature stable by responding to exterior conditions. At its lowest setting the jacket conducts excess body heat to the extremities while at its highest level it will heat the entire body. Ashantite visitors to the Southern Alps are very fond of thermal wear because it allows them to wear a single layer. Three-quarter length thermal jackets cost 950 dinars, while full suits cost 1200.

► Survival Kit

Most people traveling through the wilderness of the south carry a survival kit carrying emergency supplies. These kits come in various sizes and are often tailored to the environment a traveler will be visiting. Most kits include a universal tool, compass, high-energy food rations, first aid supplies, fishing/trapping wire, water-purification tablets, weatherproof matches and glow-rods. Larger kits can also include an ultra-thin thermal blanket, a more extensive medical kit and flares, although they are usually more cumbersome. Basic survival kits give +2 to Survival rolls in the environment they are tailored for (+1 in another environment) and +1 to First Aid rolls. Larger kits give +3 to Survival (+1 in other environments) and +1 to First Aid. Kits cost between 50 and 250 dinars.



Jungle Dweller
 1 Jungle Cloak
 2 Vibromachete
 3 Jungle Suit
 4 Swamp Boots



Mountain Dweller
 1 Thermal Jacket
 2 Survival Kit
 3 Thermal Pants
 4 Mountain Boots

7.2.3 POLICE EQUIPMENT

Law enforcement is a highly prestigious occupation in the Southern Republic and most police officers are proud to serve their city state and nation. Several important manufacturers produce weaponry and other equipment expressly for the police market. The most well-known police forces, such as the Public Interaction Unit of the Southern Republic Intelligence Directorate and the Great Plains Police generally have access to the highest quality equipment, both because their departments have larger budgets and because top manufacturers court big clients. Smaller forces often make due with less dazzling equipment, limited by city budgets.

Dorion B40 Bulletproof Vest ◀

The officers of the Great Plains Police are generally thought of as dedicated peacekeepers for a large, but quiet frontier. In reality they have to deal with a wide variety of dangerous opponents, ranging from smugglers to Saragossan terrorists who set up bases away from their home city. Even regular farmsteaders and Wildlanders can be dangerous to GPP officers since they often resent police involvement in matters they might consider private. Many a GPP officer, investigating matters in an isolated community has been faced with irate locals brandishing shotguns. Because of these dangers almost all GPP officers in the field wear the excellent Dorion B40 bulletproof vest. Manufactured by Dorion Police Technologies of Aquitaine, the B40 is a heavy vest of ballistic cloth reinforced by ceramic plates over the chest. The B40 is hardly concealable, although some GPP officers wear a cloak over it. The B40 is considered a standard medium flak vest (Armor 25, Encumbrance 0) and costs 250 dinars.

Dorion SB-12 Stun Baton ◀

Dorion also produces a widely used line of police batons, including the SB-12 stun variant. Carried by police officers in the streets of many towns and city-states, as well as by GPP officers, (as an alternative to deadly force) the stun baton was developed to aid officers in subduing criminals. Upon contact, the baton releases an electric charge to stun the suspect to the point of unconsciousness. A small battery attached to the officer's belt provides the electrical charge. A simple on/off switch activates the baton. Relatively lightweight at only 2 kilograms, the baton is both easy to carry and use. A shielded handle protects the user against any charge, thus preventing shameful situations where both the officer and the suspect fall unconscious. Initial trials revealed inadequate shielding, much to the manufacturer and user's dismay. After a few months of redesign, the baton passed all tests and the product is now found across the Republic. Paxton Arms also produces stun batons. The SB-12 costs 450 dinars.

Marrat-XT 12-Gauge Autoshotgun ◀

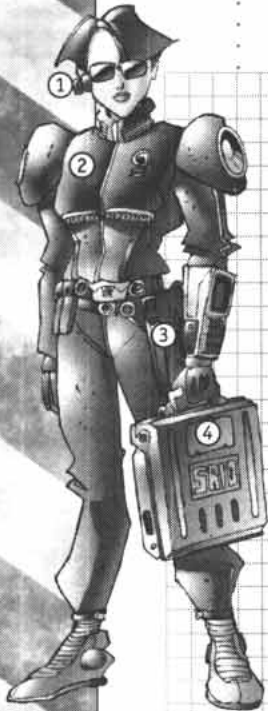
The standard heavy weapon of GPP officers on patrol across the Great Southern Plain, the XT-12 is a powerful semi-automatic/pump action police shotgun. Although not as effective against armored targets as military assault rifles, the XT-12 allows a pair of GPP officers to hold down even well-armed opponents in a pinch. The XT-12 has also become popular with urban police forces, most notably with officers stationed in the most crime-ridden sectors of Siwa Oasis, Timbuktu and Port Oasis. Marrat Weapons Werks also produces the pump action PT shotgun. The XT costs 900 dinars while the PT costs only 300. 12-gauge (70 mm) ammunition costs 7 dinars for 10 rounds.

Rucker SP9 9mm pistol ◀

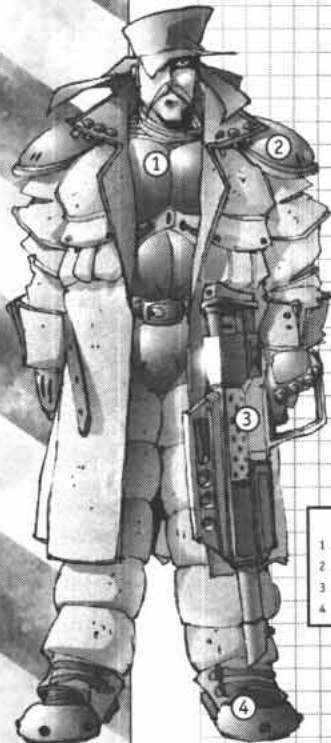
Widely regarded as the best 9mm automatic pistol in the South, the Rucker SP9 is the standard sidearm assigned to investigators in the Public Interaction Unit of the Southern Republic Intelligence Directorate. Made of ceramic and plastics, the SP9 is the showpiece of Rucker's handgun collection and is tooled to the highest degree of precision, a degree of care that shows in the weapons increased accuracy at range. Other police forces also use the SP9, but its elevated price tag limits its distribution. GPP officers usually prefer heavier, more rugged weapons, sacrificing precision for stopping power. The Rucker SP9 retails for 550 dinars.

SRID-issue Crime Scene Kit ◀

Every SRID investigator carries a small crime-scene kit of his own, designed to aid in the preliminary investigation of the scene without corrupting it before the forensics team arrives. The kit includes a variety of staples of police investigation including gloves, a variety of plastic and paper evidence collection bags, official stickers for marking a crime scene, and basic fingerprint and chemical analysis kits. These latter kits are supposedly used only if dedicated forensic teams are unavailable, but investigators often bend these regulations. The most technologically advanced element in the kit is a small audio/video recorder that can be worn on the investigator's temple. The investigator can then make a preliminary walk-through of the crime-scene, take spoken notes to himself, and have a record to reexamine later. The recorder is also often used when interviewing witnesses at the scene or elsewhere. The kit costs 1000 credits, but is restricted by law.



SRID PIU Officer
 1 Digital Recorder
 2 PIU Uniform
 3 SP9 Pistol
 4 Crime Scene Kit



GPP Officer
 1 Bulletproof Vest
 2 Turtleshell Pads
 3 Marrat Autoshotgun
 4 Reinforced Boots

7.3 REPUBLICAN CAMPAIGNS

The Southern Republic is a vast land with innumerable possibilities. A campaign in the Republic can be set in almost any environment, involve any type of non-player character, be set for just about any group of players, and be as dangerous as the Gamemaster likes. But there are constants across the Republic, most evidently the fact that the Southern Republic is riding high. In fact, one might justifiably claim that the SR is the greatest power on Terra Nova in TN 1933. Keeping that in mind, there are a few themes that seem to be recurrent in most campaigns set here, namely loyalty, survival, pride, power, intrigue, honor and prejudice.

● LOYALTY

There are many ways to explore and exploit the theme of loyalty. The most classical sense of loyalty refers to the defense of home and country and most Republicans would give their lives for that cause. But this is rarely the focus of a campaign. A far more interesting way to introduce loyalty into a campaign is to force a Player Character to betray his or her loyalties or have a PC betrayed. A character's loyalties can be divided between his beloved state and his circle of friends. How would he feel should his best friends be members of the SPFI or Northern spies? What if the PC found proof that the Republic was killing innocent people? Campaigns should be only sparsely intermingled with betrayals, however, or the Players will begin to suspect every NPC that looks at them.

● SURVIVAL

No matter what game is being played, mortality is the most frequent, exciting and motivating force the Players face. That old adage "nothing ventured, nothing gained" is very much applicable in this type of setup. The potential of gain is always more interesting when it is backed up by an effective threat or two. Usually, the most effective of these menaces is a large, secretive organization that the Player Characters could not easily eliminate. The more elusive, the better. SRID, the SPFI or even a cult are prime examples of this kind of dark entity. A character being set up by SRID to take the fall for the murder of a police officer can motivate Players to find out who the real killer is. This theme also works very well when combined with another theme such as pride or loyalty.

● PRIDE

The fierce pride the average Republican takes in his own state is only natural for someone on the top. But not all citizens feel the glowing pride of a true patriot. A character's pride can be used in many ways as plot devices. A proud scientist might be convinced to join a dubious experiment by stroking his ego, just like pride in his circle of friends might be just the thing to keep a character's sanity intact. The flip side to this aspect is that lack of pride certain individuals might feel. Shame might originate from actions or associations best left in the past, such as having once worked under a businessman who smuggled arms to the North. Lack of patriotic pride is a rare thing for a Republican, but it can make for an interesting and worthwhile plot twist.

● PREJUDICE

Along with pride in one's position usually comes prejudice against those considered of lower station. It is these tendencies that lead Republicans and their government to consider themselves above the rest of Terra Nova, and thus act in what they see as these others' best interests. These actions usually take the form of unrequested aid, unnecessary regulation of other government agencies, and the enforcement of ideals in other territories. Prejudice can form the theme of a campaign centered around a multicultural party, in which Republican PCs are forced into close cooperation with "inferior" people and must learn to adapt and alter their prejudices. Similarly, a party of foreigners might be subjected to a great deal of prejudice, giving a whole different look at the Republic.

● INTRIGUE

The one theme that best characterizes the Southern Republic is intrigue. With all the political machinations that go on within the political circles, it is common for Player Characters to become involved in some plot or other. It is by these darkened political maneuvers that intrigue may easily be inserted into the campaign. But political intrigue is only one aspect of this theme. Intrigue can be quite effectively used at the beginning of a campaign, usually appearing as mystery to be resolved. Any campaign involving investigations will likely involve intrigue as well. Intrigue should be used in moderation, however. The Player Characters should feel they are making headway when unraveling a web of conspiracies so that they do not become frustrated. A good strategy is to set up campaign milestones in which PCs will answer some questions and reveal others (e.g. they discover the man who has been following them is a SRID agent; now why is SRID following them?).

7.3.1 HIDE AND SEEK

Rescue work is one of the most dangerous professions around. Fools walk in where angels fear to tread, and it is the rescue worker's job to go after the fools in question. These workers are often volunteers who devote part of their busy schedule to help those who get themselves into trouble. A campaign based on a rescue team can involve characters from all walks of life, thus a rescue worker can be a physician, a physicist, a garbage collector, or even a politician in their everyday job. Players are free to choose any background and occupation for their character. This allows the characters time off between missions to develop their personalities and lifestyles. In this campaign setting, although some group cohesion helps smooth game play, it is by no means necessary. A team of rescue workers can accommodate a groups of Players in which everyone likes to make a totally different character from the rest of the group. Rescue workers are trained by the state in basic First Aid and Survival Skills for the terrain surrounding their place of residence. They are also supplied with the necessary equipment for each mission. Gamemasters may use imagination in this area by assigning unusual or experimental equipment which can be a help or hindrance to the party.

The course of a rescue worker campaign is likely to include a series of missions which can include the occasional mysterious disappearance, unexplained phenomenon or grisly scene. In order to keep players from becoming bored of the get-mission, achieve-objective, go-home syndrome that can develop in such a campaign, GMs can play out parts of the characters normal lives with unusual occurrences. For example, it is possible for a doctor PC to treat a construction-worker PC for an injury received at his normal job. In the course of the examination, the doctor can find something unusual about the injury which leads the party to seek answers for their wounded comrade — the group's honor or courage might be called into question if they did not. In the course of the investigation (which will likely be interrupted by a few search and rescue missions) they may discover any number of plots that the Gamemaster wishes to experiment with. GMs should also remember that actions have implications; the smuggler foiled in one scenario is likely to come back for vengeance.

Starting Point: Who Needs Help Here? ◀

An unidentified creature is spotted at the mouth of a MacAllen cave entrance near Réunion. A Hermes 72 broadcast airs a report two weeks before the summer school holidays in Newton about the unsuccessful investigation of the sighting by the local Réunion Gentleperson's Club and a visiting Badlander xeno-anthropologist. A dozen student spelunkers, members of a political club from Newton called the Southern Divisionists, decide to spend their holiday in pursuit of the truth. They are also trying to prove they are better than a bunch of elder thrill-seekers. The students' loud boasts and irritating, overbearing attitude towards everyone quickly sours locals' opinion of them. Most are relieved when the students finally descend into the caves.

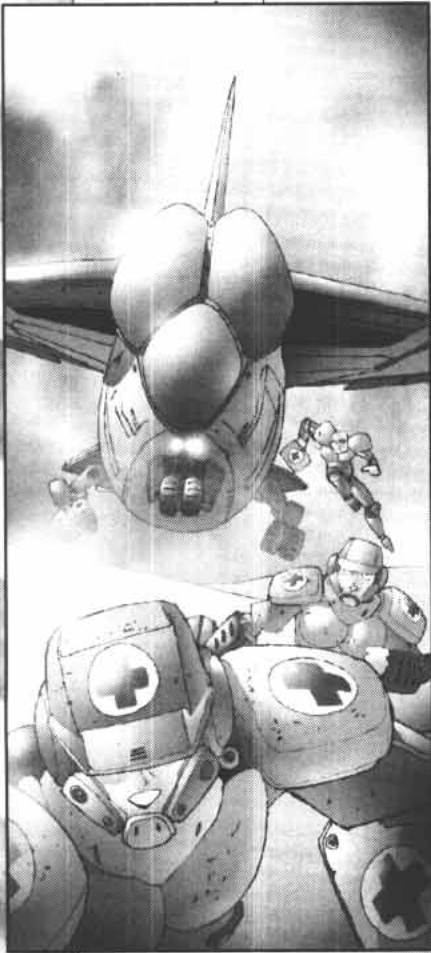
Five days later, the group fails to make their regular morning radio contact with the police station. The local police receive a call from SRID, indicating that one student is the son of an Estates General member, and that finding him is of utmost importance. SRID investigators are sent to help. The Gentleperson's Club steps in to assist, since an incident so close to home might affect the prestige of the club. After a day's descent, searchers find a student's body. Nearby, a high-quality climbing rope is piled in a heap, cut at the top. The team discovers the students' corpses, one by one as they descend further, with three unaccounted for. At this point in the misadventure, the rescue team begins to suffer some accidents of its own. Little do they know they have stumbled onto a cave passage used by ruthless smugglers.

Possible Campaign Variations ◀

Variation	Description
1	The PCs uncover a secret SRID facility and become fugitives.
2	The head of the rescue operation is corrupt and taking bribes from smugglers.
3	The PCs work in Saragossa and are approached by the SPFI.
4	One PC is the child of a cabinet minister, attracting intrigue and influence to the group.
5	The PCs work for a private corporation.
6	After a spectacular rescue, the team becomes media darlings.

Suggested Player Characters ◀

Character Type	Description
1	Rescue worker/physician
2	Rescue worker/farmer
3	Rescue worker/politician
4	Rescue worker/soldier
5	Reporter
6	Dilettante Explorer



7.3.2 LAW AND ORDER

The stability of any city must be insured by local law enforcement agencies. These agencies represent the backbone of morality and safety of the community, and the attitude of a community is often reflected in its protectors; a city which is corrupt may have officers willing to ignore an infraction if the price is right. While sometimes unpopular or even despised, these officers are charged with trying to maintain impartiality and exercise unbiased justice at their assigned posts. They encounter everything from locals who want to be just like them to nefarious spy rings from the North.

The advantages which come with belonging to local law enforcement are familiarity with the environment, official sanction, and police departments which are usually well-funded. These factors put Players in strong positions to influence their surroundings. Due to the personalities that the characters deal with every day, however, they must take precautions to protect themselves. Officers must protect both their minds from becoming insensitive, and their bodies from being harmed by the criminals they face. Player Characters should also watch for corruption and any individuals on the force who are less than fully dedicated to the principles of law and order must be dealt with subtly in order to prevent a loss of honor to the department and the city.

The members involved in law enforcement agencies range from investigators and forensic experts to beat cops and SWAT members. The good mix of skills present in these varied specialists can make for a formidable unit, and with a competent leader this unit can be an effective force for its city. Local law enforcement campaigns follow the course of development of the city to which they are tied. As the city grows and changes, the officers often find themselves either adapting to the changes or meeting with a catalyzing element which changes their perceptions. These changes can be for good or ill, but either way, it heralds a major change for all the citizens of the area. For instance, a community that is near a newly discovered resource will experience the "boom" mentality as many people try to capitalize on the new opportunity. Corrupt officials, greedy capitalists, environmentalists and others will all try to convince the police, through various means, that they should act in a certain manner.

► Starting Point: Hot Cawfee

The fever of the cawfee festival has taken Réunion (or the PC's home city) by storm. People are parading in the streets having a good time. The Player Characters have the essential, if ignominious, assignment of foot patrol in the area. They are responsible for keeping order and making sure no one gets injured. At the end of a busy day, a bomb explodes and destroys a cawfee warehouse in the west end of town, where the PCs are assigned. The explosion site is a disaster zone. Fires rage and threaten other warehouses. Company workers and volunteers frantically evacuate nearby buildings, while firefighters try to bring the blaze under control. Just as the situation calms down, a second explosion rocks another warehouse a few blocks away.

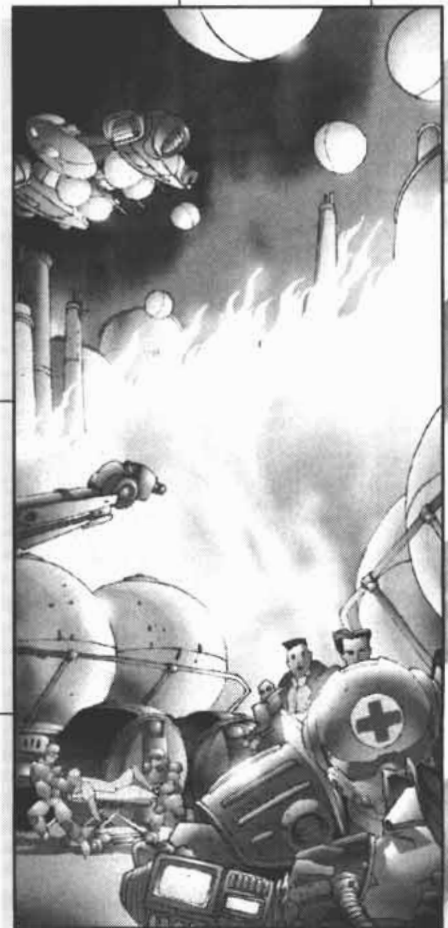
When the Player Characters arrive, they are first accosted by the media who have flocked to the scene. Players notice that medics are tending to the injured and policemen are sealing off the area and getting the media out of harm's way. The characters will also notice a SRID agent who is asking questions. The next morning, when the fire is extinguished and most of the cawfee is saved, the Player Characters are sent to investigate the burnt-out warehouses. Inside the charred hulks of the buildings, the Player Characters find metallic residue which does not belong in the warehouse, suggesting a bomb. An underworld gang war seems to be in the making, but some whisper that the SPFI is involved.

► Possible Campaign Variations

Variation	Description
1	One of the Players is actually on the take and covering for a gang of hoods.
2	The SPFI have targeted the city to extend their war of terror.
3	The PCs get caught in a nasty strike by police officers.
4	A price war turns ugly between cawfee growers.
5	One of the PCs is framed for theft from the evidence room.
6	SRID starts jurisdictional disputes.

► Suggested Player Characters

Character Type	Description
1	SWAT sniper
2	SWAT officer
3	Investigator
4	Lieutenant
5	Reporter
6	Forensics specialist



7.3.3 THE PEN IS MIGHTIER...

Ever since the sacking of the Ashanti library by the Marabou Marauders, the lost books have been a beacon for many enterprising anthropologists, historians and collectors. Rumors abound that the books contain mystical or superior knowledge. Several expeditions for the recovery of the Ashanti books are under way. It will be filled with research and investigations, as well as the possibility for lucrative and enlightening discoveries. This type of campaign is perfect if the Players like the idea of tracking down the impossible. On the other side of the coin, it demands a great deal of patience, because it may be quite a while between the unearthing of the various clues to a particular book. Although the characters might be less than well equipped when they start on their journey, it is likely they will pick up a wide variety of materials along the way. Many types of characters can be included in this situation, which will make many individual Players happy, but it is recommended that at least one member have a good knowledge of history and archeological methods. Investigative and research skills will also be extremely useful to those who wish to search for lost knowledge.

The course of a book search can lead the characters all across Terra Nova. Rumors abound that large parts of the collection were removed from the library before its destruction, and it has been ascertained that at least a small number of books were out on loan. How many of the books actually survived to the present day is a matter of conjecture, but some think that the wide variety of formats in which the books were stored increases the chances that a significant number of volumes have survived. Whether the PCs can unearth some of the legendary tomes is a matter of their skill, and how persistent they are — of course, they will not be the only ones searching for these valuable artifacts. During the course of the campaign, it is likely that the PCs will run into a variety of factions that wish to use the PCs' services. They may be recruited by individual collectors to find other artifacts if their career as bookhunters is successful, or they may be recruited by the government to ensure that any items that are found fall into the "right" hands.

Starting Point: To the Victor Went the Spoils ◀

The discovery of a long lost text from the Ashanti public library has thrown Ashanti's populace into a frenzy. The chance to recover some of their lost history has created an impetus for the government to finance a number of expeditions to search for the fabled lost books. The Player Characters are hired by the Ashanti cultural department. Their goal is simple: Trace a package whose origin is the city-state of the Marabou, the home of the Marauders. The Player Characters will be flown to Marabou by the cultural department, where they will venture forth on their own. The local population will not take their questioning seriously (who cares about a lousy book anyway?). Neither the military nor the local population are eager to open old wounds which have taken centuries to heal, and there may be some elements in Marabou who advise the PCs to drop their search with varying degrees of subtlety.

The adventure is filled with opportunities for the Player Characters to discover Marabou and its history. This world is dark with the filth of humanity, but there are a few twinkles of goodness there which can bring the PCs closer to their goal. The characters may wonder if it is worth continuing down this path considering the resistance of the locals, the competition from other treasure seekers, and the information they have uncovered so far. The ultimate questions will be: Who has the book(s)? Are there more books than those in the package that the PCs are tracking? Do they sell to the highest bidder, donate to a museum, or keep the book(s) for themselves? Will the Marabouin underground welcome the characters or attempt to kill them?

Possible Campaign Variations ◀

Variation	Description
1	The Players discover books that comprise the pieces of a very elaborate puzzle to a greater prize.
2	The PCs attract the attention of Etienne Durocher.
3	The PCs uncover a fraud ring printing fake Ashantite books.
4	The PCs uncover a hidden cult in Ashanti willing to kill for the books.
5	The PCs face a faction from Marabou that wishes to destroy any Ashantite books.
6	The PCs become the focus of series of trideo reports on book hunting.

Suggested Player Characters ◀

Character Type	Description
1	Ashanti book hunter
2	Scholar
3	Student
4	SRID intelligence agent
5	Private investigator
6	Collector of rare items



7.3.4 SHADOW BOXING

The Southern Republic Intelligence Directorate has a special task force dedicated to investigations of national importance. These investigations include matters that attract political attention, matters that threaten national security, and matters that occur directly within the directorate. What most citizens do not know is that there are a lot of interdepartmental rivalries within SRID. As a matter of fact, 20% of SRID's resources are dedicated to resolving these thorny matters. A ponderous amount indeed.

This type of campaign is filled with intrigue and a good deal of political maneuvering. With agents from different departments stepping on each other's toes, there is a good risk of fouling up an investigation run by another agent and thereby earning that agent's enmity. Because so much of the directorate's resources are presently occupied with internal matters, any agent who employs obvious methods against another will be disciplined severely. This has resulted in a large number of serious — sometimes dangerous — practical jokes perpetrated against rival agents.

Although the Player Characters have the resources of SRID at their disposal, their superiors discourage the use of heavy weapons to solve a case, unless the opposition the agent faces warrants such a serious response. Within the directorate, it is called hiding behind the bullet, and is considered the sign of a poor investigator, or of one who has seen too many trideos and lost touch with reality. Such agents are often kept behind desks and rarely receive promotion. The Players can generate characters from a large pool of possibilities since the directorate keeps a wide array of specialized operatives and investigators. This campaign, however, is centered around the investigations division of the SRID. Among the party's composition, a large contingent of investigators is suggested along with a few heavy hitters to make sure everything goes down smoothly. While trying to remain a step ahead of the criminals that they are tracking, the agents may also have to deal with other SRID agents who would be happy to take credit for others' work; if the PCs are not careful, it is entirely possible that another agent will receive the recognition they deserve.

► Starting Point: Need to Know

The Player Characters are assigned to agent Onasis Woloan's case. Agent Woloan was a SRID commando with a highly successful and classified career. His loyalty was totally unquestionable until he returned from a mission in the NLC. For the first time ever, he had failed to eliminate his target. Since then, he has disappeared from his residence and has viciously butchered his wife of 10 cycles and an unidentified man, or so the Players are told. For some reason, the upper echelon of the SRID have decided the identity of the second man is a need-to-know matter, and the players are kept ignorant, despite the fact that it hampers their investigation. After much leg-work and two more random murders, the detectives are led to the conclusion that agent Woloan was captured during his mission and was indoctrinated into hitting a target and covering it up by killing several others.

The Players discover his true target through the capture and interrogation of a Northern agent who has followed them since the case began. His target is none other than Tristan Real Moliere, the best counter-intelligence operative of SRID. Depending on the success of their assignment, SRID might decide that the team is capable of initiating an excursion to the Northern territories to discover how the NLC indoctrinated the agent so quickly. Many questions are left unanswered. Most especially, who was that second victim, and why did the North use Woloan instead of simply sending one of their own operatives?

► Possible Campaign Variations

Variation	Description
1	One of the SRID agents is a Northern operative.
2	One of the SRID agents is a CEF operative.
3	The team is asked to kill innocent people and their loyalties are tested.
4	A superior in SRID is hampering the PC's investigations.
5	A rival division starts to sabotage the unit's investigations.
6	One of the PCs is falsely accused of being an enemy agent.

► Suggested Player Characters

Character Type	Description
1	Intelligence officer
2	Leading investigator
3	Sniper
4	Hand-to-hand combat expert
5	Junior investigator
6	Forensics specialist



7.3.5 AND THE CRADLE STILL ROCKS

A life in the Saragossa People's Front for Independence is filled with danger, paranoia and betrayal. SPFI operatives accept these risks willingly in the name of the cause. The rage and destructive power the SPFI has mustered are fueled by the betrayal and oppression their agents feel. Members of the SPFI feel crushed by the vast political machine that is the Southern Republic. They know they cannot contend with the SR face to face, but they believe a war of terror is winnable.

Just about any combination of backgrounds can meld into this campaign setting. The Players can even form an entire unit of SRID agents sent to infiltrate the SPFI. Regardless of who they are, for their survival, they need a good range of combat and stealth skills. Someone with chemistry (Physical Sciences) and Demolitions for those quick home brews would probably be advisable too. A good number of mountain and urban survival skills helps to enrich the group's resource base.

A campaign from within the SPFI should ideally, although not necessarily, begin with their induction to the Front. A good technique for motivating the group to seek out the SPFI is to have them be betrayed in a Republican power play by the patron who they feel is the embodiment of the Republic. With such an obvious affront to their honor, the Southern characters will likely have a burning desire to strike back at both the system and person who betrayed them. Most Player Characters will likely have a difficult time reconciling honorable behavior and terrorist activities, however. Regardless of how it starts, survival and loyalty to the Player's cell are the two dominant themes in this campaign. Only through reliance on the other members of the cell can the individuals hope to survive against the *Knights of Saragossa*. Only through a successful resolution of this conflict can the group hope to return to a calmer life.

Starting Point: Trust is a Dangerous Thing ◀

The players are not yet members of the SPFI, and are average everyday Saragossans. Sous-prefect Delanoy approaches the Players to act in the Republic's best interest. Evidence is shown to them that Sous-prefect Johansen is secretly supporting the SPFI. It is revealed that he is supplying ammunition, food and blankets to the "spiffies" through the front of his grocery chain. The PCs, however, will have to get through the *Knights of Saragossa* to reach Johansen. One thing going for the Players is that it is not known that Johansen is a target, and security should be minimal. Delanoy asks the Players to kill Johansen. She says that she cannot go through conventional channels because Johansen has too much power in the city. If the characters do the job, they will likely leave traces of their act because they are not professionals. Even if they do not, evidence is left to point them out as the most likely suspects. Either way, the Players are in the same boat. They later learn that Delanoy was selling state secrets to a foreign power, and Johansen was on the verge of finding her out and executing her and most of her family. Now the players have the opportunity to tell the truth. The *Knights*, however, are not the forgiving type, and it should quickly become apparent that no one will believe the PCs anyway. They could run like hell and hope for the best, or they could join the SPFI.

If the Player Characters throw in their lot with the Saragossan nationalists immediately, they will have a long way to go to earn the trust of the SPFI. They are, after all, locals who were willing to collaborate with the Republican occupiers. They will most likely be asked to undertake dangerous and violent missions to prove their loyalty to the front. Although this will risk their lives, it may also give them the chance to exact a bloody vengeance on Delanoy herself. PCs who choose to run will find themselves hunted by both Republican forces and the SPFI itself, who will have traced the assassination to them and want to know why it was carried out.

Possible Campaign Variations ◀

Variation	Description
1	The PCs are Northern agents.
2	There is a SRID agent in the group's cell.
3	The PCs are asked to strike at someone they know.
4	The PCs mistake their targets and kill innocent people.
5	The PCs' superior is found out and their cell is left out to dry.
6	The PCs uncover evidence of Arthurian agents in the SPFI.

Suggested Player Characters ◀

Character Type	Description
1	Idealist soldier
2	Demolitions expert
3	Chemistry teacher
4	Farm hand
5	Ex-SRID operative
6	Northern agent



7.3.6 FOUNDING OUR OWN

Although playing businesspeople may sound like a bore, it is possible to create a campaign in which suspense and action keep the Players on their toes. A business which deals in gray or black market merchandise is an obvious choice for a campaign, but businesses which sell legitimate goods to questionable clients can also be exciting — think of selling food to the SPFI, or exporting blankets to the Basalite rebels.

Starting a business is almost always a difficult venture. It is even more trying when the business in question deals in rare and exotic products and there are people who knock at the business entrance any time of the day or night. Items are valuable because they are rare and precious or because they do not meet with the approval of the local law makers. The harder products are to come by, the more profit there is to be made, and the more risk is involved. For dealers to become properly established, they need a big score that makes everyone sit up and take notice, which can also lead to the unfortunate circumstance where competitors get grouchy.

Players in this campaign can sport a wide variety of backgrounds, but they have one thing in common: dreams of fortune and glory. If they are going to go into business, a few recommendations should be taken into consideration. Firstly, a smooth talker with a good capacity to negotiate a price, as well as an enforcer with proficiency in firearms will serve them well. Secondly, a good base of operations such as a junkyard or a small shop can be put to good use. A heavy supply of money for an occasional bribe would make life easier. Of course, how much aspiring entrepreneurs actually have to start with is determined by the GM.

► Starting Point: The Highest Bid

The characters discover an unusual intact *Cheetah* sensor suite in Radet's disposal depot, in Aquitaine. It seems Radet got it from a Badlander community that is involved in occasional scrounging. No one can tell exactly what modifications were made to the suite or where it came from. If the players have access to a *Cheetah* or another Northern machine, installing the suite gives an "incompatible signals, cannot process information" error. After several days of investigations, a Gear is destroyed by a massive explosion and Radet is jailed for inappropriate and negligent handling of hazardous materials. Analysis of the Gear's components shows that it was made by the same manufacturers as the suite. As for the accusations about Radet, the Players know them to be false because they often frequent his disposal depot and they know that he is highly cautious about explosives and hates to come near them.

A few days later, a rumor spreads that someone is asking questions about the characters. It seems they are most interested in the suite and are willing to pay handsomely for it. What the players do not know is that the people looking for them are Northern agents looking to retrieve the experimental suite. If the agents believe that the characters simply do not know what the suite is, they will offer the PCs the price for a standard *Cheetah* suite plus a small finder's fee. But events are more tangled than the players think. SRID has noticed the Northern agents and they intend to find out why Northerners are so interested in the characters. This situation can turn very ugly very quickly if the two groups of agents actually meet, but if properly handled, the group may come out of it significantly richer and no one will be the wiser. If they manage to sell the suite to the Northerners, of course, they open themselves up to accusations of treason. The crime can easily come back to haunt them — the Northern agents might well blackmail the PCs into doing other favors.

► Possible Campaign Variations

Variation	Description
1	A rival distributor uses violent means to dissuade the PCs.
2	The PCs develop a bad relationship with a city investigator.
3	A collector offers the PCs a large sum of money for a unique item.
4	The PCs' supplier is actually part of a theft ring.
5	The rightful owner of a precious item the PCs dealt in causes the group some problems.
6	A mysterious politician often deals with the PCs. Finally, the PCs get enough to blackmail him.

► Suggested Player Characters

Character Type	Description
1	Junkyard dealer
2	Ex-Paxton technician
3	Negotiator/haggler
4	Bright eyed youth with dreams of wealth
5	Dishonored businessman
6	Badlands wanderer



7.4 STOCK NPCs AND PERSONALITIES

The most unique aspect of Heavy Gear is its underlying storyline. Over the course of the next years, readers, Gamemasters and Players will see the world of the game change and grow as the story threads scattered throughout our sourcebooks are woven together. While the storyline is intended to serve as an interesting background to individual Gamemasters' campaigns (which are the foreground), it does mean that not every character in the game can be used freely without worrying about the consequences. To give Gamemasters some indications of how to use these introduced characters every Heavy Gear product since **Life on Terra Nova** has featured the chesspiece system and included a brief description of it.

New characters are given one of five chess pieces as an indication of their importance in the storyline. This permits Gamemasters to understand how best to use these NPCs without worrying about disrupting the setting and having to retrofit upcoming source material. Of course, roleplaying is about creating one's own stories, so Gamemasters should feel free to disregard the limitations of the chesspiece system, as long as they understand that their Terra Nova may no longer mesh with Dream Pod 9's.

The principal use of the chesspiece system is to indicate each character's importance to the overall storyline of Heavy Gear. These pieces, however, also give some indication of how to use the characters as NPCs in roleplaying sessions, even if one is not concerned with remaining consistent with the background storyline.

Historical Figures ◀

Kings and Queens are characters who have died before the date featured on the Timewatch™ display. Their inclusion indicates that they have had some importance for Heavy Gear, either by setting events in motion that have influenced the Heavy Gear storyline or by leaving a legacy still felt by Terranovans.

These characters have usually played some role which is important to the storyline, but may also have simply been a prime example of the spirit of their times. Often their legacy will play a role in the development of the Heavy Gear storyline, and their descendants, old allies and enemies might as well. Gamemasters running historical scenarios should treat these Historical Figures as Restricted Characters so as not to alter the main line of the storyline.

Restricted Characters ◀

Rooks are characters who are key to the Heavy Gear storyline and are to be used with care. Although they can still be useful in a roleplaying campaign — both as background elements and motivating forces — their survival until they can leave their mark on Terra Nova is critical to the storyline.

Although many Rooks hold powerful positions on Terra Nova, others seem utterly powerless or even insignificant. Small actions may have larger consequences later in the storyline. Gamemasters should tread carefully when using these characters in roleplaying scenarios, but they can become contacts, allies or even adversaries of Player Characters. Using them in purely confrontational scenarios, however, may prove unwise due to the chance for fatalities.

Very Important People ◀

Not everyone of note on Terra Nova is central to the Heavy Gear storyline. Very Important People are those characters who have a significant impact on Terra Nova, but are not critical to the storyline itself. This does not mean they have no influence on it, however.

Knights may not play a central role in the Heavy Gear storyline, but they may well have some impact. As important people in the game setting, they can influence major players or simply be carried along by the storyline. Gamemasters can feel free to use Knights in their adventures, but they should remember that all will be well protected (in one way or another) by underlings and allies.

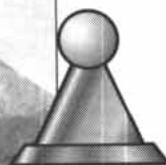
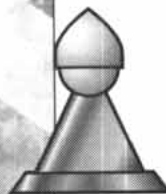
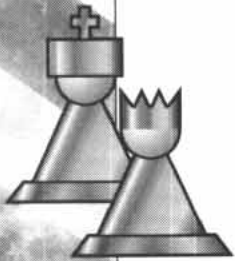
Social Encounters ◀

Social Encounters are those characters who are included in source material primarily to add flavor. They are rarely critical individuals and do not have a significant impact on the storyline, but they stand as symbols of larger trends on Terra Nova. They serve most commonly as contacts and background elements, rather than opponents.

Bishops serve as reminders of social forces on Terra Nova beyond the central plot of the storyline. From student movement leaders to fashion designers, these social leaders may have some secondary effect on the storyline but are mostly present to add flavor and reflect current events. Gamemasters may use social encounters as they see fit, although they are rarely designed for combat of any sort. Bishops may return in future products, but for purposes of atmosphere only.

Expendables ◀

In general, Expendables are "average" Terranovans. They have no personal impact on the storyline and are included in Heavy Gear products primarily to be used by Gamemasters. Although this category is used for faceless stock NPCs and typical citizens, many of the Pawns are anything but everyday. Some pawns are peripherally linked to the storyline, but they have no real effect upon it. Interesting pawns can even be used as Player Characters if the GM and Player wish.



ASHANTI BOOK HUNTER

The resurgence of faith among some Ashantites, triggered by the search for the lost books of their great public library, has motivated some of them to change profession. The most literary among them have formed a movement of so-called book hunters. They use their influence and money to hire investigators to assist them in retrieving books that were thought to be lost forever. The typical hunter is intelligent and well versed in the classics. They can easily tell the difference between a fake and an authentic copy. Most are not masters of the art of blending with environments different from that of Ashanti, however, and they sometimes stick out like a sore thumb. A great deal of competition has developed between book hunter factions, all of which have developed around one luminary or another, including Etienne Durocher.

► Attributes

AGI	-1	APP	1	BLD	-1	CRE	1	FIT	-1
INF	1	KNO	1	PER	1	PSY	0	WIL	0
STR	-1	HEA	0	STA	20	UD	1	AD	1

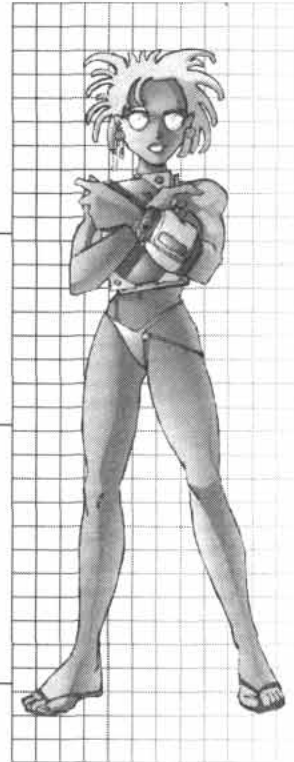
► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Etiquette	1	1	Investigation	2	1	Notice	1	0
Business	1	1	History	2	1	Lit. (classics)*	3	1	Social Sciences	1	1
Computer	1	1									

*(specialization)

► Typical Equipment

Reference texts, personal computer.



BETHANITE CHEF

Bethanite chefs consider themselves the ultimate among culinary masters, and see no other world more worthy of their attention than their kitchen. There is no dish too obscure, no meal too difficult, and especially no dessert too sweet that it might be beyond these gastronomic artists. They can whip up a delicious Badlander barnaby stew, a heavenly sapa surprise, or a simply sinful roast hopper. With this in mind, chefs typically still have a favorite dish they love to make. They are usually renowned for this one dish and have mastered it above and beyond all others, and are flattered when asked to make it. These gastronomic masters are in high demand across the Republic and AST. Their fine pallets and refined tastes make them attractive to fine restaurants seeking an upper-crust clientele. Wealthy Republicans, Mekong corporate leaders and Eastern Emirs occasionally employ their own Bethanite chef in residence.

► Attributes

AGI	-1	APP	0	BLD	1	CRE	1	FIT	-1
INF	0	KNO	0	PER	0	PSY	1	WIL	0
STR	0	HEA	0	STA	30	UD	4	AD	5

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	1	0	Etiquette	2	0	Foreign Lang.	1	0	Melee (knife)*	1	-1
Cooking	3	1									

*(specialization)

► Typical Equipment

Fully stocked kitchen, fine clothes.





EXECUTIVE ASSISTANT

Big business and big government are part of Republican life. The powerful executives and bureaucrats who make up a large part of the league's power structure are woefully dependent, however, on a plethora of secretaries and assistants. Some may think that being a secretary is an easy office job. Nothing could be further from the truth. Having to meet with their boss' every peculiar demand has given these men and women an uncanny resourcefulness. Indeed, the most astute observers of the Republican political scene realize that much of the most critical information in the league passes through the hands of these assistants; and where there is information, there is power. Often enough, an employer's request is more illicit: getting items, services or information from the local underground can prove very dangerous for the unwary secretary and very rewarding for the ambitious one.

Attributes ◀

AGI	0	APP	0	BLD	-1	CRE	1	FIT	-1
INF	1	KNO	1	PER	0	PSY	-1	WIL	0
STR	-1	HEA	-1	STA	15	UD	1	AD	1

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Computer	1	1	Etiquette	2	1	Notice	1	1
Business	1	1	Dodge	1	0	Forgery	1	1	Streetwise	1	1

Typical Equipment ◀

Personal computer, discretion device.



GREAT PLAINS POLICE OFFICER

Respected and well-liked by those they are assigned to protect, GPP officers take great pride in their chosen profession. These servicemen are always serious and rarely lack motivation. They often work in pairs because this makes the long patrols less boring. Aside from stopping crime and upholding their league's image, GPP officers are sometimes required to act as mediators in interest conflicts between the plains' residents. As a result, they are deeply trusted, unlike most of their urban counterparts. Great Plains Police officers receive training in armed and unarmed combat, investigative techniques and human psychology. Because they patrol a huge rural area they are expected to be able to work with little or no back-up.

Attributes ◀

AGI	0	APP	0	BLD	1	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	0
STR	1	HEA	0	STA	30	UD	7	AD	6

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	1	Hand-to-Hand	2	0	Investigation	2	1	Melee	1	0
Drive	1	0	Intimidate	1	1	Law	1	0	Small Arms	2	0

Typical Equipment ◀

9mm pistol, bulletproof vest, autoshotgun, survival kit, restraints, comm set, binoculars, all-terrain vehicle.

JUNIOR AMBASSADOR

Straight out of the academy, junior ambassadors are very arrogant. Because they have their nation's full support, they think they can persuade anyone of anything. They are fully convinced that they can debate and argue anybody under the table without a problem. Many juniors are left a nervous wreck, however, after they are faced with a truly competent negotiator. Even backed by the might of the AST, junior ambassadors are often intimidated by Mekong corporate heads, emirs or (worst of all) stoic Humanist preceptors. Northern or Badlands diplomats, who are not bound by treaty, are even tougher nuts to crack. For this reason, most juniors are apprenticed to experienced ambassadors and spend several cycles on their staff. They will then take over a minor or undesirable embassy (Loyang is infamous as a junior posting).

► Attributes

AGI	-1	APP	0	BLD	0	CRE	0	FIT	-1
INF	2	KNO	1	PER	0	PSY	0	WIL	-1
STR	0	HEA	-1	STA	20	UD	3	AD	3

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Etiquette	2	2	Law	1	1	Psychology	1	0
Computer	1	1	Foreign Lang.*	2	1	Leadership	1	2	Theatrics	1	0

*Foreign Language varies with posting.

► Typical Equipment

Personal computer (with encryption), discretion devices, diplomatic identification, stylish clothing.



NEWTONIAN STUDENT

Filled with the passion of youth and an idealistic view of the world, the typical Newtonian student tries to make all the world right. This attitude, coupled with an environment that encourages free thought and creativity, gives rise to frequent protests on just about any subject. Most students, however, do not see these as protests against the government, but as a good reason to get together with their circle of friends and to have as great a time as humanly possible. Only a minority of activists will make the transition from wild times to actual political action. Like others in Newton, they are given enough rope with which to hang themselves. Only those with the savvy to hide their rebellions away under an apolitical cover upon graduation (or the courage to become true revolutionaries) have a chance of becoming real agents of change.

► Attributes

AGI	0	APP	0	BLD	0	CRE	1	FIT	0
INF	0	KNO	1	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

► Skills

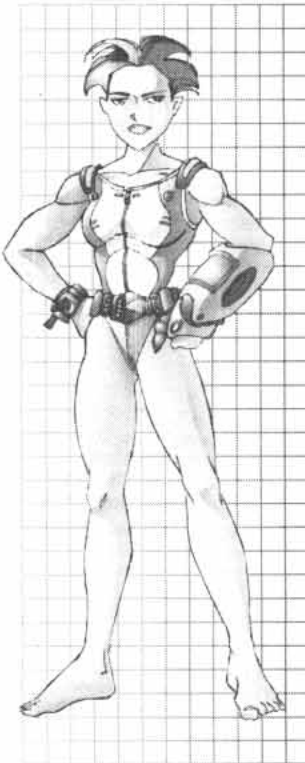
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	0	Computer	1	1	Notice	1	0	Studies B*	1	1
Bureaucracy	1	1	History	1	1	Studies A*	2	1	Streetwise	1	0

* Studies can include any academic Skill (e.g. Earth Sciences, Life Sciences, Social Sciences) as well as artistic skills (e.g. Dance, Theatrics).

► Typical Equipment

Personal computer with readings and lecture notes, trendy clothes, student ID.





Unlike the arid Badlands, the Republic features many rivers, lakes, swamps and a few accesses to the MacAllen cave network. Republicans living on the shore of Lake Esperance are especially fond of SCUBA diving and a growing number of citizens make a living underwater. These professionals have an exciting yet dangerous job. Professionals lead tours, but also undertake dives for research purposes and as part of mining and fish-farming operations. Professional divers are somewhat cocky and overconfident, and prone to taking unnecessary risks on land. Underwater, however, these men and women are extremely cautious, knowing full well that the slightest mistake could result in permanent injury or worse. The deadly wildlife living in Terra Nova's lakes and rivers makes diving a hazardous undertaking.

Attributes ◀

AGI	1	APP	0	BLD	0	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	5

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	1	Dodge	1	1	Naval Pilot	2	0	Notice	1	1
Combat Sense	2	1	Melee	2	1	Navigation	2	0	Swim. (SCUBA)*	2	1

*(specialization)

Typical Equipment ◀

SCUBA equipment, flashlight, SCUBA diving datapad (waterproofed, contains depth-meter, compass, emergency beacon), waterproof vibroknife (damage AD+9).



Centuries of civil war and guerrilla struggle in and around Saragossa have taken their toll on the city. Many live homeless, trying to eke out a living without becoming the next victim of a SPFI bomb or a brutal sweep by the *Knights of Saragossa*. Many children can be counted among these victims, becoming almost feral and developing a new sense of survival within the confines of Saragossa's war zone. Urchins have learned to trust no one and live by their own rules and codes of morality. But there is still the spark of a child buried deep within the layered caking of mud and grime. They are still fascinated by an interesting trinket or toy and admire the strong who protect others; they still need caring and affection. The SPFI provides covert care for the street children, transforming them into a highly proficient network of contacts, informers and spies.

Attributes ◀

AGI	1	APP	-1	BLD	-3	CRE	0	FIT	-1
INF	-2	KNO	-1	PER	1	PSY	-1	WIL	1
STR	-2	HEA	0	STA	10	UD	1	AD	1

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	1	0	Melee	1	1	Sleight of Hand	1	1	Streetwise	2	-2
Combat Sense	1	1	Notice	2	1	Stealth	2	1	Survival (Urban)*	1	0
Dodge	2	1									

*(specialization)

Typical Equipment ◀

Ragged clothes, prized trinkets, knife.

SERVANT OF THE DAWN

The daily regimen of a Servant of the Dawn includes working the fields, prayer, and something they refer to as Enlightenment. The brother or sister has a very calm disposition and never, ever, loses control. A Servant speaks highly of the order and credits it with opening his or her eyes to the truth. Mysterious in many ways, Servants are discreet, and never speak of any of the cult's principles, saying only that the mind open to the greatness of the universe already knows all that it needs to. Under the cover of this serene and contemplative facade lies an impressive Machiavellian skill to manipulate and influence. Most Servants are masters of subtle convincing and reading body language. Keeping a secret from a Servant is a trick that few mainstream Republicans seem capable of. Anthropologists and SRID observers are divided over the source of these skills, some claiming them to be side-effects of a unique culture, others seeing evidence of dedicated training.

► Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	0	KNO	1	PER	1	PSY	1	WIL	1
STR	0	HEA	0	STA	25	UD	3	AD	3

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Cooking	1	0	Etiquette	2	0	Music	1	0	Psychology	2	1
Earth Sciences	1	1	Life Sciences	2	1	Notice	2	1	Soc. Sc. (theo.)*	2	1

•(specialization)

► Typical Equipment

Religious robes, farming equipment, talisman of Raum



SRID INVESTIGATOR

Most of the time, local law enforcement has no problem dealing with ordinary crime. But if a crime has political overtones or is spread across many city-states, then SRID's Public Interaction Unit assigns one or more investigators. Members of the PIU are both agents of the state that look out for its interests and skilled law enforcement officers. They must always carefully weigh the political implications of their actions. Most seek the approbation of a superior to take "appropriate action" before beginning their investigation and then operate almost independently. All have received extensive training in investigation and interrogation techniques and can call upon local and national resources at their discretion. Unfortunately, SRID investigators must spend a disproportionate amount of time discouraging unwanted help from locals by implementing code 225-F of the CAP justitia. Local police tend to resent SRID involvement.

► Attributes

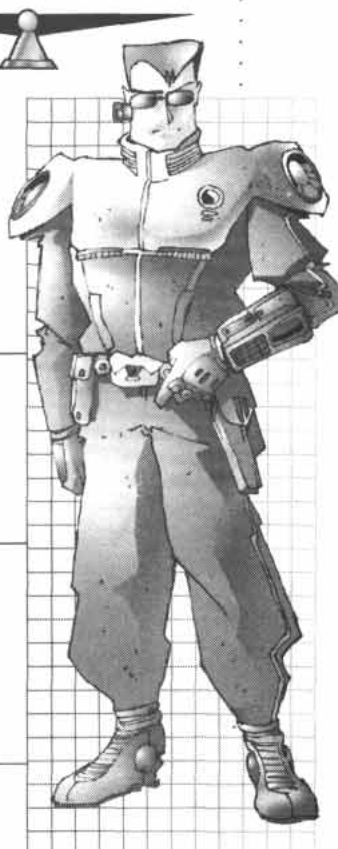
AGI	1	APP	1	BLD	0	CRE	1	FIT	0
INF	0	KNO	0	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

► Skills

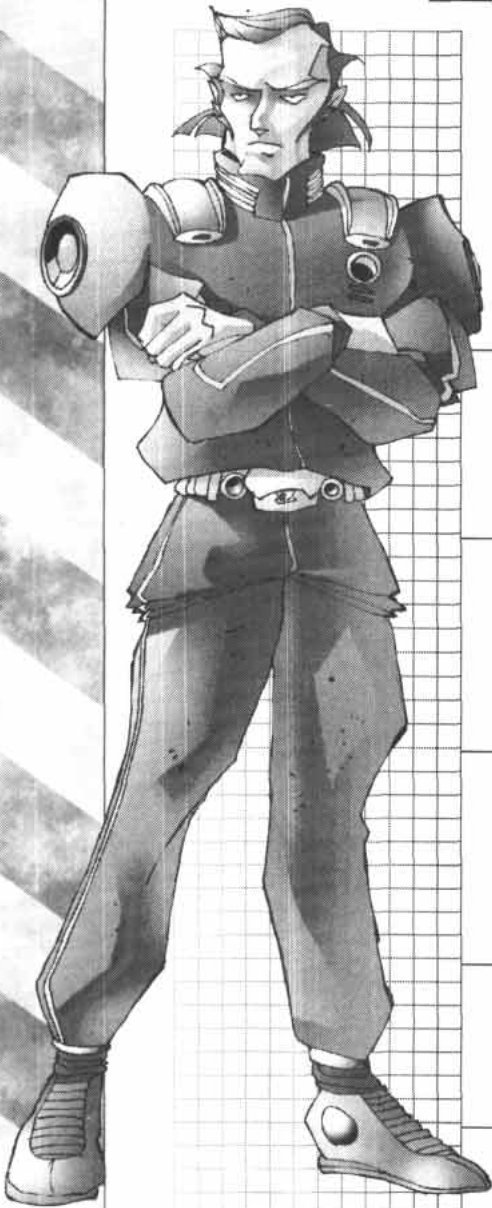
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	0	Hand-to-Hand	1	1	Law	1	1	Small Arms	2	1
Combat Sense	2	1	Intimidate	2	0	Notice	2	2	Streetwise	1	0
Dodge	2	1	Investigation	2	2						

► Typical Equipment

SP9 9mm handgun, restraints, flashlight, evidence kit, digital recorder, mobile phone, SRID identification.



SRID DIRECTOR JUSTINIAN SALAZAR



Born in TN 1877 to parents without a procreation contract, SRID director Justinian Salazar was raised in a state-operated orphanage to be a fanatical patriot and recruited by SRID in TN 1903. Quickly distinguishing himself as a talented agent, Justinian was promoted to Covert Operations. His fifteen cycles of service in the field pitted him against numerous enemies of the state and he proved himself during the Earth invasion by infiltrating a CEF base and stealing campaign deployment plans. These actions brought him the notice and favor of then-SRID Director Jacques Molay.

While many believe that Salazar is Molay's puppet, the Lord Protector genuinely trusts and listens to his opinions. Director for the last eight cycles, Justinian has proven himself capable, dispensing justice and advice in equal measure while keeping the South under SRID's grasp. His attempts to reign in his assistant directors has caused the painful breakup of his seven cycle love affair with Sandra Ionnatta, an SRID aide, whom he suspects may have been using him all along to further her own goals.

Profession ◀

Justinian is a dedicated servant of the Southern Republic and his agency. He has watched with pleasure as his agents succeeded against enemies of the state, and feels deep pain over the current turmoil. Ever the administrator, Justinian is always searching for a way to improve the performance of his directorate. A thorough professional, he is well regarded even by his enemies, who show begrudging respect for his skills.

Attitudes ◀

The state must survive. Regardless of who is at its helm, Justinian Salazar burns with love for the society that raised him. A more pensive soul than his mentor Molay, he does not often condone acts of mass violence. This difference in opinion has caused some friction between the two. Violence in the name of the state is perfectly acceptable, however, and even Salazar is sometimes convinced it is necessary. Privately, Salazar is a friendly person who strikes up easy conversations.

Combat Reactions ◀

Despite his own reservations about mass violence, Salazar is not afraid of a fight. He will choose his moments carefully, and any strikes he makes will be designed to incapacitate. If this is not possible, he has few reservations about killing a person who has threatened him. A man of action, Justinian prefers to leap into the jaws of fire, rather than depend on outside support, believing that the best way to resolve a problem is to do it yourself.

Contacts ◀

Lord Protector Jacques Molay (age 78, specialties: politics & covert operations), his mentor and friend; Maia Landing (Age 55, specialties: politics & influence), a good friend, and possibly a romantic partner; Aristide Lazarus (Age 64, specialties: espionage & subterfuge), director of SIU and a fellow student of Molay.

Vital Statistics ◀

Age: 56 cycles **Height:** 1.75 meters **Weight:** 65 kilograms **Hair Color:** black **Eye Color:** brown

Attributes ◀

AGI	1	APP	0	BLD	0	CRE	2	FIT	1
INF	1	KNO	1	PER	1	PSY	0	WIL	1
STR	0	HEA	1	STA	30	UD	5	AD	5

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Dodge	2	1	Hand-to-Hand	2	1	Notice	2	1
Combat Sense	2	1	Drive	1	1	Investigation	3	1	Small Arms	3	1
Communications	2	1	Etiquette	3	1	Leadership	3	1	Stealth	2	1
Camouflage	2	2	Forgery	2	2	Melee	2	1	Streetwise	2	1
Demolitions	2	1	Gambling	1	1	Music	1	2			



DAMIEN, LEADER OF THE SPFI

Damien is the mysterious leader of the Saragossa People's Front for Independence. Only a few select people from the Colonial Earth Force intelligence division are aware that Damien was a member of a highly secretive team known as the hooded knights. When the CEF began their campaign against Terra Nova, they thought it would be a distinct advantage to have inner conflict within each of the leagues. With this in mind, they sent out their top *agents provocateurs* to sow havoc. Damien, then code named Golab, was dispatched to Saragossa to join the armed revolt. Golab spent the war cycles working her way into the SPFI, using her mastery of linguistics to develop the local dialect and convince everyone she was a local patriot. The war saw a drastic drop in support for the SPFI, making it easy for Damien to rise in the depleted ranks. When the CEF fled, Damien stayed behind and reined the SPFI in from the brink of extinction. She has transformed them into a lethal fighting machine. Damien is still on this mission, convinced that a second invasion is in the making.

► Profession

Damien leads the SPFI's strike at the heart of the Southern Republic's peace and tranquillity. Her hazardous profession leads her to change her appearance on a regular basis and to foster the belief within and without the SPFI that Damien is a man. She is the inspirational leader to her followers in the SPFI, all the while acting as a mysterious and dark presence for mainstream Republicans. A difficult balancing act, to say the least. She is also responsible for managing relations with the different support groups the SPFI can depend on. He maintains the double-blind security with respect to these groups by disguising herself as her own underlings.

► Attitudes

Damien is paranoid and she has every right to be. She is one of the most hated figures in the law enforcement community. She trusts no one and considers everyone a potential threat. But there is another side to Damien. She is a highly skilled strategist who likes nothing better than to pit her skills against Republican forces.

► Combat Reactions

Damien always likes to know her enemy before any confrontation. Her exemplary expertise in tactics and guerrilla warfare, as well as recon and intelligence, make her forces almost invisible until it is too late for counter attack. In personal combat, Damien likes to keep as many options open as possible, sometimes giving up an obvious advantage to take a position more to her liking.

► Contacts

Members of the SPFI (various ages and specialties); Harold Naysmith (specialties: bureaucracy & sciences), President of the Scientific Student's Union at Sir Isaac Newton University; Major Theodore Malaika (specialties: electronic warfare, information & espionage), intelligence officer in Port Arthur; James Karavelas (age 45, specialties: agitation & guerrilla tactics), her second in command; Colonel Proust (specialties: strategic planning) leader of a guerrilla army.

► Vital Statistics

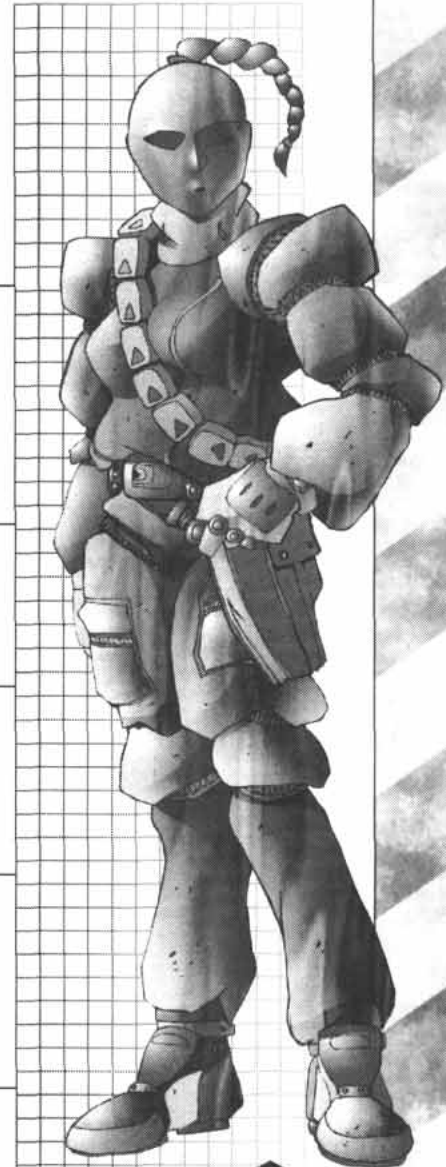
Age: 60 cycles	Height: 1.57 meters	Weight: 59 kilograms	Hair Color: blond	Eye Color: green
-----------------------	----------------------------	-----------------------------	--------------------------	-------------------------

► Attributes

AGI	2	APP	0	BLD	0	CRE	1	FIT	0
INF	2	KNO	1	PER	2	PSY	0	WIL	2
STR	0	HEA	1	STA	30	UD	4	AD	4

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	2	Demolitions	2	1	Hand-to-Hand	1	2	Psychology	3	1
Camouflage	2	1	Disguise	3	1	Interrogation	2	1	Small Arms	2	2
Combat Sense	3	2	Dodge	2	2	Leadership	3	2	Stealth	2	2
Communications	1	1	Elec. Warfare	2	1	Melee	1	2	Tactics	3	1
Computer	2	1	FL: U. French	3	1	Notice	2	2			



CREE PRESIDENT JAN MACH

Jan Mach was born in Port Oasis in TN 1859, the son of two successful businesswomen. Raised to believe in the superiority of the Southern Republic and taught to use the system to maximum efficiency, Mach quickly earned the respect of both his friends and enemies. An honors graduate from Garamond University, Mach rapidly climbed the corporate ladder at Deschamps Mining Affairs, where his mothers were executives. Through hard work, perseverance and manipulation, Mach became president of the company in TN 1899, and since then it has steadily risen on the corporate index. Due to his high social standing and the many favors owed him by political figures, Mach is practically untouchable. A portrait of him having brunch with Prime Minister deRouen adorns the east wall of his Port Oasis office.

Profession ◀

The founding of CREE and its success in the Southern Republic has had quite an impact in the economic affairs of the league. The Banque Républicaine is no longer the sole organization dictating Republican economics. Many businesses fined for various slights against the Economics Directorate are now represented in court by CREE lawyers, and the social stigma which fines used to bring is now reversed. Those companies are now seen as enterprising organizations seeking justice against an unreasonable government agency; in fact this dissension against the Republican government is a first for the Southern Republic. Part of the reason why this behavior has been tolerated is that ED head Charles Raspin and Prime Minister deRouen are political enemies, while Mach and deRouen seem to be close associates.

Attitudes ◀

Mach believes that power can be achieved by all those who truly strive for it. He has no patience for whiners and complainers, nor with those who cannot make the most of their situation. He is well aware of the power that he wields through CREE and believes it could be the key to a new corporate order. He has been biding his time so far, waiting for the perfect moment. Mach uses his many connections brilliantly, advancing his own social position, yet never allying too closely with one faction or person.

Combat Reactions ◀

In the unlikely event that he finds himself in a fire fight, Mach will rely on his bodyguards and security team to get him to safety quickly. He will attempt to negotiate with his aggressors if escape is not an option, but if pressed to fight he will issue a formal challenge for a hand-to-hand confrontation. Unbeknownst to his aides, he retains a professional assassin on permanent duty to guard his home.

Contacts ◀

Louis Phillippe deRouen (age 52, specialties: politics & leadership), Prime Minister of the Southern Republic; Milani DuBeau-Slovenski (Age 44, investigation & law), HEO of Paxton Arms; Vivianne de Lioncourt (Age 49, specialties: etiquette & politics), head of the socially prominent Honor Guards Spouses Auxiliary; Maia Landling (Age 55, specialties: polar trade, influence), politician.

Vital Statistics ◀

Age: 74 cycles **Height:** 1.64 meters **Weight:** 79 kilograms **Hair Color:** brown **Eye Color:** gray

Attributes ◀

AGI	0	APP	0	BLD	1	CRE	0	FIT	0
INF	2	KNO	2	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	30	UD	6	AD	4

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	3	2	Dance	1	0	FL: Eurogermanic	2	2	Law	1	2
Business	3	2	Dodge	1	0	Haggling	2	2	Leadership	2	2
Combat Sense	2	1	Drive	1	0	Hand-to-Hand	2	0	Psychology	1	2
Computer	1	2	Etiquette	2	2	History	2	2	Small Arms	1	0



NARIMASA ASANO

Narimasa Asano grew up in the city state of Marabou with his parents Takashi Asano and Sandra Bedard. Raised in a military family, Narimasa was forged to be a soldier. At the age of 25 cycles, he followed his dream and joined the military, training to become a Gear pilot. The skill with which he handled his machine, and his honorable disposition saw him rise quickly through the ranks. During the War of the Alliance, Asano led a cadre in the 8th Gear Legion, distinguishing himself, and was awarded the Order of the Eagle for bravery under fire. He led one of the few cadres which dished out more losses to the enemy than it received, and at the war's end his cadre's kill ratio was two to one. With most of the legion in shambles and a need to swell the ranks pressing, Asano received many quick promotions in order to help fill the vacuum.

► Profession

A dedicated soldier and an honorable soul, Asano's arrival in the Prefects Council was greatly anticipated by the council, who treated him to a hero's welcome. His first day was marred by his incessant attacks against Légion Noire Prefect Annastazia Orsat, proving that he was a better fighter than politician. Asano spent five cycles writing and lecturing to the military on the efficiency of GRELS, and how to effectively neutralize them in combat. His promotion to Prefect was in fact dependent on this knowledge, which made him the logical candidate to coordinate the research into combat doctrines that could be applied against GRELS. His fame was set in stone by a camera crew that filmed Asano in combat against GRELS in TN 1916.

► Attitudes

Asano is caught in the middle of a power struggle which threatens to devour him. As a soldier, he knew that a battle can be won with wit and determination. In the political arena, however, a single word can fell even the most powerful warrior. He has learned this at a dear price by losing much prestige in the council.

► Combat Reactions

Asano will attempt to peacefully resolve any attempts at violence against his person. Failing this, he has no qualms about showing what he can do. He will always attempt to fight honorably, but within the limits of what his opponent will do. He will not cower or back down unless faced by superior firepower, in which case he will attempt to get clear, and call in reinforcements. In a Gear, he is nigh fearless, and will accept the challenge of all comers. His skill and tactics make him a very imposing foe indeed, and many dead rivals have underestimated this "gentleman soldier" in the past.

► Contacts

Consul Victor deBourgogne (age 90, specialties: tactics & strategy), his superior in the Prefects Council; Prefect Annastazia Orsat (age 66, specialties, Covert Operations & Tactics), his foe in council; Claude Fauret (age 60, specialties: bureaucracy & manipulation), Deputy Minister of Defense who has become a friend.

► Vital Statistics

Age:	49 cycles	Height:	1.74 meters	Weight:	68 kilograms	Hair Color:	Black	Eye Color:	Brown
-------------	-----------	----------------	-------------	----------------	--------------	--------------------	-------	-------------------	-------

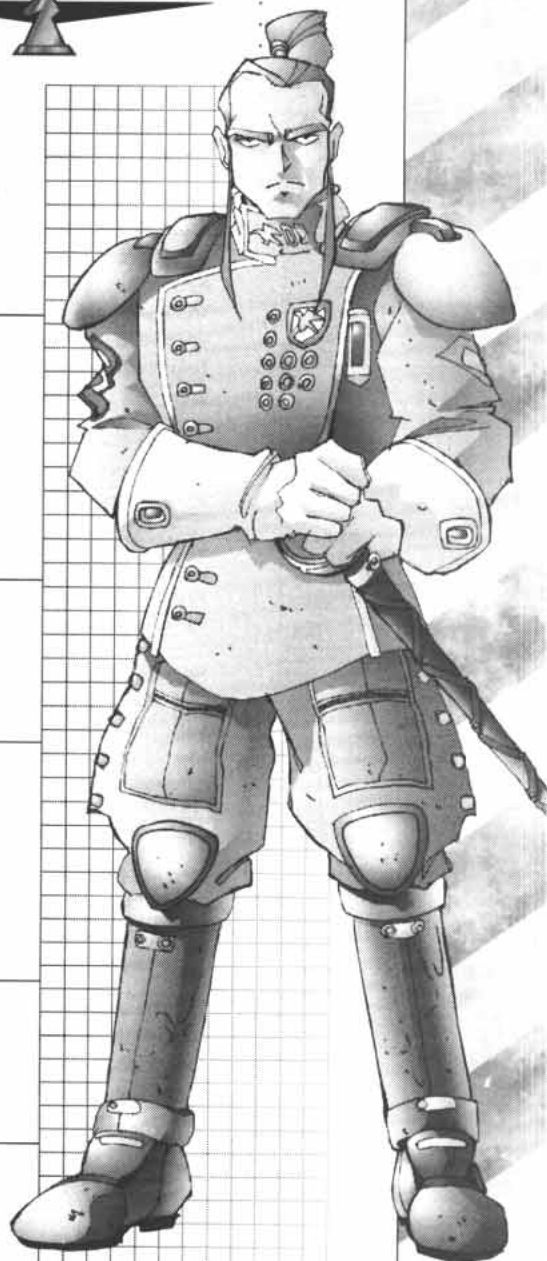
► Attributes

AGI	1	APP	0	BLD	0	CRE	1	FIT	2
INF	1	KNO	1	PER	2	PSY	0	WIL	1
STR	1	HEA	1	STA	30	UD	6	AD	6

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat sense	2	2	Etiquette	2	1	HG Pilot	3	1	Small Arms	2	1
Communications	1	1	First aid	1	1	Intimidate	1	0	Survival	1	1
Dodge	2	1	Hand-to-Hand	2	1	Leadership	2	1	Tactics (GREL)*	3	1
Elec. Warfare	2	1	HG Gunnery	2	2	Melee	2	1	Teaching	2	1

*(specialization)



HOW THE TALE GROWS

The humidity of the jungle had crept past the environment screen he was sitting in, and Philippe Gireau was beginning to feel uncomfortable. These were hardly the comforts that a gentleperson such as himself had come to expect — he would have to make sure that the organizer for the trip understood how unhappy he was.

He and the rest of the contingent of the Réunion Gentleperson's Sports Club had arrived yesterday in the jungles south of Ashanti as part of an expedition to hunt dangerous snakes. They had set up their various shelters in the humid place that was to be their campsite and settled in for the night. Much to everyone's annoyance, the two guides they hired in a nearby village had not brought their own shelters and Philippe had had the misfortune to be stuck with one of the unpleasant-smelling wretches in his tent for the night. An entire page of his journal was devoted to a proper tirade against the ignominious buffoon, and to top things off, Philippe could not find his favorite laser sight this morning. Nonetheless, an adequate breakfast had been served, and the trip to Philippe's blind was a pleasant stroll through the jungle while the unwholesome guides hacked through the bush.

Philippe had spent the last three hours waiting to sight a quarry worthy of his skill, but the only fauna he had seen was a colony of architecture bugs busy building a den across the stream from his position. Needless to say, he was about as bored as a springer in the heat of a Badlands midday.

By the silence that had reigned for the entire morning, Philippe judged that none of the other hunters had had any luck yet either; not even a single gun's report had sounded. To relieve his discomfort, Philippe put down his custom-made 8mm rifle and reached into his cooler to grab a cool drink. Looking forward to quenching his thirst, he pulled the tab on the can. The sound of a snake hissing nearby in response made him jump.

Here was his chance! He could be a hero and get the first kill of the excursion! Philippe grabbed his rifle and looked about, frantically trying to find the source of the noise. When he felt something brush against his ankle, he yelled in terror and filled the ground around him with shells as he shot at his target. There, lying in the muck near him was the tail of his kill. A snake pelt that waited for him to claim it.

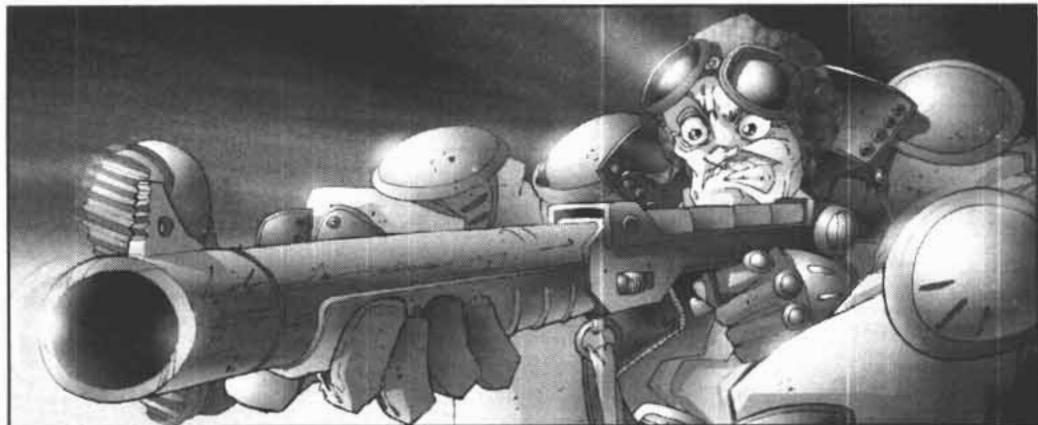
He reached over and picked up his prize and only a foot of snake came up, with a bullet hole neatly through the center of the head.

"Merde! It's just a stupid grass snake!" Well, at least he could impress the others with his impressive marksmanship. After all, he had shot it from at least five feet away without using the scope. No, ten, at least fifteen. Perhaps it was time to celebrate and enjoy the bottle of Cascade he had procured for the expedition — after all, it wasn't every day that you were the first in the club to bring down game, and at twenty-five feet, no less.

Then he saw the real thing, a fifteen foot long porcupine anaconda was winding its way towards him at an alarming pace. Philippe naturally took aim and fired — click. "Bordel de merde!" No more ammo in the clip. Philippe lunged for his pack and searched frantically for a spare clip. The snake was less than twenty feet away now and Philippe threw the grass snake at it in desperation. Finally, he found the clip. As beads of sweat rolled down his head, Philippe jammed it into the stock and leveled the barrel.

The porcupine snake had stopped to investigate the corpse and had just started to swallow it when Philippe dropped the crosshairs onto it and fired.

That night, everyone heard about how Philippe had waited to fire until the snake was at point blank range in order to ensure minimal damage to its pelt.



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.

► Attributes

AGI	1	BLD	-2	FIT	2	INS	n/a	PER	2
WIL	n/a	STR	0	HEA	0	STA	15	UD	n/a

► Skills

Skill	Level	Attr.	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



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. Most of the bugs are blind and rely upon disturbances on the web to tell them when to attack. Seasoned travelers know that if they get a hand or foot caught in a web they must remain calm and slowly remove themselves from the entwining silk without disturbing the rest of the web. Cutting with a blade can be effective but it must be done with care as the hacking will attract more bugs to the trapped appendage and indiscriminate cutting can bring a whole section of the web down on the victim. It is the collapsing architecture which allows springers and other large animals to be caught. With a leg caught, the animal will panic and bring the web down upon itself. In the panic it gets further entangled and eventually trips — at which point it is doomed.

An average colony is estimated at around one thousand members. All the bugs, each about five centimeters long, aid in the construction of the web. The prey usually destroys the web while becoming trapped within it, so the bugs have to construct a new one every time. The colony can survive for ten days without feeding. This allows them to migrate through the jungle in search of prized feeding grounds. Once per cycle, the colony will disappear, apparently going underground for breeding purposes. The migrations are led by a scout variety of the bug which is equipped with olfactory glands and faceted eyes.

► 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)



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. Couples mate for life, and will use the same nest until it is destroyed by some disaster. The female usually lays 4 eggs per cycle. The couple takes turns incubating the young and hunting. About one chick will survive to maturity, its siblings taken by disease, malnutrition or predators.

Attributes

AGI	1	BLD	-5	FIT	1	INS	1	PER	3
WIL	0	STR	-2	HEA	0	STA	10	UD	1*

* + natural weapon

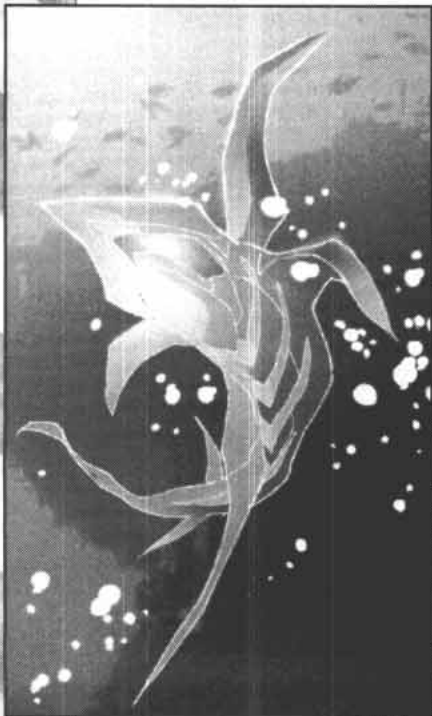
Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	3	Dodge	2	1	Hand-to-Hand	3	1	Survival	1	1

Special Abilities

Bite (x4 damage), Claws (x5 damage), Flight (9 MP dive)

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. The shark is highly agile and has keen olfactory and tactile senses that enable it to spot its prey from several hundred meters by scent and by displacements in the water. Some biologists, in attempts to capture these magnificent creatures, were killed when the shark's secretion penetrated the fabric they were wearing. A counter to the sedative is to apply a vinegar based spray on the diving equipment; this corrodes the membrane, repelling the shark. Applying such a substance to the shark directly will corrode the whole membrane and starve the shark to death. The glass shark is estimated to have a very long life span and the few captured specimens are between 300 and 500 cycles old.

Attributes

AGI	1	BLD	2	FIT	0	INS	0	PER	1
WIL	0	STR	1	HEA	0	STA	35	UD	5*

* + natural weapon

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat sense	1	1	Hand-to-Hand	2	1	Survival	1	0	Swimming	2	0
Dodge	1	1									

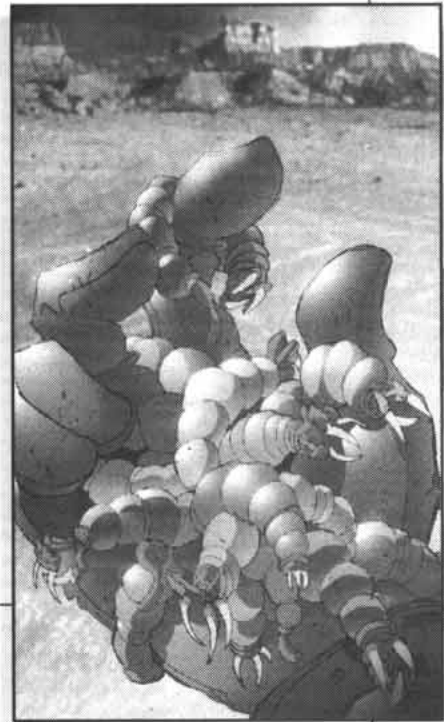
Special Abilities

Spiked Tail (x9 damage): injects sedative toxin (potency 8, 20 rounds onset)

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. This creature, long dead but saturated with alcohol and flavor, is considered a delicacy among Republican drinkers.

The economic value of the spice worm allows growers to make use of crops that have become infested, which makes the spice root crops uniquely secure. This security has led to problems with speculative farmers, but is limited with government regulation. The Ministry of Agriculture (with the approval of the Economics Directorate) strictly controls the sale of spice roots and root worms to prevent dangerous fluctuations in the market. Indeed, if the Ministry of Agriculture did not intervene, there would be wild fluctuations in the market since, when worm prices are high, many farmers would try to enter the market, sacrificing their root crops. The large influx of worms would then cause the worm price to drop. Because most root crops would be spoiled, spice roots would then become scarce and cause their price to rise, leading many farmers to abandon worms for roots, reversing the trend.



Attributes

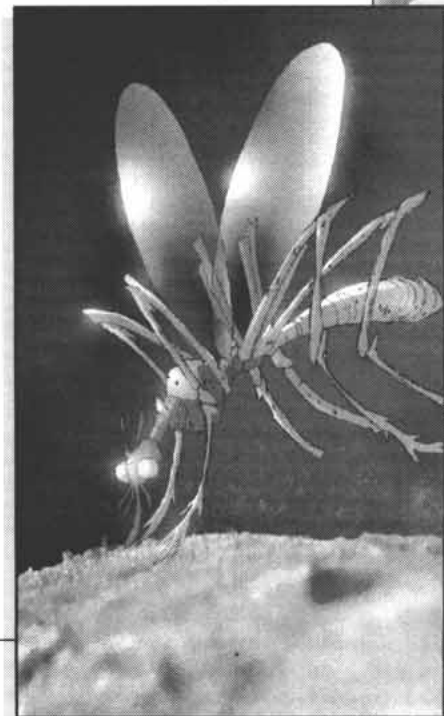
Aggressiveness:	1	Damage/turn:	3	Damage Threshold:	1
Random Horde Size:	2x6	Basic Swarm Size:	5-8		

MOSQUITO (SWARM)

The mosquito is Earth's gift to Terra Nova; some would say its curse. The mosquito has survived for centuries on Earth, and a scientific expedition brought some to Terra Nova for testing to see if a natural product in the Southern jungles could eradicate these pests. Unfortunately, the scientists were never able to find the elusive "perfect insecticide" and over the decades an alarming number of the Terran pests were released through accidents or experiments gone awry. The insects thrived in the jungle climes and by the colonial withdrawal from Terra Nova in TN 1455, mosquitoes infested almost every section of jungle in the South. Smaller than most native insects, they found an ecological niche and are now dangerous carriers of many Terranovan diseases which they transmit from bite victim to bite victim.

Mosquitoes lay their eggs in water pools in the jungles. The eggs hatch after a couple days of gestation, and the larvae spend another three weeks feeding in the water. At the allotted time, the larvae transform into mature insects and go out in search of blood to begin the cycle anew. Today, people are given injections before going into the jungle to protect them from the diseases that the mosquito may carry. Unfortunately, Terra Nova's disease pool is more varied and more virulent than Earth's and preventative vaccines are not always effective. The problem is all the more grave among springer farmers, whose herds can suddenly fall prey to a deadly illness, and perish before any action can save them. Campaigns of mosquito eradication are a constant — and invariably disappointing — endeavor in wetland areas.

The city-state most plagued by these little beasts is Newton, where mosquitoes breed in shallow pools created by the indentations of the pavement. During these times, it is common for students to spend most of their time indoors to avoid the insects — even when it is not raining outside. Biologists have noted that some strains of mosquitoes have adapted by crawling into any crevice that might allow entrance to a dwelling. This apparent increase in the intelligence of the pests has led some biologists to fear that the mosquitoes are experiencing an evolutionary "growth spurt," and that other species might follow suit. At the same time, they are fascinated, and many have wondered if humanity underwent a similar process in the distant past.



Attributes

Aggressiveness:	3	Damage/turn:	1	Damage Threshold:	5
Random horde size:	2x6	Basic Swarm size:	6-8		

PORCUPINE ANACONDA



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. The needles inject a virulent poison into the prey, which is paralyzed in a matter of seconds. The snake then releases its victim and enjoys its feast.

The Republic's wildlife bureau has documented these creatures for many years, and their findings suggest that they are hermaphrodites; they reproduce without the assistance of the another snake. This has promoted the theory that these snakes live solitary lives. The quills of the anaconda are prized among several of the neo-primitive tribes that live in the deepest jungles.

Attributes ◀

AGI	0	BLD	3	FIT	1	INS	1	PER	1
WIL	1	STR	2	HEA	1	STA	45	UD	7*

* + natural weapon

Skills ◀

Skill	Level	Attr.	Skill	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)

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. The females choose the path to take and the time to rest; they also groom their pups and teach the male ones to hunt. When the pack is resting, the females take turns in pairs to scout the surrounding area for food and to protect the others against all intruders.

Attributes ◀

AGI	2	BLD	0	FIT	2	INS	1	PER	1
WIL	0	STR	1	HEA	1	STA	30	UD	3*

* + natural weapon

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat sense	2	1	Dodge	1	2	Hand-to-Hand	2	2	Survival	2	1

Special Abilities ◀

Bite (x6 damage), Claws (x 4 damage), Sprint (100m/round, 3 round maximum)

TERRANOVAN CHAMELEON

A cousin of the Earth chameleon introduced accidentally in the early days of colonization, the Terranovan chameleon is a four legged, cold-blooded lizard that can now be found across the savannah between Saragossa and Aquitaine and that has become the pest of these urban areas. They seem to enjoy the heat produced by the daily activities in these two cities and prey on the rodent population which initially endeared them to the local citizenry. Unfortunately, they have the knack of getting into any tight spot, such as the foot linkage in a Gear or other pieces of machinery, and blend in while absorbing the heat that the machine's engine radiate. Trying to remove them is difficult at best, and while their bite is not lethal, it can cause illness.

The only method to reliably find them is with an acetylene torch which produces a light that prevents them from properly blending in with their environment. Technicians have added a procedure of verifying various machinery with an acetylene torch as a common practice in their maintenance manuals. Unfortunately, more than one technician has been forced to take sick leave after being bitten.

► Attributes

AGI	1	BLD	-7	FIT	1	INS	1	PER	0
WIL	0	STR	-3	HEA	0	STA	10	UD	1*

• + natural weapon

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	3	1	Dodge	1	1	Hand-to-Hand	2	1	Survival	1	1

► Special Abilities

Bite (x3 damage): injects sedative toxin (potency 3, 24 hour onset time); blend with environment



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. Water vipers rarely attack humans since humans are too big for them to eat; when startled, however, any animal is fair game to this dangerous predator. Mostly, vipers attack land creatures drinking from or passing through the stagnant pools or wetlands they call home.

The water viper was one of the first animal species discovered in the exploration years. The first planetary expedition stumbled into a nest of young, who instinctively bit at the humans and put the entire team in sick-bay. Miraculously, only the leader of the expedition died from the numerous bites which he suffered. Captain Harris is remembered as one of many early Terranovans who succumbed to the new planet's rigors.

► Attributes

AGI	1	BLD	-7	FIT	0	INS	0	PER	0
WIL	-1	STR	-3	HEA	0	STA	10	UD	1*

* + natural weapons

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	1	Combat Sense	2	0	Hand-to-Hand	2	1	Swimming	2	0
Camouflage	2	0	Dodge	2	3						

► 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)



A

I

N

D

E

X

A	Aerium	84
	Aleisha Regional Agricultural Research Center	84
	Allied Southern Territories	11
	Alsajor, Bentura	55
	Ankara	7, 10, 43-46
	Ankara University	44
	Aquitaine	7, 47-49, 56
	Architecture	44, 54, 69-70, 76, 94, 96, 99
	Areliant, Saskia	97
	Aristide, Lazarus	21
	Arthur, Charles III	27
	Asano, Narimasa	20, 23, 121
	Ashanti	8, 10, 43, 50-52, 61
	Ashanti Books	52, 108
	Ashanti Public Library	11, 50, 108
	Asparas Waterway	44, 46
B	Badlands	27, 38, 40, 41
	Badlands Revolutionary Front	31
	Banque Républicaine	14, 15, 44
	Basal	13, 19-20, 33, 36, 37
	Beauchamps, Cecilia	45-46
	Bethany	10, 53-55
	BioCerna	55
	Blue Crescent Order	11
C	Cassier, Sabine	23
	Character Generation	101
	CNC	38, 39
	Coalition for Rightful Environmental Exploitation	19-21, 30, 43, 45-46, 72, 75, 78
	Colonel Proust	27
	Colonial Ferroviaire	44, 46
	Criminal Codes	91
	Curia	19, 35, 69
	Customs	88
D	Damien	27, 31, 65, 82, 119
	Dark Fox (a.k.a. Louise deRouen)	19, 21-22, 28-30, 32, 66, 82
	deBourgogne, Victor	23, 49, 121
	DeGarmo, Emile	9, 14, 59
	deRouen, Louis Philippe	5, 13, 19-27, 29, 32-33, 35, 52, 68, 75, 120
	deRouen, Louise (a.k.a. Dark Fox)	19, 21-22, 28-30, 32, 66, 82
	Donovan, William	27
	DuBeau-Slovenski, Milani	41, 120
	Dulac, Jean François	19, 22, 65
	Durocher, Etienne	21-22, 28, 33, 36, 43, 51-52, 65, 108
E	Eastern Sun Emirates	11, 36, 50
	Economics Directorate	14, 24
	Equipment	102
	Estates General	10, 11, 13, 17-18, 28, 32, 65, 68-69
	Family	88
F	Fashion	52, 58, 95
	Fauret, Claude	23, 121
	Fine Arts	67, 98
	First Unification Campaign	10-11, 33, 45, 50, 52, 59
	Food	54, 95
	Foreign Affairs	35-41
	Forzi Cartel	31, 33
G	Gala's Domain	84
	Garamond University	64
	Garettian Druidic Lands	85
	Geography	7
	Great Plains Police	13, 49, 114
	Great Southern Plain	7
	Griffin, Rork	81
	Groplius, Yuri	9
H	Hades	55
	Hanja	11
	Hemami, Farzad	37
	Humanist Alliance	9, 11, 13, 37, 51
	Humanist Insight and Regulatory Authority (HIRA)	27, 37
	Hypolite, Gavin	37
	Innsmouth	43, 56-58
	Jasminthe, Thierry	37
J	Jaxon, Ernesto	31
K	Judas Syndrome	13
L	Knights of Saragossa	31, 73, 75, 110, 116
	Lake Chantilly	8, 70
	Lake Esperance	8, 63, 66
	Landing, Maia	20-21, 40, 68, 118, 120
	Lang, Regina	39
	Language	101
	Lazarus, Aristide	118
	Leggo, Stéphanie	24
	Légion Noire	11
	Literature	97
	Lo Samant, Ethan	73
	Loaber Revolt	9
	Loray, Markus	40, 41
	Loucks, Daniel	25, 65

M	Mach, Jan	21, 30, 46, 78, 120
	Mahorda, Galepe	50-51
	Marabou	8, 10, 59-61, 108
	Marabou Marauders	9, 14, 32-33, 59, 76, 108
	Masao, Oliver	19-21, 36
	McKinley, William	13
	Mekong Dominion	5, 11, 33, 36
	Merchant War	11
	MILICIA	40-41, 59-60
	Ministry of Culture	25
	Molay, Jacques	13, 19-24, 26, 32, 35-36, 61, 75, 118
	Montpelier, Catherine	70, 72
	Montroyal, Etien	41
	Morte Subite	47
	Music	98
	Needle, the	48
N	Nemen, Dimitri	10, 66
	Newton	8, 43, 61, 63-65
	Northern Lights Confederacy	39
	Order of the Falcon	18-20, 28, 33, 66, 68
	Orsat, Annastazia	20-21, 23, 41, 121
O	Paxton Arms	27, 41
P	Peace River	41
	Port Arthur	41
	Port Oasis	8, 10, 32-33, 61, 66-69
	Prejudice	35, 90, 105
	Procreation Contracts	12, 88
	Public Interaction Unit (PIU)	26, 117
R	Rajnaprtha University	64
	Raspin, Charles	24, 30, 120
	Reconstruction	9, 55
	Religion	89
	Renaut, Jean	63
	Renault, Nicosia	23
	Republic University of Newton	64
	Republican Army Prefect's Council	23
	Republican Lumber and Paper	45-46
	Réunion	8, 10, 43, 70-72
	Réunion Gentleperson's Sports Club	106
	Rite of the Circle	94
	Rites	94
	Rostov Family	29, 31-33, 68, 78
	Rostov, Andrew	33, 68
	Rostov, Jarl	78
	Rural Regions	69, 82, 83
	Salazar, Justinian	26, 41, 49, 118
S	Saragossa	7, 10, 31, 43, 46, 73-75
	Saragossan People's Front for Independence	12, 25, 31-32, 43, 65, 73-75, 110, 116
	Sebastien, Elder	56, 58
	Second Unification Campaign	10, 33, 47, 67
	Servants of the Dawn	56-58, 117
	Sevigny Economic and Taxation System	14
	Sevigny, Lynda	14
	Shirow, Nigel	13, 19, 31-32, 36
	Shirow, Timothy	12
	Simosa, Gerald	41
	Sir Isaac Newton University	64
	Siwa Oasis	8, 10, 14, 43-44, 46, 61, 76-78
	Society	87, 92-99
	Southern Republican Army	20, 23, 41, 43
	Southern Alps	7
	Southern Rail	44, 46
	Southern Republic Intelligence Directorate (SRID)	10, 12, 18-20, 26-27, 33, 35, 37, 39, 41, 49, 52, 61, 65, 68, 106-107, 109, 111, 117
	Sports	96, 97
	St. Vincent Plague	11-12
	St. Vincent's War	12, 38
	Tabula Rasa	63, 89
T	Tanaka, Kenichi	13, 19-21, 23, 29, 36
	Technology	99
	Témoins, Les	10, 18, 28, 35-36, 38, 52
	Timbuktu	7, 10, 43, 46, 79-81
	Traveling Man	27, 68
	Underdeeps	61
U	United Mercantile Federation	11, 39
	Vaness, Edram	44, 46
V	Venneman, Julien	38
	Verroneau, Marie-Eve	56, 58
	Vyes, Wilfred	9
W	War of the Alliance	13, 38, 49, 75, 82
	Western Frontier Protectorate	39
	Winter, Beatrice	37
	Womphour	85
	Wraith, the	61
X	Xavier, Georges Herbert	13, 20-21, 24, 30