

NORTHERN LEAGUEBOOK THREE

DP9-052

# WESTERN FRONTIER



PROTECTORATE



1560 - FIGHTING THE FEDERATION TN 1560-1670  
(TN 1729-1913) - WAR OF THE ALLIANCE (TN 1913-  
1917) - MILITARY WAR (TN 1936-PRESENT?) - ECONOMICS - NATURAL  
RESOURCES - THE HIGH COUNCIL (CONCILIATED MAYOR) - THE MILITARY COUNCILS  
(CONCILIATED MILITARY COUNCILS) - THE ZUCCO ASSOCIATION - THE MADERAS GROUP - THE  
NON-ALIGNED CLANS - THE WESTERN FRONTIER PROTECTORATE ARMY (WFFPA) - THE  
GRANIS CARTEL - THE ENTRANCHISEMENT MOVEMENT - WESTERN REGIONAL DEVELOPMENT - FORT HENRY - FORT JAMES - FORT  
WILLIAM - THE PLAINS (PAMPAS) - THE CRESCENT - JASPER - RONDA - HONOR - PREJUDICE - JUSTICE

# BLOOD AND HONOR

# HEAVY SOURCEBOOK

## GEAR™



# NORTHERN LEAGUEBOOK THREE

## WESTERN FRONTIER



# BLOOD AND HONOR

The orange glow of out of control fires continued to illuminate the night sky. Until this morning — yesterday morning, now — the war had been almost an abstract concept, held far to the south and having little impact at home. The cruise missiles and bombing runs changed all that, striking at military and civilian targets alike. The Cristobal Hospital was one of the worst hit sites, throwing the relief effort into chaos. Lang had worked diligently since the first missiles struck, desperately attempting to save her people and forge order out of chaos. It had been thirty hours but felt like thirty days.

"Blood will pay for blood." That was the Western way, she thought. Yet if that happened the cycle of violence would escalate, and her plans to limit this self-destructive and futile conflict would be for nothing. She could not allow that to happen but there was nothing she could do to halt the rampaging bull that was the Protectorate. Or was there? Perhaps she could prod the lumbering juggernaut, steering it around the worst of the chaos while waiting for an opportunity. One way or another she would end this pointless war.

The war to the south is not going well and, after having been the subject of minor raids since the start of the conflict, the bombing of Fort Henry has brought the Western Frontier Protectorate its first real taste of the horrors of war. Many militaristic Westerners are clamoring for revenge, seeking the prosecution of a centuries-old feud. Others argue that this is not their war and that the Protectorate's troops are being sacrificed on the altar of Norlight and Mercantile ambition. The lines are drawn but which will win? Blood lust or pragmatism?

The WFP is a land bound together by honor, loyalty and family, but will that be enough to allow them to withstand the storms of war?

This sourcebook includes:

- A complete history of the Western Frontier Protectorate
- Information on the Protectorate's government and its links with the WFP
- Details on the major clans, their alliances and feuds
- Information on the enfranchisement movement
- Full write-ups and maps for all three Protectorate city-states and several minor settlements
- 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 © 1995, 1996, 1997, 1998, 1999 Dream Pod 9, Inc.

WESTERN FRONTIER PROTECTORATE™, HEAVY GEAR™, TERRA NOVA™  
AND SILHOUETTE™ are trademarks of Dream Pod 9, Inc.

All Rights Reserved.



DP9-052

ISBN: 1-896776-53-1



9 781896 776538

ISBN 1-896776-53-1  
Printed in Canada

# HEAVY GEAR™



## Western Frontier Protectorate — Behind the Scenes

The Western Frontier Protectorate has always been known by the stereotypes — a land of hard-drinking, hard-fighting men and women toughened by the environment around them until they no longer seem fully human. A tiny league caught between the major powers of Terra Nova, the WFP has always seemed powerless and ineffectual in the halls of the politicians. This leaguebook gives us the chance to show the depth and range of Western culture often overlooked by those enamored with the largest leagues of Terra Nova.

Westerners are drastically shaped by their environment, that much at least is true. The sprawling farmsteads and slow speed of rural life turn the focus of life away from such things as business and profit, inwards to the home and family. The honor of the clan is paramount, and the good of the group is necessarily regarded as more important than the good of the individual. For when the sands of the desert rise up to swallow you, you had better hope that your family stays at your side to protect.

We took our inspiration for the Protectorate from a number of earthly sources, the most obvious being the frontier lives of early settlers in America's western plains. But while the imagery of one man alone against the world is a powerful and driving concept, the reality of farm life depends upon the aid of others and the close ties between friends and family. And what better way to enhance the concept of such ties than with the extended clan? By formalizing the status of the multi-generation family into a legal entity all of its own, we were able to provide the inhabitants of the WFP with support systems without extensive government, and urban life without anonymity.

Heavy Gear is a story of conflicts, and it seems only right that a league focused on the family should feel its conflict from within. With the clanless immigrants growing in number, and the First Clans being quickly overtaken in power and influence by the newcomers, the pressure has begun to build inexorably. The old boundaries have begun to decay, and it is quickly becoming impossible to ignore the clanless and the disenfranchised.

In a land where the family is paramount, what do you do with the orphans?

BLOOD AND HONOR  
DREAM POD 9



DREAM POD 9



# TABLE OF CONTENTS

## DREAM POD 9 TEAM

### Writing

Chris Hartford Writer

Hilary Doda Copy Editor/Additional Writing

Marc-Alexandre Vézina Line Editor/Developer

Philippe Boulle Story Editor/Developer

Pierre Ouellette Creative Director

### Production

Pierre Ouellette Art Director/Designer

Jean-François Fortier Layout Artist/Colorist

Alexandre Racine Illustrator/Colorist

Ghislain Barbe Illustrator/Colorist

Normand Bilodeau Computer Illustrator/Colorist

Charles-Emmanuel Ouellette Computer Illustrator/Colorist

### Administration

Robert Dubois Marketing Manager

### Silhouette

Gene Marcil System Designer

Stéphane I. Mafis System Designer

### Special Thanks

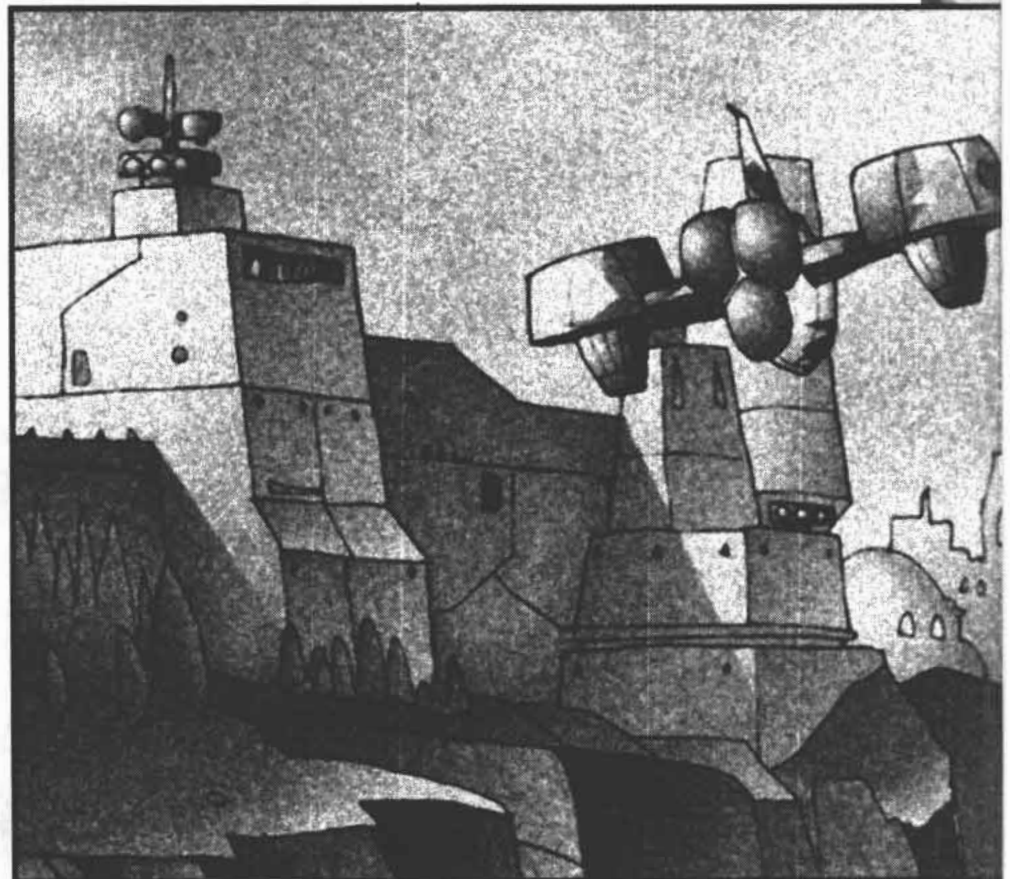
Marc-Alex Vezina and Philippe A Boulle for allowing me to do a second Leaguebook.

Hilary Doda for giving me a series of much-needed reminders.

Hugh Browne whose ideas form the nucleus of Protectorate history.

And Andrew J. Lucas, whose idea the Second Merchant War was and who I neglected to thank in the UMF Leaguebook.

<b>CHAPTER 1: INTRODUCTION</b> .....	4	3.1.2 THE MILITARY COUNCILS (CONCILIOS MILITARES) .....	18
1.1 FAMILY VALUES .....	5	3.1.3 MILITARY REGIONS (REGIONES MILITARES) .....	18
1.2 CONTENTS .....	5	3.1.4 THE ADMINISTRATION .....	18
<b>CHAPTER 2: LEAGUE OVERVIEW</b> .....	6	3.1.5 CITIZENS AND RESIDENTS .....	19
2.1 GEOGRAPHY .....	7	3.2 PEOPLE OF NOTE .....	20
2.1.1 THE PAMPAS .....	7	3.3 THE CLANS .....	21
2.1.2 HILLS AND MOUNTAINS .....	8	3.3.1 THE ZUCCO ASSOCIATION .....	22
2.1.3 THE MULHACÉN CORDILLERA .....	8	3.3.2 THE MADERRAS GROUP .....	24
2.2 WESTERN FRONTIER PROTECTORATE HISTORY .....	9	3.3.3 THE NON-ALIGNED CLANS .....	26
2.2.1 WITHDRAWAL AND FOUNDING (TN 1454-1527) .....	9	3.4 OTHER GROUPS OF INFLUENCE .....	28
2.2.2 RISE OF THE MILITARY TN 1527-1560 .....	10	3.4.1: THE REVISIONIST CHURCH .....	29
2.2.3 FIGHTING THE FEDERATION TN 1560-1670 .....	10	3.4.2: THE CONFEDERATION OF WESTERN INDUSTRY .....	30
2.2.4 BLOOD OF INNOCENTS (TN 1670-1729) .....	11	3.4.3: THE WESTERN FRONTIER PROTECTORATE ARMY (WFPB) .....	31
2.2.5 REBUILDING AND RETALIATION (TN 1729-1913) .....	12	3.4.4: THE GRANIS CARTEL .....	32
2.2.6 WAR OF THE ALLIANCE (TN 1913-1917) .....	12	3.4.5: THE ENFRANCHISEMENT MOVEMENT .....	33
2.2.7 CALM BEFORE THE STORM (TN 1917-1936) .....	13	<b>CHAPTER 4: FOREIGN RELATIONS</b> .....	34
2.2.8 THE INTER-POLAR WAR (TN 1936-PRESENT?) .....	13	4.1 THE NORTH .....	35
2.3 ECONOMICS .....	14	4.1.1 THE NORTHERN LIGHTS CONFEDERACY .....	36
2.3.1 NATURAL RESOURCES .....	14	4.1.2 THE UNITED MERCANTILE FEDERATION .....	36
2.3.2 MANUFACTURING AND SERVICE INDUSTRIES .....	15	4.2 THE SOUTH .....	37
2.3.3 TRADE .....	15	4.2.1 THE SOUTHERN REPUBLIC .....	38
<b>CHAPTER 3: WESTERN POLITICS</b> .....	16	4.2.2 THE MCHONG DOMINION .....	38
3.1 MILITARISTIC DEMOCRACY .....	17	4.2.3 THE HUMANIST ALLIANCE .....	39
3.1.1 THE HIGH COUNCIL (CONCILIO MAYOR) .....	17	4.2.4 THE EASTERN SUN EMIRATES .....	39
		4.3 THE BADLANDS .....	40



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

4.3.1 PORT ARTHUR AND THE MUCOAL	40	6.3.4 RITES	67
4.3.2 THE RUINS OF JAN MAYEN	41	6.3.5 FOOD AND DRINK	68
4.3.3 PEARCE RIVER / PAXTON ARMS 41		6.3.6 STYLE AND CLOTHING	68
<b>CHAPTER 5: REGIONS OF THE WFP</b>	<b>42</b>	<b>6.4 ARTS AND ENTERTAINMENT</b>	<b>69</b>
5.1 WESTERN REGIONAL DEVELOPMENT	43	6.4.1 VIDEO AND TRIDED	69
5.2 FORT HENRY	44	6.4.2 LITERATURE	69
5.3 FORT JAMES	48	6.4.3 MUSIC	69
5.4 FORT WILLIAM	52	6.4.4 ARCHITECTURE 70	
5.5 RURAL AREAS	56	6.4.5 SPORTS	70
5.5.1 THE PLAINS (PAMPAS)	56	<b>6.5 TECHNOLOGY</b>	<b>71</b>
5.5.2 THE CRESCENT	56		
5.5.3 JASPER	57	<b>CHAPTER 7: GAMEMASTER RESOURCES</b>	<b>72</b>
5.5.4 BOWDA	59		
<b>CHAPTER 6: CULTURE AND SOCIETY</b>	<b>60</b>	<b>7.1 DESIGNING A WESTERN CHARACTER</b>	<b>73</b>
6.1 NATIONAL CHARACTER	61	7.1.1 CONCEPT, BACKGROUND AND SUB-PLOTS	73
6.2 CUSTOMS	62	7.1.2 ATTRIBUTES AND SKILLS	73
6.2.1 FAMILY GROUPINGS	62	<b>7.2 EQUIPMENT</b>	<b>74</b>
6.2.2 HONOR	63	7.2.1 WEAPONS	74
6.2.3 PREJUDICE	64	7.2.2 RURAL WESTERNERS	75
6.2.4 JUSTICE	64	7.2.3 URBAN WESTERNERS	76
6.2.5 RELIGION	65	<b>7.3 WESTERN CAMPAIGNS</b>	<b>77</b>
<b>6.3 LIFESTYLE</b>	<b>66</b>	7.3.1 A TALE OF TWO CLANS	78
6.3.1 RESIDENCE	66	7.3.2 PIONEERING SPIRIT	79
6.3.2 EDUCATION	66	7.3.3 SHADOWS OF WAR	80
6.3.3 LANGUAGE	67	7.3.4 DEAD OR ALIVE	81
		<b>7.4 STOCH NPCS AND PERSONALITIES</b>	<b>82</b>



## Dedication

In Memoriam: Marcel Vézina [1915-1999] The greatest Clan elder of all.

Produced and Published by



**DREAM POD 9**

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

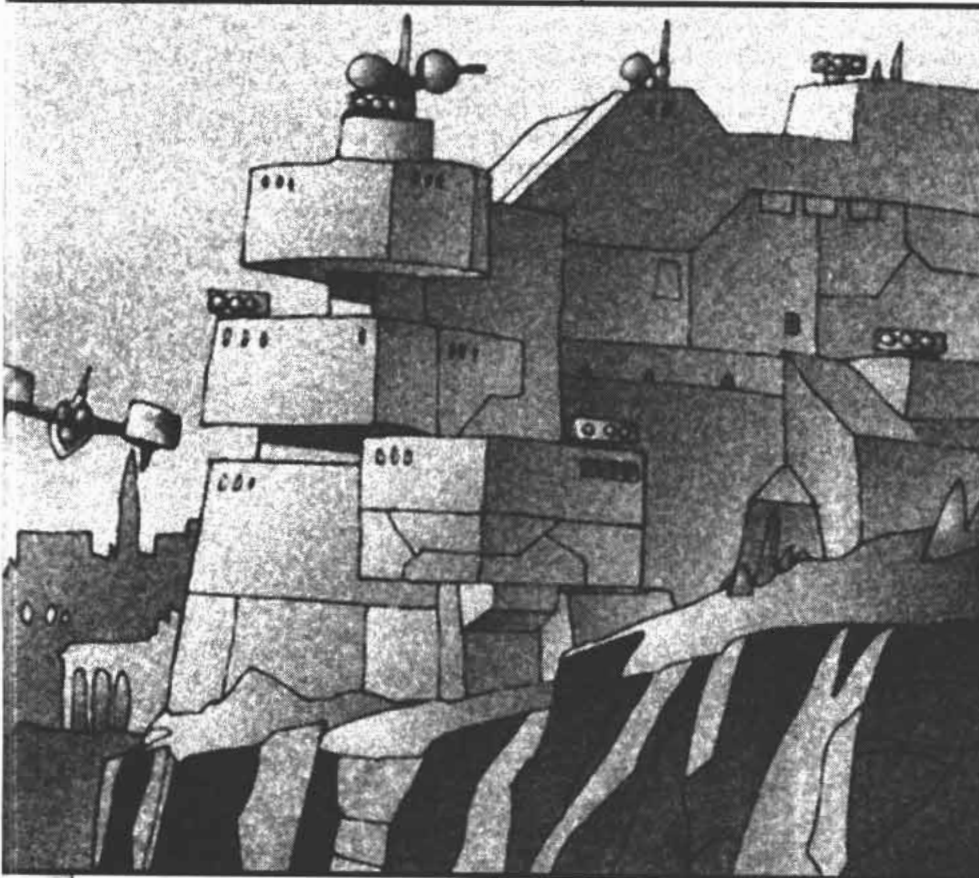
All designs and artwork ©1995, 1996, 1997, 1998, 1999 Dream Pod 9, Inc. Heavy Gear, Terra Nova, Silhouette, Western Frontier Protectorate and all other names, logos and specific game terms are © Dream Pod 9 Inc. All Rights Reserved. Silhouette and Heavy Gear are trademarks of Dream Pod 9, Inc.

No part of this book may be reproduced without written permission from the publisher, except for short excerpts for review purposes. Any similarities to characters, situations, institutions, corporations, etc. (without satirical intent) are strictly coincidental. The use of the male gender throughout this manual should in no way imply the exclusion of the female gender or suggest that the game is intended exclusively for a male audience. It is our hope that the female gamers will find this book just as interesting as their male counterparts.

Dream Pod 9 can also be reached through the internet. Check the rec.games.mechwarrior conference for support and information about Heavy Gear. You can also visit our World Wide Web page at <http://www.d9.com/>

Stock: 0P9-052  
Legal Deposit: March 1999  
Bibliothèque Nationale du Québec  
National Library of Canada

ISBN 1-896776-53-1  
Printed in Canada



## A MATTER OF HONOR

Helios' light had barely begun to tint the eastern horizon when the crowd began to gather, beads of dew still evident on the trees and shrubs of Fort Henry's Jardines del Sol. The pre-dawn gloom lent the proceedings an air of gravity, though this was lost on most of those gathered on the broad lawns, who insisted on chattering to one another. Cristobal Alonzo felt it, as did his brother Miguel, but then Alonzo was the center of attention, not an observer. This morning's gathering had one purpose alone: the removal of a stain from Alonzo's honor and that of his clan.

The whole situation had arisen over a series of injudicious comments made at a social gathering in the Maderas compound. Alonzo, a decorated colonel from the War of the Alliance, had argued that the conflict served no useful purpose other than advancing the personal goals of the CNCS' social elite. The young Vega Dugan, as might be expected of a Zuccite pawn, denounced Alonzo's stance and went so far as to call him a coward. With the charge made in front of almost a dozen witnesses, Cristobal had little choice but to demand satisfaction.

That had been two days ago. Alonzo would happily have resolved the matter there and then, but the Protectorate's dueling conventions stipulated a 36-hour cooling-off period before any combat could take place. Officially this was to allow the participants to reconsider their positions, though few Westerners would subject themselves to the ignominy of backing out of an honor duel. Instead the time was used to assemble the relevant number of witnesses to attest the fight was carried out fairly, and medical staff to deal with the wounds that would ensue.

"Is Cristobal Alonzo present?" He stepped forward and bowed formally, followed a moment later by Vega as his name was called. "Cristobal Alonzo. You are the wronged party and have the choice of weapons. What do you choose?" Alonzo had made his choice within seconds of issuing the challenge. Not for him the impersonal pistol. Rather he would use the weapon of the true Westerner. "Saber." Murmurs rustled through the crowd but Vega seemed unfazed, going as far as to nod in Cristobal's direction. *The kid has cajones, if nothing else.*

As defender, Vega's faction supplied the weapons, his second holding up a large case in which lay two ornately decorated swords, one inlaid with gold, the other with silver. Passing his coat to Miguel, Alonzo tried one then the other, eventually deciding on the silvered weapon. If the choice bothered Vega he didn't show it, instead taking a number of practice swings with the gold. "Duelists, as required by law I call on you to halt your actions. Do either of you wish to apologize?" The chief witness' question was rhetorical. "Then may the best man win."

For a moment there was deathly quiet, then Alonzo lunged forward only to be parried by a twist of Vega's wrist that sent the blade wide. Vega disengaged and immediately launched a riposte that Alonzo deftly avoided. Vega followed up with a series of slashes towards Alonzo. Alonzo parried and charged forward with a flurry of counterattacks that mesmerized the observers. Vega was good, but Alonzo could see his preference for parries to the left. He was marginally slower at responding to attacks in the lower right quadrant. A series of attacks high and left established a pattern; seizing the opportunity, he reversed the attack and struck at his opponent's right leg.

He didn't feel the pain at first, just a weakness as Vega sidestepped the thrust. Glancing down, he saw the gold saber pull free from his chest, smeared with the blood that quickly spread across his shirt. His knees gave way and he sagged to the grass. Then the pain began and Alonzo screamed.

Vega Dugan, blademaster of Clan Vega and duelist for the 1st Western Brigade, cleaned the blood from his saber. "Like I said, a coward."



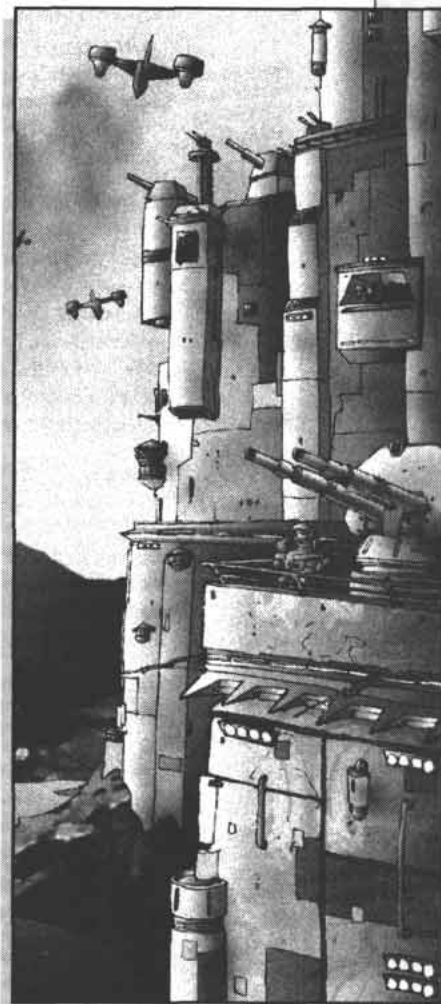
## 1.1 FAMILY VALUES

The smallest of the three Arctic leagues, the Western Frontier Protectorate is often overlooked by outsiders, deemed too small and insignificant to be worth closer examination. Those who do make the effort discover a strong and vibrant society which places considerable emphasis on family values and martial strength. Though small, the Protectorate has influence far beyond its size, casting the tiebreaking votes in the CNCS councils. As a consequence they are courted by both the NLC and UMF, each seeking to use the WFP to further their own goals, little realizing that they may be the ones being used.

Family life is very important to Westerners and the principal unit of society is the extended family, or *clan*. There are thousands of clans in the WFP, bound together by complex webs of loyalty, debt and feud. Numerous clan alliances color Protectorate politics, ranging from informal coalitions in outlying communities to the massive Maderan and Zuccite factions that dominate league politics. These large alliances wield immense power and are capable of influencing almost every aspect of society. Unfortunately, clan politics and the goals of the Protectorate do not always mesh, leading to a number of disputes and clashes throughout the WFP's short history. The WFP in particular treads a fine line through the convoluted politics of the clans.

The military has played a major role in Protectorate life since the early days of the league. It pervades all levels of society, from the ruling councils to the architecture of the city-states and outlying settlements. Indeed, citizenship in the WFP is a privilege, not a right. It must be earned by military service, and thus the millions who will not or cannot undertake such service — usually around three quarters of the population — find themselves relegated to the status of resident. Residents are not mistreated in any way, but only citizens have the right to vote during the elections for the military councils that rule each city-state.

Militarism and nationalism are the prime motivators of Western life. After being dominated by the NLC for so long, the freedoms gained in the wake of the War of the Alliance have proved intoxicating, and they have combined with the realization that the Protectorate holds the balance of power in the CNCS. This has been exploited mercilessly by the senior proconsul, Zucco Adamo, creating frictions within the alliance but strengthening the Western position by making numerous concessions. The military-led Protectorate played a major role in the run-up to the Interpolar War, seeking redress against the South for long-held grievances. More than anything else, the war has divided the clans. Some call the confrontation a matter of honor, while others see it as a senseless bloodbath that will once again cost the Protectorate the cream of its youth. The latter also argue that the war is a product of Norlight and Mercantile ambition — religious and economic, respectively — in which the Protectorate is a tool to be discarded. Bloodlust has seized the people and there is no end to the confrontation in sight.



## 1.2 CONTENTS

The **Western Frontier Protectorate Leaguebook** provides information on the people, geography and politics of the small northern league. This sourcebook is divided into seven chapters, detailing Western history, culture and society, providing a rich backdrop for campaigns set in the WFP and utilizing characters that originate there.

Chapter 2: *League Overview* details the physical and economic landscape of the Protectorate, revealing its history from the first township federations to the current Interpolar War. Chapter 3: *Internal Politics* examines the major factions in WFP politics, including their organization and motivations. Also included is information on the league's political systems and governmental institutions. The fourth chapter, *Foreign Relations*, examines the relationships between the WFP and its allies, as well as with the Badlands and the leagues of the AST. This chapter also looks at the role of feuds in the WFP's foreign policy, especially regarding the UMF and the Southern Republic.

Chapter 5: *Regions of the Protectorate* expands on material contained in **Life on Terra Nova, Second Edition**. It provides comprehensive information on the three Protectorate city-states and several rural communities. Close attention is paid to the role of the military in the development of these cities, most notably in the evolution of fort architecture. Chapter 6: *Culture and Society* also builds on material from **Life on Terra Nova, Second Edition**, this time expanding on the culture, lifestyle and outlook of the Western population.

The final chapter, *Gamemaster Resources*, provides a range of material of use to Gamemasters running campaigns in or involving the WFP. This includes characters, equipment, scenario ideas and Protectorate creatures.

## THE GATHERING STORM

It was a simple mistake, not latching the gate properly and allowing the clan's prize stud springer to wander off. Papa had been really angry, and Maretta had thought that he would hit her, but instead he sent her off to find the stupid animal. Tonight was supposed to be *her* turn with the trideo, and she was sure dumb Lewis and little Janie wouldn't let her take one of theirs. It was so unfair. At first she'd been really angry, but after an hour she decided she didn't hate her dad. He'd only been treating her like a grownup, giving her the responsibility she'd been demanding for seasons. After all, she was thirteen, almost an adult.

That was before the storm. It came out of nowhere, one of the great tempests that brewed in the Barrington Basin and which struck without warning. She should've checked the weather forecast before setting out, but she was only going to be gone an hour, right? She had finally run the randy springer to ground and was in the process of roping it when the winds rose and a veil of sand obscured the newly emerging stars. She had two choices, a dash back to the farmstead or attempting to find shelter. Her instinct said run, but she knew she wouldn't make it the dozen kilometers home before the full force of the storm broke. Instead, she pulled out the tarp she carried behind her saddle, part of the survival kit everyone here on the desert's edge kept within reach from the moment they could walk. She struggled with the flapping sheet against the buffeting winds, eventually managing to peg one edge to the dry ground. That proved to be the easy part.

The springers were scared, and while her well-trained mount allowed itself to be lain down and covered with the tarp, the prize animal was beyond persuading and was too big for her to force down by its neck. In the end, she was forced to hobble and trip it. Scared beyond belief, the beast squealed piteously, rolling its eyes back in its head. Fastening a second edge of the tarp proved almost impossible and she struggled for several minutes before her rudimentary shelter was in place. That task completed, Maretta wriggled between the two animals, reveling in their warmth; as the sun had gone down the temperature on the plain had plummeted. Despite the howling wind, she quickly fell asleep.

It was still dark when she awoke, but the storm had passed. Prodding the tarp stretched between the two recumbent springers she could feel the mass of sand covering the shelter. She carefully extracted the entrenching tool from her pack and dug her way out. Light from Hope penetrated the thin cloud cover and illuminated the scene, a desolation of broken trees and sand drifts in which the shelter was little more than one of many small mounds. Piece by piece she scraped the sand away and released the pegs, allowing the two springers to rise. Freed of his hobbles the stud gambled about excitedly, burning off nervous energy. The riding springer was more restrained, nuzzling her hand in a quest for food. "Sorry girl. I don't have anything, but I'll rustle up some nice sand-beet for you when we get home."

Catching the errant animal a second time proved easier and she tied off the rope on her saddle pommel before gingerly leading both animals through the soft, newly deposited sand. After a kilometer the ground was solid enough for her to mount up without risking breaking the springer's legs, and they made good time back toward the farmstead. As they approached the last ridge before the settlement Maretta allowed herself to relax. Her parents would be worried for her, but they would also be proud that she'd survived the storm and recaptured her quarry. She was looking forward to a hot bath and warm food and could already see the flickering orange glow of the farm's floodlights reflected from the clouds. After a moment she realized there was something odd about the scene. The floodlights were usually white.

"Prophet wept, no!" She spurred on to the hilltop. Below her, the farmstead was wreathed in flames.





## 2.1 GEOGRAPHY

The smallest and least diverse of the CNCS leagues, the Western Frontier Protectorate is nonetheless a home to widely divergent landscapes, flora and fauna. The league occupies the fertile Great Western Plain, the northern extension of the Barrington Basin encircled on three sides by the Westridge and Serpentine Ranges. These mountains play a major role in the Protectorate ecology, inducing precipitation that irrigates the northern latitudes and feeds the McAllen Network. Unfortunately, they provide scant protection from the massive storms that form in the Barrington Basin and which frequently ravage communities along the Badlands fringe. Indeed; an average of one settlement a cycle is lost to these great tempests whose winds, which can exceed 250 kph, scour the landscape. Predicting such killer storms has become a major industry in the Protectorate, and the residents of many rural communities have developed a strong weather sense in order to survive.

### 2.1.1 THE PAMPAS

There is no solid boundary between the dune-sea of the Barrington Basin and the Great Western Plain. Instead there is a slow transition between the Badlands and the fertile farmlands, sandy erg giving way to arid scrub which increases in density the further north you travel. Below the 20th parallel, the aridity makes arable farming difficult and thus ranching is more common among the communities scattered along the Badlands fringe. These tight-knit groups typify the Protectorate's clan structure, with each fortified farmstead usually home to a single extended family. These work together to manage the estates, everyone from the youngest children to the elderly playing an important role in the community.

Though rain is scarce across the Protectorate, numerous small streams and rivers — mostly seasonal — as well as the McAllen Network irrigate the territory above the twentieth parallel. Only in the far north do permanent watercourses and lakes exist, most notably the River Guadalquivir that rises southwest of Fort William. Spared the worst of the tempests, the soils across the region, named the *Pampas* by the locals after a similar area back on Earth, are deep and rich, ideally suited to agriculture. Indeed, the alluvial soils in these river valleys and around the lakes are among the best farmlands in the CNCS, and ownership of such land is highly prized and the subject of innumerable inter-clan disputes. Johar is the staple crop and in the later summer the harvesters appear to be tiny ships afloat on a grass sea.

#### ► Flora and Fauna

Grasses and scrub plants form the bulk of vegetation in the Pampas, increasing in size and diversity with distance from the Badlands. Lichen and rugged desert plants like waterroot and sand-beet dominate the arid southern regions, but these slowly give way to johar and its relatives like the thorny *poker* bush. The land around fringe settlements is a notable contrast to the dominant vegetation type, often irrigated with water collected from moisture traps and forming an oasis in the desolate landscape. Further north the land is verdant, particularly in the valleys, but the dry climate inhibits the growth of large vegetation and thus, save for the saguaro that line many watercourses, trees are rare. Only in the furthest reaches of the Protectorate, the foothills of the Serpentine and Westridge Ranges, do true forests exist, a mix of Terranovan pine, valuable eucalyptus and cork oak genetically modified from their Earth forebearers.

Grassrunners are common in the WFP but together with rock crabs are regarded as major pests, and runner-hunts are a common pastime in rural areas. Sandhoppers are also common, but unlike 'runners they are domesticated and play a major role in the rural community, serving as a source of food and hides. Herding springers and Tamaru (Western Barnabus Iguanas) dominate the stock of ranches on the Badlands fringe, but a few homesteads farm Terran cattle. Horses and riding springers play a major role in the ranching culture, the terrain frequently being unsuitable for vehicles. Dawgs and prairie jackals are the dominant carnivores in the WFP, regarded as much as a curse for their predation against livestock as a boon for their keeping the 'runner population in check. Domesticated dawgs are common in many homes, rural and urban alike. The dawg's smaller cousin, the sand fox, is widespread on the Badlands fringe.

#### ► Climate

The climate of the WFP is predominantly warm and dry, verging on aridity in the south, but with high precipitation in the northwest. Much of the Protectorate suffers from drought conditions during the late spring and early summer, and moisture traps are a permanent requirement for settlements along the Badlands fringe. Together with careful recycling, they provide sufficient water for irrigation and daily life. Most rainfall occurs in the winter, but vicious electrical storms often occur in the late autumn. Most farmers hope for late storms as rainfall too early in the season can have a detrimental effect on the johar harvest.

Temperatures in the WFP average 28° C, though this rises to almost 40° C on the desert fringe and as low as 20° C in the mountains around Fort William. As with much of the north, the varying topography and vegetation produce considerable local variations.



## 2.1.2 HILLS AND MOUNTAINS

Mountain ranges bound the WFP on three sides. Having crossed the Badlands, the low and narrow Serpentine Range forms the league's western boundary before merging with the Westridge Range in a convoluted series of ridges and valleys south-west of Franklin Harbor in the NLC. The higher and broader Westridge Range forms the eastern border, dividing the Protectorate from the UMF, and then arcs around to define the northern border with the NLC. Though in many cases WFP territory stops short of the encircling mountain ranges (the notable exceptions being around Fort William, where WFP control extends across the range, and the border with the UMF where, for the most part, the watershed marks the boundary between the two nations) their foothills form a distinct area of the Protectorate. Water is more readily available in these areas than in much of the WFP, a combination of increased precipitation and run-off from the mountains.

The wooded hills and valleys in the north-west of the league, a region known variously as the Crescent or the Colina Ateriza (hill lands), form a distinct topographic and climatic zone, mild and humid, more akin to the NLC than the rest of the Protectorate. This region is dotted with many small lakes and rivers that teem with life, and on whose shores many of the First Clans have summer hacienda. While the area is fertile and holds abundant resources, the government has maintained tight controls on immigration to the region and though a host of small towns and villages dot the region, few exceed 20,000 inhabitants.

The Grazalema Proclamation ceded control of the Pacifica Range and its mineral resources to the NLC. Unfortunately, the control of the Westridge Range and its strategic passes has long been contested with the UMF. One of these routes, the Cajun Pass near Mainz, was the target of UMF biological weapons during the WFP invasion of the Federation in TN 1570. The agents used were so virulent that no cleanup operation has been effective, and the pass has remained closed to civilian traffic.

The highest mountain in the Protectorate, Mount Mulhacén, is located in the Westridge Range south of Fort William, and the mountain and those around it are the few areas in the league where snow can be found. Indeed, the mountain and the Cordillera that surround it are regarded as a distinct environmental, climatic and economic region.

## 2.1.3 THE MULHACÉN CORDILLERA

The Mulhacén Cordillera is comprised of the mountains and valleys of the Westridge range south of Fort William. The plains surrounding the city-state itself are also generally considered to be part of the Cordillera. The region is the wettest in the West Frontier Protectorate and agriculture is common on the valley floors and the plains. As good land in the area is at a premium, many residents also eke out a living herding rockspringers and Mulhacén Cabra (a type of genetically engineered old Earth goat, capable of feeding on the hardy Terranovan vegetation) on the steep valley sides. The region is the principal source of the Protectorate's mineral riches and raw material, including iron, tin and zinc, and both deep-shaft and open cast mines are a common sight. The Cordillera is also the heart of the Protectorate's small but vigorous outdoor pursuits industry.

### Storm Warning ◀



The great tempests that sweep across the Barrington Basin and into the Protectorate wreak havoc on ranches and farmsteads alike. Many farmsteads and settlements include weather stations that provide data to a central processing center in Fort William that monitors the growth and progress of weather systems. The center also gathers information from geo-stationary satellites above the Protectorate and the Badlands, issuing regular bulletins along with special storm warnings to areas at risk. Monitoring these broadcasts is an essential part of daily life in rural communities, though many farmers and ranchers have become familiar with the local climate and can predict a wide range of weather conditions.

The Great Western Plain has little protection from Badlands-born tempests, many of which rise in the Barrington Basin and cut up into the Protectorate. These storms can have a devastating effect on the landscape, alternately stripping the topsoil and depositing large quantities of sand. In an attempt to combat this erosion and the steady encroachment of the desert, the government provides incentives for farmers to plant trees and other vegetation. Unfortunately, many simply take the government's money and do nothing, leaving their lands exposed.

Tempest warnings are rated one to ten. Force one storms are little more than strong winds while a rating of force ten implies winds in excess of 250 kph that are often accompanied by chain lightning. Such storms are capable of damaging even the most solid buildings. Consequently, most Badlands fringe communities are built to withstand the tempests, adopting the oasis tower construction common in the equatorial regions. Most Pampas farmsteads are built on more traditional lines, though many have a storm shelter, a well-equipped bunker containing foodstuffs and medical supplies in which the residents can escape the worst of a tempest. Fortunately, most storms rarely exceed 150 kph (force six).

## 2.2 WESTERN FRONTIER PROTECTORATE HISTORY

The early history of the Western Frontier Protectorate is a convoluted mass of alliances, feuds and warfare, providing the impetus and mechanism by which loose associations of people came together as a modern league. The early colonization effort identified the Great Western Plain as having considerable potential for agriculture, and set about exploiting the land. Rather than turning the land over to large agricultural conglomerates, as had been done elsewhere, the decision was made to allow private groups to settle the region, with land parceled out to individual claimants on a first-come first-served basis. Many of the early colonists were able to claim large areas of land in the Western Development Zone, amassing considerable wealth and power and becoming the progenitors of the First Clans. The Western clans themselves grew out of these farmsteads, each owned and operated by an extended family that usually included members of four or even five generations.

### 2.2.1 WITHDRAWAL AND FOUNDING (TN 1454-1527)

The loose structure of the settlements on the Western Plains was both a boon and a curse in the cycles immediately after Earth's withdrawal in TN 1454. Few settlers were evacuated from the Western Development Zone; the costs were simply out of the reach of most. This combined with the largely self-sufficient nature of the population to allow life to continue much as before the outbreak of the Colonial Wars. There was simply no infrastructure to break down.

Though largely self sufficient in terms of food and the like, the lack of unity among the farmsteads did expose them to the predation of raiders in those chaotic cycles. As the attacks grew in size and frequency, several of the farming communities began to band together in local defense organizations. These maintained regular communication and shared intelligence on the activities of raiders and other city-states, providing a deterrent against all save the most determined opponents. This network of allegiances slowly grew, encompassing several city-states and creating a network of mini-leagues on the Great Western Plains and the surrounding territories. By TN 1485 the clans of the Great Western Plains were working together as a loose confederation, brokering trade agreements with Exeter and Franklin Harbor.

Things were going well for the settlements, but events in the early TN 1500s prompted Westerners to re-think their strategy. The plains had escaped the worst of the chaos of reconstruction, but expansionist city-states like Livingstone sought to dominate their neighbors, prompting the Westerners to strengthen their internal ties. A formal alliance would likely have happened eventually, but the formation of the NLC in TN 1525 provided the impetus for the clans of the Great Western Plains to gather and discuss their future. Many were involved in the organization of the meeting, but the most prominent was Gutierrez Raoul, administrator of the city-state of William, who agreed to host the gathering.

The conclave began on 13 Winter TN 1527 and though petty rivalries caused considerable problems, it quickly became apparent that the consensus was in favor of a formal alliance between the clans. It took barely ten days to hammer out the details of their pact and their system of government and, after approval by the gathered clan heads, the Western Frontier Protectorate came into being on 31 Winter TN 1527, ruled by a senate of over 1000 clan heads. The first action of the new government was to bolster the defense of its settlements and a rolling program of fortifications for both city-states and farmsteads began before the end of the cycle. Furthermore, major industries would be concentrated in the league's four principal city-states, affording them considerable protection against outside agencies.

#### ► Cristobal Rob

Born in Fort Henry in TN 1502, the second son of Perez Madeline and Cristobal Victor, Rob grew up knowing all the privileges of a member of a First Clan. Unlike many of his siblings he was not seduced by riches and power, preferring instead to spend his youth in the pursuit of knowledge. Seeking to aid in the defense of his city against attacks from Badlands raiders, he joined the Fort Henry Militia in TN 1530 where he quickly rose through the ranks, commanding a light company against the infamous Desert Wind brigands in TN 1535.

Rob was one of the earliest transferees to the WFPA and his sharp intelligence and analytical mind quickly won him a place in the command structure, serving as XO and then commander of the 1st Border Regiment based in Fort William. Though considerable resources had been devoted to fortifying the cities and farmsteads, Cristobal found the lack of political will regarding the formation of a unified military disturbing. The paralysis that had affected the senate since its inception was an anathema to the military mind, and he vowed to one day do something to resolve the situation.

That "something" was nothing less than a drastic restructuring of the league's government in the wake of the loss of Fort Charles to the UMF. With the government in chaos, Cristobal led a coup that deposed the senate and placed governance of the league in the hands of the military. Though he tendered his resignation once the new government was in place, the High Council refused to accept it and in TN 1555 he was persuaded to stand in the Fort Henry elections, becoming Proconsul of Fort Henry, a post he held until TN 1667. He continued to serve as Field Marshall of the WFPA until TN 1570 when he died in the Cajun Pass at the head of the expedition to liberate Fort Charles.



### 2.2.2 RISE OF THE MILITARY (TN 1527-1560)

Though the WFP was now a united political entity, its governance was far from smooth. Many clans argued over the right to representation in the Protectorate's senate and this delayed action on a wide range of issues, key among which was the formation of a unified military. Though fortification was proceeding apace, the Western army was little more than a collection of militias, police forces and armed clansmen. Warnings from Hawkins Jess, the Fort William police commissioner, were largely ignored as she came from a small and powerless clan. It took heavy raids on Fort Henry in TN 1536 to spur the senate into agreeing to the formation of a unified command structure and another two decades to forge the disparate groups into a viable force.

Unfortunately, this weakness corresponded with the rise (and demise) of the Lyonesse League, based around the former corporate holdings of the Marathon Basin. Relationships with the League had never been warm, but there was extensive trade between the two powers, particularly between Fort Charles and Baton Rouge. When the Lyonesse League collapsed in TN 1550 the WFP senate was concerned, but more for their trade revenues than their physical security.

The lightning assault on Fort Charles by the league's replacement, the United Mercantile Federation, took the Protectorate by surprise and few military units were in a position to contest the action. The assault threw the senate into chaos, with some factions proposing a massed assault to regain the lost city-state while others advocated peace. As had happened so often over the cycles since the league's founding, the senate's size and the diverse views of its members rendered it impotent. This squabbling deeply disturbed Cristobal Rob, Field Marshall of the WFP, who knew that any sign of weakness would encourage the UMF, something that would likely lead to the annexation of the Protectorate. Weighing up his oath of loyalty and his duty to the league, he acted.

On 4 Winter TN 1552 Cristobal ordered the senate disbanded, using troops of the First Border Regiment to enforce his decree. In its place he ordered the formation of military councils in each city-state, the senior officer of which — known as the Proconsul — would also sit on the Protectorate's governing body, the High Council. Distinct from the normal WFP chain of command, the High Council's power would be absolute, overruling even that of the WFP Field Marshal.

His reforms did not stop at that. Support for the military was lackluster and he sought to encourage enlistment by providing tangible benefits for those who chose to serve their country. His solution was the Citizen Act, which decreed that only those who had served at least five cycles in the WFP could claim full citizenship of the WFP and be eligible to vote in elections. The remaining population would be residents, entitled to the protection of the league, but not allowed influence in its governance.

### 2.2.3 FIGHTING THE FEDERATION (TN 1560-1670)

In the cycles that followed the coup, the Protectorate military grew, but also suffered a number of losses in skirmishes against the forces of the NLC in the west and the UMF in the east. Though disheartening, these losses spurred on the formation of the WFP and hid its true objective, training for the liberation of Fort Charles, now renamed Mainz. The Protectorate bided its time, building up its strength and waiting for an opportunity to strike. That opportunity came in TN 1570 when the main body of the UMFA was busy consolidating its hold on the former Tershaw Cooperative Alliance.

The Protectorate launched a massive invasion of the UMF, driving through toward Mainz. Brushing aside early resistance, the WFP reckoned without the tenacious defense of the Cajun Pass by a small group of volunteers. This small force held out for three days and when it became apparent that they would be overrun, their commander called in a strategic weapons strike on his own position. The virulent Kesran bioweapon killed most of the Protectorate troops, and the few survivors limped back across the Westridge Range.

The WFP and UMF ended hostilities with the Cajun Pass Treaty, acknowledging UMF possession of Mainz and the current borders, but tensions in the region remained high. There were numerous clashes along the border as each league sought to undermine the position of the other, though much of this war was fought by proxy. The most notable clash came in TN 1650 when the oil-rich Badlands settlements of Vladivostok, Bannerton and New Yukon — collectively known as the Tricity — imposed sanctions on the WFP in an attempt to drive up the prices of their products. The UMF backed the action and, after suffering severe shortages and the near-collapse of their manufacturing and transport industries, the WFP capitulated.

Encouraged by their success, the UMF continued their plans for dominion over the arctic. In TN 1667, the Federation launched a simultaneous invasion of the WFP and NLC that led to the siege of Fort William. Though the Mercantile troops were expelled, both the Protectorate and the Confederacy realized something had to be done to curb Mercantile ambitions. The two powers signed a secret pact, the Northern Alliance Defense Organization, creating a joint invasion force that they hoped would shatter their aggressive neighbor. Luring the UMFA to the region around Lyonesse, the coalition struck at the high-arctic city-state of Pioneer, which they expected to be a weak point in the Mercantile defenses. Instead of falling quickly as expected, the expeditionary force was repelled by an ad-hoc unit of armored walkers. Nonetheless, the assault convinced the UMF that its interests would be better served in the Badlands rather than fighting its neighbors.

## 2.2.4 BLOOD OF INNOCENTS [TN 1670-1729]

In the cycles that followed the Battle of Pioneer the WFP exercised considerable restraint, but in TN 1679 the UMF's field tests of its new Hunter Gear in the Badlands near Red Sands proved too much. An elite WFPA force disguised as rovers was tasked with acquiring the P5 prototype, something they duly accomplished, transporting their prize to the WFP Military Testing Compound near Fort William. Unfortunately, the WFPA did not maintain possession of the P5 for long; it was in turn seized by the Southern Republic's Legion Noire and used to kick-start the Republican program. Nonetheless, the WFP had gained detailed Gear schematics and broke the Mercantile monopoly on the technology.

Partly in response to this affront, the UMF stepped up its trade war with the Protectorate, seeking dominance in the Westridge Trade Zone, control of which would give them an economic stranglehold on much of the WFP's trade. The Mekong Dominion also sought control of the region and the Mercantile action brought down the wrath of the newly formed AST, resulting in the First Merchant War (TN 1686-1688). Though a non-participant in the conflict, rumors circulated of covert Protectorate assistance to the AST forces, notably intelligence on Mercantile troop movements that allowed the Southern confederation to defeat the Mercantilists and thus helped the WFP to retain its independence. No conclusive evidence of Western involvement in the war was ever uncovered, though the subject remains a favorite topic of conspiracy theorists across Terra Nova.

The AST victory provided the final impetus for the Arctic leagues, resulting in the formation of the CNCS in TN 1692 though relationships between the member states remained cool. Indeed, only the intervention of Western mediators prevented disputes between the NLC and UMF from tearing the CNCS apart in the TN 1720s. As with so many fragile alliances it was an external crisis that bound the CNCS member-states together.

Battles between the CNCS and AST over control of the wreck of the HCS St. Vincent released a deadly plague that killed large numbers of children across Terra Nova. While the plague was horrific to all Terranovans, to the family-dominated Protectorate it was an attack on their entire way of life. Blaming the AST for the death of five percent of its children, the WFP sought to avenge the loss of its youth and as a nation entered a collective frenzy, playing a major role in plunging the two confederations in a bloody world war that lasted until TN 1729. Though Westerners were horrified by their own actions in the war, there was no sense of closure after the conflict and disdain of the AST became enshrined in the Western psyche. Though this trait has ameliorated over the cycles and centuries that followed, most Westerners remain suspicious of people from the Southern Hemisphere, particularly the Republican government, despite the cooperation between the two powers in the War of the Alliance.

### ► The Children's Crusade

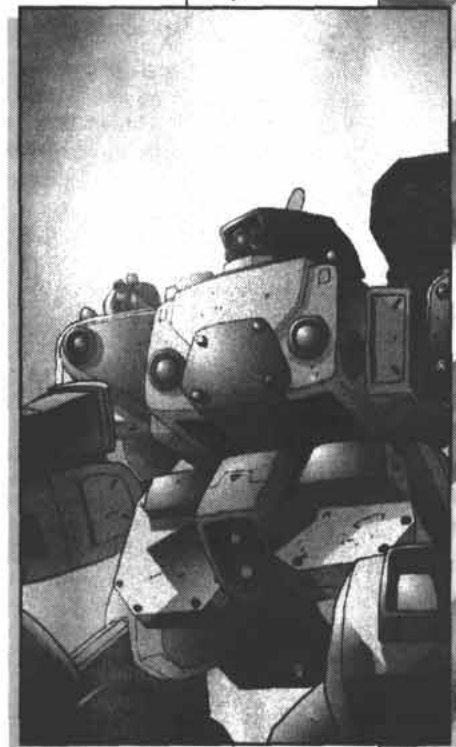
Occasionally referred to as the Children's Crusade, the Protectorate's involvement in the St. Vincent's war was typified by fury and brutality. The public outcry caused by the war led to a huge show of support for the Protectorate's military forces, which allowed the small league to field concentrations of troops at least as important as the ones of their much-larger neighbors.

Many citizens volunteered for military service, swelling the WFPA far beyond its normal size and posing major problems for training and logistics. Local boot-camps were established to weed out those lacking the resolve or aptitude for military service, but a surprisingly large number were pronounced fit and sent to the front. Those who were not sent to combat units were made to feel useful with employment in the logistical, administrative and medical corps.

During the conflict Protectorate troops undertook dangerous and often suicidal missions to assuage their demands for retribution against the Republicans who had "perpetrated this vile crime." They struck deep into the southern territories, attacking targets as far south as Yung An and Port Oasis, often with little thought of escape. Their prime concern was causing large-scale damage, paying the Republic back for the suffering inflicted on the north. Attacks against civilian targets were deemed acceptable, resulting in a number of atrocities that would tarnish the image of the Protectorate for cycles to come — all in the name of revenge.

The brutality of the war had a detrimental effect on Western morale and the army's command structure. The nihilistic attitude of many soldiers hampered their operational effectiveness, and lives were thrown away needlessly on several occasions (the assault on Hill 654 remains especially infamous today). Disobedience and insubordination became commonplace as military procedures, tactics and the desire for vengeance clashed head on. Military Police took on an increasingly important role over the cycles, attempting to maintain order in what remained of the WFPA.

By TN 1727, the full horror of their actions had effectively crippled the WFPA. The Protectorate attempted to extract itself from both the war effort and the Confederated Northern City-States, only to be threatened and cajoled into continued cooperation by the other CNCS leagues. When the cease-fire was finally announced in TN 1729, the Protectorate breathed a sigh of relief, though a lingering hatred of the south remained and many Westerners continue to hold a grudge against the government of the AST.



## 2.2.5 REBUILDING AND RETALIATION (TN 1729-1913)

The economic collapse that ended the St. Vincent's war crippled the Protectorate's military and industrial system, but as with the Earth withdrawal almost two centuries earlier, the effect on the rural economies was minimal. Occasional outbreaks of the plague continued to trouble the most isolated regions for more than a decade, but by the 1740s the league was well on the way to recovery. The war had taught the tank-dominated WFPA many lessons, not least of which was the importance of the Gear on the modern battlefield. Several homegrown designs like the Mad Dog entered service, though the Protectorate's lack of experience prevented them from exploiting the market. R&D efforts were soon scaled back in favor of imported equipment from the NLC and UMF. Already well developed, the Protectorate's weapon manufacturers were able to edge their way into the industry as weapon and component suppliers.

Much of this new hardware was used to defend against Badlands raiders, who had become increasingly active since the war, but the WFPA also used its newfound strength to undertake a series of missions deep into the AST, striking at military targets in the Mekong Dominion and the Southern Republic. For many cycles the CNCS turned a blind eye to these pinprick raids, but when a mission against the MILICIA facility at Aquitaine went disastrously wrong in TN 1771, resulting in the deaths of more than a dozen civilians, pressure was applied on the Protectorate to limit its activities.

Even before the league's founding in TN 1527, the inter-clan politics had been an ever-shifting morass of alliances and feuds, the sheer volume of clans working against efforts to create a consensus. These groupings became more pronounced as the Protectorate matured, particularly in the wake of the disbanding of the senate that robbed them of a direct say in government. By the 1850s there were seven principal groupings, representing a wide range of geographical, political and philosophical views. By TN 1873, these groups had fallen under the influence of two of the most powerful First Clans, the Zucco and the Maderas, forming political blocks that have changed little over the cycles.

The rise of these groups paralleled the deterioration in relationships between the members of the CNCS. The Protectorate's militarism contributed greatly to the tensions, and the so-called Judas Syndrome took the Confederation to the brink of civil war.

## 2.2.6 WAR OF THE ALLIANCE (TN 1913-1917)

The surprise arrival of troops from Earth ended the threat of civil war. The CNCS leagues put aside their differences and even agreed to work with the AST against the invaders for the good of Terra Nova. Though not a principal target of the CEF, the Protectorate saw its fair share of the action. Its cities came under attack, the invaders occupied many Badlands fringe communities, and collaboration, though not common, occurred in much of the occupied territories. The WFPA was very active, in its own territory as well as that of the UMF and the Badlands. Indeed, it was a Western officer, Brigadier Lang Regina, who commanded the CNCS contingent at the decisive Battle of Baja.

The War of the Alliance did much to ease relationships between the Protectorate and the AST, particularly among the WFPA troops who fought alongside the Republicans at Baja. These soldiers realized that for all the propaganda, Southerners were little different from themselves, with dreams, aspirations and ideals. Despite this, many Westerners continued to keep a wary eye on the south, looking for any sign of treachery. This lack of trust would play a major role in the descent to another world war.

### War and Peace ◀



The WFP sustained major losses at the hands of the CEF, with large tracts of the Protectorate occupied by the Earth forces. With the major axis of advance targeted against the UMF and the Mekong Dominion, the CEF lacked the resources to "crack" the forts, though this did not stop them from trying. Both Fort Henry and Fort James were besieged for protracted periods, subject to artillery and orbital bombardment as well as infiltration by GREL troops. Sabotage was rife, often in preparation for covert assaults. Compared to the attacks on Ashington or Mainz these were small-scale affairs, but they served to keep the WFPA pinned in place for the early cycles of the conflict.

The balance of power shifted when Colonel Felix Stoessel took command of the forces encircling Fort James and ordered a new attack (the ninth). Using a feigned assault on the northern industrial sector as cover, commandos infiltrated the southern enclosure and succeeded in seizing control of the Barrington Gate, site of many previous battles. With this in their possession the CEF troops succeeded in entering the city, but found themselves bogged down in a bitter street-to-street engagement between Gears and GRELS — the CEF hover tanks were totally unsuited to urban warfare. At their greatest extent the CEF held two-thirds of the enclave, but were slowly forced back and on 3 Summer 1915 the last CEF troops were expelled from the city. The battle cost almost a third of Earth's troops in the region and continuing the siege became impractical. Stoessel ordered his troops to withdraw south towards West Base. This freed up WFPA forces to relieve Fort Henry and begin the liberation of the Protectorate. By the end of the cycle the WFP was on the offensive against the CEF and Western troops were a logical choice as the northern contingent in containing the new CEF landings at Port Baja, ensuring victory against the Earth forces.

### 2.2.7 CALM BEFORE THE STORM (TN 1917-1936)

Once again, the WFP was forced to rebuild, politically as well as economically and militarily. The Protectorate troops had proven decisive in the war effort and the league could no longer be regarded as the junior partner in the CNCS. The Proconsuls sought a larger role in CNCS affairs and the new Norlight President, Anders von Breslau, who had served as Grand Marshal during the war, was willing to see all the CNCS members play a role in determining alliance policy. This played well to the fiercely independent Westerners, who asserted themselves more and more often.

Though historically closer to the NLC, the Valeria government's actions during the Judas Syndrome had alienated many in the Protectorate, Norlight paternalism in conflict with Western independence. It soon became apparent that though their votes were too small to have a direct impact on council decisions, the Protectorate often held the balance of power between the NLC and the UMF. They were thus able to wield power far beyond their size, constantly courted by their neighbors and able to extract wide-ranging concessions. The ascension of the militant Zucco Adamo to the Protectorate High Council in TN 1926 exacerbated this situation. His extreme policies concerning the Badlands often placed the Protectorate in a difficult position with the CNCS.

Zucco supported the concept of a "thin tan line," a zone of Badlands settlements intended to buffer the Protectorate's weak southern border in the event of hostilities. Neither the CNCS nor the settlements in question regarded the plan favorably, but that did not stop Zucco from exercising the WFP's political and military muscle to make the zone a reality. Aggressive patrolling of the zone prompted a rise in tensions in the Barrington Basin as clashes against rover gangs, smugglers from Wounded Knee and even the Arthurian Korps became commonplace. Though this action brought condemnation from the CNCS, the Protectorate knew it was too important to the alliance's war plans to suffer any sanctions and the acquiescence of their northern neighbors only seemed to bolster nationalist fervor in the Protectorate and increase stresses within the CNCS.

The assassination of Thor Hutchison rocked the Protectorate. Though not as devout as many in the NLC, most of the Westerners were Revisionists and they mourned his loss. The long history of bad blood between the nations meant it took little to convince Westerners that the Southern Republic was to blame for this atrocity, and Protectorate citizens were among the most vocal in calling for action against the South. As such, WFP troops were already at a high state of alert when the battle at Rahnguard Oasis plunged the world into a new Interpolar War.

### 2.2.8 THE INTER-POLAR WAR (TN 1936-PRESENT)

The WFP became the staging ground for CNCS troops engaged in operations in the Mekong Dominion and the western Southern Republic. Proconsul Zucco Adamo reveled in the opportunity to strike at the long-hated AST, but his chief rival, the Proconsul of Fort Henry, Lang Regina, argued for caution and restraint, citing the CNCS invasion plans as ill advised. Given that Lang's wife is Victoria Edden-Smyth, Grand Marshal of the CNCS, these were strong words and oddly prophetic.

Intelligence gained from the UMF suggested the Mekong Dominion would withdraw from the AST and support the CNCS. Unfortunately, this proved erroneous and Northern Guard forces sent south to occupy strategic sites in the Dominion found themselves engaged in a bitter conflict. The entire Barrington Basin became a war zone, with troops from both alliances playing a deadly cat and mouse game, punctuated by deadly engagements. Several Republican and MILICIA units reached the border of the Protectorate including the *Victoire* battlegroup which waged a successful harassment campaign against Northern and Western troops throughout the late autumn of TN 1936. Save for raids on merchant convoys, the Protectorate remained largely untouched by the war and to all appearances life continued as it did before the war.

That all changed on 17 Winter TN 1937 when a Southern ground strike disabled the air defenses around Fort Henry, allowing carrier-based aviation and cruise missiles to make repeated strikes on the city. Though military sites were the principal targets, collateral damage to civilian areas was inevitable. Fifteen hundred people died in the attack and five thousand were injured. Many more lost their homes, their livelihood or both. Lang's hopes of calming the situation evaporated as even her moderate Maderan faction clamored for revenge.

The strike prompted many WFP units to request active duty against the South, but these requests were denied. Normally little more than a nuisance, the outbreak of war had prompted a major upsurge in rover gang activity and a large portion of the military was needed to protect settlements from opportunist raids. Indeed, with rumors circulating of rover attacks on Fort Henry in the wake of the air assault, eliminating what Proconsul Zucco described as "human vermin" has taken on major significance for the Protectorate armed forces.

Western involvement in the war remains strong and the memory of Fort Henry is fresh in the soldiers' minds, but as losses have mounted the reality of the stalemated conflict has become apparent to many commanders. Several have expressed doubts about the war's course and Proconsul Zucco has found his base of popular support slowly eroded in favor of Lang's more moderate views, prompting bitter clashes between the two leaders. Despite this, there is no end of the war in sight and it seems likely the situation will get worse before it improves.

## 2.3 ECONOMICS

Colonized for its agricultural richness, the economy of the Western Frontier Protectorate centers on the production, processing and distribution of food. Smaller settlements are largely self-sufficient, each containing a broad base of skilled artisans capable of meeting the needs of the local community. As the level of technology in the WFP is below the CNCS average few problems result from this, and most settlements manage with a handful of dedicated blacksmiths, electrical engineers and mechanics. Most members of the community have rudimentary carpentry and mechanical skills and are capable of dealing with day-to-day problems. Only when equipment cannot be bought or repaired locally is there need for contact with the outside world, and even then most settlements will wait for the arrival of itinerant tradesmen. This is in stark contrast with the city-states that rely on trade to survive. Indeed, trade is the principal industry of Fort James.

The GDP (Gross Domestic Product) of the WFP is the lowest in the CNCS, but this is of little concern to the population. Their rat-race neighbors may have more money, but the Westerners believe they are better off. The people of the Great Western Plains strongly believe that the standard of living has nothing to do with wealth or gadgets. Rather it is about living life to the fullest and playing your role in society. Consequently, there are fewer extremes in society, with only a small number of people wanting for anything. Only in the city-states do an elite or underclass form, and even these avoid the extremes of the UMF or NLC thanks to the clan structure that provides most people with a safety net. Only those not associated with clans need rely on the Protectorate social security program which, though small, is well organized.

The Protectorate government takes a hands-off approach to the economy, managing trade routes, taxes and interest rates, but otherwise leaving matters in the hands of local authorities. They do, however, reserve the right to impose substantial tariffs on both imports and exports, usually by product, but occasionally by company or even league. Trade embargoes are rare, but since the outbreak of war, import from or export to member-states of the AST has been prohibited. This has not prevented a number of enterprising groups from transshipping goods through Port Arthur and the NuCoal.

### 2.3.1 NATURAL RESOURCES

The extraction and exploitation of natural resources dominate the Protectorate economy. Chief among these are agriculture, ranching and food processing, but mining, forestry and energy production also play a role. Much of the WFP's culture stems from its agricultural roots, including the clans, who originated as homesteader groups in the Western Development Zone. Though there has been a steady migration of people to the cities, agriculture employs almost thirty percent of the adult population, principally located in the numerous rural communities scattered across the Great Western Plain. Johar and wheat form the staple crops and dominate farms on the Pampas while cattle ranching and the herding of rockspringers are common along the Badlands fringe and in the Mulhacén Cordillera. The WFP is completely self sufficient in foodstuffs and also exports large quantities to the NLC.

For protection, the league's industrial giants are concentrated in the three heavily fortified city states, supplied with the materials they require by a comprehensive and well maintained transport system. Fort William is the principal site of major heavy engineering companies as well as refineries for the materials extracted from the Westridge Range. The city-state is also home to the league's major military contractors whose reputations are known far and wide. Though adept at producing heavy weaponry, the WFP never successfully entered the Gear manufacturing market and is reliant on the UMF and NLC for such technologies.

#### ● AGRICULTURE AND RANCHING

The methods of agriculture used in the Protectorate vary considerably depending on local conditions and the crops in question. Dry farming — without irrigation — is common on the arid Badlands fringe where rainfall is frequently less than forty centimeters a cycle. The technique relies on limiting water usage by reducing crop densities through careful sowing and the removal of water-absorbing weeds, as well as water-loss reduction techniques such as plowing along contours to reduce run-off. Furthermore, many plant species have been genetically modified to survive in such harsh conditions while others, notably waterroot and sand-beet, are naturally adapted to the climate.

Settlements near natural watercourses or with bores into the McAllen Network often make use of irrigation, allowing a broader range of crops. Sprinkler systems are the most common form, but labor-intensive drip-feed systems are used on some high value crops like potatoes. Irrigation can pose its own problems, particularly in the warmest and most arid regions where high evaporation and poor drainage leads to the accumulation of salt in the soil which inhibits plant growth. As a result, such practices are usually limited to small areas and specific projects. Many crops, johar and wheat in particular, rely on natural precipitation and indeed require a prolonged dry season to mature.

The rearing of springers, barnabies and cattle for milk, meat and hides forms a major part of the rural economy, particularly around Fort James and in the northern valleys. The often-difficult terrain leads many ranchers to eschew modern technology in favor of methods dating back millennia. Riding springers and horses are the principal modes of transport so as not to startle the herds, though the largest farms use floaters to reach the most isolated locations.



### ● MINING AND FORESTRY

Mineral extraction plays a major role in the economy of Fort William, and the valleys of the Mulhacén Cordillera are dotted with deep-shaft and opencast mines. Iron, tin and zinc are the most common products of these mines, but gems and precious metals, both essential to modern electronics and weapon technologies, are also extracted in the region. The Westridge Range is the Protectorate's principal source of radioactive materials, particularly thorium and radium used for medical purposes, but also uranium for weapons. The plains are also the site of many mines, often extracting bauxite or quartz, which normally take the form of strip-mines using massive dragline excavators.

The forests of the northwest valleys are the focus of the league's logging industry. The staples of these concerns are Terranovan pine and saguaro, but early settlers introduced eucalyptus and cork oak, which are much sought after for construction and furniture making. Some varieties of eucalyptus are grown on special farms near Fort Henry for use by the city-state's medical industry.

### ● POWER GENERATION

Unlike the UMF and NLC, the Protectorate does not have vast reserves of fossil fuels and instead relies on imported oil and gas. This is often a source of friction with their neighbors, as the Tricity Embargo and Karlton Ranch situations have demonstrated. Renewable energy sources, mainly solar arrays and aerogenerators, are common — the latter especially so, to take advantage of the high winds that roar across the plains. Rather than the massive energy farms found elsewhere in the CNCS, most of the power generation facilities in the WFP are associated with individual settlements. Any excess energy is exported to neighbors or the city-states as an extra source of revenue. As such equipment can easily be damaged by tempests, most farmsteads and settlements are also equipped with fossil-fuel backup generators.

## 2.3.2 MANUFACTURING AND SERVICE INDUSTRIES

Food processing dominates the manufacturing districts of both Fort James and Fort Henry. Though many crops are processed at the farmsteads, the plants in the city-states produce finished goods and package them for distribution. Several large companies handle food retail, the best known of which are Threadneedle and the UMF giant MainzFoods. The Protectorate has also established a solid reputation for the production of alcoholic beverages like Fort James Special whisky or Mulhacén beer.

Large-scale manufacturing plays a major role in the economy of the city-states, ranging from light engineering and assembly work to refining and heavy engineering. The league has a well-developed military-industrial complex and such industries provide considerable revenue from foreign sales in addition to ensuring the WFP is well equipped. This work focuses on Fort William, but all three city-states and several minor communities play a vital role in the process. The manufacture of textiles takes place in many settlements and a number have their own weaves, color schemes and processes. Like the weaving patterns of the Maya, these are often associated with clans, passed down through the generations, though widespread trade has led to the abandonment of the materials as clan identifiers.

Service industries like retailing, finance and the media are largely limited to large settlements, but this sector of the WFP economy has steadily grown since the founding and plays a vital role in the economy. Many young Westerners, disheartened by the hardships of farm life, have relocated to the cities and found employment in such industries.

## 2.3.3 TRADE

Trade is a vital part of the Protectorate's economic system, be it between farmsteads, city-states or leagues. Though a net exporter of food, Western society is dependent on imports of other items, particularly petrochemicals and high-technology goods. This has proven a major weakness of the WFP on several occasions, allowing outside forces to dictate terms to the league, occasionally provoking bloody conflict.

The transportation system in the Protectorate is well developed, mixing road and rail links with cargo landships and even floaters. Most active in the autumn during the harvest season, the network has been incorporated into the military logistics network, moving troops and equipment across the Protectorate to meet the ever-varying threats of the war. Consequently, the civilian market has shown a sharp decline since the start of hostilities, though care is taken to ensure the continued flow of essential goods such as foodstuffs and clothing. These restrictions have prompted a major increase in black market activity in the WFP.

The Gamma maglev plays a major role in trade with the NLC and, before the outbreak of war, the Southern Republic. Grain wagons were a common sight on the line, but since the start of hostilities, exports to the south have been curtailed and Maglev services forcibly halted at Fort James. Despite the official blockade, many small-time operators continue to trade with the south, using the Westridge railway to Wounded Knee and the NuCoal as well as Port Arthur as neutral stepping stones. The High Council has attempted to block such actions, but with the WFP bogged down in the conflict with the south or in dealing with Badlands raiders, implementation of the restrictions has been patchy.

## PLUS ÇA CHANGE

The pilot excelled at his craft and the light bump signalling the supersonic transport's touchdown at the military airport overlooking Fort William was almost imperceptible. Ripples spread across the glass of water resting on the desk before him, but Hasegawa Ichiro didn't notice. He continued to browse the notes he had made on his personal data assistant, occasionally making changes with the stylus, refining the presentation he was to make to his fellow Proconsuls.

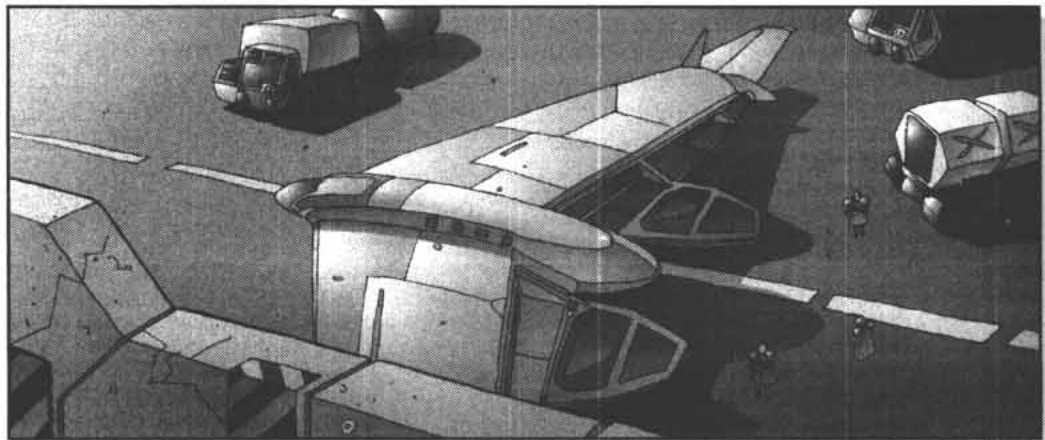
Finally satisfied with the draft, he allowed himself a brief glimpse out the narrow window. The squadron of *Aguila* — *Eagles* he corrected himself — that had escorted the Proconsul's flight to the Western capital were visible circling the airport, their contrails braided together like a ring around the compound. Hasegawa had at first protested the diversion of valuable military resources to guard his flight, but the downing of UMF Treasurer Banderas' aircraft early in the war had justified a degree of caution, as had the Southern attacks on Fort Henry, Petropolis, Kossuth and the CNCS Protectorate of Timmins. Furthermore, several armored vehicles ran alongside the taxiing aircraft and would do so until the delta-wing aircraft nudged into its bombproof hanger. The risks of terrorist strikes had been learned the hard way too, with Mekong Ghost Quads striking at targets across the CNCS. The WFPA's close protection squads had yet to lose one of their charges in this damnable war, and they weren't prepared to start now.

He broke another painkiller from the strip resting on the desk, washing it down with a mouthful of water. A headache had plagued him since leaving Fort James and today was going to be painful enough without his body fighting him too.

As if on cue Lieutenant Cooper knocked on his door and entered. Petite and charming, many assumed she was his personal secretary rather than the head of his security detail, though Hasegawa knew her combat record was unparalleled. They had developed a strong rapport in the three cycles since she joined his detail and he had personally selected her to replace Anderson Saul when he returned to special operations in TN 1937. She was a fine officer though Hasegawa knew she missed her husband, stationed with the Desert Trade Commission in Peace River. "Ready, sir?"

"As I'll ever be." he retrieved his briefcase from the floor by his chair and placed the PAD and several sheets of hardcopy inside. Cooper Marissa passed it to another member of the detail waiting just outside the cabin. A pair of agents preceded him down the walkway into the terminal, constantly alert for trouble. A trooper checked the party's IDs then ushered them down the flight of stairs that led to the airfield's maglev terminus. Within five minutes they were inside the Alcázar, the space-age fortress overlooking Fort William that served as headquarters of the WFPA and the Protectorate government. Disembarking from the train their IDs were re-checked, including a retinal scan that compared identities to the military's central records database. The routine was familiar to anyone who visited the complex, and many regarded it as a sensible precaution. Others were less convinced, particularly in light of Thor Hutchison's assassination by a supposedly loyal member of the Northern Guard.

They stopped just outside the chamber for a last ID check. Raised voices were clearly audible, one female and the other male with the guttural intonations of the distinctive Fort William accent. Hasegawa looked at Cooper and rolled his eyes. His fellow Proconsuls had arrived before him and were already arguing. "Into the lion's den," he whispered. Hasegawa Ichiro, Proconsul of Fort James, took a deep breath and pushed open the armored doors of the council chamber. There was no letup in the ferocity of the argument between Lang and Zucco and almost immediately he felt his headache returning. This was going to be a long meeting.



### 3.1 MILITARISTIC DEMOCRACY

The original government of the WFP reflected the clan roots of the league, taking the form of a representative democracy in which each of the clans had a voice. Petty factional politics effectively crippled the senate's decision making powers, and after failing to manage a succession of crises, the Protectorate military took charge of the government. They could have instituted a military dictatorship but the architect of the coup, Field Marshal Cristobal Rob, sought to retain the government's accountability to the people. He divided the league into a series of military regions to oversee the rural community, several of which would be overseen by each city-state and its elected military council. Each military council would, in turn, provide a representative to the Protectorate High Council, the governing body of the WFP. To ensure the league would always be well protected, Cristobal made citizenship — and thus the right to vote — conditional on service in the WFP, later expanded to include service in the Northern Guard or other CNCS forces. The remaining population, called residents, would be protected and supported by the league but would have little say in selecting its government.

The system has proved surprisingly robust, giving a sense of representation and accountability without the unwieldy structure of the old senate, and at the same time allowing local authorities considerable flexibility to deal with regional problems. This latter provision proved particularly important to the clans, allowing them the illusion of independence within the league framework while maintaining the authority of the military. Though loose when compared to others in the CNCS, the government of the WFP has proved surprisingly effective.

#### 3.1.1 THE HIGH COUNCIL (CONCILIO MAYOR)

The High Council serves as the decision making body of the WFP and is comprised of the three Proconsuls as determined by elections to the military councils. At present, these are Fort William Proconsul Zucco Adamo, Fort Henry Proconsul Lang Regina and Fort James Proconsul Hasegawa Ichiro. Other individuals may put proposals before the council, provide expert testimony or otherwise aid its operation, but decision making is left in the hands of the Proconsuls. It should be noted that though the High Council is the supreme authority in the WFP, it rarely formulates legislature. Such matters are left to the government's capable administrative arm or to the regional authorities.

Matters are decided by a majority vote though some decisions — such as the imposition of martial law or declarations of war — require a unanimous and unqualified vote. The recent declaration of war against the AST was a notable exception to this rule, carried out under special powers relating to the CNCS and ratified, under protest from Proconsul Lang, three days after the CNCS declaration.

Though all members of the High Council are serving officers in the WFP, they stand outside the regular chain of command and hold the honorary rank of lieutenant general, irrespective of their actual rank. Furthermore, the orders of the High Council (though not individual members) supersede those of the WFP Field Marshal, though as in the case of Zucco Adamo, the Field Marshal is often a member of the High Council.

As the most senior members of the military councils become Proconsuls and represent their city on the High Council, so does the most senior representative of the High Council represent the Protectorate in the CNCS matters. Unlike the city councils where a vote of the members resolves tied ranks, tied votes for the post of Protectorate representative to the CNCS, known as the Consul, are resolved by seniority. The Consul has no powers within the WFP but has plenipotentiary powers to act on behalf of the Protectorate in foreign affairs, though the Rassmussen Protocol of TN 1693 limits this to matters in the CNCS Council. To limit any abuse of power, the Consul's actions are subject to review by the High Council and censure is possible though very rarely used. As Field Marshal of the WFP and Proconsul for Fort William, Zucco Adamo currently holds the post of Consul.

#### ► Military Council Representation

Fort Henry:	Proconsul Lang Regina (Maderan)	Monte Perdido (North):	Councilor Peters Clark (Zuccite)
Badahoz (East):	Councilor Benitez Jon (Zuccite)	Monte Perdido (South):	Councilor Boyle Evan (Maderan)
Badahoz (West):	Councilor Gaül Esteban (Maderan)	Rioja (East):	Councilor DeVries Kara (Non-aligned)
Cáceres (West):	Councilor Cristobal Nikki (Maderan)	Rioja (West):	Councilor Sakai Lee (Zuccite)
Cáceres (North):	Councilor Abukamov Will (Non-aligned)	Fort William (Central):	Proconsul Zucco Adamo (Zuccite)
Lérida (North):	Councilor Vega Susan (Zuccite)	Mulhacén:	Councilor Monahgan Iain (Zuccite)
Lérida (South):	Councilor Henry Tien (Maderan)	Jaén (East):	Councilor Ramirez Nina (Zuccite)
Fort James:	Proconsul Hasegawa Ichiro (Non-aligned)	Jaén (West):	Councilor Hasegawa Kenneth (Non-aligned)
Navarra (East):	Councilor Hotsu Son-Hoi (Non-aligned)	Guadiana (East):	Councilor Stirling Marco (Non-aligned)
Navarra (West):	Councilor Juarez Lindsey (Maderan)	Guadiana (West):	Councilor Gutierrez Kris-Alice (Zuccite)

### 3.1.2 THE MILITARY COUNCILS (CONCILIOS MILITARES)

Each of the three Protectorate city-states is governed by a seven-person military council. Elections for the council posts are held roughly every five cycles, though the exact date of elections is determined by the high council and thus terms may be anywhere from four and half to five and a half cycles. Only serving WFPA officers are eligible for council seats, and only citizens are permitted to vote in the elections. One seat on each council (two in the case of Fort William) is determined by the people of the city-state itself. The remaining seats are determined by the population of each military region under the city-state's jurisdiction. With the exception of the Mulhacén district near Fort William, each region has two councilors who represent the interests of their constituents. This policy concentrates decision making in a collection of efficient, streamlined bodies while retaining considerable regional representation at all levels.

The military councils oversee every aspect of life in their area. Though not official policy, many councilors are assigned specific areas of responsibility and work closely with the civil administration responsible for these areas. Any councilor can suggest a topic of discussion or propose new legislation, though many such initiatives are triggered by outside agencies, either the administration or civilian groups. As the councils wield immense power — they can enact local legislation and recommend national legislation to the high councils — there are strict rules governing the propriety of contact with outside groups. Personal integrity and honor is perhaps the greatest defense against corruption; no Westerner wishes to see their honor or that of their clan besmirched. Westerners acknowledge that sometimes temptation can be too great and the Protectorate Charter states “no councilor may receive goods, information or services, in actuality or in trust, in excess of 1000 marks in any season or 100 marks on any occasion.” This allows them to accept hospitality but limits the potential for bribery. Each councilor must submit detailed annual reports on their income which are scrutinized by the administration. Failure to comply or any irregularities can result in sanctions against the councilor, up to and including loss of rank and position and the resultant dishonor.

The most senior officer in the military council is designated the Proconsul. This individual represents the city-state and its regions on the high council. If there are several officers available of equally high rank the matter is settled by a vote, or by seniority if the voting is tied. Councilors are granted the honorary rank of major general and are considered outside the normal chain of command, preventing them from being ordered to pass bills and so forth by superior officers in the WFPA. The decisions of a military council may only be countermanded by the high council or, in a state of war, by the Field Marshal of the WFPA.

### 3.1.3 MILITARY REGIONS (REGIONES MILITARES)

Though the city-states are the center of power, eighty percent of the population lives in smaller townships or rural settlements. To give these people a say in the governance of their home, the Protectorate's rural territories are divided into nine regions, three associated with each city-state. Each region elects two representatives (save for the Mulhacén district near Fort William, which elects only one) to serve on the military councils. Each region contains roughly the same population, a result of constant border revisions, and consequently their physical area varies considerably. This guarantees that every councilor represents approximately the same number of people (roughly 660,000 people in TN 1938).

These councilors are expected to serve as advocates for the interest of their region in addition to any tasks they are assigned as part of the military council. It is expected that councilors spend at least fifteen days per season in their home region attending ‘surgeries,’ local meetings at which their constituents can raise issues that need to be brought before the administration or the military councils. In practice councilors rarely spend this much time on local affairs (between five and ten days is the norm) and rely instead on local staff to keep them in touch with popular sentiment and alert them to any important issues. The regions are: Mulhacén, Jaén and Guadiana associated with Fort William; Badajoz, Cáceres and Lérica associated with Fort Henry; and Navarra, Monte Perdido and Rioja associated with Fort James.

### 3.1.4 THE ADMINISTRATION

Several tiers of bureaucracy exist to support the government, providing administrative support to the executive branch while also being responsible for routine tasks like taxation, food inspections and education. Unlike the councilors, members of the administration are not serving officers in the WFPA, nor need they even be citizens. More than a third are residents who see the Western civil service as a means of gaining citizenship; personnel must serve for ten cycles before qualifying for citizenship. Their contribution to society is vital but often unsung, and many feel embittered by the perceived dismissal of their work. This bitterness is at the heart of the Enfranchisement Movement.

Though not widely known, the civil administration wields considerable power. Civil servants are very circumspect in flexing their political muscles as they know to do so openly would bring down the wrath of the military. Indeed, the administration is often seen as a backdoor means of gaining authority. As a result, the administration features heavily in the power politics of the clans, particularly at the regional level where the establishment and maintenance of influence is relatively simple. Officially, legislation exists to stop a single clan from gaining excessive influence but this can be circumvented easily by determined groups, usually through a local federation of clans.

### 3.1.5 CITIZENS AND RESIDENTS

They say the road to hell is paved with good intentions. The Citizen Act, passed in TN 1552, fits the bill perfectly, making citizenship provisional on completion of at least one five-cycle term in the WFP. With the very real threat of invasion by the UMF, and the WFP struggling with the two-fold problem of a lack of manpower and integrating disparate clan and city militias, Field Marshal Cristobal enacted the law to provide a clear incentive to join the armed forces. The move was controversial as it disenfranchised large swathes of the population, placing governance of the league in the hands of a minority. The members of this disenfranchised group — those physically or mentally unsuited to military service or else objecting on moral grounds — were called residents and as they were still guaranteed many rights most accepted the new status quo. Clans also played a major role in damping down criticism of the act, membership in one being regarded by many as more important than voting rights in the league; clan status was unaffected and residents could always make their views known through citizens in their clan.

A small minority of the population steadfastly refused to accept their disenfranchisement, campaigning vigorously for the restoration of the rights guaranteed them by the original constitution of the WFP. Known as the Enfranchisement Movement (though in fact they are a federation of smaller organizations), membership of this group has waxed and waned over the centuries but they have remained a vocal minority. They have frequently been associated with the Protectorate's vigorous counterculture, attracting considerable support among the young and clanless. The rise of shock music culture has helped advance the enfranchisement agenda though shock's emphasis on individuality is, in some regards, contrary to the Movement's ideals.

The Movement believes that it is thanks to their pressure that the criteria for citizenship have been amended on several occasions since the Citizen Act became law. The most notable change, made in TN 1692, allows those who have served in foreign militaries to claim citizenship. Unfortunately, the conditions are less favorable than for the WFP — ten cycles in the Northern Guard or twenty in the NAF or the UMFA. This reform also allowed members of the Protectorate administration, nominally a branch of the WFP, to claim citizenship after ten cycles. Another change, the Doughty Amendment (named for former Fort William administrator Doughty Celene) allowed the four league councils to grant full citizenship to residents deemed to have made a valuable contribution to Protectorate society. After a test case in TN 1921, when a squad of CEF troops attempted to claim WFP citizenship on the grounds of twenty cycles service, the GREL Amendment redefined eligibility to allied (rather than foreign) troops. The authorities recognize, however, that there may be 'just cause' for some non-standard applications for citizenship and the councils retain the right to view each case on its merits.

#### ● CITIZEN'S RIGHTS

In addition to the right to vote for council representatives, citizens of the league have the right to appeal judicial decisions to the military councils and to put forward motions for discussion. Neither option is done lightly as inappropriate use of government time (as determined by magistrates) can be subject to a fine of up to 10,000 marks. Officially, only citizens are entitled to bear arms outside of the military though this provision is rarely enforced, particularly on the Badlands fringe where firearms are a necessity for protection against Badlands raiders.

Both citizens and residents are guaranteed equal status in legal proceedings and the right to trial by jury, freedom from persecution or discrimination, the right to free speech and the right of assembly. Furthermore, every member of the WFP, resident or citizen, is entitled to health care, education and protection by the military.

#### ● THE CLANLESS: NEGLECTED AND FORSAKEN

Though most members of Western society are associated with a clan, a sizable number are not. These 'clanless' fall into two groups. The first consists of both those expelled from a clan and newcomers to the Protectorate who have not been adopted into an existing clan or presented with the opportunity to form their own. These groups are particularly common in Fort William and Fort James, both of which have high immigrant populations. These people form a third tier of society, forced to survive without the support and resources of a clan. Job opportunities are rare and despite official legislation to the contrary, discrimination is rife. Consequently, they are locked into a cycle of poverty and dependence on the state that leads to the formation of ghettos. The mining towns of the northwest also contain a high proportion of clanless, lured by the prospect of wealth and exploited mercilessly by the corporations and criminal syndicates.

The second group is known as the forsaken. Unlike other clanless, they deliberately eschew Protectorate culture, living away from major urban centers. Most live a subsistence lifestyle, gathering in groups ranging from half a dozen to several hundred members. The forsaken are most common in the hills and woods of the Crescent, though several bands live on the Great Western Plain. Some are dropouts from modern society, those seeking a simpler lifestyle, but the vast majority are born, live and die in the small nomadic communities. These groups shun contact with outsiders, though a number of groups trade with the various plains settlements. In some areas, their lifestyle is threatened by encroaching commercial exploitation. In most cases, the forsaken simply move on, though bands that are more aggressive will fight to protect their territory, despite the major technological differences. Ironically the bands are akin in many ways to clans and several of the more sedentary groups, notably the *Raban*, have been accepted as new clans.

## 3.2 PEOPLE OF NOTE

The people of the Western Frontier Protectorate are well known for their staunch independence and loyalty to their clans, which has led to a convoluted web of alliances and feuds. In any case, the Interpolar War is sure to bring Western politics to the boil. Other prominent individuals appear elsewhere in this book, including Hernandez Ilya and Ramirez Gideon (see *Gamemaster Resources*, p. 89).



### Proconsul Lang Regina ◀

Proconsul Lang was born in the NLC in TN 1867 and was a rebellious child. Lang's parents moved to Fort Henry in TN 1882 and Regina was enrolled in the Coruna Military School, which channeled her aggression and instilled in her a sense of discipline. With the help of the Maderas Clan, she entered the Western Military Academy where her innate tactical skill and leadership abilities became apparent. Promoted and demoted several times, Lang rose to command the 24th Western Expeditionary Brigade which she used to devastating effect in the War of the Alliance. Shortly before the Battle of Baja, she was promoted to command of the Second Western Armored Division, which spearheaded the Northern force at the climactic battle of the war. Her ensuing fame stood her in good stead and she was elected to the post of Fort Henry Proconsul in TN 1921 and became Doña (head) of the Maderan faction five cycles later. Her moderate views have sparked a bitter rivalry with Fort William Proconsul and archconservative Zucco Adamo. In TN 1923, Lang married CNCS Grand Marshall Victoria Edden-Smythe; the couple has four children. Recent media reports have suggested a growing rift between the couple. Her opponents have often used this to attack the Proconsul's position.



### Proconsul Zucco Adamo ◀

Zucco Adamo was born in TN 1855, heir to one of the most powerful clans in the Protectorate. This status placed considerable stress on him, tradition dictating that he excel at everything he did, but Adamo thrived and flourished, even managing to exceed the high standards expected of a "true" Zucco. He graduated magna cum laude from the Western Military Academy in TN 1884 and rapidly progressed through the command structure. He served with the Third Western Division during the War of the Alliance, rising to command the unit by the war's end. In TN 1926 he became Field Marshal of the WFP, and that same cycle he was elected by a landslide to the Fort William military council, automatically becoming Proconsul (and WFP Consul) thanks to his high rank. Reaching the pinnacle of Western military and political power — he has no interest in becoming CNCS Grand Marshal — has left Adamo at something of a loss. He became a staunch advocate of Western nationalism, exploiting the league's newfound freedoms, and proposed a number of hard-line measures concerning the Badlands and AST. Infamous for his volatile temper, he has frequently clashed with Proconsul Lang, his political and ideological rival, and has advanced a number of plans to reduce her power.



### Colonel Gervase Aschenbach ◀

Colonel Gervase was born in TN 1861 to a minor clan in the Jaén district, and enrolled in the WFP in TN 1886. He excelled at basic training and was selected for officer school, initially serving with the Fort James militia before joining the Second Western Armored Division in TN 1905. Aschenbach was a captain at the decisive Battle of Baja in the War of the Alliance. Like many of the warriors who fought there, he was horrified by the destruction he wrought, but knew to do any less would be to abrogate responsibility for the future of Terra Nova. He remains committed to the military ideal, believing that the CEF threat has been postponed rather than eliminated, but has a profound distaste for senseless carnage. Immediately after the war, he transferred to the Third Western Border Division and became Colonel of the 17th Armored Regiment. In TN 1934, he requested a transfer to the Western Military Academy in order to "give something back" to the army. An excellent teacher, his insight into both AST and CEF tactics has shaped the thinking of the new generation of warriors. His views are formal and professional, with little tolerance for troublemakers or those seeking self-aggrandizement. He is a known associate of Proconsul Lang, having served with her at Baja.



### Proconsul Hasegawa Ichiro ◀

Born in 1859 to a successful business family in Fort William, Hasegawa Ichiro shocked his family by entering the military in TN 1885. Starting his career in the ranks, his skill and tenacity earned him a commission. By TN 1812, he had achieved the rank of colonel and commanded the Ninth Infantry Regiment. His performance in the War of the Alliance was unparalleled and he earned the rank of lieutenant general. Unfortunately, a dispute with a superior officer, in which Hasegawa claimed his troops would be "wasted needlessly," resulted in a demotion to the rank of brigadier and his return home in disgrace. Yet, his willingness to stand up for his men earned him their respect; after the war, their praise of their former CO resulted in his election to the city-state's military council. His lack of connections with either of the main political factions has limited his power, but his anti-corruption campaign has earned him considerable support among the Fort James citizenship. Hasegawa's support is waning, though, and his enemies are waiting for an opportunity to crush his career when he fails to win reelection and reverts to the rank of brigadier. In an attempt to combat this, Clan Hasegawa have — unsuccessfully — attempted to bind the non-aligned clans into a third power block.

### 3.3 THE CLANS

Officially disenfranchised by the establishment of the military government, the Western clans remain a potent force in league politics. Their alliances dominate the political scene, influencing every level of government from the High Council down to the lowest levels of the civil administration. Concentrations of personnel from any one clan in a government institution or military unit are prohibited by the league charter (though there are several notable exceptions to this rule), supposedly to limit clan influence and the abuse of power. Despite this, the inter-clan alliances, ranging from local associations to the massive Zuccite and Maderan factions, have made a mockery of the legislation which only prohibits the accumulation of power by single clans. Indeed, only the smallest and weakest clans outside one of the large factions have no say in the government process.

The dynamic within and between the clans has wide-ranging effects on Western politics. Ideology is the principal dividing line between the two grand alliances — the Zuccites tend towards conservatism and militant nationalism while the Maderans are more willing to adapt and seek diplomatic solutions — but this is a gross simplification of a very complex relationship. Minor incidents far in the past have grown into bitter feuds, coloring the relationships between the clans. The antagonism between the factions is well known and frequently makes itself apparent in the government and WFPA. The most famous incident involved Captain Juarez Ethan, a member of the Maderan faction, who was court-martialed after refusing the orders of his Zuccite commander. Far from an isolated occurrence, there are fears that such divisions could seriously hamper the effectiveness of the WFPA during the war.

Likewise, groups within a faction can be mutually antagonistic, such as the Hernandez and Olsen Clans in the Maderan faction or the Gutierrez and Phillips in the Zuccite faction. These feuds require other members of the faction to tread carefully, placing limits on their actions and occasionally necessitating several layers of mediators. Furthermore the relationship between First Clans — those formed before the Protectorate — and newer clans impose additional restrictions on alliances. Few First Clans, who also call themselves “True” Clans, will freely recognize the authority of new clans, despite the success of some such groups.

The complexity of Clan internal politics makes negotiations and deals extremely difficult. Each clan has its own style of negotiation and traditions to observe, and their negotiators are carefully groomed over many cycles to prepare them for the difficult task ahead. Master/apprentice relationships are often used for this.

#### ► RWS CEO Cameron Jacosta

Cameron Jacosta was born in TN 1870, the eldest daughter of Cameron James, a senior figure in the Riley clan. Even as a child Jacosta showed considerable aptitude for management and leadership, dominating her playmates and organizing many of their activities. It came as no surprise when she entered the Fort William Business School, graduating near the top of her class and walking into a junior executive post with Riley Weapon Systems. Despite accusations of favoritism — her father headed the New Projects division — she quickly demonstrated her skills. Badly injured in the bombardment of Fort Henry in TN 1914, Jacosta spent almost a cycle recovering from her wounds but returned to work even more driven than before. Having gained a reputation for hard-nosed negotiating she became head of the sales department and by TN 1918 had a seat on the board.

Her elevation to CEO in TN 1927 came as no surprise yet, despite the other responsibilities of her position, she continues to play a major role in contract negotiations. In TN 1934 she headed the delegation that renegotiated the service contract with Northco, drastically improving the Western company's position. Cameron is married to Zucco Anatoly, a prominent Fort William lawyer and second cousin to the Proconsul, placing both RWS and the Riley Clan in the Zuccite camp. Though war is good for RWS' business, Cameron is concerned by the course of the war to-date, most notably the lack of progress.

#### ► A Question of Judgement

(Fort William Globe, 27 Winter TN 1936) — Since the days of Cristobal Rob, our nation has understood the need for a clear chain of command in times of conflict. Confusion and indecision are the enemies of order and thus contrary to the interests of the state and its army. As such, we acknowledged the authority of the CNCS Grand Marshal in time of crisis, amending the articles of war to reflect this. The precedents of the St. Vincent's War and the War of the Alliance have testified to the value of such a policy.

This reporter cannot help but question the current relationship between the WFP High Council and the Grand Marshal. In most circumstances there would be no hesitation in the Proconsul accepting the Grand Marshal's authority. In most circumstances, however, the Grand Marshal and the Proconsul of Fort Henry wouldn't be a married couple whose relationship, according to some journals, is on the rocks. Several Western notables have questioned Lang Regina and Victoria Edden-Smythe's ability to keep their personal life out of their professional relationship. One source close to the council is reported to have stated “She [Lang] should stand down for the duration of the crisis, removing the possibility of personal circumstances clouding her judgement and impeding the Protectorate's war effort.” Proconsul Lang was unavailable for comment.





### 3.3.1 THE ZUCCO ASSOCIATION

The Zucco Clan are one of the oldest in the WFP and certainly the most powerful. They settled the region that is now Fort William in the early 11th century, expanding their holdings and influence throughout the surrounding area. In many regards, they founded Fort William itself, and their influence in the city-state has rarely been questioned. Indeed, the core of Fort William, Ciudad Castel, was the original Zucco homestead which they sold to the Protectorate in TN 1604.

Zuccites are staunch believers in their own abilities and expect to do well at everything they attempt. Political leadership is no exception as Proconsul Zucco Adamo has amply demonstrated, seen as much as a right by the clan as a product of their abilities. The Zucco carefully manage their image to create a façade of excellence. The history of the Zucco — their personal one at least, rather than that they make public — is littered with individuals who failed to attain the excellence expected of them and have been moved to quiet, low-profile positions. This includes heirs to the clan (and thus faction) leadership, who are only confirmed in their standing on their thirtieth birthday and rarely assume power before they are fifty or sixty.

The Zuccite faction came together in TN 1874 in response to Norlight domination of the CNCS, proposing a more aggressive stance concerning their neighbors. It is widely believed that the rise of the Zuccites played a major role in causing the Judas Syndrome, at least in the WFP. Their archconservative views are the main unifying factor of the group's member clans. They are widely regarded as "hawks" and almost all share a strong belief in Western nationalism and have a willingness to resort to force. They are unwilling to see the Protectorate dominated by its neighbors as happened so often in the past, and will fight to retain the freedoms they gained under the Norlight Von Breslau administration. This is a sweeping generalization and can only be applied with certainty to the most senior clans who work directly with the Zucco. The further down the chain of allegiances, the less likely a clan is to subscribe to such views.

Furthermore, talking tough in times of peace and delivering on promises in times of war are two different things. The faction held together well in the War of the Alliance — that was a battle for their survival — but the current Interpolar War has few solid goals and the lack of a clearly defined purpose has placed considerable strain on the alliance.

#### Vital Statistics

Legal Name:	The Zucco Association
Headquarters:	Zucco Estates, Fort William, WFP
Leader:	Proconsul Zucco Adamo
Goals:	Advancement of the Western nationalist agenda

#### ● ORGANIZATION

The Zucco Association uses a pyramid hierarchy, with Clan Zucco at the apex surrounded by a dozen first tier clans who in turn hold the allegiance of a second tier of clans and so forth. Traditionally the Don of Clan Zucco serves as the head of the alliance, with the head of a first-tier clan acting as deputy. In an odd arrangement, the heads of either the clan or the faction are rarely the most senior members of the clan, but rather are appointed by their predecessors. Officially, a council comprising the faction head and the heads of the first-tier clans makes decisions regarding alliance policy and actions. In reality, the faction head decides the course of action on most routine matters, only summoning the council for important business. This method of operation is widely accepted but such decisions may be subject to ratification by the council. Furthermore, the council reserves the right to remove a leader whose judgement is deemed flawed or who has abused their power. This provision requires a two-thirds vote of the council and has never been enacted.

#### ● CURRENT CONCERNS

Members of the Zuccite faction are archconservatives, promoting militant Western nationalism and a belligerent stance towards the South and the Badlands. They were instrumental in bringing the WFP into the Interpolar War, a situation that has allowed them to turn many of their proposals into reality. Chief among these is the formation of a buffer zone, comprising a band of occupied Badlands settlements known colloquially as the "thin tan line." The recent AST counter-offensive has shaken the alliance, with several subordinate clans now suggesting a less confrontational course of action. Others are using the attack to call for a more aggressive policy, including the commitment of reserve troops and even the use of strategic weapons.

Zucco Adamo has had to balance these two extremes and so far has been able to maintain order in the alliance. Rumors of clans considering withdrawal from the Association and possibly even joining the rival Maderan faction are rife. To counter this, the Proconsul has authorized a number of operations intended to undermine his political rivals, inside the clan and out. Lang Regina has been the principal target as Adamo knows that his supporters will not defect to someone who is deemed unpatriotic and threatening to the war effort.



---

### ● CLAN ZUCCO

The heart of the alliance, members of Clan Zucco are seen as harsh and arrogant. In some regards, the success of the clan justifies their attitudes, with a track record of military, political and business excellence. With almost a thousand members, the Zuccos are based in Fort William but have influence throughout the Protectorate. This gives them an unparalleled influence on Western society even without their allies, their drive for excellence resulting in representatives in almost every major regional and national government institution. Citizens and residents alike are expected to do their utmost for the clan and any action deemed contrary to the interests of the clan is punished. Furthermore, any member found passing information on the clan's activities to outside groups without permission is subject to the most severe sanction: expulsion from the clan. Though Zucco Adamo is the official head of the clan, his role as Fort William Proconsul impedes this. The heir apparent, Adamo's daughter Sarah, often deputizes for him in routine matters. The Zucco influence also extends to the CNCS; Adamo's niece, Beatrice, is a senior field officer in the Northern Guard Intelligence Service.

---

### ● CLAN GUTIEREZ

Based in Fort William, Clan Gutierrez is one of the most traditionalist First Clans. Like the Zucco, the Gutierrez regard themselves as superior and work hard to maintain that image. They have a fine military tradition — two of the Field Marshals in the last hundred cycles have been from the clan — and are renowned businessmen. Unfortunately, in their arrogance they disregard the new clans and clanless and work to minimize their contact with such groups. This limits both business and political opportunities, though the clan leadership appears unconcerned by such matters, preferring instead to keep both their bloodlines and business dealings "pure." Indeed, members of the clan are warned against romantic liaisons with "lesser" members of Western society and members caught engaged in such activities risk expulsion. Gutierrez Alban leads the clan and shows no sign of stepping down or nominating a proxy despite his age of 112 cycles. The Bossano, Caruana and Matutes Clans are all subordinate to the Gutierrez.

---

### ● CLAN PETERS

Though a new clan in the third tier of the Zuccite faction, the Peters family earned considerable notoriety for their efforts to gain and maintain their status. Based in Fort James, they have earned a reputation for unscrupulous practices in their social climbing, including placing considerable pressure on their members to join the military and gain votes and influence. Their interests are diverse, ranging from ranching and transportation to financial services. They also control the WFP's largest legal firm, *Peters, Sanchez and Walker* and the clan elders have shown little compunction about using legal or military might to further their own agenda. They have used their membership in the Zuccite faction to further their cause, including prompting the occupation of the long-contested Karlton Ranch following the outbreak of war. In a supreme irony, within weeks of falling into Peters' hands the site was sabotaged by Southern forces and severely damaged. The clan is headed by a triumvirate of its most prominent citizens, currently Peters Laurenz, Jeffery and William.

---

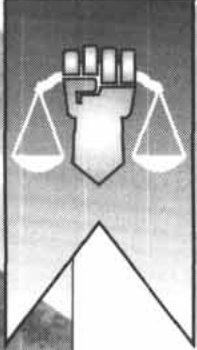
### ● CLAN BENITEZ

The Benitez are one of the oldest families in Fort Henry and are locked in a perennial struggle with the city-state's dominant Maderas Clan. Until the late 19th century the post of councilor for the city-state alternated between the two clans, but more recently the Maderas have dominated the electoral process through their alliances, much to the Benitez' chagrin. This misfortune has prompted the Benitez to diversify their power base, resulting in considerable inroads in the Badajoz and Lérida districts. Benitez Carlos became Don Benitez in TN 1928 when his uncle, Ruben, chose to stand down because of ill health. Carlos' elevation surprised the local community, who expected Ruben's son Nathan to take up the reins of power. This is not the first time the clan leadership has shifted wildly; Ruben's own ascension in TN 1902 followed the decision of heir-presumptive Benitez Juanita to dedicate her life to the Revisionist church. The Benitez have many subordinate clans, most notably the Vega and Olinson families, the latter renowned for its scientists. Benitez Juanita currently heads the Revisionist church in the Protectorate.

---

### ● CLAN SIDHRA

Originally from the Irrian Plain, the merchant-dominated Sidhra family relocated to Fort William in TN 1681. They quickly became established in the local community, renowned as importers of luxury goods from the NLC. In TN 1697, Sidhra Omar introduced Zucco Adriano to Revisionism, beginning a long and profitable relationship between the two clans. The Sidhra's political influence is minimal but their mercantile interests are unparalleled. The clan controls large tracts of the land in and around Fort William and holds shares in many major companies, including Riley Weapon Systems, the Mulhacén Mining Corporation and the Fort William Mutual Bank (FWMB). Despite their relatively low status they are regarded as the financiers of the Zuccite faction, willing to dabble in concerns that many First Clans consider beneath them. Legally the Sidhra have no subordinate clans but they exert control over a number of clans through loans extended through FWMB. They also maintain close relationships with the Zuccite Ramirez family who is the other major stakeholder in FWMB. Less well known are the Sidhra's contacts with the Wounded Knee cartels, most notably the Forzi.



### 3.3.2 THE MADERAS GROUP

Clan Maderas arrived in the southwest of the Protectorate in the late ninth century, where their diverse interests and pronounced diplomatic skills led them to form a cooperative under whose aegis the region flourished. At the center of this territory was land owned by the Henry Clan which proved an ideal meeting ground, and grew into the modern city-state of Fort Henry. The Maderas Ranch, some 60-km west of Fort Henry, continues to operate as a working farm though the administrative branch of the clan relocated to the city in TN 1641.

The Maderas have the haughtiness typically associated with First Clans, but their accomplishments and diplomatic manner transmute this into a sense of authority. Though entry into the military is regarded highly (and is a requirement for any who seek to lead the clan), each member of the Maderas is allowed to find their own path. Thus Maderas interests extend throughout the Protectorate, ranging from the military and education to art and finance. With one notable exception (the Jasper Maderas, also known as the Black Maderas) the various branches of the clan are bound together by a bond of loyalty that grants the clan considerable power and influence. Fortunately, the clans' belief in cooperation and working for the good of all has led to few abuses of this power.

The Maderas Group officially came into existence late in the autumn of TN 1874, a response to the increasingly belligerent nationalism of the Zuccite faction. Much of the organization's power structure was already in place and had been so for centuries, in some cases thanks to the network of existing alliances. The Group's members are regarded as political moderates, favoring negotiation and compromise over confrontation. They are often referred to as "doves," but the group's martial prowess quickly disabuses any notion that they are pacifists. Indeed members of the Maderas and Christobal families are among the most respected military lineages in the WFP, each with several Field Marshals and Proconsuls in their history. Nonetheless the Maderan faction led calls *not* to launch the Protectorate and the CNCS into hostilities with the South, not because of cowardice — as the Zuccites claimed — but because such a fratricidal conflict would waste men and material while Earth remained a threat. They failed, and the attacks on Fort Henry and the Badlands fringe have prompted calls for vengeance among even the moderate Maderan Group. Proconsul Lang knows it will take a miracle — or a disaster — to restore unity.

#### Vital Statistics

Legal Name:	The Maderan Group
Headquarters:	Palacio Maderas, Fort Henry, WFP
Director:	Proconsul Lang Regina
Goals:	Advancement of Western and Terranovan interests; limiting the impact of the Interpolar War

#### ● ORGANIZATION

Though there is a clear order of seniority in the Maderan Group, many of the links between clans are partnerships rather than the master-vassal relationship that dominates the Zuccites. The Group's structure is loose and flexible, allowing it to adapt to meet a wide range of situations. Furthermore, the Maderas' diplomatic gift results in every clan being made to feel that they play a valuable role in the alliance, engendering a strong sense of fellowship between members. In an alliance the size of the Maderas Group there are naturally frictions and feuds, but care is taken to limit the disharmony this causes. Attempts are made to mediate such disputes but some — like the Hernandez-Olsen vendetta — have resisted even the Maderas' best efforts. A nine-person council determines policy within the Group. Eight of these are elected annually from the heads of the member clans while the leader of the Maderas Clan holds the ninth seat. The most senior WFPA officer, often a Proconsul, chairs the council, though by tradition leadership of the faction remains with the Maderas. In the case of a weak Maderas, though such an occurrence is rare, it is the council chairman who serves as de-facto head of the faction.

#### ● CURRENT CONCERNS

The outbreak of war was seen by many in the Maderas Group as a defeat for their diplomatic initiatives, though the leadership had long acknowledged that stopping the CNCS' drive to war was an impossible dream. Instead they settled for limiting the carnage of the war and for two seasons they seemed to succeed. The bombing of Fort Henry threw these careful plans into chaos, the attack on the Maderan heartland prompting many clans in the alliance to take a *pro-war* stance and call for the prosecution of a vendetta with the South. Several clans were divided on the issue and threatened to collapse into chaos, and combined with political attacks on the Maderans (and Lang in particular) this substantially weakened the Group's influence on Western politics. Mounting losses in the South, particularly the jungles of the Mekong Dominion, and the stalemating of the war have seen many groups turn back to the Maderans. Proconsul Lang is wary of pressing her fragile alliance too far, though recent weeks have seen the organization flex its political muscle to defeat a Zuccite motion that would have sent further Protectorate troops to the killing fields of the South.

### ● CLAN MADERAS

Based in and around Fort Henry, the Maderas retain all the trappings of the First Clans — power and wealth — and though also retaining the traditional arrogance of such groups they have remained open-minded and their relationship with other clans is good. One branch of the clan — the Jasper Maderas — remains a distinct entity. Cast out of the clan in TN 1731 for staging an abortive coup against the Fort Henry military council, Maderas Jasper and his children relocated to the Crescent where they founded the mining community that bears his name. They continue to use the clan surname and style themselves “true” Maderas, regarding the Fort Henry group as weak and lacking the stomach for a fight. The Black Maderas, as they are also known, are not part of the Maderas Group, but they have also rebuffed attempts to entice them into the Zuccite faction. The Maderas are led by Proconsul Lang Regina who was adopted into the clan at the suggestion of Maderas Karla, an instructor at the Coruna Military School. Though her adoption was not an unusual practice, many in the clan were stunned by Maderas Roland’s nomination of Lang to lead the clan when he stood down from both the governance of the clan and the post of WFPA Field Marshal.

### ● CLAN CRISTOBAL

Led by Cristobal Santiago, the head of the Northern Guard Space Service, the Cristobal are one of the most militant clans in the Maderas Group. Fortunately, as demonstrated by Cristobal Rob in TN 1551, their martial prowess is tempered by wisdom; knowing when to draw a sword and when to leave it sheathed are key facets of securing victory, and Clan Cristobal’s record is unparalleled in the WFP. The Cristobal have also proved adept on the financial battlefield, owning a number of large farms across the Protectorate as well as the Vida Larga (Long Life) medical company based in Fort Henry. The clan has gained a reputation for generosity and is a major patron of the arts and sciences. Both the Macmillan Repertory Company and the Academia de Bellas Artes in Fort Henry receive substantial grants from the clan, as does the Fort Henry Medical Center which bears the clan’s name. The Cristobal have many subordinate clans, most prominent of which is the Dupree. Their ties to the Wounded Knee — the Captain of the Badlands city is a distant cousin (see **Life on Terra Nova, Second Edition** p. 68) — have led many to suggest the Dupree are a front for the Kolson smuggling cartel. This is strenuously denied by the Fort Henry Duprees, but the scale and success of the cartel’s operations in the southwest Protectorate point to some links with the local government.

### ● CLAN HERNANDEZ

Though taking a lower profile than the Maderas and Cristobal, Clan Hernandez maintains considerable power and authority in the Group. They do not have the flair or presence of their august fellows and have avoided high office, but have established a reputation as formidable administrators and bureaucrats. Working quietly behind the scenes they have built up an impressive administrative and information gathering network that has proved invaluable. It is ironic, therefore, that the greatest security risk in the Maderas Group is Hernandez Simon, who manages the Third House Dojo owned by Lang Regina. Feeling under-appreciated by Lang and the Maderas, Hernandez is leaking information to a “Zuccite” agent, Juno Karl. In fact, “Juno” is Thierry Balsamo, a member of the SRID. The clan is headed by Rivera Peter, a soft-spoken but highly intelligent former director of the Western Intelligence Agency. Rivera has maintained many contacts in the WIA, which he has used to investigate the Hernandez’s ongoing feud with the Olsen Clan (also members of the Maderan Group). This bitter dispute, which has lasted for twenty cycles, stems from accusations of Olsen collaboration with the CEF during the War of the Alliance. The Olsen strenuously deny the claims, citing the reality of the CEF occupation. Neither the Hernandez nor the WIA have been able to turn up anything more than circumstantial evidence against the Olsens, but refuse to give up.

### ● CLAN HAMILTON

The Fort-James based Hamilton Clan are relative newcomers to the Maderas, having abandoned their much-vaunted neutrality in TN 1923. Heavily involved in shipping, the Hamilton Clan has long been rivals of the ambitious Peters Clan. When Clan Hamilton blocked an attempt by the Zuccite-backed Peters to take control of Annet Factors, an import-export agency associated with the neutral clan, they found themselves on the receiving end of political and economic assaults as well as a number of covert paramilitary strikes. A political re-alignment with the Maderas Group was deemed the only way to halt the Zuccite attacks and indeed the alliance forced the Peters and their associates to scale back their operations. Tensions between the clans remain high, broken by occasional political scuffles. In many regards the Hamilton-Peters feud represents that between the Maderas and Zucco, each jockeying for position but backed by too much force to risk a direct confrontation. Instead, Clan Hamilton has worked to build up the Maderan position in Fort James. Working with the Juarez, long time allies of the Maderas, they have built up strong ties with the new clans of Fort James, including the pro-Maderan Belloc and the non-aligned Hasegawa. Attempts to bring the Hasegawa into the alliance have been politely but firmly rebuffed. Hamilton Roy, a veteran of the Northern Guard in the War of the Alliance, heads the clan.



### 3.3.3 THE NON-ALIGNED CLANS

Though the Maderas and Zucco dominate Western politics, not every clan is a member of the two alliances. The remaining clans vary greatly in outlook and objectives but remain independent, keeping to themselves or pursuing their own agenda. New clans dominate this “unaligned” group, particularly in Fort James, though several First Clans have also remained aloof from the factionalization of league politics.

Their power on a national level is limited by their numbers, but the non-aligned clans often wield considerable local power, and councilors from such groups are relatively common. Indeed, as Hasegawa Ichiro has shown, there is nothing to prevent members of non-aligned clans from rising to the highest offices in the land. Unfortunately, most non-aligned clans lack the political resources to have a widespread influence on WFP politics, and their initiatives are frequently voted down. Though the power of non-aligned clans is often denigrated, they hold a position similar to that of the WFP in CNCS councils: unable to advance their own motions but holding the balance of power between the two principal factions. As such, they have influence beyond their numbers, extorting concessions from both parties and serving as a moderating influence on Western politics.

In an attempt to strengthen their position — and to provide some protection from the predation of the two large alliances — many of the non-aligned clans work together in an informal alliance, in truth forming a third political faction. Several clans, most notably the Hasegawa, have attempted to bind this group into a formal alliance but to no avail. Their objectives (if any) are simply too diverse to find common ground, making anything more than a short-term alliance of convenience impractical. The Hasegawa are working to forge a local association in Fort James that they hope will allow Proconsul Hasegawa Ichiro to maintain his post and thus serve as the spokesman for non-aligned interests and as the self-appointed “voice of sanity” on the High Council.

Though caught in the middle of the Maderas-Zucco conflict, the non-aligned clans often serve as intermediaries between hostile factions, turning their predicament into a valuable opportunity. Many maintain contacts with both sides, mediating in disputes and facilitating trade otherwise prohibited by local politics. Indeed, several clans have become very rich on the back of such arrangements, though this has engendered resentment in some quarters and prompted mistrust of the non-aligned clans.

#### Vital Statistics

Legal Name:	None
Headquarters:	No central location
Director:	Various (nominally Proconsul Hasegawa Ichiro)
Goals:	Personal advancement and self-preservation

#### ● ORGANIZATION

No official organization exists for the non-aligned clans though several clan elders correspond on a regular but informal basis, discussing matters of mutual importance and debating the best cause of action. Key among these is Hasegawa Ichiro, Proconsul of Fort James and head of the Hasegawa Clan, who provides the group’s voice on the Fort James military council and the High Council. Having served as councilor or Proconsul for almost twenty cycles, Hasegawa is well respected by his peers, but his popular support has slowly waned over the cycles as his exploits in the War of the Alliance have been forgotten. Hasegawa and his supporters are the driving force behind attempts to formalize a third power block as a means of keeping him in power. Those efforts, while yielding results, do not appear sufficient to stave off his eventual removal from office. The prospect of allying with one of the major powers — something he and his clan have steadfastly opposed — is becoming ever more appealing.

#### ● CURRENT CONCERNS

The concerns of the non-aligned clans are diverse, though their status in the Maderas-Zucco feud is common to all. Most, if not all, are coming under pressure from the two alliances to take a side in the dispute, though most are fearful of the consequences. Early in the Interpolar War many of the more ambitious clans were drawn to the Zucco, but with the war in the South turning into a bloody stalemate there has been a shift towards the Maderas. These shifts are a cause for concern in and of themselves, holding the potential to seriously unbalance the status quo in the WFP. Hasegawa and other leaders have advocated caution but their appeals have largely fallen on deaf — or self-interested — ears.

An additional concern is the status of “neutral” Proconsul Hasegawa Ichiro. His popular support has steadily eroded and the non-aligned clans fear the political repercussions should a partisan Proconsul replace him. Several clans have banded together to support Hasegawa but it remains to be seen if their support will be enough to keep him in power. Fortunately, elections will not occur until after the current crisis, of which no end is in sight and which may yet provide an opportunity to revive his flagging career.

### ● MEMBER CLANS

There are thousands of clans not aligned with the Maderas or Zucci factions, but relatively few, one or two hundred, play any role in politics. These groups are scattered across the Protectorate though there are noticeable concentrations in the immigrant centers of Fort James and Fort William.

### ● CLAN HASEGAWA

The Hasegawa family arrived in Fort William from the Mekong Dominion in TN 1589, quickly becoming established in the local community as merchants and teachers. Within a generation, their extended family was regarded as a clan and their power and influence in the community grew dramatically thanks to adoptions and alliances. The Hasegawas have always prided themselves on their neutrality and ability to see both sides of an argument, and thus they chose to remain outside large-scale factional disputes, including that between the Zucco and the Maderas. Though this has restricted the clan's political influence, the degree of integrity it implies has won them a number of allies in both camps and among the non-aligned, notably the Salinas who are also renowned for their fairness and honesty. Ichiro's anti-corruption policies and relatively junior rank (he is a brigadier and most Proconsuls are generals) have also earned him many enemies, particularly in the WFPA. These opponents are waiting for Hasegawa to be replaced as Proconsul at which point they hope to exact their revenge. Proconsul Hasegawa Ichiro heads the clan though his brother Mitsuru, head of Hasegawa Industries, manages the day to day operations of the clan to allow Ichiro to focus on the affairs of Fort James and the Protectorate.

### ● CLAN ABAKUMOV

Originally residents of Rapid City in the UMF, the Abakumov relocated to the WFP in the late 18th century as part of the team that helped found Riley Weapons Systems. Riley Haakon and Abakumov Adam clashed frequently, and Abakumov withdrew from the partnership in TN 1771. After relocating to Fort Henry, the family founded the Abakumov design bureau, specialists in designing personal firearms. They quickly came to the attention of the WFPA who placed them on retainer. The company has remained closely associated with the WFPA ever since and is responsible for several generations of rifles and sidearms used by the Protectorate's armed forces. Demonstrating both faith in their products and commitment to ensuring their knowledge of military requirements remains current, the clan has a strong tradition of military service. Only those who have served at least five cycles with the WFPA or the Northern Guard are eligible to work for the bureau or lead the clan. Though small — less than a hundred members — the clan has considerable influence with the Procurement Directorate and the Fort Henry Weapons Testing Range, prompting many to court their support. The Maderas are no exception, working through a mutual contact, Clan Gaül. Clan Don Abakumov Joshua has been receptive to the Maderas overtures, and some form of political realignment seems likely in the near future.

### ● CLAN DEVRIES

Despite only arriving in Fort James in TN 1840, the DeVries family have carved out a niche for themselves in the local community. Faced with considerable prejudice, and since no established clan would adopt them, they faced an uphill struggle to gain acceptance before being recognized as a clan in TN 1884. It was the writings of DeVries Samuel, particularly his biting political satire *The Prince of Aquitaine*, that finally destroyed the rumors of ties to the Republic and gained the clan widespread acceptance. Indeed, the DeVries continue to be known for their creativity, both literary and artistic, and they are courted as "style leaders" in the city-state. DeVries Ruth is a well-known fashion designer whose creations are particularly favored in the Protectorate's high society, while DeVries Thom is an extremely popular writer of military fiction. Until recently the clan's only influence has been through the arts, but the promotion of DeVries Robert (who is also clan don) to the post of police commissioner has given them considerable leverage. Robert is a known associate of Proconsul Hasegawa but both the Zuccite and Maderan factions are actively courting the clan. So far, neither has been able to put forward an offer that has tempted DeVries.

### ● CLAN LIYATHNEH

The Liyathneh are a very unusual clan, living a nomadic existence on the plains north of Fort Henry. Unlike the forsaken, the Liyathneh make frequent use of technology but have chosen to live in caravans and tents rather than settling permanently in one place. Under Protectorate law they are a First Clan, their ancestors having traveled the Great Western Plain since around TN 1150, but few outside the clan realize this. The Liyathneh themselves are little concerned with such matters, though their influence in the Fort Henry elections (Cáceres District) is considerable; every adult member of the clan is expected to join the WFPA (they often serve as scouts) to experience the world and learn the superiority of the Liyathneh lifestyle. This gives them a high citizen-resident ratio and results in a formidable voting block. Many local groups court the clan's support and the favors they accrue during election campaigns allow them to acquire food, water, salt and other essentials. In addition to cattle herding the clan are famous for decorative crafts, principally tapestries and carvings, which they trade to outside communities. The individual regarded as the wisest in the band, currently Liyathneh Osama, serves as nominal leader of the clan though internal matters are normally decided by a council of elders.

### 3.4 OTHER GROUPS OF INFLUENCE

Though clans dominate the political scene in the WFP and are protective of their influence, they are not the only group seeking to influence Western society. Many others seek to advance their political, economic or military goals, some working through the aegis of the clans while others favor a more direct, if less effective, approach. Each clan has a legal right to present issues to their local councilor who in turn may present it to the relevant military council. Citizens have similar rights but petitions originating with major clans stand a greater chance of being considered quickly — few councilors wish to offend the clan block-votes that may be vital to secure re-election.

Major corporations have similar influence, their economic might backed up by the authority of the clans. Indeed, many clans and members of the WFPA general staff have profited immensely from the “donations” of major corporations meant to ensure that their strength is brought to bear on the relevant administrators, councilors or Proconsuls. The Protectorate’s military-industrial complex is perhaps the worst offender, often working in close partnership with the WFPA.

Though the military controls the WFP, the government and the WFPA command structure are not always the same thing. One Proconsul is often the Field Marshal of the WFPA (as is the case with Zucco Adamo), but the other Proconsuls are rarely members of the high command. Indeed, the government provisions place councilors and Proconsuls outside the regular chain of command. This is a deliberate attempt to limit the military’s influence on government (as opposed to the other way around) and even the Field Marshal is obliged to follow the orders of the High Council.

Outsiders regard the Western political system as innately biased by the influence of the military. The Enfranchisement Movement seeks to establish equal rights for everyone within the Protectorate’s borders rather than the two-tier system that currently exists. Their attempts to reduce the influence of the military are, however, severely hampered by the need to secure the support of the military in order to do so.

Other groups have established a major influence over WFP society without working through governmental channels. The most visible is the Revisionist Church. Westerners regard themselves as religious and support the spiritual and charitable initiatives of the church. They also maintain clear distinctions between secular and religious power, and the church’s attempts to influence political decisions are less well received than in the NLC.

Criminal groups, most notably the Wounded Knee Cartels, also exert behind-the-scenes influence across the WFP. The diverse Western society is ideal for concealing their operations, and the Protectorate plays an important role in criminal activities across the CNCS.

#### For The Good Of All ◀



Unlike most nations, who maintain both civilian and military intelligence agencies, the WFP uses a single streamlined organization for both domestic and military intelligence gathering. Known as the Western Intelligence Agency (WIA) the organization is an independent arm of the WFPA, headed by a director who is answerable only to the High Council or the WFPA Field Marshal. It contains three distinct divisions: intelligence, analysis and operations. Many teams specialize in foreign or domestic operations (as well as civil and military fields) but there are no legal restrictions on where they can be employed or the subjects they can investigate. There are, however, restrictions on the range of actions that may be taken against Protectorate citizens or residents, principally ensuring due process of law is followed and citizen’s rights are respected.

The removal of artificial operation and analysis restrictions gives the WIA unparalleled flexibility to pursue its objectives. A single intelligence team may follow suspects from Fort James to Port Oasis without the need to hand-off to another group, while investigators assigned to monitor smuggling activity in Fort William are free to use information gathered in Wounded Knee or Valeria. It has been suggested that while there are few arguments over jurisdiction or information sharing, the size of the organization and its freedom of operation can cause other problems. Though teams are assigned to work on league-wide analysis there is often too much information to analyze concisely, with a resulting loss of emphasis on the ‘big picture’.

Legally the WIA Operations Arm — the branch charged with carrying out sabotage, assassination and kidnapping — and the special forces regiments of the WFPA are distinct entities. In practice there is considerable overlap in personnel with the WIA maintaining its own core forces (often serving in a dual role as intelligence field agents) but borrowing additional personnel from the WFPA to meet requirements as they arise.

#### WIA Director Hernandez Ilyca ▶

The post of Director of the WIA has always been contested between the Zuccite and Maderan factions and the current incumbent is no exception. Hernandez Ilyca is a staunch supporter of the Maderan cause, but in order to secure the post in TN 1928 he was forced to accept Zuccite Gutierrez Malcolm as his deputy. Hernandez and Gutierrez have formed an uneasy partnership that, despite the animosity of their clans, has served the WIA well in this time of crisis. Though they have clashed over numerous issues, both are willing to put the good of the Protectorate before inter-clan disputes. This tacit alliance does not sit well with Proconsul Zucco Adamo who has twice attempted to remove Hernandez. Only the actions of Proconsul Lang in the High Council, supported by Hasegawa Ichiro, have blocked Zucco’s efforts.

### 3.4.1 THE REVISIONIST CHURCH

The Sorrento Church has become well established in the WFP and almost seventy percent of the population is Revisionist (the remainder being dominated by Jerusalemism and the Blue Crescent Order). Despite its majority support, attempts to make Revisionism the state religion of the Protectorate have repeatedly floundered because of the staunch independence of the Western population; they may support Revisionism, but they reserve the right to determine their own path of enlightenment. The councils accept the spiritual and charitable role of Revisionism in society but, unlike the NLC, believe such matters should remain distinct from the process of government. This has not prevented the Church from attempting to involve itself in secular affairs, a practice that has occasionally brought it into confrontation with the government.

Most Revisionist holidays are national holidays in the Protectorate, though the time-critical autumn harvests prevent many rural communities from observing Gentle Day services which are instead replaced by a festival of thanksgiving once the work has been completed. Even rural workers put some time aside for services on the Day of Peace (1 Autumn) which commemorates the death of Mamoud Khodaverdi and Nathani Reiss. Since TN 1936, that ceremony has also commemorated the murder of Second Follower Thor Hutchison.

Hutchison's assassination sent shock waves through the CNCS, prompting widespread outpourings of grief in the WFP. As in the UMF, the Western Church appears to have weathered the storm and has emerged with a more devout following. Together with the militant nature of the Westerners and their distrust of the AST, this placed the WFP population in the vanguard of those calling for revenge. Proconsul Zucco, a staunch Revisionist and known associate of Senior Reverend Benitez, exploited this phenomena to advance his agenda in the High Council, gaining massive public support with his anti-South rhetoric and calls for the annexation of several Badlands communities. Others, notably Proconsul Lang, find such misuse of the power of the church disturbing.

Several groups within the Revisionist Church have used the situation to expand their power base in the Protectorate. The Prophet's Shield (see *NLC Leaguebook*, p. 27) has made inroads in a number of clans, drastically increasing their network for very little effort. Another group, the *Flame of Compassion*, has gained considerable support for its charitable acts, particularly in Fort Henry and along the Badlands fringe. Unfortunately, the Flame is at odds with mainstream Revisionism, advocating abstention from a wide range of luxuries and promoting a non-violent approach to life.

#### ► Vital Statistics

Legal Name:	The Sorrento Revisionist Church of the WFP
Headquarters:	The Khodaverdi Basilica, Fort William, WFP
Director:	Senior Reverend Benitez Juanita
Goals:	Charitable work in the WFP; supporting the Revisionist agenda in the CNCS

#### ● ORGANIZATION

The Revisionist hierarchy in the WFP is well established, divided into three districts, one for each city-state. There is a Senior Reverend heading each district and, together with Senior Reverend Benitez who is responsible for the Western Church as a whole, they form the Western Ecclesiastical Council. The day-to-day operations of the Church in the WFP are overseen by reverends, senior priests and monks who have been elevated above their colleagues after showing considerable dedication to Revisionism and its goals. Most oversee churches and monasteries, providing guidance to more junior members of the church though a small number serve as administrators for the Western Church.

The widely dispersed nature of Western settlement forced the hierarchy to adapt to meet its needs. The most important change is the introduction of mendicant friars, wandering priests who travel from community to community providing spiritual guidance. Though the church provides each with a small stipend for books and travel, their daily living expenses are met by the communities they serve. Indeed, providing food and shelter to a mendicant is regarded as a high honor by Revisionist clans and prompts considerable competition.

#### ● CURRENT CONCERNS

The Church has coped well with the sudden rise in attendance at ceremonies and is working hard to retain its newfound congregation. There is concern within the church, particularly the monastic orders, that the church's teachings and aims have been subverted to fulfill the political ambitions of individuals. Reverend Benitez in particular has been criticized for her close association with Proconsul Zucco. With groups like the Flame of Compassion already operating outside the traditional church hierarchy, fears are growing that this issue and the Interpolar War will shatter the church, turning it into a collection of competing ministries. Abbot Sidhra Gerhard of the isolationist Turcan Order has taken the unusual step of appealing for unity, stating that the growing divisions would harm the Great Work of spreading the word of Mamoud. He proposed a grand gathering of the Revisionist clergy in the Protectorate to discuss this, but the Western Ecclesiastical Council rejected the suggestion as impractical. With no alternative, the situation has steadily deteriorated.

### 3.4.2 THE CONFEDERATION OF WESTERN INDUSTRY

Western industry has never reached the same scale as that of its Norlight or Mercantile neighbors, but is nonetheless diverse and well developed. Many of the companies are small, their business limited to a single community or region; others have massive infrastructures and offices throughout the league. All these concerns, small or large, are threatened by the economic might of the Protectorate's eastern neighbor, the United Mercantile Federation, and after several companies were acquired by Mercantile concerns, the remainder banded together in a loose association.

Originally called the Fort William Industrial Executive, the group was a close-knit alliance of companies, principally associated with heavy industry and arms manufacturing concerns. The group's influence and membership spread across the Great Western Plain, and in TN 1614 the association was renamed the Confederation of Western Industry. Their principal task was to provide a forum in which matters concerning the Protectorate economy could be discussed, particularly with regard to attempts by outside groups to gain a foothold in the Protectorate. Working closely with the government, they succeeded in stalling UMF attempts to subvert the Western economy to its own ends, allowing the league to maintain its independence. The formation of the CNCS finally forced the Protectorate to open up its markets but the same treaty also provided control mechanisms that gave Western industries an advantage on their home territories.

Lobbying to protect these trade tariffs has been the CWI's largest single task for almost 250 cycles, knowing that if foreign companies were allowed free reign in the Protectorate local industries would be devastated. To that end the member-companies of the CWI are obliged to pay a subscription fee (proportional to their turnover) which serves as the group's "war chest" and funds pro-tariff lobbying in Fort William and Valeria. They have, however, been steadily losing ground and the alliance is beginning to show signs of strain as the larger members prepare for what they see as the inevitable Mercantile onslaught. Confederation president Holst has attempted to use the Interpolar War to strengthen bonds in the CWI, fostering cooperation between companies to allow them to meet the demands of the WFPA Procurement Division and to minimize the disruption caused on day-to-day operations. The war has taken its toll and many small companies, particularly those relying on trade with the AST, have been forced out of business by the trade sanctions, prompting a spike in unemployment and a sharp downturn in the Western economy.

#### Vital Statistics

<b>Legal Name:</b>	The Confederation of Western Industry
<b>Headquarters:</b>	Mulhacén Building, Fort William, WFP
<b>Director:</b>	Holst Isaac
<b>Goals:</b>	Promotion of Western Business Interests

#### Major Member Corporations

Company	CEO	Business	Home Office
Riley Weapon Systems	Cameron Jacosta	Weapons manufacture	Fort William
Fort William Mutual Bank	Sidhra Jotaro	Finance	Fort William
Mulhacén Mining Corporation	Holst Isaac	Mineral Extraction	Fort William
Hasegawa Industries	Hasegawa Mitsuru	Consumer Goods	Fort William
Culver Arms	Jansson Lynn	Personal arms	Fort James
Malkinson Imports	Keith Maria	Imports	Fort James
Vida Larga	Cristobal Murray	Pharmaceuticals	Fort Henry
Fulder Land Industries	Sanchez Farah	Agricultural implements	Fort Henry

#### ● ORGANIZATION

The governing body of the CWI meets weekly to discuss matters, usually via secure trideo links, but at least once a month in person in Fort William. A ballot at the CWI conference determines membership of this twelve-person body and members serve for a cycle, though many are re-elected for several consecutive terms. Most of the executive come from the Protectorate's largest companies (each company has votes in proportion to their revenue) but tradition dictates that at least one member comes from a minor company, often including one-man concerns, to provide a small-business perspective.

The executive's powers are limited and their principal role is to screen suggestions and produce draft proposals that are placed before the regular gathering of the Confederation, usually held in the Palacio de Crystal in Fort James. Since the outbreak of war, security issues have prompted a relocation to the Doughty Center in Fort William. These four-day events are a mix of formal presentations, debates and socializing, and often serve as ad-hoc trade fairs. Prominent political and military figures are a common sight at the convention, guests of corporate hospitality which seeks to win their support for a wide range of issues. Such influence is often as much for the benefit of a single company as for the CWI.



### 3.4.3 THE WESTERN FRONTIER PROTECTORATE ARMY (WFPA)

It is a popular misconception that the WFPA is the government of the Western Frontier Protectorate. Though members of the military rule the league, the government and military are distinct entities, the latter subordinate to the former. The councilors and Proconsuls are granted high rank in the WFPA but stand outside the regular chain of command. These government officials are not subject to the orders of the military authorities and have executive powers over the armed forces; even the Field Marshal of the WFP is subordinate to the High Council.

As with any large organization, the WFPA seeks to advance its own agenda. While the Proconsuls and councilors are often amenable to helping out their erstwhile colleagues, they too have their own political motivations and must look after the interests of the population as a whole. At present, only the Western Field Marshal has direct authority over the league's government, and that through sitting as the Fort William Proconsul. Instead, the military are forced to rely on lobbying and subtle political manipulations of the administration to further their goals. In many areas, corruption is endemic, with officers and administrators bought by favors and goods or else blackmailed. A number of unscrupulous officers made immense fortunes on the back of the military, escaping punishment through their connections and the leverage they exerted. Officially such activities have been curtailed by the war effort but careful scrutiny of the records shows otherwise — the absence of supplies has hindered the operations of several front-line units.

In addition to its own machinations, the WFPA is used as a political tool by many of the Western clans. Several encourage their members to join the army, increasing their citizenry and thus influence in the military councils. To the majority military service is an honor, but to a few it is a chore to be tolerated. For the latter, service usually consisted of a pro-forma tour of duty at some backwater installation, after which the new citizen could return to civilian life. The outbreak of war, though expected, caused many problems for members of this group who hadn't expected to be called upon to put their lives on the line. After the first few were shot as deserters, attempts to escape the contracts declined, though it took several cycles for these unwilling soldiers to work their way through the system. They were replaced by naïve new recruits or by experienced *mercenario*, former WFPA troops who serve as private "consultants" across Terra Nova.



#### ▶ Vital Statistics

Legal Name:	The Western Frontier Protectorate Army
Headquarters:	Western Central Command and Government Facility, Fort William, WFP
Director:	Field Marshal Zucco Adamo
Goals:	Governance of the WFP; maintenance of order; prosecution of the current war

#### ● ORGANIZATION

The Western military follows standard northern conventions, divided into field units and service branches both of which use a tiered command structure. The most senior officers of the WFPA — sixteen branch heads and three theater commanders — form the Western Command Council and originate much of Western military policy. All have the rank of brigadier or general, and in addition to being long-serving military officers the council members are required to be adept at political maneuvering. When not serving as a Proconsul the Field Marshal heads the Western Command Council, otherwise the chair is determined by majority vote of its members. The council works closely with the Proconsuls who have the final say over their proposals. The theater commanders are also allowed considerable freedoms in their actions to defend the Protectorate and its interests, but remain subordinate to the Proconsul of their region.

The clan-based nature of Western politics poses many problems for the WFPA and great care is taken to avoid concentrating members of a clan in one unit. There are notable exceptions, such as the Maderan 3rd Western Gear Regiment (The Woodentops) and the Zuccite 17th Armored Regiment (The Speed Killers), which, though part of the WFPA, serve as "household" troops to their respective clans. This special status is granted in recognition of their authority and influence.

#### ● CURRENT CONCERNS

As might be expected the Interpolar War takes up the lion's share of the WFP's attention. The assault on Fort Henry and the raids on border communities prompted a massive upsurge in popular support for the military and saw processing centers filled to capacity. The stalemate in the South and the WFPA's inability to halt the border raids has slowly eroded this support. Combined with the increase in political tensions in the Protectorate brought about by the economic effects of the war, the military have been forced to keep one eye on the situation at home. Though initially behind Zucco Adamo's call for war against the AST, many in the Western Command Council have become disillusioned with the war's progress (or lack thereof) and the Field Marshal's calls for more troops to be sent South as a "decisive blow". With the WFPA already stretched and with consumption of resources outstripping production, the situation is dangerous and many council members have chosen to err on the side of caution, voting with either Proconsul Hasegawa or Proconsul Lang on several key issues. This has angered Field Marshal Zucco, prompting numerous explosive confrontations.

### 3.4.4 THE GRANIS CARTEL

The crime cartels of Wounded Knee extend their influence throughout the CNCS, with the Forzi in the UMF, the Kolson in the NLC and so forth. The situation in the Western Frontier Protectorate is not so clear cut. The location of Wounded Knee just south of the WFP has resulted in the Protectorate becoming a major path for goods and information flowing into and out of the North, and thus most clans have influence somewhere in the league. Sometimes they avoid contact with each other, managing their own supply chains concentrating on the business of making money. At other times, they are locked in bitter and bloody feuds that manifest as low-level warfare in the streets and fields of the Protectorate.

Though no cartel can maintain dominance over organized crime in the WFP, the Granis Cartel have perhaps the greatest claim. Though nowhere near as large or diverse as the Forzi or the Kolson, they nonetheless make sizable profits by exploiting niche markets in the Protectorate. The Granis are a mix of traders and extortionists whose principal area of operations is the Badlands, from Port Arthur to Peace River. The latter is perhaps the largest portion of their business, taking the form of protection rackets, but their trade links are substantial and they claim to be able to provide almost anything — if the price is right and the appropriate people can be 'leaned on.'

Despite the restrictions imposed by the war they maintain contacts with the Rostov Family of the Southern Republic (see **Southern Republic Leaguebook**, p. 33) and, through the Yokan Cartel, the Yakuza of the Mekong Dominion. The decentralized nature of the Granis' "business interests" has allowed them to flourish in the Badlands, and similar tactics work well in the Protectorate, albeit with the added step of paying off members of the WFPA or the administration. This isn't to say that the cartel doesn't have considerable influence in the city-states. They dominate the underworld in Fort Henry and have considerable influence in other Western settlements. Furthermore, the Cartel has exploited the Forzi-Kolson war to expand into the border regions of the UMF, particularly around Ashington and Mainz. Their influence ends at roughly the 30th parallel, and so they have built a number of alliances with both local groups and other Wounded cartels. The McBride family, whose principal area of influence is the mining communities of the Crescent, is the most powerful of these partners.

#### Vital Statistics

Legal Name:	The Granis Cartel
Headquarters:	Wounded Knee
Director:	Torsten Granis; Magga Granis in the WFP
Goals:	Power and profit

#### ● ORGANIZATION

The original founders of the Granis were émigrés from the Protectorate and thus the cartel retains much of the Western clan structure. Torsten Granis serves as clan and cartel head, demanding absolute loyalty from his subordinates, most of whom are related by blood or marriage. As with Western clans honor plays a major part in the Granis' psyche, and they are quick to anger. Within the cartel honor duels are common, but retribution is usually extracted from outsiders in a less formal manner, one that has earned the Granis a reputation as brawlers.

Spanning the entire equatorial zone, the cartel's operations are divided into distinct theaters, each commanded by a trusted lieutenant (usually an immediate family member). The profitability of certain areas and trade routes results in widely diverging status associated with each position, ranging from the lowly factors assigned to Azov to the exalted Peace River or Port Arthur positions. The heir apparent of the cartel traditionally serves in one of the latter two locales, but Sigurd Granis' success in establishing a foothold in the southwestern UMF has thrown the established succession into confusion.

#### ● CURRENT CONCERNS

The Interpol War has wrought havoc with the Granis' operations, the down turn in trade cutting deeply into the cartel's revenue and forcing them to rely heavily on income from the WFP. Those trading caravans that do take place often do so with a heavy military escort, making extortion impossible. On some level this is counterbalanced by the substantially increased revenue for goods imported from the South, particularly in the black-markets of Fort James and Fort Henry.

Enforcement of the Granis' policies has been through a network of heavily armed thugs, hired to "escort" specific cargoes to their destination and ensure it arrives at its destination — or doesn't — depending on the cooperation of the trader. The down turn in "escort" work, combined with the lure of looting quick profits, has prompted many of these groups — often Badlands rovers — to seek their own fortune, raiding outlying settlements and caravans. The scale of the rover desertions has surprised the Granis and placed what remains of their business in jeopardy. Torsten Granis suspects the involvement of one or more of the rival cartels in luring away the cartel's associated rover gangs; the proportion of desertions is far higher than during the War of the Alliance.

### 3.4.5 THE ENFRANCHISEMENT MOVEMENT

When the military seized control of the WFP in the mid 16th century the armed forces were a mish-mash of local militias and police forces. Though work continued apace on shaping these disparate groups into a viable fighting force, recruitment levels were worryingly low, particularly given the threat from the UMF to the east. The solution to the crisis was the Citizens Act, which limited full membership of the league to those who had served in the military for at least five cycles. The remainder would be known as residents, afforded full protection of the league but unable to influence public affairs.

Many of the population accepted this without question but a small and vocal minority protested the change in their circumstances and immediately staged a series of protests. Had these been part of a concerted effort then it seems likely Cristobal's proposals would have been amended, but the groups challenging the Act did so for a wide range of reasons, often contradictory. Some protested their disenfranchisement while others objected to the military's association with the electoral process. Eventually these groups realized that they would be better served by working together and began to cooperate on key issues, forming a loose federation known as the Enfranchisement movement.

Though remaining a minority group in Protectorate politics, the Movement has been able to claim several victories, notably reforms that allowed members of the administration and allied militaries to claim citizenship, albeit after a longer period of service. The overall lack of success has caused considerable resentment, particularly among the young and clanless, and has led to the formation of several radical groups who advocate a more militant stance against the Protectorate government. These groups have been particularly active in Fort James, manipulating the large number of immigrants, particularly as the economic effects of the war have strangled local commerce and caused spiraling unemployment. The violence that has marred several demonstrations has prompted the WIA to scrutinize the affairs of the once-harmless Movement. Furthermore, these actions have served to drive the members of the coalition further apart at just the time when strong leadership is required.

Their "unpatriotic" actions have prompted the major Western political groups to shun the movement since the outbreak of war. Several scandal sheets have reported meetings between Hayek William and Mitsukaki Helen, Proconsul Lang's chief of staff, though neither has issued any formal statement.

#### ► Vital Statistics

Legal Names:	The Enfranchisement Movement
Headquarters:	None
Director:	Hayek William
Goals:	Citizenship for the entire population of the WFP

#### ● ORGANIZATION

Though widely regarded as a single body, the Enfranchisement Movement is a collection of smaller organizations, each with similar but not identical goals in mind. The largest constituent group is the Western Democratic Alliance, headed by Hayek William, who sees universal suffrage without any preconditions. Hayek serves as nominal leader of the Movement though he wields little real power. The WDA are strongest in Fort James, particularly among the new clans and clanless. The Greater Concord is the second largest group, with members all across the WFP and associations with the Sandvale Commune of the Blue Crescent Order. They are staunchly opposed to militarism, and their principal objection to the citizen-resident divide is the role of the military in the process. These disagreements have prevented the establishment of a formal governing body for the Movement though Hayek frequently meets with Caruana Pila, the notional leader of the Sandvale Commune, and Reeves Allan of the Western Justice League, a civil rights movement sponsored by the NLC.

#### ● CURRENT CONCERNS

The Enfranchisement Movement has had several successes over the cycles, prompting revisions of the Citizen Act, but the disparate goals of member organizations have hampered any effort to bring their full force to bear on the authorities. The Interpolar War is seen by some as an opportunity for strengthening their power base, recruiting new-found citizens to the cause, while others regard it as the antithesis of everything they stand for. The Greater Concord in particular has campaigned vigorously against the prosecution of the war though this has resulted in accusations of unpatriotic behavior against the Movement as a whole. This has been accompanied by closer WIA surveillance of the Movement in case the Protectorate's enemies attempt to use them to destabilize the league. The SRID have long had contacts with the radical Libertine Sect, encouraging their acts of terrorism against the WFPA as part of a larger campaign to destabilize the CNCS. The SRID group is headed by Juliette Dorio, ostensibly a Republican expatriate adopted into the DeVries Clan. Dorio believes she has identified two WIA operatives in the Libertine and is plotting to eliminate them. Dorio is correct that the duo have their own agenda, but they are in fact members of the UMF's Special Operations Executive put in place to exploit the post-war situation in the Protectorate.

## THE REALITY OF WAR

As a child, Bossano Nathan had dreamt of going to war. He imagined himself playing a vital role in the defense of the Protectorate, earning great honor for his heroism and tenacity. He would lead by example, making that last valiant charge that won the war, willing to lay down his own life for that of the Protectorate.

*Dulce et decorum est pro patria mori.* It is sweet and fitting to die for one's country. Prophet, he'd been naïve. This wasn't his country, or his war. And death certainly wasn't something to look forward to. *Dulce bellum inexpertis* more like. War is sweet to those who have never tried it.

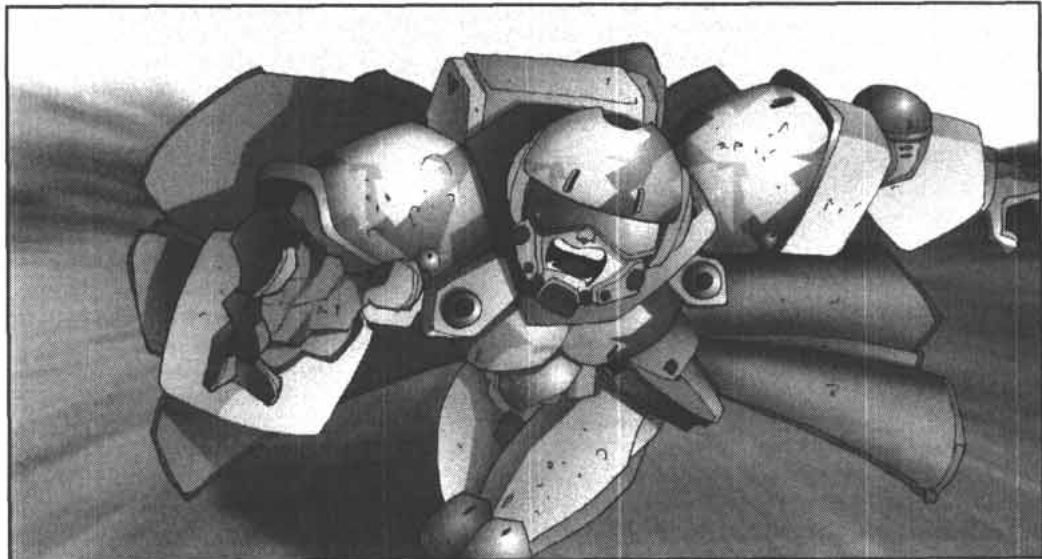
The thought brought a wry smile to Nathan's lips as he crouched in a foxhole somewhere north of Olduvai, bullets whistling by scant centimeters above his head. He'd quickly been disabused of the notion of a war as a glorious endeavor when the supposed liberation of the Mekong Dominion from AST forces turned into a bloody war of attrition with a Mekong population who regarded them not as saviors but as invaders. Those first few days had been a nightmare, at first beaten back from the Dominion's borders then pushing south again as reinforcements arrived.

It had been a bloody business. Of the thirty troopers who started the campaign in his infantry section only seven remained. The rest had fallen in battle, to ambushes and to booby traps. The section's numbers had been made up with fresh recruits drafted in from back home, the acceptance process a simple and efficient one. If you survived the first engagement, you were one of the gang. If not you were just a statistic, bagged up and sent home. Assuming, of course, there was enough to bag up. All too often there wasn't. Had it really only been two weeks since the outbreak of hostilities? It felt like two cycles.

The detonation of a mortar round a dozen meters away snapped Nathan out of his reverie, scattering him with dirt and gore. "Guess they really don't like us," he muttered to no one in particular before darting from cover, laying down a volley of fire from his rifle as he dashed to the next cover. As he slid into the semi-water filled crater, he caught sight of something moving out the corner of his eye. Something big.

It was an Anolis. He remembered as a kid regarding the Gear design as something of a joke, easy prey for the more sophisticated designs used in the north. Then again, the worth of a vehicle depended on the situation and while it might be a century out of date when facing its giant cousins, it was more than adequate to deal with the scattered remains of an infantry section. The Peacekeeper pilot was obviously aware of this and began to lay down fire on the infantry positions, its pack gun chattering.

Several troopers attempted to return fire but it was futile, their 7mm assault rifles doing little more than draw attention to their positions, which the Anolis summarily eliminated. Those were the newbies. The old hands knew that brave often equated to dead. They would play it quiet, waiting for the Gear to leave and then sneaking away. That wasn't an option for Nathan. The pilot had obviously seen his mad dash and Nathan watched as the Gear tracked its "light" weapon round toward his position. Had he a LAW he might have attempted to face down the Gear, praying for a fluke chance that would cripple the enemy machine. Unfortunately, he had used both of the light disposable anti-tank weapons several battles ago. That left him only one option. He ran.



## 4.1 THE NORTH

Insular and jealous of their freedoms, Westerners were leery of entering into any type of relationship with their neighbors in the Northern Hemisphere. As the scale of the UMF's ambitions slowly became apparent, a number of policy changes were enacted. Though the militarization of the government is the most prominent, another was the fostering of close relations with the Northern Lights Confederacy. This détente culminated in the formation of the Northern Alliance Defense Organization (NADO), a mutual defense pact aimed at containing Mercantile aggression. Though NADO fought the UMF in the mid and late 1660s, the Protectorate and NLC made numerous overtures to the Federation to form a pan-Northern Confederation, though it took the victory of the AST in the First Merchant War to convince the UMF of the organization's value.

Of all the northern leagues, the WFP arguably gets the most out of the CNCS, using it as a legal, political and economic brake on UMF ambitions which would have otherwise crushed them. Consequently, Westerners have traditionally been staunch supporters of the alliance and it was Western diplomats who prevented the dissolution of the Confederation in the cycles before the St. Vincent's War. The strains of that war were almost too much and, realizing the dishonor it had brought upon itself by launching a bloody war with the South, the Protectorate threatened to quit the alliance. They were 'persuaded' not to do so, but the threat of force by the CNCS prompted a major dampening of the Protectorate's enthusiasm for the alliance.

The Northern Lights Confederacy's dominance of alliance matters also became a cause of dispute, especially with the Norlight government twisting the alliance to suit its own ends. Though the Protectorate knew it was too small to have a major say in CNCS affairs, they felt they deserved some say in its operation. The height of Norlight arrogance — the so-called Lion's Pride — led to the effective disenfranchisement of the Western and Mercantile governments and played a major role in the rise of the Judas Syndrome and the slow fall toward civil war that was only halted by the CEF invasion. In the post-war era, the WFP had no desire to be subjugated once more and Western nationalism flourished.

They have resisted every attempt by the Norlight Adjanni administration to regain control of the CNCS and, realizing they held the balance of power in the CNCS councils, the West began siding with their traditional enemy, the UMF. This sent the clear message that the Protectorate was nobody's puppet and would henceforth seek to advance its own agenda. Zucco Adamo, though a staunch nationalist, seized upon the rise in Revisionist fervor and tensions with the South, temporarily bringing the WFP and the CNCS into step. It remains to be seen if this can be maintained.

### ► General Cristobal Santiago

Born in Fort Henry in TN 1860, Santiago is the latest in a long line of leading military personnel from the Maderan Cristobal Clan. Dexterous and quick-witted, it came as no surprise when he decided to train as an aircraft pilot, though his decision to serve in the Northern Guard rather than the WFP was unusual for someone destined to become head of one of the most powerful Western clans. He quickly rose to prominence, first as an attack pilot in several Badlands clashes and later as a test pilot on the abandoned *Lightning* project. In TN 1909 he was selected for astronaut training, rising to command the patrol vessel *Sadora* just before the War of the Alliance. The Northern fleet met the CEF invasion force head on and Santiago's group was one of the few who, though badly bloodied, were able to limp back to Terra Nova.

Santiago joined the general staff of the Northern Guard in TN 1925, a cycle after becoming head of his clan, but remained an outspoken advocate of the space service. In TN 1937, with the Interpolar War raging, he was promoted to command the Northern Guard Space Service, then regarded as the least significant of the service commands. With a view to the future requirements he has authorized resumption of work on several naval projects, including development of the ultra-secret Fury Intersystem Assault Dropship, based on the CEF Sleipnir space plane.

### ► Preparing for the Future

The opinion of most Terranovans is that the defeat of the Colonial Expeditionary Force ended the NEC's ambitions on Terra Nova. Proconsul Lang Regina is more cynical about Earth's defeat, believing that though Terranovans gave them a bloody nose, the NEC will one day make a second attempt to regain control of the world. To that end, she cautioned against the North-South conflict, though as tensions increased throughout TN 1935 and 1936 the failure of her efforts became apparent. That has not prevented her from seeking to minimize the war's impact, preserving resources and extending her influence in preparation for the greater conflict she believes will come.

One of the most respected commanders in either hemisphere, Lang has wide-ranging contacts. Many are domestic, including Gervase Aschenbach of the Western Military Academy and WIA Director Hernandez Ilya, but they also include Cristobal Santiago, head of the Northern Guard Space Service, and Marshal Pietr Paulk of the Norlight Armed Forces. Until the outbreak of war, she also maintained contacts with Kenichi Tanaka, Lord Chancellor of the Eastern Suns Emirates, alongside whom she fought in the War of the Alliance. Ironically, Lang has been unable to exploit her relationship with the CNCS Grand Marshal, her wife Victoria Edden-Smythe.





### 4.1.1 THE NORTHERN LIGHTS CONFEDERACY

For several centuries, their common enemy, the United Mercantile Federation, made the WFP and the NLC natural allies. They worked together in a wide range of areas and despite recent events remain the closest of the CNCS leagues. Trade and movement between the two leagues are largely unimpeded and the NLC enjoys "favored partner" status with many Western companies. Unfortunately, Northern paternalism has combined with resurgent Western nationalism to sour relationships between the two powers and led the CNCS to the brink of civil war during the Judas Syndrome. The War of the Alliance relieved the pressures that threatened to tear the CNCS apart, but operational requirements of the war also gave both the WFP and UMF a taste of the freedom they'd been denied for many cycles.

At the war's end the Protectorate was unwilling to submit to Norlight domination, though the enlightened government of Norlight President Anders von Breslau, the CNCS Grand Marshall during the war, obviated the need for any stern measures. His successor, Kathë Adjanni, was less accepting of the new situation and sought to regain the powers the NLC had lost. This angered the Western people and led to a steady rise in Western nationalism, especially with regard to the NLC and CNCS.

Where once the NLC could rely on the Protectorate's support in council meetings, the Adjanni administration has witnessed the WFP shift to a more neutral stance, supporting either the UMF or the NLC depending on which best serves the Protectorate's interests. This new stance has been denounced as exploitative, but after 200 cycles of pseudo-subjugation, the Western High Council considers it just recompense.

The NLC has also objected to the Protectorate's actions with regard to Badlands communities. The NLC and the CNCS favor a hands-off policy, but the WFP, with no easily defensible border, sought to establish a buffer zone along the Badlands fringe, annexing numerous communities and pursuing an aggressive policy against rover gangs, smugglers and the troops of Port Arthur. This was felt to destabilize the regional situation, heightening tensions and contributing in the slide towards war, but given their suffering in the War of the Alliance the Protectorate were justifiably concerned for their security and ignored Norlight demands to moderate their actions.

In the end, the Confederacy had little choice but to accept the Western action or risk damaging the alliance. Instead, they sought to counteract the rise in nationalism, advocated by Proconsul Zucco Adamo, by providing the less belligerent Maderan faction with support. This approval is hidden behind a series of fronts so as not to reveal its origin and cause a political backlash from either Lang or Zucco. Other Northern groups, notably the Prophet's Shield, have sought to direct Western aggression to their own ends, exploiting Western anti-AST bias and martial prowess in first the drive to war and later its prosecution.

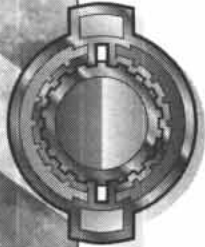
### 4.1.2 THE UNITED MERCANTILE FEDERATION

The relationship between the WFP and the UMF has never been good, beginning with the annexation of Fort Charles by Mercantile troops in TN 1551. Mercantile expansionism resulted in a series of clashes over the cycles and centuries that followed, ranging from minor border incursions to full-fledged invasions such as the WFP drive on Mainz in TN 1570 and the Mercantile siege of Fort William in TN 1667. The UMF's activities eventually drove the WFP and NLC to forge a mutual defense pact, the Northern Alliance Defense Organization, which discouraged Mercantile military (if not economic) adventurism in the north. Indeed, UMF attempts to dominate the Westridge Trade Zone, and thus indirectly the WFP economy, led to the First Mercantile War, the defeat in which drove the Federation to join the UMF.

After the formation of the CNCS, the relationship between the two powers has warmed thanks to the CNCS' restrictions on UMF economic activity and the increasingly authoritative stance of the Northern Lights Confederacy. Indeed, the Protectorate was often forced to mediate disputes between the other two member leagues, narrowly holding the alliance together in its difficult first few decades. Though the WFP and UMF have never been on good terms, the two leagues found themselves unlikely allies after the War of the Alliance, cooperating to maintain the freedoms they had gained under the Von Breslau regime in the NLC.

Though traditionally siding with the NLC, the Protectorate government found the UMF willing to make a number of concessions in exchange for support in CNCS councils. Consequently the Protectorate has been playing off the UMF-NLC rivalry to improve their position, forcing them to take Western needs and desires into consideration or else risk seeing their motions fail. With this in mind the UMF has been encouraging Western nationalism by covertly financing the Zuccite faction, thus maintaining the antagonism with the Valeria government.

Despite this, many Westerners, including Zucco Adamo, remain wary of the UMF's long term goals, particularly in light of Yves Banderas' soured 'deal' with the Mekong Dominion that drew large elements of the WFP into a bloody and futile war in Southern jungles. A growing number of Westerners ask why they are being called upon to lay down their lives for Mercantile economic ambition and Norlight Revisionist fundamentalism. The appointment of Solomon Davi as interim Treasurer of the Federation has done little to assuage Western concerns; his close associations with Northco are well known.



## 4.2 THE SOUTH

Until the St. Vincent's War, the Western Frontier Protectorate had no particular feelings toward the Southern leagues and was willing to work with them to stymie the efforts of the United Mercantile Federation. Rumors circulating in both hemispheres go as far as to allege collusion between the WFP and the AST in the First Merchant War, suggesting Western intelligence agents leaked details of the Mercantile troop movements and supply convoys to their southern counterparts. The actual truth is, however, less clear-cut. While some Western clans were certainly involved in supporting the AST war effort and harassing the Mercantile forces during the conflict, no clear evidence has ever been put forward to testify as to official Western involvement in the war. Unfortunately, even now 250 cycles later, details of Western intelligence operations during the period remain classified and are known to only a handful of the most senior officials. Of course, conspiracy theorists cite this as further proof of their claims.

The carnage of the St. Vincent's Plague and the war that followed put paid to any relationship between the WFP and the South, the Western people laying the blame for the death of their children solidly at the feet of the AST. Protectorate troops launched themselves into a frenzied attack on Southern interests wherever they happened to be located, a bloodlust that lasted for four cycles before the full horror of their actions came home to the Westerners and they sought to extract themselves from the conflict. Though they acknowledge the brutality of their actions during the war, the Western population has never fully forgiven the AST for the St. Vincent's Plague. Diplomatic contacts with the Southern authorities have been terse and businesslike ever since, hostility hidden behind a thin veil of civility.

This anti-South attitude has slowly come to typify the Protectorate's relationship with Southern governments, all of whom are regarded as oppressing their population in some manner or another. The WFP has always been willing to believe the worst of these leagues, and this has been exacerbated by the rise in Revisionist fundamentalism and Western nationalism.

Zucco Adamo's anti-Southern rhetoric inflamed tensions between the WFP and the AST, and when the CNCS called for war against the South in the wake of Thor Hutchison's assassination and the Battle of Rahnguard, many in the West were willing participants. MILICIA and Republican attacks on the southern Protectorate have only reinforced Western calls for vengeance on the South, though with both Northern axes of advance effectively stalemated, support for the war is declining.

Though both the Republic and the WFP are highly militaristic, Westerners perceive the Southern leagues as oppressive. A desire to liberate their comrades in the South played a major role in the Western drive to war, one of a number of factors used to justify the CNCS' aggression. As in the Mekong Dominion, the willingness of Southerners to lay down their lives to protect their land from Western, Mercantile and Norlight invaders has shattered the illusion of "liberating" the Southern Hemisphere and has eroded support for the war effort.

### ► Operation: Falcon Heart

The Western Intelligence Agency maintains a large number of agents across the Southern hemisphere, but the greatest concentration are in Port Oasis, charged with gathering intelligence on the Southern Republic and the AST government. Considerable effort has been made to place agents inside the both the Estates General and the Curia. The size of the former made this task relatively easy, with a succession of junior councilors bribed or blackmailed into providing details of government debates. The WIA even has two agents inside the Estates General, Elise Martinet of the Liberal Republican Party and Donavon Suborn of the Cohavier Bustrien, but neither are members of the cabinet, nor do they have access to sensitive information. Consequently, the quality of information gathered is little better than that available before the war in public news broadcasts.

Placing an agent inside the Curia has proved almost impossible, and so the WIA has concentrated on subverting key administrative staff of several Lord Councilors. This has met with mixed success though, as with operations in the Estates General the quality of information gathered is generally poor. Unfortunately, the WIA's best source of information, administrator Genevieve Broullon, a member of the ESE Lord Chancellor's staff, inexplicably ceased providing information in mid-spring TN 1936, roughly a season before the outbreak of war. Other sources report that Broullon remains in her post and has not been detained by the SRID but nonetheless she has rebuffed all attempts by her Western contacts to reopen communications. An extraction mission has been postulated, and field operatives believe they have a good chance of securing the target and smuggling her out of the Republic. Unusually, the WIA director, Hernandez Ilya, has blocked the mission, declaring it "contrary to Western interests at thus time," a statement which he has refused to elaborate on.

Since the outbreak of war, many the WIA and other northern agencies have been locked in conflict with the Southern Republic Intelligence Directorate. This conflict was bloodiest in the first weeks of the war as the SRID sought to eliminate foreign agents involved in espionage and terrorist activities in the South but has continued with a series of tit-for-tat assassinations and bombings as the various agencies fight their hidden war. Unfortunately, several clashes have also ensued between poorly coordinated Northern agencies; recently two WIA agents operating in Innsmouth were killed by an NGIS team who mistook them for Republican agents.





### 4.2.1 THE SOUTHERN REPUBLIC

To the Western population the Republican and AST governments are synonymous, thus ever since the St. Vincent's War the WFP's official relationship with the Southern Republic has been cool. The two leagues have exchanged ambassadors, but neither places much emphasis on the post, nor is their investment of resources in the embassy sites comparable to those elsewhere. The Protectorate has proved uncooperative on the subject of Republican ambassadors to the league, taking the unusual step of demanding right of approval of all candidates for the ambassadorial post. A retired soldier who fought alongside Lang Regina at Baja, Jana Touffon is the current Republican ambassador and was the only candidate the WFP was willing to accept. Since the outbreak of war the Republican embassy has been under effective siege by the WIA, whose agents monitor all comings and goings to the innocuous building. This situation suits the SRID, who continue to operate from various safe-houses in Fort William and elsewhere in the Protectorate while public attention is focussed on the embassy.

While the relationship between the two governments is icy, the populations of the Protectorate and the Republic are on reasonable terms. Trade between the two leagues was common before the war, both along the Gamma Maglev and the Westridge railway line. Never in great volumes, this trade nonetheless bolstered the Western economy and fostered a degree of understanding between the two peoples, building on the mutual respect fostered by their joint operation at the Battle of Baja. Indeed, Proconsul Lang Regina is one of the few Northerners respected by the Southern public, though the outbreak of hostilities has done much to downplay this. The common Southern practice of abandoning the family in favor of a "circle of friends" is alien to the Protectorate population and some Westerners go as far as to describe it as offensive.

The trade sanctions imposed by both the CNCS and AST in the summer of TN 1936 have had little impact on the Republic, which viewed trade with the WFP as a luxury, but has devastated the economy of Fort James. The sanctions have, however, bolstered the economy of the NuCoal, which serves as the principal clearinghouse for illegal goods shipments. The Wounded Knee cartels and the Republican Rostov family have also made considerable profits from smuggling goods between the two leagues.

### 4.2.2 THE MEKONG DOMINION

To the corporations of the Mekong Dominion, the Western Frontier Protectorate is a vast underdeveloped market and source of untapped resources. They have long sought to build ties with their northern neighbors in the hopes of gaining influence and denying the same resources and markets to their archrivals in the UMF. The Western distrust of the Southern Hemisphere and both leagues' emphasis on honor and protocol colored relationships between the two powers, turning it into a polite but nonetheless hard-fought battle of wills. The fragmented nature of Western society allowed the Dominion to gain a foothold in the Protectorate, working with a number of clans in both city-states and rural communities, but also limited the growth of their influence. Furthermore, the Westerner's prickly sense of honor forced Dominion companies to tread carefully, working more openly and honestly than was the norm, knowing that any misstep could provoke a violent and deadly response both in the Protectorate and the Badlands.

The Logan Treachery, as Westerners call the lies and misdirection provided the CNCS by Mekong Development Corporation's Taipan, Aaron Logan, demonstrate the length to which the Protectorate will go to revenge themselves. Logan's lies convinced the leaders of the CNCS that the Mekong Dominion would not fight alongside the AST in the event of a war between the two powers, an assertion that proved false and resulted in thousands of Western dead as Protectorate troops moved to the defense of their "ally." Many Western clans have declared vendetta against the Dominion and in particular the MDC. Mekong interests in the Protectorate have been seized by the government or else shattered by the vengeful clans. Indeed, those clans known to have associated with Dominion mercantile concerns are regarded at best as of suspect loyalty and many have been accused outright of collaboration. Mekong Ghost Squads have carried out a low-level but effective campaign of harassment against CNCS operations in the WFP. Supply convoys have been their favored targets, but they have also assassinated several important members of the administration and made unsuccessful attempts on the lives of Lang Regina and Hasegawa Ichiro.

Aaron Logan's treachery cost many Northern lives, particularly in the Western Frontier Protectorate Army, and exacting retribution has been a major priority of both the Northern Guard and the Protectorate since the outbreak of war. Special Forces and orbital artillery have singled out MDC facilities for attack, while Logan himself has been targeted by a number of hit squads. To date only one attack, mounted by the NISA on 21 Autumn TN 1937, has come close to Logan but the Western, CNCS and Norlight teams continue to harry the MDC Taipan. Officially the teams are tasked with extracting Logan to face judgment in the North, but his elimination is deemed an acceptable alternative. Though not officially sanctioned by the Western government, several Zuccite clans have banded together to post a 1,000,000 mark bounty for Logan's capture or assassination. Agents operating in the Dominion have gone as far as posting contracts for Logan's kidnap or assassination on the network of the Mercenary Guild in Hsi Tang. This pleases neither the Guildmasters nor the Mekong Government, but as the full risks of the operation are made clear, they cannot refuse the CNCS-proposed missions without damaging their reputation for neutrality.





### 4.2.3 THE HUMANIST ALLIANCE

Historically the Humanist Alliance and the WFP have had as little to do with each other as possible. The geographical distance between the two leagues is a major factor, but cultural distinctions play a major role as well. While the WFP places a strong emphasis on the family, the Humanist culture attempts to undermine those self-same values. Both regard the other with suspicion, seeing in them the antithesis of their national values. Diplomatic contacts were perfunctory and trade almost non-existent, limited to intermediaries such as the UMF or the Mekong Dominion. Both leagues were happy to go on as if the other didn't exist.

That was before the Theban Blight and the annexation of the Alliance by the Southern Republic. The High Council offered to send medical teams from the Fort Henry Medical Center, the Protectorate's principal center for medical research, but the offer was at first rebuffed. A personal appeal by Proconsul Lang resulted in medical teams eventually being allowed into the Alliance but they were closely monitored by SRID agents and prevented from working to the best of their abilities. This has angered many Westerners who accuse the Southern Republic of mismanaging the affair, laying the blame for the thousands of dead solidly at the Republic's feet. Some people go further and accuse the Republic of cold-bloodedly exploiting the chaotic situation in the Alliance. Indeed, a high level CNCS report on Theban Blight, based on research after a minor outbreak in Rapid City, UMF, has found no correlation between the disease and any known Terranovan pathogens, leading to suggestions that the disease has somehow been engineered. All eyes are falling on the Southern Republic.

Irrespective of the nature of Theban Blight, the clashes between the Republican and MILICIA troops on one side and those of the Humanist Alliance Protection Force on the other have led to no doubts about the annexation. The Republic and AST are seen as invaders and thus despite their past differences, the WFP regards the people of the Alliance as an oppressed group who must be liberated. Rumors abound of Humanist scientists spirited out of the league under the noses of the Republican invaders and who have made an invaluable contribution to Western and CNCS technical expertise.

### 4.2.4 THE EASTERN SUN EMIRATES

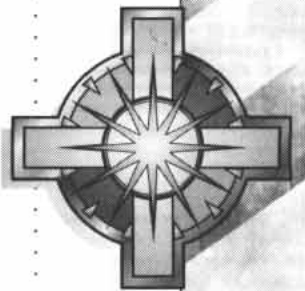
To Western sensibilities, everything about the Eastern Sun Emirates is wrong. They find the brutal oppression of the masses by a small group disturbing and likewise regard the decadence of the Emirs with scorn. When Basal erupted in revolt in TN 1931 all the CNCS member states recognized its independence from the ESE. To many in the WFP the Mothers Massacre, the fratricidal conflict triggered by Patriarch Oliver Masao's announcement that his throne would go to his last surviving blood relative, is the most obscene manifestation of a depraved league possible, and the Patriarch is a universally despised figure in the Protectorate. Proconsul Zucco Adamo has publicly denounced Masao as an insane butcher, sentiments that even Lang Regina is hard pressed to ignore. CNCS involvement in the Free Emirates, those rebelling against the Patriarch's authority, was only a matter of time and the Northern Guard taskforce contains a number of Western units seconded to the alliance. They have seen first-hand the conditions of the Eastern people and can attest to their suffering. Life on the Great Western Plains is hard. Life on the Eastern Plain is truly barbaric.

Ironically, given the regard in which Westerners hold the Emirates, ESE Lord Chancellor Kenichi Tanaka is the Protectorate's greatest ally in the AST. He has maintained close contacts with Proconsul Lang, with whom he served at Baja. Tanaka has sought to minimize Republican influence in the Basal Revolt, something he regards as an internal matter for the Emirates, and until the arrival of CNCS troops managed to minimize clashes between the MILICIA troops and rebel forces. With the Northern Guard troops supporting the Free Emirates he has, reluctantly, been forced to side with the Patriarchal troops in resisting the invasion. He finds this distasteful and has long sought some means of resolving the conflict, not just in the Emirates but between the AST and CNCS. His contacts with Proconsul Lang have been made with this in mind, planning for the future of Terra Nova. Like Lang he believes that the threat posed by Earth is not gone but merely in abeyance. SRID interest in his correspondence prompted Tanaka to sever his ties with Lang shortly before the outbreak of War.

#### ► Victory at Baja

(Fort William Globe, 3 Summer TN 1916) — After a season-long campaign allied forces finally proved victorious in clashes with the CEF in Baja. The Second Western Division and the Republican Légion Noire, who first contained the Earth army in the Badlands settlement in late Winter, slowly crushed the invading force. The last resistance ended on 39 Summer. It is believed all 80,000 members of the CEF task force were killed or apprehended. Losses among the allied forces are unknown at this time but are believed to be considerable.

Republican commander Prefect Kenichi Tanaka has praised the skill of the Western troops involved in the operation, particularly their commander Brigadier Lang Regina. In an interview given to allied press he stated "She [Lang] was willing to do what needed to be done, never flinching at the price that must be paid to remain free of tyranny". In turn, Lang described Tanaka as "an honorable man and a skilled tactician, someone I am proud to call my friend. We both pray that the sacrifice here was not in vain and that the people of Terra Nova see that strength lies in cooperation."



## 4.3 THE BADLANDS



The WFP and the Badlands have much in common. Both stress independence, seeking to follow their own paths and minimize the influence of outsiders. Both also advocate strong community bonds and hard work, knowing that to do otherwise would be to court disaster in the harsh conditions of the Badlands and the plains. Indeed, the Humanist Alliance regarded the Badlands and the WFP as two sides of the same coin, the latter a slightly more organized version of the former. While there is a degree of camaraderie between Westerners and Badlanders, there is also a considerable amount of friction.

In the context of the WFP's historical domination by the NLC and the CNCS, Western policy toward the Badlands is very hypocritical. Westerners feel their way of living is superior to that of the communities in the Barrington Basin and have attempted to take a leadership role in settlements on the league's southern fringe, expanding the WFP's area of influence and providing a buffer zone against attacks from the South. This policy is in stark contrast to that of the CNCS and has prompted a number of angry clashes between the two groups. Most settlements barely tolerate the Western presence, knowing that Western troops protect them from the ravages of the rover gangs that prowl the Protectorate's southern fringe but at the same time draw the attention of the gangs and Southern troops.

The presence of many former CEF troops in Badlands settlements also poses something of a problem for the Protectorate. Many Westerners still seek recompense for their suffering in the War of the Alliance and a number of clans declared vendetta against the CEF forces; these communities provide a focus for their anger. Port Arthur is singled out for particular attention, subject to considerable Western rhetoric and threat of attack. Other concerns are more pressing and, for the present, the WFP has refrained from acting against the city-state. Instead, the West has attempted to develop its relationship with Peace River as a counterbalance to Port Arthur's influence. Unfortunately, Paxton Arms' quest for profit in the Interpolar War has limited interaction with the Badlands community.

Though a CNCS Protectorate, the Badlands settlement of Wounded Knee is another source of worry for the Protectorate. The criminal cartels that operate from the city-state have long been viewed as a menace to the Western way of life and numerous calls have been made to clean up the settlement, especially in light of the Kolson-Forzi conflict. Though some Westerners have said they would support Western or Norlight military action against the pirate den, those with trade interests support the status quo. Since the outbreak of war, Wounded Knee has become too important to Western economics to risk any military action.

### 4.3.1 PORT ARTHUR AND THE NUCOAL

Port Arthur is the largest settlement in the Barrington Basin and exerts considerable influence over surrounding lands and farming communities, shaping the communities of the Westridge Range into the NuCoal micro-league. Ordinarily this would not trouble Westerners but Port Arthur is also the largest center of CEF troops on Terra Nova, home to almost 130,000 GREL and human CEF troops as well as countless Terranovans. Their formidable armed force and possession of a fully functioning spaceport constitutes a major threat to the Protectorate and the other polar leagues, seen by many as an already-established foothold should the CEF choose to return to Terra Nova.

A small group of military commanders have advocated using strategic weapons to remove the Arthurian threat, perhaps even the anti-matter weapons being developed at Fort Henry. The possibility that Port Arthur maintains its own strategic weapons, and thus the capacity to retaliate after an attack, has discouraged any such action. This has not prevented the Western Command Council from developing contingency plans for containing and eliminating Port Arthur should the need arise.

Furthermore, the Protectorate has done everything in its power to snub Colonel Charles Arthur, developing ties with the NuCoal while steadfastly ignoring Port Arthur itself, denigrating the influence and power of the former CEF troops. At first this policy succeeded in angering the colonel but over the cycles he has come to regard it as petty posturing by the "pompous colonials." Since the outbreak of war the colonel has taken no small measure of satisfaction from the increased number of Western merchants — and spies — who have been forced to use his city-state as a stepping stone to the South, following the closure of the interpolar maglev lines. Arthur has also been forced to resist a number of armed probes into the city's sphere of influence by both polar alliances, though he has refrained from any retaliatory action that might bring the wrath of the AST or CNCS down on his community.

The West's relationship with the NuCoal has generally been good, with the Badlands group responsible for a sizable and growing part of foreign trade. The severing of the Gamma Maglev has done much to foster such trade links, the Westridge Railway line through Fort Neil and Temple Heights being the only operational bulk transport link between the CNCS and the AST. There has also been limited cooperation between NuCoal and the WFP to restrict the activities of the Wounded Knee cartels, principally intelligence sharing. Unfortunately, negotiations between Captain Jeremiah Dupree of Wounded Knee and NuCoal head Royz Malkom regarding membership for the smuggler haven in NuCoal have cast doubts on NuCoal's willingness to cooperate in restricting the cartels' operations.



### 4.3.2 THE RUINS OF JAN MAYEN

One of the concerns aimed at Port Arthur applies equally to the community of Jan Mayen, namely that it is a concentration of Earth personnel and thus poses a threat to Terranovan security should the CEF one day return. Unlike Port Arthur, the CEF troops in Jan Mayen integrated with the local population, demonstrating that GRELS could live side-by-side with humans and did not need a rigid military hierarchy to prosper. Consequently, the Western attitude to the settlement was more relaxed, with considerable trade taking place between the Jannites and the Westerners of Fort Henry. Indeed, the good relations with Jan Mayen suggested a future of hope and cooperation, until fate intervened.

On 33 Spring TN 1937, the city-state of Jan Mayen became the site of a major battle between the CNCS and AST, both seeing the oasis settlement as a vital stepping-stone between the confederations. The wishes of the Jannites were of no consequence and in the battle that ensued the city-state was effectively destroyed and the settlers, human and GREL alike, scattered. Several groups migrated westward to the Serpentine Range, coming under the influence of the WFPA and NLC. Others attempted to rebuild their settlement, disavowing contact with the polar forces. Many of the GRELS who remain have reverted to a militaristic lifestyle, contesting any incursion into their lands. Though incapable of facing down a polar battlegroup, these GREL troops have proved adept at hit-and-run tactics, forcing both the AST and CNCS troops to take extra security precautions.

### 4.3.3 PEACE RIVER/PAXTON ARMS

The West has long sought an alternative to the UMF for military supplies, and Paxton Arms, the largest arms manufacturer on the planet, was a logical choice. Working through the aegis of the Desert Trade Commission, the WFP has developed strong links with Peace River, though distance has limited the scope of the relationship. Nonetheless, the Protectorate is a major buyer of Paxton equipment, supplementing and complementing the equipment manufactured in the WFP by companies such as Riley Weapon Systems.

Suggestions that the West should purchase Paxton Gears like the Warrior have so far come to naught, thanks to pressure from the UMF and calls for the use of common weapon platforms across the various CNCS militaries. This did not prevent a number of Western companies from proposing a partnership with Paxton for a joint manufacturing facility in the Protectorate. Members of the Zuccite faction carried out several preliminary studies, staunch supporters of the idea because of the independence it would bring the league. With war imminent, Paxton withdrew from negotiations after the assassination of Thor Hutchison, seeking to distance themselves from the CNCS and maintain their outward appearance of neutrality and profitability.

In practice, ties between the Peace River and the West remain strong, building on a mutual distrust of Port Arthur. Both groups seek to contain the former Earth troops' influence in the Badlands, regarding them as a wildcard in Terranovan politics and a grave security risk. The Arthurian Korps' construction of a base in the Western Desert in TN 1936 was seen as provocative by Peace River and has led to a limited exchange of intelligence with the Protectorate. Originally this was been limited to the deployment and activities of Arthurian troops, but has slowly grown to include the activities of the New Human Republic, a GREL supremacist group operating on the fringe of the Great White Desert. Ordinarily both would be happy to see Port Arthur weakened, but Colonel Proust's anti-human stance is even more worrying than the size and might of the Arthurian Korps.

#### ► The Thin Tan Line

The WFP's long and unprotected southern border has long been a problem, lacking any natural obstacles to hinder enemy movements. The Protectorate's communities in this region continue to be plagued by attacks by rover gangs or renegade CEF troops. In an attempt to minimize the effect on Western settlements, Zucco Adamo advocated the establishment of a buffer zone of Badlands settlements. Known as the "thin tan line," this policy was in stark contrast to that of the CNCS but this did not prevent the WFPA from increasing its presence in the region, gradually at first and then in considerable numbers with the outbreak of war.

Many of the affected communities tolerate the Western presence, but others see the Protectorate's troops as just another occupying force and resist in a wide variety of ways. Outright conflict is rare but WFPA troops often find themselves short changed, given spoiled food and otherwise inconvenienced. Care is taken to avoid attacks on WFPA or Northern Guard troops which would bring reprisals, but this has not prevented sabotage of military facilities or the resources they hoped to secure. The crippling of Karlton Ranch's oil production facilities is a classic example of highly inconvenient but non-lethal resistance to the Protectorate troops.

The fringe communities blame the CNCS, and the WFP in particular, for the rise in rover activity that has accompanied the war. The military presence has also drawn Southern forces to the region, resulting in a series of pitched battles that have left many settlements in ruins. Most realize that their chances of expelling the occupiers are slim and that to do so would expose them to further rover predation. The WFPA occupation is the lesser of two evils, but the Western authorities are aware that long term occupation of the zone creates future problems for the league.



## OBJECT LESSON

The raiders were getting ready for something, that much was obvious from the footage fed from the drone's bug-eye camera. The activity in the camp had increased dramatically within the last few minutes, individuals racing between the tents, grabbing weapons and clothing as they went. A tight group huddled in the center, appearing to argue over some matter. One gestured to the southeast and several of the others nodded in accordance.

"Rijk, we have any caravans due?" Captain Gutierrez Tara sat in the command center of Fire Base Delta-Eleven. Located some 300 kilometers beyond the Protectorate's border in the heart of the "thin tan line," the base served as an early warning post for Fort James, monitoring any traffic inbound from Port Arthur, Wounded Knee and beyond. Since the formation of NuCoal the traffic flowing past the station had increased dramatically, forcing the station and its team to devote an increasing proportion of their time to protecting trade caravans; the outbreak of war and the rise in rover gang activity that accompanied the hostilities hadn't helped. The WFP had been forced to assign ever more of its troops to border defense, something the bigwigs in Fort William and Valeria were not happy with. They demanded results, by fair means or foul, and that was exactly what Gutierrez intended to provide.

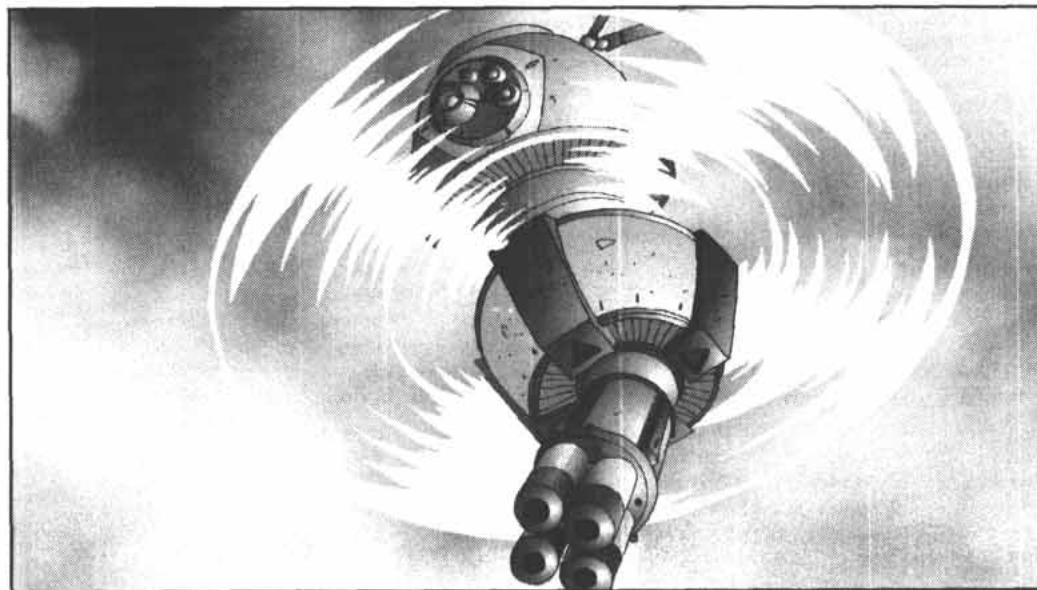
Lacking the personnel for extensive patrols, Delta Eleven relied on sophisticated drones like the Wasp to patrol their 150-kilometer radius area of responsibility. The mechanical eyes could never replace manned patrols, but they did allow deployments to be focused on key objectives, turning them into a scalpel rather than a broadsword. This particular drone had stumbled upon a group thirty kilometers into the zone and been assigned to observe them. Ordinarily they would have been watched for a short period and then the drone re-assigned to another patrol area. In this case, however, the rovers had Gears, including a battered Mad Dog, one of the few Gear designs originating in the Protectorate.

"Wounded Knee reported two headed our way, sir, and satellite intel confirmed them about three hundred clicks short of the zone at 32-hundred hours yesterday sir. That would put them on a bearing of 120 degrees from our friends. I'd say they're hoping to take them before they come into our patrol area." Rijk typed in a series of commands and the drone's camera switched into infrared. In the relative cool of early morning heat plumes were clearly visible from the Gears' V-engines. "Yep, I think they've seen 'em."

"Okay, tell Ramirez to saddle up and take them. Plan Gamma"

Eight-five kilometers away, Senior Ranger Ramirez Luci and her squadron broke camp and prepped their Gears for battle. They didn't expect any serious resistance from the bandits, after all the reports indicated the rover Gears were decrepit and poorly maintained, but overconfidence was something ten cycles of patrols had taught her to avoid. Careless people found themselves dead, killed by something they overlooked or misjudged. In any case this was a Gamma operation, an object lesson using maximum force, and overkill was expected. The sole intention was eliminating another band of scum and leaving them to the scavengers of the desert's edge.

The Western Frontier Protectorate took its honor seriously and viewed the repeated rover gang attacks as a stain on its reputation. Today's little incident would remind the rovers of that.



## 5.1 WESTERN REGIONAL DEVELOPMENT

Unlike most Terranovan leagues, the Western Frontier Protectorate came into existence fully formed and, save for a narrow strip of land on the eastern flank of the Westridge Range, retains its original territories. Though the league's method of government changed in TN 1552, much of its political and administrative structure dates to the time around the founding and some aspects, notably the clans, were in existence as far back as the original colonization of the region.

Staunchly independent, many of the extended families who ran farmsteads in the Western Development zone were loath to enter into partnerships with their neighbors in the chaos of the Reconstruction Era that followed the withdrawal of Earth from Terra Nova. Unfortunately increasing raider activity forced the issue, prompting a series of regional trade and defense agreements that slowly grew into a full-fledged alliance — the Western Frontier Protectorate.

Though charged with defense of the entire league, the new government chose to work on a regional basis, creating strong holds that would serve as the cores of resistance to any attack. The most prominent towns in the Protectorate were selected for fortification, growing rapidly as industrial assets were relocated to take advantage of the greater security they offered. These became the modern city-states though one, Fort Charles, was lost to the UMF in TN 1551. In addition to becoming a refuge for industry, the forts became centers of regional government where clan heads met to discuss local matters and from where the surrounding territories could be administered. The defenses of each city state have been constantly upgraded over the last 400 cycles, most recently following the War of the Alliance when all three were subject to orbital attacks and, in the case of Forts Henry and James, ground assault by CEF troops.

The vast majority of the Western population remained outside the forts, living in farmsteads and small towns linked together by a web of alliances that pre-date the Protectorate. Though most of these settlements would eventually be fortified, doing so in the early cycles of the new league was impractical. Instead, the WFP's territory was divided into a series of military regions, the defense of which would be the responsibility of local militia (though a unified military, the WFPA, took over this task in the late TN 1530s). These also served as administrative regions for the new government and, after TN 1552, became the basis for the electoral districts that would determine membership of the military councils. Clan and regional ties remain the building blocks of the Western political system and bureaucracy.

Linking the many scattered communities of the Protectorate was an early goal of the league administration, resulting in the development of extensive road, rail and air networks across the Great Western Plains. Roads vary between single-lane local roads, often little more than dirt tracks, and multi-lane highways intended to support a vast flow of traffic (though the latter are limited to the areas immediately around the city-states). Most major settlements have access to the rail network, which, though not fast, is comprehensive. Much of the rail traffic is freight, with air travel the principal means for moving people about the area. Hopper flights connect many communities while supersonic commuter jets ply the air lanes between major cities.

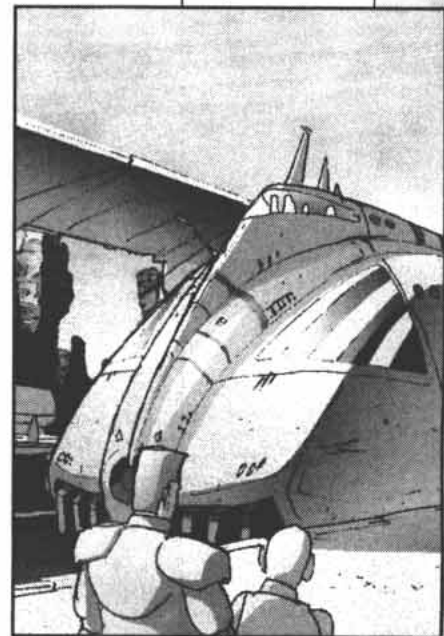
### ► Western Rail

The vast rail network that spans the WFP is owned and operated by a single company, Western Rail, one of the largest railroad companies on Terra Nova. Their influence extends into both the NLC and the UMF; the company is the majority shareholder in the routes between Fort James and Mainz and many routes in the NLC around Lake Clearwater, from which they gain massive trade revenues. Furthermore, company chairman Myers Ryan sits on the board of Terranovan TransRail. The company is headquartered in Fort James, which also serves as the principal manufacturing and maintenance site for the company's locomotives and stock. Much of this equipment is intended for hauling cargo, though the company operates a number of high-speed lines, notably between Fort James and Wounded Knee.

For the last decade, WR has dedicated considerable resources to construction of a maglev line between Fort Henry and Fort James to replace the aging conventional lines. This new route was due to open in TN 1938 but the current war has postponed this indefinitely, especially following the destruction of large sections of track by Southern troops and rover gangs. The remaining construction sites have been hastily mothballed and abandoned by the workers, leaving behind seemingly random sections of superconducting tracks apparently coming from nowhere and ending not much further away.

Western Rail also has considerable influence in the Westridge railway, owning large quantities of the rolling stock and controlling many of the maintenance contractors used on the main line and its spurs. With the closure of the Gamma Maglev, the Westridge line has seen a major increase in business. Officially all trade with the South is embargoed, but the CNCS constitution allows trade with Wounded Knee and the NuCoal from where goods can easily be transhipped to southern stretches of the line.

Indeed, rumors abound of deals between Western Rail and Terranovan TransRail, operators of the three inter-hemisphere maglev lines. These claim WR has been employed by TNTR to provide services between Fort James and Fort Neil, in effect serving as a bridge between the northern sections of the Gamma Maglev (open between Franklin Harbor and Fort James) and the sections of line protected by the Khayr Ad-Din army (between NuCoal and Khayr Ad-Din). WR officials refuse to comment on this, though the corporation has certainly profited from the CNCS blockade of the maglev line.



# FORT HENRY

## 5.2 FORT HENRY

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

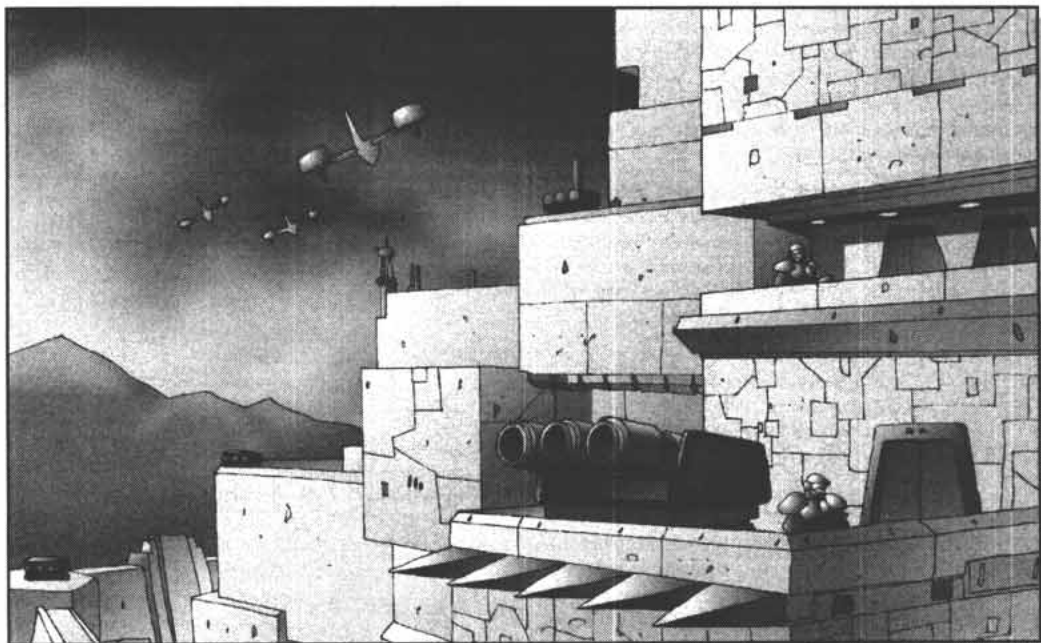
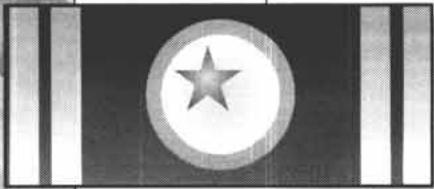
The city-state's location on the Badlands fringe has led to it being the target of many raids by Badlands groups. Indeed, it was the near sacking of the city in TN 1536 that spurred the nascent league to form a united military which could oppose such threats. The settlement quickly outgrew its fortifications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

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

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

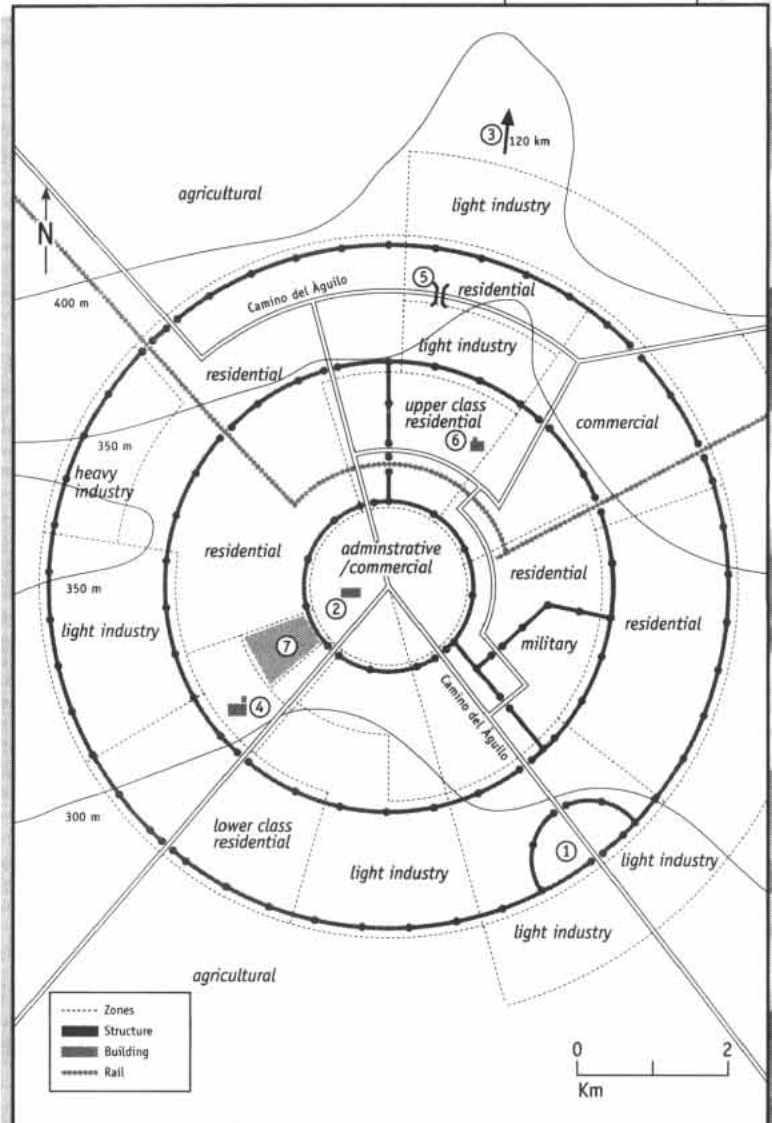
### Vital Statistics

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



► Fort Henri Map

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



● LITTLE BIG TOWN

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

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

### • WESTERN TRADITION

The high number of First Clans in Fort Henry results in an adherence to traditional, conservative values in the city. Though staunch supporters of the Protectorate, the nationalism that has gripped some elements of the population plays only a minor role in local politics, principally between supporters of the Maderan and Zuccite factions. Fort Henry is the home and power base of the Maderas Group, though both the Zuccites and non-aligned clans wield considerable influence in the city and outlying regions. The Maderas currently hold a majority on the city's military council, though this has not always been the case. Indeed, as often happens in the WFP, the balance of power often lies with the non-aligned clans, whose support is courted by both the Zucco and Maderas.

Though authority in Fort Henry lies with the military council, the heads of the major clans in the city form an informal panel known as the Congress of Elders. This body meets several times a season to discuss matters affecting the city. Though wielding little actual power, the Congress' influence is considerable and the military council plays close attention to their suggestions. In the first season of the Interpolar War the Congress supported efforts to minimize the conflict's effect on the city-state, but the *Victoire* attack prompted many calls for revenge against the perpetrators. This has led to a broad shift of support away from the Maderas and toward the Zucco, increasing the latter's influence in the council while not changing the voting patterns. As losses have increased in the stalemated conflict to the South, opinions have begun to swing back in favor of the Maderas.

### • THE BREADBASKET

Fort Henry is the breadbasket of the WFP, surrounded by massive fields of johar and wheat. Ranching is also common in the area, particularly in the arid hills that run south from the city-state and jut out into the Badlands. Factories for processing and packing the foodstuffs produced on these farmsteads dot the city-state and surrounding regions, varying from fully automated facilities like those of Lerinham Industries to the labor-intensive slaughterhouses of the Suñol Clan. Medicinal crops are also grown and processed in the city-state, principally by the Cristobal-owned Vida Laga company. These products, which include everything from analgesics and anticoagulants to vitamin shots and cough medicine, are used throughout the Protectorate, though the company's biggest client is the WFP.

Power generation is a secondary industry for many of the region's farmers, who construct solar arrays and wind generators on their less productive land. Much of this energy is consumed by the individual farmsteads, but the city-state buys any surplus at a fixed rate, reselling it to those without power generation facilities.

Though not as well developed as Fort James, Fort Henry is a major regional trade center, serving as a starting point for caravans destined for Azov and the oil producing towns of Erech and Nineveh. The war has curtailed these activities, shifting west towards Port Arthur, though the CNCS' effective annexation of the two towns on the Tigris Oil Fields has guaranteed the flow of petroleum to the Protectorate. Unfortunately, these convoys present tempting targets for Badlands rovers and AST forces, prompting the Fort Henry authorities to detach troops to serve as escorts.

Though operating on a smaller scale than in the east of the Protectorate, the Wounded Knee cartels are active in Fort Henry. While the presence of the Dupree Clan leads many to believe the Kolson cartel is the most powerful in the city, the underworld of Fort Henry is in fact dominated by the Granis cartel. Despite this, both the Kolson and Laker cartels maintain considerable influence in the region.

### • THE THIRD WESTERN GEAR REGIMENT: THE WOODENTOPS

The Third Western Guard Regiment is one of the most decorated and honored units in the WFP. The lead unit of the Second Armored Division, they fought numerous battles during the War of the Alliance, including the decisive engagement at Baja. They have earned a reputation for determination and success against seemingly impossible odds, even though they often take fearsome losses doing so. Membership of the Third is tightly controlled; few pilots join the unit directly after graduating, but rather serve with a lesser regiment until they have gained the experience and prestige required to secure an invitation to join the unit.

The Third are one of the regiments where the WFP does not attempt to enforce restrictions on clan membership. Instead they are closely associated with the Maderan faction and are usually commanded by a member of the Cristobal or Maderas Clans. A detachment from the regiment provides security for the Maderan compound in Fort Henry, as well as the Proconsul's official residence. Consequently, they are as adept at close-order drill and parade duties as they are on the battlefield. In peacetime, several of the unit's best pilots double as test-pilots at the Fort Henry Weapons Testing Range and several of the unit's Gears sport prototype systems.

Thanks to the patronage of the Maderas, the Third possess some of the best equipment in the WFP. The current commander of the Third is Colonel Maderas Jeff, a respected tactician and administrator. Unfortunately, since his wife's death in TN 1936 — she was a major in the 34th Assault Regiment, one of the units decimated in the advance on the Mekong Dominion — his heart has not been in the command. Rumor suggests he may soon accept a promotion to the WFP Command in order to spend more time with his three children.



### ● THE WALLED DISTRICTS

Steady expansion has resulted in the construction of several perimeter walls around Fort Henry, though there is little apparent planning among the residential, commercial and industrial buildings that dominate the city. In reality, careful consideration is given to the construction of each new building, creating a maze of streets that make attempts by an outside force to seize the city practically impossible.

Fort Henry is surrounded by a series of walls and is subdivided into several distinct areas. The innermost region of the city, known as the Citadel, houses the administrative and commercial districts. It is surrounded by a sixty-meter tall wall that contains numerous weapons emplacements and is in many regards a fortress in its own right.

Beyond the citadel is the Inner City, a mixture of residential, industrial and academic districts. Internal walls divide the inner city into eastern and western districts, intended to limit enemy forces' abilities to exploit any breach in the thirty-meter wall. The eastern district contains the WFP's Fort Henry cantonment, enclosed in its own defenses and equipped with independent power and water supplies to allow it to withstand a siege.

The last enclosed area of Fort Henry is called the Low City, a reference to the absence of any tall buildings in the district. The wall protecting this sector of the city was badly damaged in the *Victoire* raid and though repairs continue, several gaps in the outer wall remain. The scale of the damage presented unscrupulous groups with an easy way to enter or leave the city, resulting in heavy raiding of the city's outer zones by rover gangs. The few remaining breaches are now guarded by the WFP, though rumors abound that bandit groups continue to slip into the city.

### ● THIRD HOUSE DOJO

Proconsul Lang Regina is one of the most accomplished martial artists on Terra Nova and, in TN 1911, she purchased the Third House Dojo, a renowned Shodokan Karate school. Managing the school provided her with respite from day-to-day military duties but as she became more involved with politics, Lang was forced to pass control of the school to one of her pupils, Hernandez Simon. Lang remains a patron of the school and, before the war, she occasionally tutored the most promising students. Since the outbreak of hostilities, the Proconsul has had little time for the Dojo.

The school has a long waiting list and students are selected by Lang and Hernandez. Though Westerners dominate, the school's pupils were chosen on merit from a wide range of applicants, including citizens of AST leagues. Unfortunately, the political considerations of the Interpolar War forced most Southern pupils to leave the WFP though two, a Humanist from Gropius and an Easterner from Basal, were allowed to stay on. Both are watched closely by WIA agents who believe them responsible for several security leaks regarding the activities of the Maderan faction. Despite constant surveillance, no evidence of their guilt has emerged.

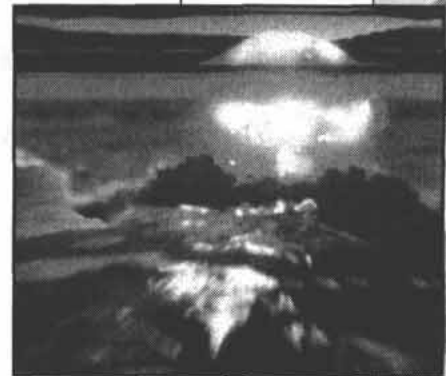
### ● FORT HENRY MEDICAL CENTER (HOSPITAL MILITAR DE LA CRISTOBAL)

The Fort Henry Medical Center is the leading center in the WFP for theoretical and clinical medical research. The center developed many of the modern drugs and treatments used in the Protectorate, particularly the treatment of trauma caused by war. The center specializes in life support technologies, prosthetics and regeneration therapy. As an offshoot of this work, the center was also the leading Western center for oncology research. The building was hit by three Arbalète cruise missiles in the *Victoire* attack, causing the collapse of the southern wing and killing more than two hundred patients and staff. Hospital administrator Cristobal Alys was among those killed in the attack, and management of the center currently lies with the head of training and research, Maderas Burton.

### ► Fort Henry Weapons Testing Range

Though it is located some 120 kilometers north of the city-state, Fort Henry is the closest major settlement to the WFP's principal weapons testing range. Covering over 4,000 square kilometers and surrounded by a 10-meter perimeter wall equipped with sensors and weapon platforms, it serves a number of purposes, principally as an exercise area and live firing range. Almost every weapon used by the WFP or the Northern Guard is put through its paces at the FHWTR before entering service. The facility is best known as the only site in the CNCS for testing strategic weapons. These include systems like the *Martillo* orbital artillery satellite and low-yield nuclear weapons. Furthermore, in TN 1932 scientists detonated a prototype antimatter weapon at the FHWTR, drawing condemnation from across Terra Nova. Four additional tests followed over the next few cycles, each with larger yields.

Much of the range consists of open ground, dotted with sensor towers and mock engagement areas. Clusters of administrative buildings are associated with each range but research at the range is concentrated in a series of heavily reinforced buildings in the southwest corner of the range. Much of this facility is underground and was thus spared the ravages of the *Victoire* raid, though most of the administrative facilities were badly damaged, as were large tracts of the perimeter wall and defenses. As with Fort Henry itself, rumors are circulating of rover gangs and other unidentified groups penetrating the facility in the carnage that followed the raid but no confirmation of such claims has been possible.



# FORT JAMES

## 5.3 FORT JAMES

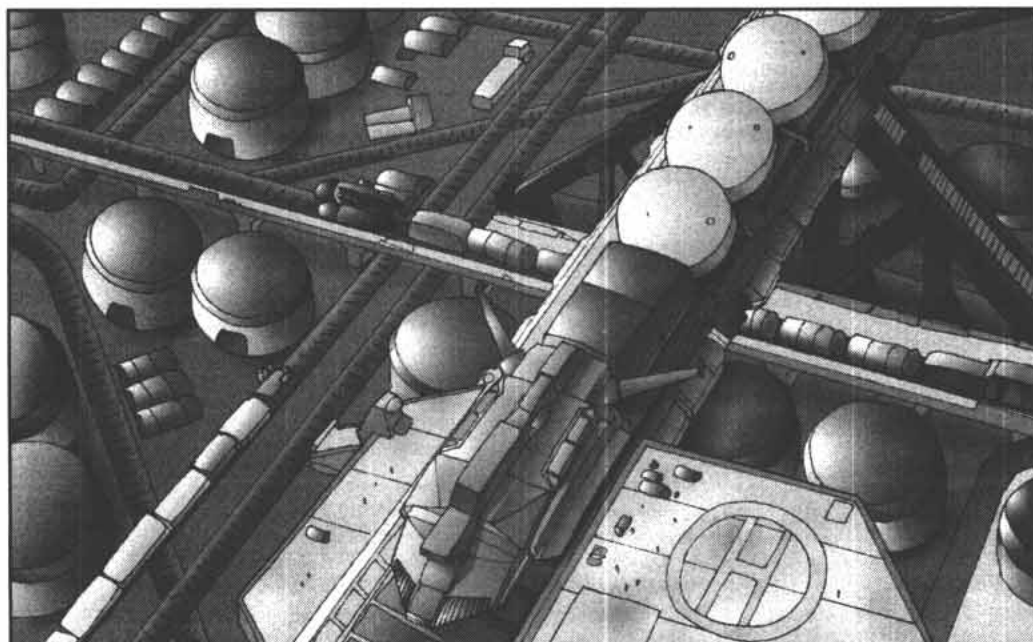
The smallest of the Western city-states, Fort James is also the newest, established in the early 12th century by the James Clan to exploit trade between the northern and southern Hemispheres. The original settlement was located several kilometers east of the Gamma Maglev, built around a sinkhole that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

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

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

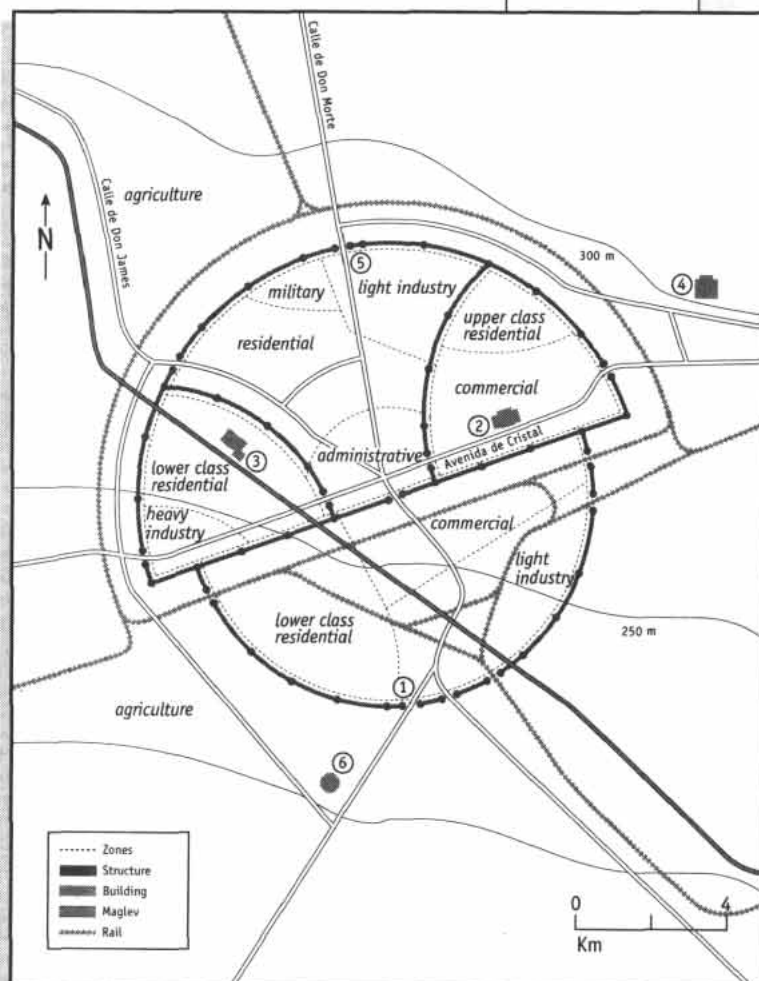
### Vital Statistics ◀

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



► Fort James Map

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



● SOMETHING OLD, SOMETHING NEW

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

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

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

### • LET THEM EAT BREAD

The First/new clan divide is at the heart of political machinations in Fort James, but it is far from the only conflict in the city-state. The Enfranchisement Movement is very active in local politics, working to represent the interests of new immigrants and the city's clanless. The movement itself is undecided on the best course of action, and its disparate member-organizations are often as not at odds with one another. At the instigation of Southern agents, the Libertine Sect has staged a number of terrorist attacks against WFP and CNCS targets in the city. They have also targeted several rival groups, throwing the Movement's agenda into chaos and confusing the WIA investigators who, until the attacks on the Western Democratic Alliance offices, believed they were dealing with SRID saboteurs or a Mekong Ghost Squad.

The rise in unemployment caused by the war has prompted a major increase in tensions in the city, resulting in a number of protests among the city's clanless. These have generally been peaceful demonstrations outside the council chambers, but following inflammatory remarks by members of the Peters Clan a crowd attempted to force access to the Five Ways Administrative Complex. To safeguard the councilors, who were in session at the time, the Western security troops assigned to the building were forced to use tear gas and baton rounds to disperse the gathering. A dozen protesters were hospitalized, as were two of the guards. Since that action in the late spring of TN 1937 tensions have remained high, and while there have been occasional violent incidents, none have been on the same scale. Combined with the Libertine bombings, the situation has forced most Fort James councilors to strengthen their bodyguard contingents.

### • TRANSPORT ECONOMICS

Viewed from the air it is readily apparent that Fort James is the transport hub of the WFP. The city-state appears to be encircled by a web of roads and railways and bisected by the elevated Gamma Maglev. It comes as no surprise that Western Railways, the largest rail company in the CNCS if not on Terra Nova, is headquartered in the city. Western Rail prides itself on the range of destinations it serves and the cost-effective, if not quick, service. Its greatest source of revenue is bulk-shipment of goods, and the low price of such transport means it is often more cost effective to ship goods to Fort James for processing than it is to build local centers.

A classic example of this is cereal processing, most of which is done in vast processing plants alongside the railway lines in the southern sectors of the city. This is turned into flour, animal feeds and a wide range of ready-to-eat products, and has also led to Fort James becoming the baking capital of the CNCS. Most use proprietary blends of flour, producing a wide range of breads, cakes and pastries that are much sought after across the north. Most popular are those flavored with liqueurs or Fort James Special, a sweet whisky produced locally by the Méndez distillery.

Many trading houses are also based in Fort James to exploit the city's road, rail and maglev connections. With the closure of the Gamma Maglev a number have fallen on hard times, resulting in a major upswing in unemployment in the city. Others have transferred their business to the Westridge Railway or to overland caravans destined for Port Arthur. Officially the Protectorate government condemns such actions but in reality have used trade caravans to smuggle agents to and from the South.



### Lieutenant Cooper Marissa



Born in the small community of Cooper's Ford near Fort James in TN 1895, Marissa was an active and inquisitive child, frequently leading her youthful companions into situations that exasperated the settlement's elders. A friar visiting the settlement recognized Marissa's analytical abilities and persuaded her family that her talents would be wasted on the farm, arranging a scholarship so she could attend boarding school in Fort James.

Cooper's Ford was destroyed by the CEF during the War of the Alliance and after completing her studies in TN 1920 Marissa enrolled in the WFPA. The anger she felt at the loss of her family was channeled into a drive to succeed and she quickly attained the rank of ranger. In TN 1926, while on exercises at Fort Henry, she encountered Sullivan Michael, a Northern Guard officer and one of only a handful of survivors from her village. They became lovers, and arranged to meet up whenever their deployments allowed.

Marissa tired of the regular infantry and in TN 1931 applied for advanced training. She qualified as a close protection trooper, and spent several cycles assigned to guard a succession of Protectorate notables. Marissa's small size and youth prompted many potential assailants to underestimate her, much to their chagrin as they soon discovered that her unarmed combat and pistol skills were exemplary. With her mix of intelligence and combat skills, tempered by a strong sense of honor and duty, she soon came to the attention of the Proconsul's protection squad and was assigned a junior post on Hasegawa Ichiro's security detail.

In TN 1936, Michael finally asked Marissa to marry him. She accepted and they were wed in the early summer. Unfortunately, their honeymoon was cut short by the outbreak of war and since then they have had little opportunity to be together. Either Michael's job with the Desert Trade Commission in Peace River or Marissa's with the WFPA have conspired to keep them apart. Marissa's recent appointment to head Proconsul Hasegawa's protection detail looks set to further impede their relationship, though she hopes to take leave and spend some time in Peace River in the near future.

---

### ● PLACES OF NOTE

Commerce and trade dominate Fort James and have done much to shape the city-state and its inhabitants. Badly damaged in the War of the Alliance, large areas of the city are newly built. Though the rugged Western architecture typical to the forts is common, several design companies have worked to produce a more aesthetically pleasing city than either Fort Henry or Fort William.

---

### ● PALACIO DE CRYSTAL

Built in TN 1627 to mark the double anniversary of the city-state's founding (500 cycles) and the WFP's formation (100 cycles), the Glass Palace was intended as a temporary home for the anniversary celebrations and the attendant exhibition. It was scheduled for dismantling after three cycles, but popular appeal resulted in its retention as an exhibition center. Trade exhibitions are the staple of the complex, but political rallies and conferences such as the annual gathering of the Confederation of Western Industry use some or all of the halls. Furthermore, the Palacio is a popular concert venue and attracts many big-name acts from across the CNCS. The proximity of Fort James to the Badlands has prompted a large number of cancellations and relocations to Fort William. Fortunately, the center's owners, WestEvent, also own the Doughty Center in Fort William to which many of the events have relocated, and thus have survived the economic slump in Fort James.

There are eight principal halls on two levels, each of which is surrounded by a host of offices, meeting rooms and restaurants. Storm shutters protect the building from the ravages of Badlands tempests, retracting into the structure when not required to reveal a spectacular crystalline edifice. These shutters have also allowed the center to survive two major wars, though considerable repairs were needed after the War of the Alliance. It remains to be seen if the center will survive a third.

---

### ● THE K-BAR

The K-Bar is one of the few pubs on the Calle de Don James to avoid the shock phenomenon. Instead, the proprietor, Hannlon Gerald, favors the *Duleman* folk genre and has decorated his establishment in what he considers rural style. That the décor of the bar bears little resemblance to true rural artistic style is irrelevant; the patrons come to the bar for its atmosphere. The clientele are noticeably older than in many other venues in the entertainment strip, often seeking refuge from the youth counter-culture that dominates the area. Indeed, Hannlon and his bar staff go to great pains to keep both youthful rebellion and clan politics out of the K-Bar, summarily barring anyone who offends them in any way. The pub employs several formidable and very competent bouncers to deal with anyone who disputes the staff's decisions. Twice a week the bar has live music by up and coming local musicians, often accompanied by special promotions on food and drinks. In light of the Protectorate's participatory tradition it is no surprise that these packed events frequently turn into impromptu jam sessions, lasting late into the night.

---

### ● FIVE WAYS ADMINISTRATIVE CENTER

Named for its location in central Fort James overlooking a major road intersection, Five Ways is the center of government for the city-state and its associate military regions. In addition to blocks dedicated to routine administrative matters like taxation, sanitation and highways the sprawling complex includes both the Fort James Central Court and the regional WFP command center. The latter is predominantly subterranean, split over three levels and incorporating firing ranges, a miniature hospital and its own independent power supply. It is built to withstand almost any attack and to remain sealed for up to a cycle if needed. Since its construction in the early 19th century, rumors have abounded of secret passageways from Five Ways to various locales in the city. While at least one tunnel exists, linking the command center to the military complex in the north of the city via a miniature railway, no evidence has ever been produced to support the existence of other tunnels.

---

### ● THE FALLEN STONEHEAD

Though badly damaged in the War of the Alliance, the Fort James stonehead remains one of the most significant in the WFP. It is the northernmost element of a complex of artificial constructions, the purpose of which can only be guessed at. Five kilometers south of the stonehead is a second much smaller stonehead, seemingly located in the center of a paved area. In fact, the paving and the stonehead are a single piece of rock, suggesting a massive carving effort. Another five kilometers south, and in perfect alignment with the two stoneheads, is paved stone ring approximately 100 meters in diameter. Chemical analysis suggests the paving slabs originate with the rock debris from the carving of the little stonehead, the pieces of which have in turn been shaped and polished to form a near-perfect circle. The entire structure shows a clear determination on the part of the builders, as well as considerable planning and craftsmanship. Why so much effort was dedicated to the construction of the complex remains a mystery. A succession of investigators have simply pronounced the site "of ritual significance" — archaeology-speak for "no idea."

# FORT WILLIAM

## 5.4 FORT WILLIAM

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

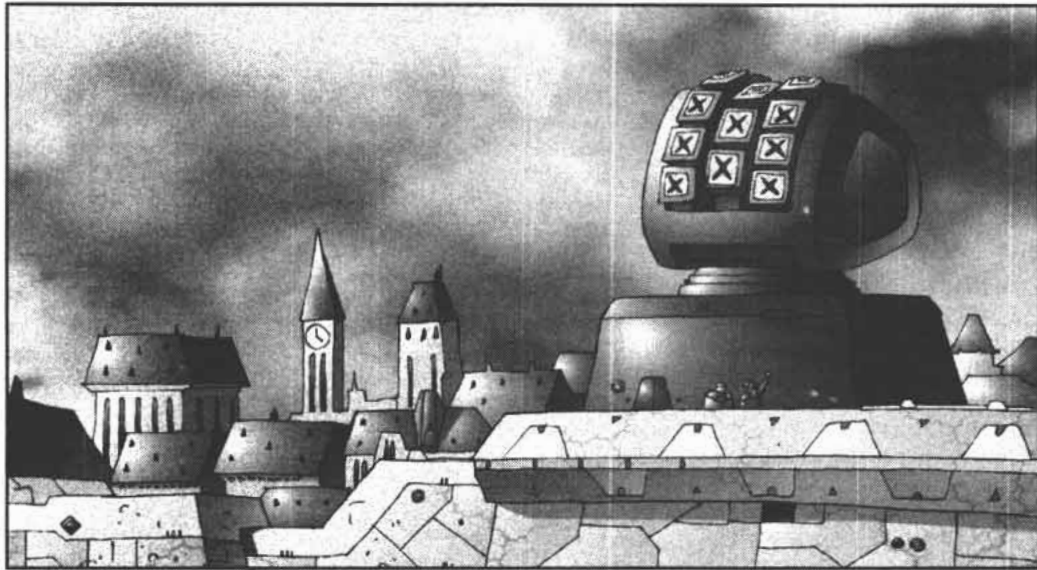
Irrespective of the details, the Zucco worked hard and fostered many alliances, and their farmstead slowly became the administrative and economic hub of the region. The site of a major market and the destination of many cattle drives, the settlement was designated a township in TN 1011 and quickly expanded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

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

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

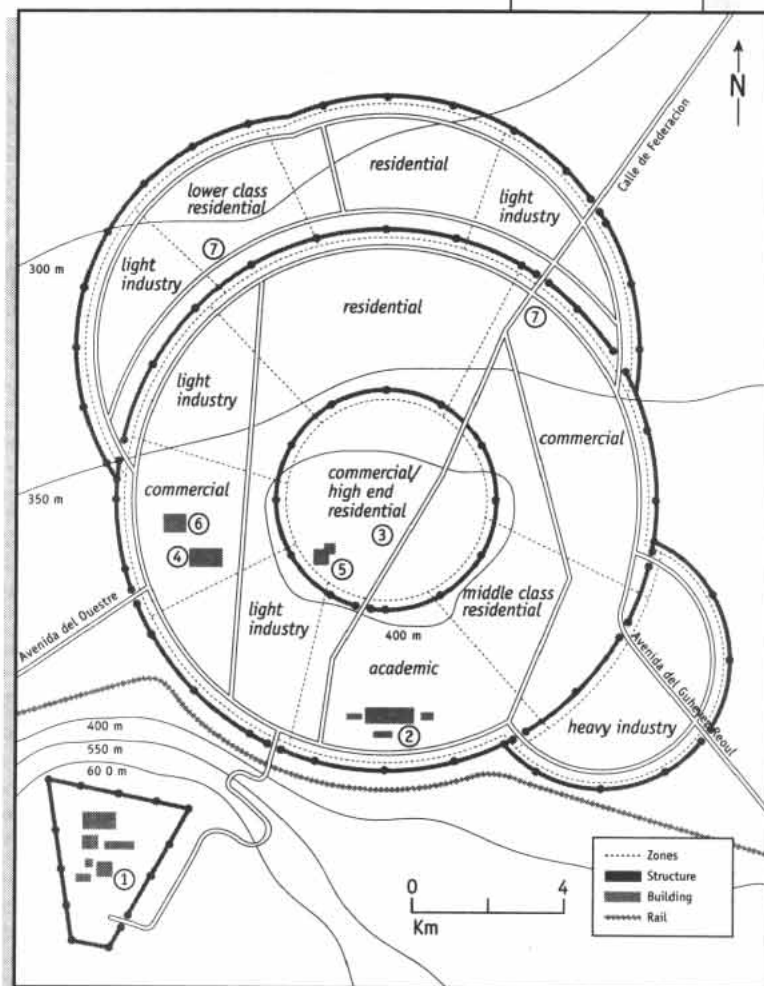
### Vital Statistics ◀

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



► Fort William Map

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



● A CLASH OF CULTURES

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

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

● MARTIAL POLITICS

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

### ● THE WAGES OF WAR

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

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

### ● ALCÁZAR

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

### ● CLUB ORQUÍDEA NEGRA

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

### ● BARRIO ATOCHA

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

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



## 5.5 RURAL AREAS

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

### 5.5.1 THE PLAINS (PAMPAS)

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

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

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

### 5.5.2 THE CRESCENT

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

#### ● WESTERN MARSHALS

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

# JASPER

## 5.5.3 JASPER

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

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

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

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

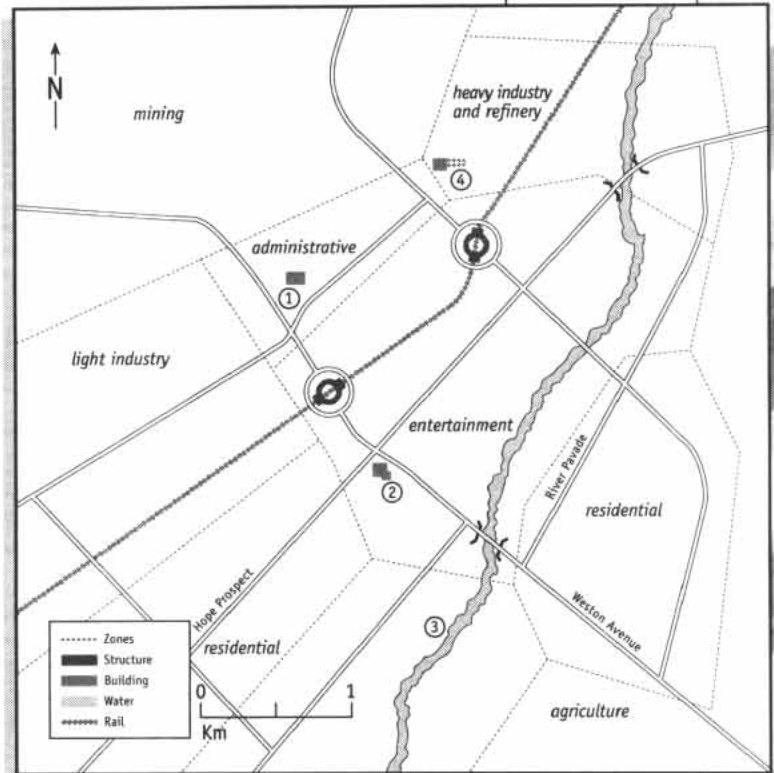
### Vital Statistics ◀

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



► Jasper Map

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



● EXPLOITERS AND THE EXPLOITED

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

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

● ECO-WAR

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

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

# RONDA

## 5.5.4 RONDA

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

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

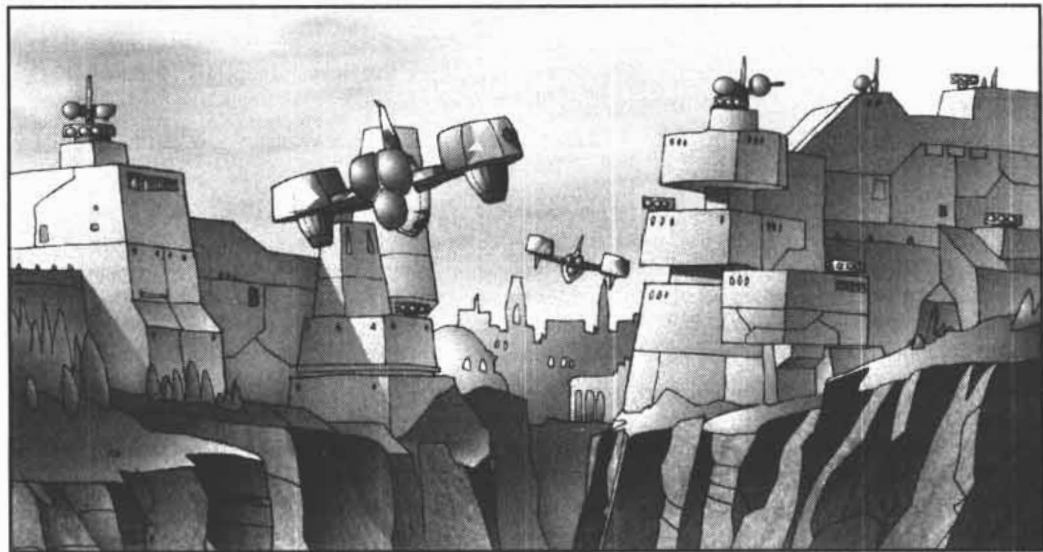
Until the early 19th century the town's economy was solely concerned with exporting cattle and grain, a focus that led to the construction of two stockyard/station complexes outside the town walls, as well as a "farm" of grain elevators. The Miracle of Ronda led to the town becoming a center for Revisionist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

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

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

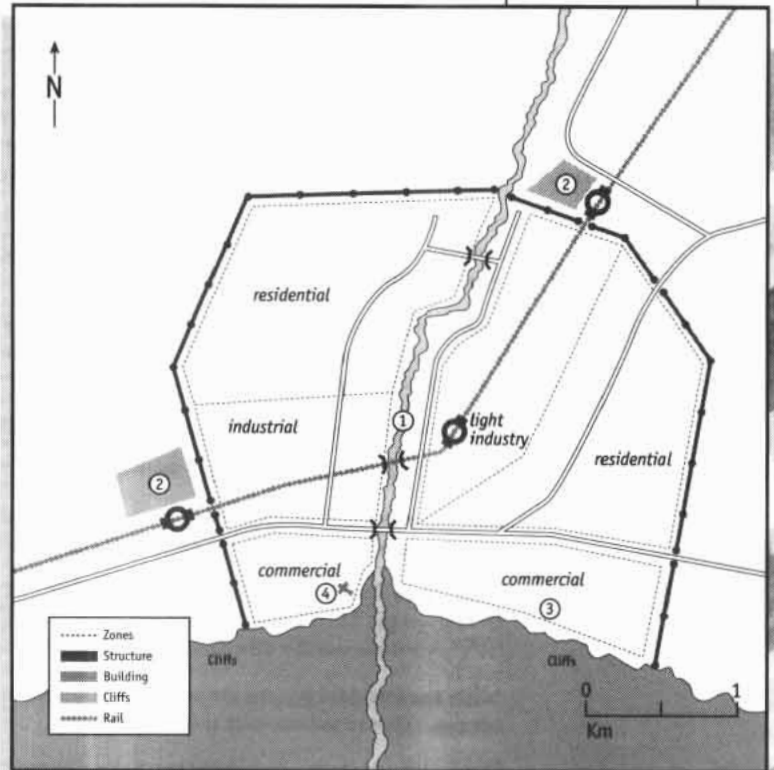
### Vital Statistics ◀

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



► Ronda Map

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



● THEM AND US

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

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

● WHISKEY GALORE

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

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

## PREJUDICE AND PRIDE

After several cycles in the South, first in Basal and then the Alliance dealing with cases of the Blight, Sancho Anna was looking forward to coming home to Fort Henry. This was not, however, what she had in mind. The devastation from the missile strikes was considerable, not as bad as Basal, but bad enough. Especially when it was *your* home. Bag in hand, she picked her way across the rubble of a house to where Elasaïd Brogan was treating a resident. The nurse was arguing with the patient over something and looked about to cry. *Prophet, not again*, thought Anna. The young Southerner had been like this in Basal too, forever upset by the suffering of others.

"Get away from me, you Southern *puta*." Now things made sense. In the wake of the attack on the city, anti-Southern feelings were rife and the nurse's slight Republican accent that many found so endearing had obviously struck a raw nerve. She quickened her pace.

"Nurse Brogan, what appears to be the problem?" She deliberately exaggerated her accent, making sure the wounded civilian knew she was native and in charge here. His eyes widened, locked with hers momentarily then turned back to Elasaïd, glinting maliciously.

"This Southern whore was attempting to rob and murder me, finishing what her Republican buddies started. I..."

"Shut up. I wasn't talking to you, *pendejo*. Come on, Elasaïd. I'm waiting"

Both the nurse and her patient looked dumfounded, but at least Brogan knew how demanding she could be. "He has a fractured humerus but refuses to accompany me to the medical station."

Anna sighed, kneeling down by the abusive patient and opened her bag. She ignored his stream of invective. "Okay Elasaïd, go get Samuel." The hulking chaplain would be the ideal foil for this guy's abuse — most people didn't look beyond his massive size. Looking back over her shoulder, the nurse reluctantly obeyed.

"Okay *pendejo*, just you and me now." She began to examine his arm carefully, extracting an inflatable cast from her bag. "Care to tell me what that was about?"

"My business is there," he pointed to a badly damaged shop on the street corner. "If I leave, it'll be looted by your Southern friend and her — ARGHH!"

Anna released her pressure on the arm. "Yes, quite definitely the humerus." Her voice was icy. "Now listen up, you little bastard. You're complaining because you think you might lose a few marks in the chaos. I've seen Basal and Gardena first-hand, cities flattened by war or gutted by the Blight. This is nothing."

The patient was almost white; anger or pain, she wasn't sure, and didn't care. "But my livelihood..."

Anna stopped preparing the cast and turned her head and nodded towards the smoking ruins of the Fort Henry Medical Center. "I lost friends today. And you complain about money. Prophet, you sound like a Mercantilist!"

He looked suitably abashed as she finished wrapping the cast about his arm then gradually inflated it. The patient grunted as the pressure was applied, but at least his griping stopped. She was just in the process of re-packing the compressor into her bag when Samuel arrived. "Problem?" he asked.

"No, we reached an understanding." She did her best impression of a happy smile, but her eyes showed the lie.



## 6.1 NATIONAL CHARACTER

The Western Frontier Protectorate is the smallest league on Terra Nova, but its people have been shaped by the harsh conditions and demands of the Great Western Plain. Much of the population lives in rural communities and must rely on their own efforts to survive and prosper. Extended families work together as clans, fostering a sense of camaraderie and cooperation. Clan members will go out of their way to help each other, and sloth is regarded as a major failing. Indeed, the work ethic in the Protectorate is the strongest in the CNCS and in many communities the rule is pull your weight or suffer the consequences. Westerners are thus very pro-active in everything they do, often placing themselves in the vanguard of any working parties. In corporate circles this has resulted in many Westerners achieving high status due to sheer effort and perseverance.

Compared to many northerners, Westerners are confident and self-assured, giving the impression of a strong and vibrant culture. Most Westerners are extroverted, encouraged to sing their own praises and those of their clan from a very young age. Indeed, Westerners take great pride in their achievements, and many clans go to great effort to produce official histories which promote their successes. This often results in "larger than life" characters (and even bigger egos) but though exaggeration is an accepted part of the Western culture — "embroidering" tales is an essential social skill — outright lying is frowned upon. Deception by omission is an accepted practice, however, and plays a major role in downplaying failures in the clan histories.

The corollary of Westerners' pride in their accomplishments is a strong sense of honor. Insults against personal honor are taken seriously but pale in comparison with the conflicts that result over matters of clan honor. Westerners are quick to anger, often described as hot-headed and prone to going off "half-cocked," and the feuds and vendettas that result from such matters can be bloody affairs. Feuds often become locked in a self-perpetuating cycle: Clan A causes offense with Clan B, who then seeks revenge. This in turn prompts Clan A to claim redress for the reprisals, and the cycle continues ad infinitum. Such feuds can last cycles or decades and a handful last for centuries, the original cause of the dispute often long forgotten. To minimize the risk of such incidents, Westerners take great care in interpersonal relationships. Many rituals and protocols exist to govern such interactions, and outsiders look on a Westerner's exaggerated politeness with some amusement. The Westerners know the consequences of even an inadvertent insult. This rigid formality is particularly prevalent in urban areas, notably Fort William, where clans intermingle; it is less well established in rural areas and on clan farmsteads.

Loyalty is the last major strand of the Western psyche. Officially loyalty to the state is central to life in the WFP, but in practice loyalty to the clan dominates. Denied a direct voice in national politics, residents are particularly prone to favor clan interests, as only through their families do they have any representation. In contrast, the experience they gain while in the military results in citizens being more active on the national level. This dichotomy has occasionally caused problems in the clans, with local and national interests sharply at odds. Fortunately, national pride and honor have prevented such conflicts from spilling over into civil conflict.

Since the War of the Alliance, the loyalties to the state and the Westerners' fierce independence have been exploited as part of a Western Nationalist campaign, promoting the league's interests over those of the CNCS. Proconsul Zucco has been central to these efforts, taking an aggressive line in CNCS councils to promote Western interests. This has in turn engendered frictions between the nationalists and those in favor of less confrontational relationships with their neighbors. Also, the close-knit nature of Western society has fostered a strong youth counter-culture that emphasizes rebellion and individuality. Most Westerners grow out of this rebelliousness, but there is a small yet growing group of adults who subscribe to the counter-culture's ideals, and have foregone clan life.

### ● THE WILD, WILD WEST

(Trideo Times, 11 Winter, TN 1936) — The Lyonesse Broadcasting Corporation today announced its summer broadcast schedule. Headlining the list is the eleventh season of "Way out West," a light-hearted drama set in the Great Western Plains in the early days of colonization. Following the exploits of the Sanchez family, the show has attained cult status in the UMF and NLC, gaining both the Mortenson and Holder comedy prizes. The show has also gained good ratings on the Hermes 72 network, which has been broadcasting repeats of the show since TN 1934. Westerners have repeatedly attacked the show as an offensive caricature of their way of life, particularly its suggestions of corruption, temperamentality and inbreeding. Spokesperson for the Broadcast Truth pressure group, Benitez Mana, stated "This program continues to demonstrate the Mercantile disregard for other cultures and willingness to make libelous statements in the pursuit of profit." An LBC statement accused the Western group of having no sense of humor. "As with all satires, the story elements portrayed in the show have a basis in fact, so perhaps some of our stories are too close to home for their tastes. We endeavor, as always, to entertain. If some groups choose to regard the show as attacking their way of life then that is an issue that they must resolve themselves." Despite Broadcast Truth's attempts to halt transmission of the show in the Protectorate, WoW is the fifth rated show on Fort William's Channel 14 Network, particularly popular among the city-state's youth and immigrant population.

## 6.2 CUSTOMS

The WFP is a complex society whose convoluted nature is often confusing to outsiders. The clans remain the center of Western life, their structures and prejudices having far-reaching impact on every aspect of society. Many customs are common to all clans, having been intrinsic parts of life on the plains before the founding. Others are restricted to select groups, notably the new clans or the clanless, introduced through the steady influx of immigrants to the WFP. This is particularly the case in the city-states of Fort James and Fort William which, superficially at least, have gained a cosmopolitan air. The military also plays a major role in Western society, providing leadership and direction but also promoting a number of social divisions, notably between citizens and residents.

### 6.2.1 FAMILY GROUPINGS

Families and extended families — clans — are at the heart of Western society. These close-knit groups grew out of the farming communities of the colonization era, evolving with the league and becoming an integral part of Western life. The clans, which range in size from a dozen members to over a thousand, are the building blocks of the Protectorate, exerting considerable social, financial and political influence on daily life.

#### ● CLANS

Most clans consist of several families, related by marriage or common ancestry and who share the same surname. This Clanname is worn as a badge of honor by members of the clan who traditionally place it before their given name as a mark of respect and honor. Adoptees into the clan have two choices: they can use the Clanname or they may retain their existing surname. The process varies between clans. Some encourage new members to use the Clanname to promote harmony within the group, while others insist that adoptees retain their old surname to distinguish them from true members of the bloodline.

Various systems of authority exist within the clans, but the most common by far is for the eldest member of the clan to serve as the leader, known as the *Don* (*Doña* if female) and addressed as Don [Clan Name here] (e.g. Lang Regina, as head of the Maderas clan, is Doña Maderas). Many leaders, however, appoint a younger representative to rule in their stead. Alliances between clans are common, often cemented by marriages that bind the bloodlines of the two groups together. Such relationships are the staple of Western politics, forming a series of interlocking alliances that spans thousands of clans.

New arrivals to the Protectorate often join existing clans by marriage or adoption; while Western law allows for the creation of new clans, the conditions for doing so are strict and stringently applied. The first requirement is that two generations of a family must be born in the WFP, indicating geographical and social stability, and at least one member of the family must have attained citizenship. Once these conditions are met, a representative from an existing clan "of good standing" must propose the formation of a new clan and testify to the viability of the new group. This provision is not as difficult as it might seem, as many clans are willing to support newcomers in exchange for allegiance or favors. Lastly, it must be demonstrated "to the court's satisfaction" that no civil or criminal litigation is pending against the petitioners in the WFP or any allied states. If all these conditions are fulfilled the petition is considered successful, the new clan's details are added to the Roll of Clans in Fort William and the family assumes the new benefits and responsibilities of their position.

Every Westerner's first loyalty is to their clan, and personal honor and ambition are subsidiary to that of the group. Great care is taken to avoid bringing any disgrace on the clan, as this in turn affects the standing of every member. Clans often cast out any member who brings disgrace upon their name, demonstrating the importance of the clan over the individual. Such expulsions are normally of junior members, but clan heads have also been cast down if the shame they bring is great enough.

There are distinct social divisions within the clans. The clans that existed before the founding of the Protectorate, known as First Clans or true clans, form the upper echelons of Western society and are held in high regard. Though some "new" clans have risen to positions of importance, the First Clans remain at the heart of the political, military and economic structure. Indeed, great scorn is reserved for members of First Clans who have fallen from grace and are forced to rely on the good graces of new clans.

Without the clan many Westerners have nothing, often literally, as in many cases property is held by the clan rather than the individual. This allows disbursement of group assets as needed, allowing the clan to serve as a "safety net" for its members. If a clan member suddenly finds himself without a job, or has his home damaged by some disaster, the clan will step forwards with money, supplies and support to get him back on his feet. He is expected, naturally, to do the same thing for the other members of his clan, no questions asked. The bonds of family are tight, but they are not without their benefits.



### • MARRIAGE AND RELATIONSHIPS

Marriage plays a central role in Western culture, binding families together as tightly as it does the individuals involved in the ceremony. Indeed, political marriages, motivated by the wish to build alliances and bring specific people into clans rather than by love, have been a part of the region's political structure since before the WFP was formed. They are particularly common among high-ranking members of First Clans, and many are arranged when a child is only a few cycles old. The childhood betrothals and by-proxy marriages are relatively easily ended if the situation changes drastically before the actual ceremony takes place, however. Divorce is almost unheard of in the WFP, replaced by legal separations that allow the partners to go their own ways without breaking up the family.

Several clans practice polygamy and polyandry, allowing members to have multiple wives and husbands rather than break up existing social units. While the separated partners are permitted to live their own lives, it is demanded by custom and clan that they reunite for important holidays, often bringing various spouses and 'friends' along for the celebrations. This practice has led to high tensions in a number of cases, and many movies and situation comedies have capitalized on the chaos that almost inevitably results.

Children are honored in the WFP and large families are the norm, seen as reflecting both the power and vitality of the bloodline. Most parents have between four and eight children, though rural families are usually larger than those in the city-states. An unusual provision of Western law is that descent is traced through the matrilineal line and a child is always deemed to be that of its birth mother and their legal partner, irrespective of the genetic material used in the process. This poses many legal problems for surrogate births and male same-sex marriages, but also eliminates the stigma of extra-marital affairs. In stark contrast, children born to an unattached woman are viewed with scorn and, though often raised by the clan, are viewed as a mark of shame.

The combination of large families and close relatives results in a ready-made child-care system, with clanmates and older siblings often taking charge of the young ones. In some clans this downplays the relationship between parents and children, as well as between siblings, instead fostering a sense of belonging to the clan as a whole. Other groups work hard to maintain both the individual parent-child relationships and those with the clan.

### 6.2.2 HONOR

Honor is very important to Westerners. There are two distinct forms: personal honor and clan honor. Both are taken seriously, but clan honor shapes and defines interactions within the Protectorate. Great care is taken to avoid insult, resulting in a surprising degree of politeness. There is little tolerance for even accidental breaches of etiquette, particularly by foreigners, and demands for "satisfaction" are commonplace. Whereas insults against an individual's honor may be resolved with an apology, or are (rarely) ignored, slights against the honor of a clan effects every member of the group and challenges cannot be dismissed so easily. Many inter-clan disputes degenerate into feuds and vendetta, often temporarily settled with a duel between the two most recent clashers. Duels are most often fought with pistols or swords, and there are a number of rituals which have grown up around the choice of weapon. Feuds are often restricted to hostile exchanges and sharp political dealings, often following a minor insult or political disagreement.

Vendettas, where sanctioned under Protectorate law (see 6.2.4 *Justice*, p. 64), are much more serious. They center on violent means of gaining satisfaction, often involving the use of deadly force. Unlike duels, which take place under strictly controlled circumstances, vendettas may target any member or asset of a clan. Usually this is carefully kept in proportion to the offense, but often the target (or his clanmates) will respond in kind, resulting in a self-perpetuating cycle of violence. The WFP and WIA monitor the progression of vendettas, so as to prevent them from spilling over into more wide-ranging civil disturbances. In times of war, such as the present, the monitoring of vendettas comes second place to national security, and both the number and severity increases markedly.

### • TRADITIONS

Hospitality has long been part of Western culture and remains common in rural communities where travelers are invited to partake in the family meal. A vestige of the tradition remains in urban centers where even the poorest families invite unexpected visitors to join them for lunch or dinner. In such areas the invitation is little more than a courtesy, and by tradition is politely refused.

In the more scattered communities, large social gatherings — dances, parties, etc. — are the main form of social expression, leading to well developed music and storytelling styles which serve to transmit the clan's traditions to the attentive listeners. Irrespective of skill, participation in such events, be they in a pub or as part of a family gathering, is strongly encouraged and helps break down social barriers. Ability (or lack thereof) is secondary to a willingness to take part, and even the worst performers will receive good-natured applause for being "good sports." As a result few Westerners are shy about public performances, helping to reinforce their public image as extroverts.

### 6.2.3 PREJUDICE

Though Westerners present themselves as *fair and open-minded people*, prejudice is endemic in the Protectorate on a number of levels. The most obvious is the citizen-resident divide. Only citizens have the right to vote and receive additional benefits such as the ability to petition the councils and to bear arms outside the WFPA. Residents must rely on their citizen relatives to represent them, not a major hardship for those living within the clans, but the fact remains that residents form an underclass. Several groups exist to further the interests of residents, known collectively as the Enfranchisement Movement.

There is also a major divide between the majority of the population who are associated with a clan, and those who are not. Clanless individuals have no form of representation — most do not have citizens in their *immediate social circle* — and are largely ignored by Western society. Unlike residents, there are no support groups for the clanless and their situation is considerably worse. This “them and us” mentality extends to foreigners who are often looked down on by Westerners, and suffer a host of minor inconveniences: shopkeepers who only speak Equatorial Hispanic, “full” restaurants and so forth.

Lastly, many Westerners continue to hold a grudge against the AST, dating back to the days of the St. Vincent’s War. This animosity is principally directed at the Republican government but has slowly grown to include any members of the AST leagues. This manifests itself in a number of ways — refusal to do business with Southern companies, favoring other job candidates and so forth — and has also fostered aggression towards the South. Only those with first hand experience of the AST and its people, notably those who fought alongside them in the War of the Alliance, stand opposed to these views and even they tend to regard the AST as an association of dictators.

### 6.2.4 JUSTICE

The Protectorate legal system recognizes three levels of crime: that committed against the state, against a clan, or against an individual. State law (*Ley Estatal*) is the most far-reaching and covers subjects ranging from financial regulation and taxation to espionage and war. Its provisions govern the Protectorate’s relationship with the CNCS and include the mechanisms by which the WFPA is absorbed into the Northern Guard in times of crisis. Most of the *Ley Estatal* originated with the formation of the WFP, though there have been several major revisions, notably in TN 1552 (the modification of the Protectorate government system and the Citizen Act) and 1692 (the Alliance provisions and modification to the Citizen Act).

The *Ley de la Clan* (clan law) governs the rights and responsibilities of clans. Though seemingly innocuous, it contains many provisions, ranging from limitations on clan influence in the military and administration (frequently abused) to the rights of clan members (including property and “social security” provisions). It also governs feuds and vendettas between clans; like duels, such actions may be legalized by advance notification of “intent” to the appropriate authorities.

The last body of laws, the *Ley Civil* is the principal criminal code of the WFP, governing crimes against individuals and corporate bodies. It contains the standard provisions — theft, murder and the like — but also includes several codicils dealing with matters of honor. They legalize the use of duels, including lethal force, to settle such matters. For a duel to be legal (rather than assault or murder) both parties must register the time and place of the duel with the local police at least 36 hours in advance. This provides both a cooling-off period and time to arrange legal witnesses and appropriate medical personnel.

Legal matters are judged by a panel of three magistrates, all of whom are members of the WFPA JAG corps and hold the minimum rank of major. Most judgements are rendered by majority vote though some, notably capital cases, require a unanimous decision. The panel is advised by a number of experts including advocates for and against the case who also represent the plaintiff or the accused. Citizens may appeal the decision of a legal panel to the appropriate military council, but frivolous objections are subject to substantial penalties.

#### ● MAKE MY DAY

(Trideo Tonight, 36 Summer TN 1936) — Due to technical difficulties, Studio James has announced that *Badlands Boys*, their previously scheduled movie, will not be shown tonight. Instead, they will be showing a special presentation of the premier episode of *Crime and Justice*, the new one-hour drama from producer Tarri Kodocha. Beginning in Autumn, this new and dynamic show chronicles the exploits of a crime family in Wounded Knee and the squad of officers assigned to track them down. Starring Pierrot Grandi and local lass Caruana Jessamin, the show is banking on the notorious chemistry between the two performers to draw the crowds it needs to compete against the much larger networks. According to press releases and preview screenings, *C&J* will deal with all aspects of WFP law, from the small claims courts through to the red tape that bogs down high-profile trials. Even before the show has aired, rumors have sprung up about possible harassment by such groups as the Forzi cartel, and large numbers of private security guards have been stationed at the studio for weeks. Police have dismissed the reports as publicity stunts.

## 6.2.5 RELIGION

Religion is accepted as a part and parcel of Western life, and most of the population adheres to one of the major religions to some degree. Unlike the NLC, Westerners are very careful to maintain clear distinctions between spiritual and temporal authorities, resisting direct attempts by religious groups to influence state policy. Indeed, though the majority of the population is Revisionist, the authorities refuse to accept Revisionism as a state religion, stating that to do so would deprive individuals of free choice.

### ● REVISIONISM

Revisionism has a following of almost ten million people in the WFP — seventy percent of the population, divided 3:1 between the Sorrento and Massadan traditions. The former is popular in the north and west of the league, while the Massadan tradition is strong along the Badlands fringe. Until recently only a third of Revisionists attended regular services, the remainder limiting their devotions to major festivals, births, deaths and marriages. Both sects saw a major rise in attendance following the assassination of Thor Hutchison, though the numbers have slowly fallen off over the last three cycles.

At first glance the prevalence of Sorrento Revisionism in the WFP is surprising, as the doctrinal orthodoxy of the Sorrento church is an anathema to the independence of the clans. The pacifistic tendencies of the Massadan sect are further at odds with the Protectorate's militaristic culture, resulting in the ascendancy of interventionist Sorrentism (as it is occasionally called in the WFP).

The lack of major urban centers in the WFP has prompted the establishment of several mendicant orders whose members travel the Protectorate, ministering to the spiritual needs of the population in exchange for food and lodging. Only in the largest settlements are the traditional trappings of the church a common sight.

Attempts by the Sorrento Church to gain direct influence in affairs of the Protectorate have been repeatedly rebuffed, and links to individual councilors or Proconsuls remain the church's principal ties to power in the WFP. The assassination of Second Follower Hutchison has, however, demonstrated the weakness in this approach; Proconsul Lang Regina was a personal friend of Hutchison but the church's influence over her actions is negligible. Instead they have had more success with Zucco Adamo. The Prophet's Shield, a splinter group created by Hutchison (see **Northern Lights Confederacy Leaguebook**, p. 27) has worked to gain influence in the WFP through business leaders and the clan heads, making considerable progress over the last three cycles. The degree of influence on and by the church in the Protectorate is a major source of discord in the church, prompting fears of factional conflict.

### ● JERUSALEMISM

Jerusalemism has around 1 million adherents in the WFP, split evenly between the Clearwater (see **Northern Lights Confederacy Leaguebook**, p. 91) and Swanscombe (see **United Mercantile Federation Leaguebook**, p. 25) forms. The former, based on Mohammedan and Fatmian traditions, is concentrated in the Northern WFP, particularly in Fort William and the Mulhacén region. The latter, a 'reformed Roman Catholicism', is more prevalent on the plains; it harkens back to the religion of the early settlers and is common among the First Clans (though both the Maderas and the Zucco are staunch Revisionists).

The persecution of non-Revisionists in the NLC that followed the death of Reverend Hutchison has prompted an exodus of Jerusalemites to the more tolerant WFP and UMF. Most of these refugees have chosen to settle in Fort William and surrounding communities, though the government has instigated a program to relocate these groups across the Protectorate and thus relieve pressures on the capital.

### ● THE BLUE CRESCENT

The Blue Crescent (see **Into the Badlands**, pp. 66-67), based on the teachings of Gabriel Kolos, has gained considerable popularity among the youth of the WFP who see its pacifist philosophy as a direct challenge to the militarism of the Protectorate. The shaved head and Blue Crescent tattoo of the order have become synonymous with youthful rebellion, second only in popularity to the shock music phenomena. The run up to the Interpolar War also saw an influx of adult members to the order's communes in the WFP, spurred by the rampant nationalism and religious fundamentalism sweeping the CNCS.

News of the mass suicide at the great commune in Marigold (see **Blood on the Wind**, p. 62) sent shockwaves through the Blue Crescent community in the Protectorate, and the loss of their guru has led a number to question their faith. Others have seized upon the rapidly fragmenting order, twisting it to their own goals. Chief among these is Caruana Pila, a leading activist in the Western Peace Movement and once one of Kolos' pupils. Her sect, the Sandvale Commune, is headquartered on a farmstead in the foothills of the Western Range and has considerable influence over local communities.

## 6.3 LIFESTYLE

By the standards of the other CNCS states life in the WFP can be harsh. Overall, income levels are low, work hours long and technology in short supply. It is therefore surprising that most Westerners regard their lifestyle as superior to that found elsewhere on Terra Nova. They regard quality of life as more important than wealth or gadgets, preferring instead to build strong ties within their family units. This is particularly true in rural communities where the people pull together for the good of the community. Work hours are tedious, particularly in the harvest season, but the rewards — namely the good of the family — are great. Unfortunately, the tight-knit structure of such communities makes them distrustful of strangers (though the practice of hospitality remains central to Western life) and promotes more conservative attitudes.

Western society is not consistent in its approach to such matters. When compared to the rural areas the city-states are cosmopolitan and accepting of outsiders. The urban lifestyle is superficially similar to that in many CNCS cities, focused on the quest for wealth and power. The clan structure adds an extra layer to this, shaping perceptions and creating much of the social and economic framework of the WFP. Most companies are more willing to employ members of their own or allied clans than they are to take on members of neutral or hostile clans. This creates a natural bias in the employment market, resulting in a “closed shop.”

### 6.3.1 RESIDENCE

Westerners favor large houses, often following the “courtyard” model where a number of self-contained apartments surround a communal area. This allows several generations of a family to live in close proximity, yet affords them a degree of privacy and self-reliance. The individual apartments are sizable and well appointed, and Westerners take great pride in their appearance. Most feature three or four bedrooms, a kitchen, bathroom and a dining/living area. Particular care is taken to maintain the appearance of the communal areas, which act as the public face of the little community. Most contain wells and fountains which serve to cool the air and water the flowerbeds and planters that surround them. Several courtyard houses may be grouped together to form a clan enclave, linked by narrow winding pathways and creating a miniature village within the urban area. Though rare in modern construction, these enclaves may be enclosed in a purpose-built wall as is the case of the Palacio Maderas in Fort Henry.

The courtyard house model has also been applied to more conventional housing, grouping four houses or apartment blocks around a communal space. Unfortunately, the absence of family ties in such situations often results in the neglect of the common space. Apartment blocks are rare in the Protectorate and only appear in the innermost areas of the city-states. Most Westerners find these low-rise blocks cramped and impersonal, preferring to travel long distances rather than live in them. As such they have become synonymous with immigrants and ghettos, further harming their image. In truth such apartments are larger and better appointed than their Mercantile and Norlight equivalents, designed with the traditionally large Western family in mind.

### 6.3.2 EDUCATION

Education in the WFP is something of a hit-and-miss affair. The rural lifestyle of the Protectorate places considerable emphasis on vocational training, and many families enroll their children for the minimum possible period, between the ages of 6 and 14 cycles. Even here most of the educational system is patchy, reliant largely on “virtual classrooms” which children attend via the communications net rather than in person. Some mendicant orders include schooling the young in the tasks they perform, but the nature of such groups limits their impact on the educational process.

To ensure that children are educated to a basic level, groups of inspectors travel the plains, visiting farmsteads and testing the children’s aptitudes. These inspectors have the power to remove children to residential schools in the city-states if their education has been neglected. Despite this, many Westerners are poorly educated when compared to their northern neighbors, but as with many such comparisons, the Westerners aren’t concerned: “Why fill their heads with weird science and history if they’re going to be johar farmers?”

Urban Westerners follow a more traditional practice, given basic education by childcare workers and then attending full-time school for eight cycles. Classes vary in size from 15 to 30 pupils and most schools are small, usually with less than a dozen classes. These primary schools teach basic literacy, mathematics and language skills that serve as a foundation for later education.

Beyond 14 education is not compulsory, though attendance at secondary schools (15-20 cycles) is the norm in urban areas. Only the most promising rural students or those of wealthy rural clans are given the opportunity to attend secondary schools, as the institutes are located solely in urban areas. Most Western youngsters enter employment at the age of 20; higher education is expensive and only the children of rich families or those demonstrating academic excellence (and thus qualifying for educational trusts) attend university. Another possibility is enlistment in the WFPA, which provides grants for appropriate higher education in return for increased commitment (usually a basic term with the WFPA of ten rather than five cycles).

### 6.3.3 LANGUAGE

The principal language of the Western Frontier Protectorate is Equatorial Hispanic, a fusion of ancient Spanish, English and Portuguese that developed during the Ice Age. It is the language of government and anyone seeking to attain any rank in the WFPA or the administration is expected to be fluent. Not all Westerners learn Hispanic as their first language; only the First Clans use it as their mother tongue while other groups speak Anglic and learn Hispanic at school. There are several regional variations of Equatorial Hispanic: the harsh, guttural version spoken in Fort William; a softer dialect with a tendency to draw out consonants used in Fort Henry; and the melange of Anglic and Hispanic known as 'tradespeak' common in Fort James.

Though most Westerners are bilingual — Anglic is the league's second language, used principally for day-to-day transactions — many Westerners continue to use Hispanic in the presence of foreigners, deliberately making it difficult for them to join in and reinforcing the sense of "them and us". In the company of friends many Westerners will choose the most appropriate language (or even alternate between the two in a process called *idioma alterno*).

Indo-Arabic is spoken in some communities in the far west of the Protectorate, as well as by clergy and devout Revisionists.

### 6.3.4 RITES

From birth to death, life in the WFP involves a number of often-complex rituals associated with key stages of life. Most are secular in nature, though a small number relate to the Revisionist or Jerusalemite faiths.

The birth of a new child is cause for great celebration, though the nature of the event varies depending on locale and circumstance. In rural communities a large informal meal is traditional, at which the new family member is introduced to their relatives and clanmates. The same principal holds true in urban centers, though the venue is often a restaurant or hotel hired for the occasion. Many First Clans go one step further and stage elaborate soirees at which notables from outside the clan are also invited, particularly if the new child belongs to one of the core lineages.

In some Revisionist families a bond twinning ceremony follows the presentation gathering. This process symbolizes the comradeship between Mamoud Khodaverdi and Nathani Reiss, joining two newborns as life-long companions. Most such arrangements are carried out within the clan but bond twinning between members of allied clans is also common. Until TN 1935 there had been a notable decline in the popularity of bond-twinning but in the last few cycles there has been a dramatic increase in the number of families requesting the ceremony.

The next major ceremony, the first in which the celebrant is a conscious participant, is a coming of age ceremony held at the age of 16 cycles. Often also marking the individual's entry to the workforce, the ceremony is marked by the packing away of items associated with childhood — toys, children's books and so forth. It is considered immature and shameful for someone undergoing the ceremony to show too much attachment to the trappings of their youth, and a core part of the ceremony involves passing these items on to younger members of the family or clan. Having divested themselves of their childhood, the new adult then moves from the room often shared with siblings into a private room. In Revisionist families coming of age is often followed by presentation to the local religious congregation in a ceremony known as Awakening. The new adult is expected to read from and comment on the *Khodaverdia*, demonstrating their comprehension of the world and the holy texts.

Most children continue to live with their immediate families until they marry, usually between 20 and 30 cycles of age. Wedding ceremonies are major affairs and serve a three-fold purpose: celebrating the union of the couple, the departure of one partner from their birth-clan to that of their spouse, and the formation of a new home. The wedding ceremony takes place in a small church service, attended by representatives of the two clans. This is followed by an often-lavish reception, turning clan enclaves into good-humored fiestas attended by many local residents.

Though regarded as one of the greatest achievements possible, only a quarter of Westerners normally attain citizenship. After completing the requisite period of military service, the prospective citizen presents themselves to their clan head who outlines the rights and responsibilities that will accompany their new status. If they choose to continue the process — only a handful do not — they attend a solemn mass ceremony held at the nearest administrative office on the first day of every season. New citizens pledge on their honor and that of their clan to uphold the laws and traditions of the Protectorate and are awarded their new citizen identicards.

Though many Westerners choose cremation over burial, most families maintain extensive mausoleums and burial plots in which their dead are interred. Portions of the deceased's ashes are interred in a ceremonial urn, which is placed alongside those of dozens of their relatives and ancestors. The remainder of their ashes are scattered over the ancestral lands (or the open plains in the case of clans without landholdings), returning them to the land which supported them, and in turn nourishing it for the next generation. Though the interment and scattering ceremonies are solemn affairs, they are usually followed by raucous parties at which the life of the deceased is celebrated and their accomplishments extolled.

### 6.3.5 FOOD AND DRINK

The evening meal is a central part of daily life in the WFP, often the one time of the day when the entire family gathers together. During the rest of the day snacks are common. Breakfasts are light, involving pastries and coffee and midday and mid-afternoon snacks are usually sandwiches (*bocadillo*) or small dishes known as *tapas*. Dinner typically starts around dusk and can last for two or three hours, incorporating multiple courses and punctuated by unhurried conversation. These meals usually take place in the family home, but larger scale gatherings have gained popularity over the cycles since the War of the Alliance, growing to include all the residents of a courtyard.

Most Western meals involve numerous small dishes rather than a few large courses, allowing ample opportunity for conversation. Indeed, sparkling conversation is regarded as an essential part of a good meal and the art of conversation is regarded as a basic social skill, considered part of education process in powerful or ambitious clans. Failure to attend the evening gathering is deemed disrespectful of family traditions and thus many teenagers go out of their way to avoid them, gathering with their peers in clubs and cafes.

Meat products are central to most meals, accompanied by a large selection of vegetables and breads. Grilled springer steaks are perhaps the best known dish, popularized by "Western" restaurants across the CNCS, accompanied by *johar-flour tortillas* and waterroot paste. Regional delicacies include *chorizo*, spicy sausages, and *churros*, deep-fried dough-balls sprinkled with sugar. Indeed, Fort James has gained a reputation across the Northern Hemisphere for its pastries, which are considered delicacies. Most surprising, particularly around Fort Henry, are foods such as offal, brains and blood sausage. Indeed, one of the more acquired tastes is *cabidela*, hopper and *johar* cooked in the hopper's own blood.

Alcoholic beverages, usually wines and beers, accompany most meals, with spirits — particularly sweet whiskeys or imported liquors — served at the end of the meal. Even children as young as 14 cycles are allowed to drink wine or beer with their evening meals though, save on special occasions, this is diluted with water or soda. The prevalence of alcohol has led to the widespread image of Westerners as hard-drinking, though when compared to their CNCS neighbors inebriation is relatively rare.

Fast food has grown in importance in the Protectorate. Its emphasis on swift, uncomplicated meals stands in stark contrast to traditional Western values and is particularly popular among the young and new immigrants. The Mercantile MainzFood conglomerate dominates the industry though its position is challenged by a host of small local companies.

### 6.3.6 STYLE AND CLOTHING

Style and dress are an essential part of both self-expression and conformity and the two extremes have been seized upon by disparate elements of Western society to further their goals. As a result, fashion in the Protectorate varies from the austere to the bright and adventurous.

Most adults favor conservative clothes, often of muted earth colors or simple black and white, and usually in severe cuts. Outside of the major settlements styles change little, particularly for formal occasions. Male formal dress in outlying areas is comprised of dark narrow trousers, a white shirt and a short, dark jacket. A *cummerbund* or *tie in clan* weaves often provides the only color. Female dress is even more archaic, consisting of dresses with a tight bodice, flaring at the hips into long, flowing skirts. Military dress is an accepted alternative for both sexes. Such fashions are less common in the city-states where modern "designer" clothing imported from the UMF has become the norm. Indeed, competition among the social elite of the city-states has led fashion to push the limits of Western sensibilities; Ruth DeVries' attempts to introduce Ashantite fashions into Fort James were quickly curtailed under the Protectorate's morality laws.

Casual wear is much more diverse and little different than that worn elsewhere in the CNCS. It ranges from the practical and hardwearing styles favored in rural centers to chic fashions in the city-states. Unfortunately, Western "chic" is usually a "season" behind the fashion centers of the UMF; the velvet designs of JiB and Wallace have gained particular favor among the Protectorate's elite.

The youth counter-culture has seized upon clothing and style as a means of expressing its rejection of conventional Western values. Bright colors are common, combined in deliberately garish manners and accentuated (by both sexes) with makeup, tattoos and body piercing. Adherents of shock take fashion-rebellion even further, deliberately skirting the borders of accepted morality and going beyond it in the "privacy" of clubs. Ironically the Ashantite body painting deemed too *risqué* for high society has become the biggest fashion trend among the under-20s.

Beards and mustaches are also favored among traditionalist Western males, as is long hair among both sexes, usually braided with colored ribbons. As might be expected the youth counter-culture goes to the opposite extreme, and most are clean-shaven with very short or no hair. Dyed hair (garish colors, of course) is also common among the younger elements of the population.

## 6.4 ARTS AND ENTERTAINMENT

Though media in the WFP is dominated by its large neighbor, the UMF, the Protectorate has developed a strong appreciation of the arts and “fine” culture. Most are associated in some way with the clans, usually directly (e.g. the artist is a member of a clan) or via sponsorship. The major clans often seek to outdo each other by supporting touring troupes like the Macmillan Repertory Company or by arranging art exhibitions. Such social events are central to life in the city-states and the elite of society spend much of their spare time flitting from engagement to engagement. Socializing also plays a major role in the life of more junior members of society, centering on each family’s evening meal as well as a series of clan meeting halls used for large soirees.

### 6.4.1 VIDEO AND TRIDEO

Until recently access to broadcast media was strictly limited, a handful of regional broadcasters endlessly transmitting low-quality productions in an endless cycle of repeats. Only the city-states approached the sophistication seen elsewhere in the CNCS, and that largely through large-scale importation from the media conglomerates of the UMF. Northern shows such as *Yes, Major* and *Paulson Ridge* are staples of Western broadcasts. In many cases, even news broadcasts were handled by Western affiliates of Mercantile broadcasters.

That all changed with the Hermes 72 Network, which allowed any settlement, no matter how isolated, to tap into global media with only a small satellite dish. This sudden explosion in the amount of programming available to the Protectorate has caused a number of social problems hitherto only seen in cities. Some segments of the population, notably the young, have been seduced by the simplistic and easily accessible media, undermining the Protectorate’s strong work ethic. Similarly, with no national checks on the material broadcast on Hermes 72 many of the shows contravene CNCS and Protectorate morality laws. The authorities know that any attempts to limit access to the system will only encourage more people to subscribe to see what the fuss is about. More serious, as far as the government is concerned, is the ability for Southern agencies to broadcast “news” on the war direct to northern homes, circumventing the censorship usually associated with war. Combined with Northern journalists doing much the same, this has had a major effect on morale in the WFP and has prompted a decline in support for the conflict.

### 6.4.2 LITERATURE

Print media has always been popular in the Protectorate, exploiting Westerners’ love of stories. Much of this is cheap, mass-produced fiction churned out by companies in Fort William and Fort James, ranging from crime stories and historical romances to science fiction and pre-glacial fantasy. Every so often a literary gem appears among the dross and gains widespread acclaim in the CNCS. The most successful author in the WFP, financially if not critically, is DeVries Thom, renowned for his military and techno-thrillers. DeVries is rumored to have fans in both the WFP and Northern Guard high commands, perhaps explaining the uncanny degree of realism and inside knowledge displayed by his works.

### 6.4.3 MUSIC

Western musical tastes tend toward the conservative, favoring classical compositions and traditional forms. The Protectorate has also developed its own music styles including *Duleman*, a popular fusion of close-harmonies and bodhran drumming that originated among farm workers but has become the staple of “folk” groups. *Rage*, a pan-northern style that focuses on emotional content and repetitive forms remains popular in some areas of the Protectorate. As a result the WFP is a popular venue for tours by “grandpa” bands — those who are living off success incurred a generation (or two) ago and, despite being in their 70s or 80s, still insist on living the life of “music stars.”

The latest music phenomenon in the WFP is shock, a hybrid of rage and the Southern primal dream. Combining the emotional power of the former and the socially aware lyrics of the latter it has rapidly become the focus of many disaffected groups. The youth of the Protectorate have seized on shock as an outlet for their frustrations, its emphasis on individuality fitting well with rebellion of the youth. Other groups have also found themselves drawn to shock, notably the Enfranchisement Movement (for its emphasis on challenging the established order) and the anti-war lobby (for its pro-peace message).

Fort William is the center of shock in the CNCS, with numerous clubs, bars and lounges springing up, particularly in the Barrio Adelfas. The authorities have put considerable effort into closing down these venues — renowned as hives of subversion and immorality — but the most famous clubs, like *Revolución* and *Orquídea Negra*, have managed to stay one step ahead of the law. They use warehouses and relocate on a regular basis, presenting the police and security services with a formidable challenge. Ironically, some Western sociologists have pointed out that shock’s overriding quest for individuality, though bucking the clan system, creates its own sense of fellowship that in many ways resembles the system it seeks to escape.

### 6.4.4 ARCHITECTURE

The settlements of the Great Western Plain have earned a reputation for their defensive construction styles, known commonly as Fort Architecture. Many settlements are surrounded by one or more perimeter walls, with new walls and ditches constructed as the settlement grows, ultimately resulting in a layered series of defenses. These barriers range from a few meters tall around farmsteads to the fifty-meter citadel walls of the three city-states. Ditches and defensive works hinder any approach to the walls, providing the massed batteries of missile and cannon turrets ample opportunity to maul an enemy force. The city-states also possess large anti-air laser batteries, designed to bring down enemy aircraft and missiles. These combine to deter attacks on Western sites though, as the TN 1937 assault on Fort Henry demonstrated, a truly determined foe can find a weakness to exploit.

Gates are normally a weak point in any defensive structure, but the Protectorate realizes this and most gatehouses are mini-fortresses, surrounded by a dense concentration of weapon and sensor systems. Inside the walls the structure of most settlements is also intended to aid defense. Buildings are densely packed and the streets are narrow and winding, with many dead-ends and hidden weapon platforms. Tank traps are common, as are emplacements for vehicles and Gears, while a series of gates allows defenders to seal off individual sectors of the city, facilitating the isolation and elimination of any enemy force lucky enough to break through the perimeter wall.

Western buildings are similarly reinforced, constructed of granite or steel-reinforced concrete. This allows them to withstand the ravages of combat and channel invaders into the killing zones, as well as making it possible to mount weapons turrets and hopper pads on rooftops. Their rigid construction often gives these buildings a drab, utilitarian appearance, though many locals choose to use murals to enliven their neighborhoods.

Outlying communities, particularly on the Badlands fringe, are built to withstand the vicious storms that wrack the region. Cylindrical and semi-subterranean oasis towers (see **Into the Badlands**, p. 14) are common, built around a water source and equipped with solar energy collection panels.

### 6.4.5 SPORTS

As might be expected, sports in the WFP are dominated by team events divided along clan lines. Soccer is the most common sport, played by groups ranging from children on the streets to workers on their breaks. Most clans have a professional team and the top 100 compete in a series of five tiered divisions (the first being the most prestigious, the fifth being the least). The winner of each division receives a small trophy and promotion to the next league (while those who come bottom are relegated or ejected, as in the case of the fifth division). The winners of the 1st division receive the Protectorate Shield. In many clans support for the soccer teams verges on the fanatical, linked intimately with clan honor. As such violent clashes between opposing fans are commonplace, often overshadowing the match itself.

Gear dueling is a popular spectator sport in the Protectorate, centering on the Western Dueling Conference. Most major clans field teams, making use of reserivist members of the WFP. To cope with the volume of entrants that result the WFP is divided into six divisions, one junior and one senior per city-state. The junior divisions serve as feeders for the major leagues, their members constantly striving for promotion. Members of the senior divisions play a series of matches against the other members of their league and the two with the greatest number of victories progress to the playoffs, the winner of which receives the Gunslinger Crest. The WFP team in the Northern Confederate Dueling Championship is unusual in that it contains the top members of several clans, usually but not exclusively, the six teams who reached the playoffs.

#### ● A MATTER OF HONOR

(Fort Henry Sports Daily, 6 Winter TN 1936) — The *Maderas Braves* last night secured a place in the quarterfinals of the Protectorate Shield by defeating the *Benitez Devils* in a thrilling local derby. Benitez took an early lead with a goal in the sixteenth minute but Maderas drew level six minutes before half time with a stunning goal headed in by Cooper. A second goal eleven minutes into the second period clinched victory for the Braves, though Benitez pressed hard throughout the remainder of the match and were unlucky not to score an equalizer. Unfortunately the event was marred by crowd violence, both before and after the match. Local police have blamed excessive alcohol consumption among the fans as the principal cause of the trouble, though the scale of the fighting was unusual. Fort Henry Police Commissioner Cristobal Ramon stated "crowd violence is endemic to soccer matches, but the scale of last night's clashes were unprecedented in recent cycles. We haven't seen violence like this since the Maderas-Zucco final in '29, and last night's events show a degree of coordination that is worrying." Unconfirmed reports place Sadler Maurice, leader of the Fourth Misery gang, in the vicinity of the stadium before the kick-off. Anarchists who specialize in inciting crowd violence, members of the Fourth Misery are banned from every sports event in the Protectorate and how Sadler could have avoided the intense security surrounding the match is unknown. The situation bears all the hallmarks of the gang's operations, exploiting the tensions between the rival fans. Fifteen people needed hospital treatment and several shops were looted before police in riot gear were able to restore order. In the light of events in Fort Henry security provisions for next week's match between *James Dynamo* and the *Gutierrez Raiders* are currently under review.



## 6.5 TECHNOLOGY

Technology occupies a strange position in the Western Frontier Protectorate. On the one hand the league's city-states are centers for high technology research and manufacturing. On the other, "gadgets" have made little impact on everyday Western life, particularly when compared to the other CNCS leagues. The reason for this dichotomy is complex, but ties in to the Western belief in tradition and quality of life. While accepting devices that will genuinely improve their productivity, rural Westerners are leery of technological fads and will often spend a long time evaluating new appliances before accepting them. As a consequence the sale and development of household and agricultural appliances is poor, prompting reliance on imported technologies, usually from the UMF.

The Protectorate has established a solid reputation for non-Gear military research, particularly into weapon systems and armor composites. Much of this is centered on Fort William and companies like Riley Weapons Systems, who supply military giants like Northco and Shaian with sophisticated but reliable guns. Though the manufacturing base is centered in Fort William, research centers are scattered across the Protectorate. The largest cluster is in Fort Henry where they make extensive use of the Fort Henry Weapons Testing Range. This facility is also home to numerous WFPA projects, including research into captured CEF technologies. At least one team has been reverse-engineering the HT-68 and HT-72 hover tanks, though their success has been limited. Since outbreak of Theban Blight and the Republican annexation that followed there have been rumors of Humanist scientists working with the technicians at Fort Henry. This has neither been confirmed nor denied by the WFPA or Northern Guard, but there have been reports of vehicles matching the description of the HT-68 operating on the FHWTR.

The FHWTR is best known, however, as the only site in the CNCS for testing weapons of mass destruction. Historically these have been nuclear, but on 12 Summer TN 1932 Protectorate scientists carried out the first of five tests of an anti-matter weapon based on CEF technologies. The WFP quieted disapproval within the CNCS by agreeing to share the technology with both the NLC and the UMF and to place any anti-matter weapons under the jurisdiction of the Northern Guard in the event of war. During the *Victoire* attack on Fort Henry the strategic weapons complex at the FHWTR came under intense bombardment and sustained major damage. The subterranean anti-matter containment systems remained functional, but the destruction of the administrative buildings has made it impossible to verify the material stocks.

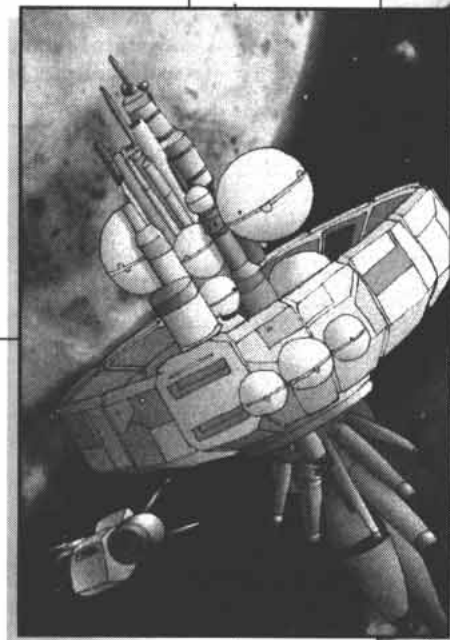
Though not as well known as Yele in the NLC, the Fort Henry Medical Center has developed a formidable reputation for the development of pharmaceuticals, including several that play a major role in the treatment of cancer. The TN 1937 attack on the city-state caused considerable damage to the Fort Henry Medical Center from which the research programs have yet to recover. While the surviving scientists returned relatively quickly, support personnel including lab assistants and janitorial staff were slow to believe assurances that the labs were once again safe, and that salaries would be paid on time. The staffing problems have been slow to resolve, especially because of the huge expense involved in repairing and repurchasing the equipment destroyed in the raid.

### ► Oama Jensin

Oama Jensin heads up Riley Weapon Systems' design department, having started with the company as an assembly worker and rising to her present position through hard work and determination. Oama has been instrumental in the development of a new generation of manufacturing processes, her background providing a unique insight into the matter and allowing her to suggest a number of simple modifications that have increased Riley's production considerably. Her emphasis on practical applications of technologies has resulted in a number of marketable technologies and refinements, which have proved popular with the corporation's board. She has not ignored theoretical research, increasing the budgets for both the material chemistry and particle physics teams above the rate of inflation every cycle since TN 1929 when she took charge of the department. This ability to balance the needs and desires of widely different groups has been applauded by many analysts who tip her for a senior management post in the company. Indeed, several pundits believe she will eventually replace Cameron Jacosta and become the first person to work their way from the lowest level of the company to its highest position.

### ► Orbital refining

In the quest to improve their products Riley Weapon Systems have invested considerable sums in several orbital factories, each largely automated with a skeleton crew to oversee maintenance and carry out research. These microgravity facilities allow the production of ultra-pure compounds and high-strength alloys that have allowed the company to build smaller and lighter weapons whose capabilities are unparalleled. Though Fort William has its own orbital lift facilities, Riley is forced to work through the Northern Guard Space Service whenever it wishes to launch or recover equipment or personnel. This convoluted process has placed severe restrictions on the amount of material available, limiting commercial exploitation. Riley has vociferously protested against what it regards as interference in its business, but even the ascension of a Westerner to head the NGSS has done nothing to alter the situation. Instead RWS is limited to using advanced materials in a small number of high-prestige projects and experimental work.



## CONVERGENCE

"Good evening, Proconsul," the voice on the other end of Lang Regina's private line was immediately recognizable. General Cristobal Santiago, the man who headed the Northern Guard Space Service based in Lyonnesse. She smiled to herself.

"Good to hear from you. How are things in the Rainy City?"

"Very interesting, Proconsul. I have some news that may be of interest." He paused.

"The line is secure, General."

"I'm forwarding a video capture that was just beamed from the UMF Gateship *Laban Emuros*. The moment I received it I knew you should see it before anyone else." Lang switched on her monitor and watched. The image was grainy but clearly showed massive energies tearing a hole in the fabric of space. A Tanhauser Gate, albeit a small one. "Gawaïne Di Smit was right," she muttered. The video continued as a small craft came through the anomaly, ejecting a pod before exploding. Lang listened to the chatter of the technicians as they worked to open the capsule, revealing the recumbent form of a green-haired woman within.

"Her name is Helene Del Pulciano." Santiago took a deep breath. "She's a Caprician Liberati."

For a moment Lang was lost in thought, then she reached out and touched the activation stud for her intercom. "Get me a secure line to Hernandez Ilya."

That had been six hours ago. It had taken every bit of the Proconsul's formidable skills of persuasion to convince Hernandez, the WIA head, to make contact with Kenichi Tanaka, Lord Chancellor of the ESE. Technically such contacts were treasonous, but in the circumstances it was necessary. Conversation had been difficult — the UMF Gateship was so far away that there was a six-minute time lag — but they had made progress. What Pulciano had told them was chilling. The CEF had sent a succession of agents through microgates to Terra Nova, and Earth's continued interest in Terra Nova was plain to see. Even more worrying was the news that the New Earth Commonwealth was developing new military technologies, hovertanks and Gear-analogues that would likely form the vanguard of a renewed assault on Terra Nova.

"So you see, the NEC remains a threat to both your world and mine." Pulciano's voice was firm. "Their control of Caprice is not as strong as they would like, thanks to the Liberati, but in the long term we cannot hope to drive them off without assistance. Terra Nova has beaten them once already. Unless the NEC is defeated, no world will be truly safe, and so we call on you to send troops to our aid."

Tanaka sighed and rubbed his chin. "Ms. Pulciano, we appreciate the plight of Caprice and the value of the information you have provided. Unfortunately, it took a 'Grand Alliance' to stop the CEF before, and with the Polar Confederations currently locked in a bitter war there is no hope of repeating such an endeavor."

Lang looked directly into the camera pickup, addressing the ESE Lord Chancellor. "The word 'impossible' is used far too often. It may be difficult, but believe me, something *can* be arranged."



## 7.1 DESIGNING A WESTERN CHARACTER

Characters originating in the Western Frontier Protectorate are often stereotyped as either honorable and militaristic or simplistic country folk. While such characteristics have a basis in truth, Protectorate society is as diverse as any league and can be home to almost any **Heavy Gear** character. The league's militaristic tendencies make the WFP ideally suited to martial characters, be they Gear pilots, special forces troopers or combat engineers, but the close links between the military and government give such characters added depth, bringing in an aspect of politics. Indeed, the only type of character impossible in the WFP is a simple politician. Such a role must be combined with a military or administrative career, the latter being an arm of the WFP.

The Protectorate's clan structure also plays a major role in Western life, merging with militarism to instill in the people a strong sense of honor and a willingness to fight for their beliefs. Almost everything a Western character does is with the good of their clan and the league — in that order — in mind. The desires and needs of the individual are often subsumed to the greater good, coloring the outlook of Western characters and campaigns set in the Protectorate.

### 7.1.1 CONCEPT, BACKGROUND AND SUB-PLOTS

Perhaps the single most important factor in the creation of a Western character is their association with a clan. The choice of clan may influence their relationships with other Westerners, either generally because of the Maderas-Zucco divide or more directly as a result of one of the many smaller inter-clan feuds. The clan may also impact on Skill choices, with many specializing in key areas such as the martial Cristobal, the renowned Sidhra merchants or the scientific Olinson clans. Player Characters may choose to belong to one of the clans mentioned in this book but they may find greater freedom in playing a member of one of the thousands of clans not described. Clanless characters are given greater freedoms but lack the support network available to most Westerners and are generally discriminated against in the Protectorate.

The next major decision for Western characters is a rural or urban origin. The rural population is by far the largest, and the hard life on the plains colors their outlook and Skills. Such characters are the backbone of the WFP, exemplifying its lifestyle and work ethic. In contrast, urban characters have a more cosmopolitan outlook and are closer to the citizens of other leagues, placing greater emphasis on individual desires and aspirations.

Religion can also play a major role in the lives of some Western characters. Revisionism dominates the protectorate, but sizable minorities of Jerusalemites and members of the Blue Crescent order exist. Though accepting of a wider range of faiths, Westerners take a dim view of having other people's views forced down their throat and thus find the current wave of Revisionist fundamentalism disturbing.

### 7.1.2 ATTRIBUTES AND SKILLS

The attribute choice for Western characters is little different than that for other **Heavy Gear** characters, though hard work and constant exposure to the elements means that rural Westerners are healthier than many other CNCS characters and a FIT of +1 is often appropriate. Skill selections for Western characters are at the discretion of Players and Gamemasters, though the following guidelines are suggested. Characters raised in rural areas will likely have the Animal Handling Skill at level 1 or higher. Survival Skills are also widely taught, particularly on the Badlands fringe, and thus Skill levels of 1 or 2 are common, with specialization in desert or shelter at the player's option. The Ride Skill is also common among characters from a ranching background, usually at level 1 or 2, though Drive is more common.

The martial prowess of Westerners is well known and though the Protectorate's standing army is not large the number of former service personnel is considerable, and thus non-military characters can justify Skills such as Demolition, Electronic Warfare and Combat Sense. Western culture ensures that the Small Arms and Melee Skills are common even among characters who have never served with the armed forces.

Almost all Westerners speak both Anglic and Equatorial Hispanic, though their abilities vary considerably depending on background. Characters associated with the First Clans have level 3 in Equatorial Hispanic and level 2 in Anglic while other clan characters have level 2 in both languages. Clanless characters will likely speak Anglic at level 2 and have basic (level 1) Hispanic Skills. Depending on their origin, immigrant characters, common in Fort James, may have both languages at level 1 in addition to their native tongue. Religious characters such as priests should purchase the language appropriate to their tradition at level 2: Indo-Arabic for Revisionists, Biblical Hebrew, Koranic Arabic or Latin for Jerusalemites.

Several of the Perks and Flaws in the **Heavy Gear Gamemaster's Guide** may also be appropriate for Western characters, though care should be taken to avoid them becoming a crutch for poor roleplaying. Connections (p.13) is a must for clan characters and Prestige (p.14) is also recommended. Obligation (p.20) may also be suitable for characters in some way beholden to their clan. The Animal Companion (p.13), Animal Kinship (p.13) and Sense of Direction (p.15) Perks may also be appropriate for rural Westerners, as may the Animal Antipathy (p.17) Flaw. The Code of Honor (p.18) Flaw is recommended for all Western characters, though its exact details should be discussed with the Gamemaster.

## 7.2 EQUIPMENT

Though the least technology-minded state in the CNCS, the WFP has nonetheless developed a reputation for high-quality merchandise, particularly armaments and work clothing. These rarely utilize cutting-edge technologies but are practical and generally of good value, which makes them popular both on the home market and in the Badlands and rugged areas of the North.

Most Western equipment is rugged and reliable, intended to withstand life on the Great Western Plain, far from any maintenance workers. Indeed, many Western manufacturers are so confident of their products' resilience that they provide lifetime guarantees, freely replacing items that have become damaged under normal use; small fonts indicate that gunfire or animal bites are not considered to result from normal use, however. Testing products "to destruction" is a major part of the manufacturing process and features heavily in Western advertising campaigns.

Western equipment has gained a formidable reputation and export sales are brisk. As a result, most of the equipment in this section can also be found outside the Protectorate, particularly in the other Northern leagues. Furthermore, these items are merely representative of Western technology and equipment and similar items may be found elsewhere on Terra Nova.

### 7.2.1 WEAPONS

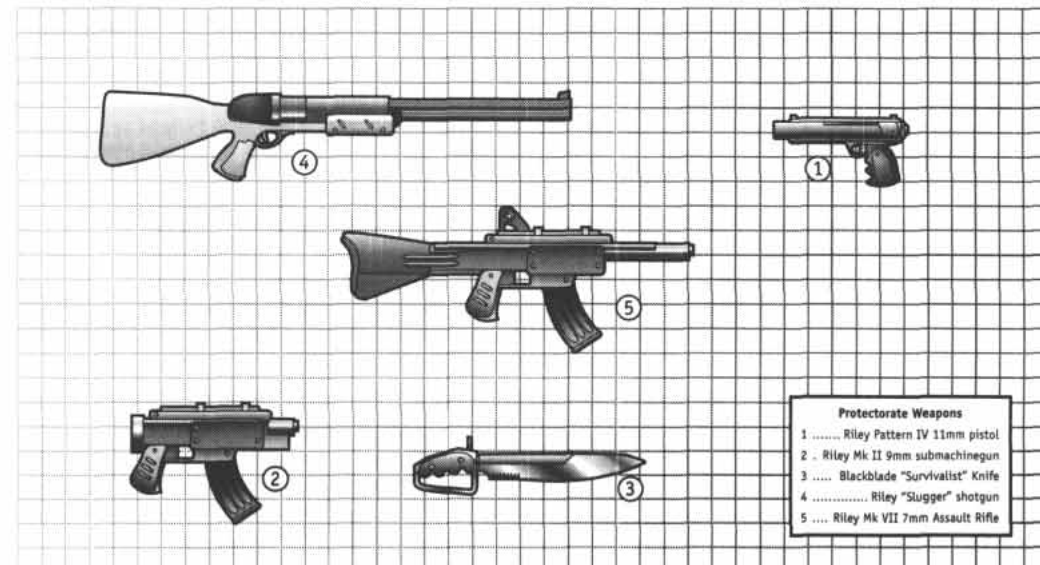
The Protectorate is the principal armaments manufacturer of the CNCS, responsible for many of the weaponry used in tanks and Gears of the North. The West Frontier Protectorate is also the center of the alliance's small-arms industry, mass-producing equipment for infantry and special forces alike in all four Northern armed forces (all three national armies and the Northern Guard). Though lacking the flare and technological edge of their Mercantile equivalents, Western arms maintain the tradition of reliability, making them ideal for everyday usage by the military, police and civilian groups.

Weapons Table ◀

Weapon	Accuracy	Damage X	Range (m)	ROF	Ammo	Cost
Riley Pattern IV 11mm pistol	0	x20	5/1/0/20/40	0/2	15	450
Riley Mark II 9mm submachinegun	0	x15	10/20/40/80	2	45	550
Blackblade "Survivalist" Knife	0	AD+7	Close combat	-	15	450
Riley "Slugger" 12-gauge shotgun	-1	x30*	6/12/24/48	0	2	150
Riley Mark VII 7mm Assault Rifle	0/-1**	x22	45/90/180/360	0/1**	45	850

\*Double armor against shotguns and reduce the Damage Multiplier by 5 per Range Band.

\*\*Selectable fire rate. In single-shot it is accuracy 0, ROF 0. In burst-fire mode the weapon gains an ROF of 1 but suffers a -1 Accuracy penalty. Changing fire rate during combat requires one action.



## 7.2.2 RURAL WESTERNERS

Rural Westerners are the largest group in the WFP, principally working on farms and ranches or in scattered and often transitory townships. The population has adapted to the harsh and spartan life on the plains, often existing at little more than a subsistence level. These communities rely on their own efforts to survive, though wandering merchants, marshals and mendicants provide a link with the outside world. The latter act as both spiritual councilors and educators, playing a major role in the life of the community, irrespective of religion.

### ► Survival Kit

Westerners on the Badlands fringe carry a survival kit that often makes the difference between life and death in the sudden storms of the area. There are two distinct parts to the kit: that carried on the person and that kept nearby. The former includes a water canteen, matches and ration bars, as well as a compass or mem-compass. Kept nearby, on a mount or in a vehicle, is a lightweight tarp used to create an emergency shelter, along with a respirator mask. Some richer groups substitute a tent for the tarp, but the latter offers greater flexibility. A medical kit and flares are also attached, and a water condenser is often added for long journeys away from the farmstead. Survival kits are often customized and the most common addition is a knife. Conventional knives are favored over vibroblades, the latter being too prone to malfunction, and the Blackblade "Survivalist" is one of a number of examples designed specifically for this purpose. The hollow hilt contains matches and even a tightly rolled survival blanket, while the screwcap contains a conventional compass.

### ► Outdoor Clothing

Unlike the hi-tech designer wilderness clothing popular in the UMF, that used in the WFP is often simple and practical, its manufacture part of cottage industries across the Protectorate. Tough leather jackets and trousers are common, supplemented by sturdy boots and gloves. These provide protection from the elements, with tamaru (Western Barnaby) or springer hide the most common material. Styles and colors vary from region to region but long duster-style coats are common across much of the Protectorate. Some Westerners make use of high-tech solutions like desert suits, but these are not common. In contrast, desert cloaks, made from several layers of heat-dampening synthetic fibers manufactured in the city-states, are popular with travelers, particularly the mendicant orders.

### ► Riley "Slugger" Shotgun

Despite centuries of hunting and farming, much of the Protectorate remains a wilderness. The risk of attack by wild animals is ever-present and most Westerners carry some form of weapon, be it as simple as a knife or staff, or sophisticated like a pistol or rifle. The Riley "Slugger" is one of the most popular weapons, capable of downing almost any threat with a single shot. Its simple double-barreled mechanism appeals to rural Westerners who appreciate its reliability and ability to withstand even the harshest treatment. Unlike more modern weapons, with variable "choke" settings to govern pellet dispersal, the Slugger has a fixed aperture and thus its damage drops off markedly with range, forcing the firer to wait until the last minute before firing, or else risk reduced damage.

### ► Educational Material

The education of rural children is principally carried out though the communications net, pupils speaking with their teachers via radio and trideo. Unfortunately, without the watchful influence of teachers pupils can soon slip into bad habits or fall behind in their studies. To counter this, several mendicant orders have taken it upon themselves to serve as roving tutors, continually moving between settlements and trading lessons for food and shelter. In addition to their religious apparel, such individuals carry a personal computer containing an extensive library and educational software as well as a wide range of educational material. These include activity kits to interest young children in learning as well as materials to allow practical science and geography lessons. These items are bought mainly using the proceeds of charitable donations collected in the city-states, though the Protectorate government also makes a sizable contribution.

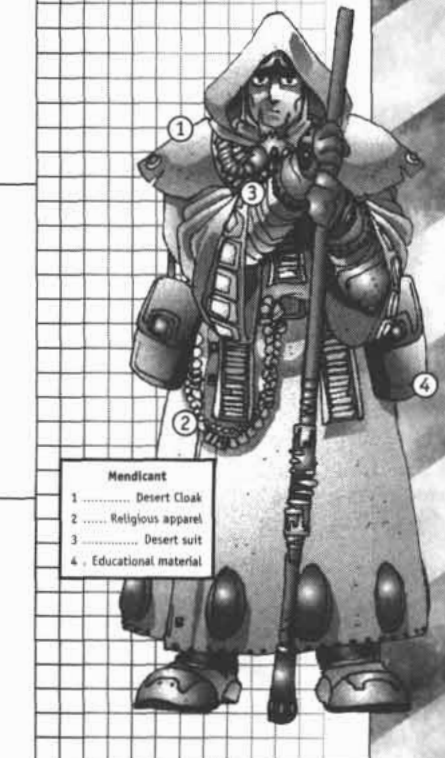
### ► Religious Apparel

The mendicant orders are by their nature part of the Revisionist Church, and thus bear the trappings of religion. Most wear Tokens of Peregrination and prayer beads and have supplicants sewn into their robes. The former mark good deeds accomplished by the wearer and can be anything that symbolizes the deed in question; prayer beads represent a commitment to the prophet, as one prayer is said for each bead at morning devotions. Lay Revisionists wear ten or twenty beads while monks wear in excess of one hundred. Supplicants are strips of cloth worn when attending Revisionist services, and used to symbolize the joy gained from prayer and worship. Copies of the Khodaverdia are ever-present, eschewin ornate bindings and illustration in favor of a compact and lightweight edition that brings the word of Mamoud to the faithful. Despite the potential benefits of their format, electronic editions are shunned as inferior versions.



**Rancher**

- 1 ..... Tamaru Coat
- 2 ..... Survival Kit
- 3 ..... Riley "Slugger" Shotgun
- 4 ..... Blackblade "Survivalist" knife



**Mendicant**

- 1 ..... Desert Cloak
- 2 ..... Religious apparel
- 3 ..... Desert suit
- 4 ..... Educational material

## 7.2.3 URBAN WESTERNERS

While Rural Westerners tend towards a uniform demeanor and appearance, urban Westerners are more cosmopolitan in nature. Though a clear minority in the Protectorate, they encompass a wide range of styles and professions, ranging from radical and rebellious teenagers to the prim and proper dons of the First Clans. Much of the immigration to the protectorate is to the city-states and major settlements and thus aspects of societies from all over Terra Nova have been incorporated into city life. This has all been shaped into a style and chic that is distinctly Western.

## Cazador Lightweight Body Armor ◀

Worn underneath the regular service uniform, Cazador body armor is almost undetectable and provides a moderate degree of protection against projectile weapons and blunt trauma. It uses the same material as the standard CNCS Mk 23 armor, a mixture of synthetic fibers and alloy threads that are strong and supple, instantly hardening when struck. The Cazador suit consists of several pieces, any combination of which may be worn. The principal element is a form-fitting vest that protects the torso and shoulders and which can be supplemented by antiballistic panels inserted into the uniform jacket. Sleeve pieces are separate from the main vest, allowing the vest to be worn with a variety of clothes and remain concealed. Likewise, optional under-trousers protect the legs, but can be uncomfortable and are rarely worn in hot weather. Cazador armor provides the protected area with an Armor value of 10; a full suit costs 300 marks.

## VR Display/Comset ◀

The Screen/Comset combo used by members of the diplomatic protection squad is similar to the PIT systems employed by corporate personnel across Terra Nova. It allows the wearer to maintain constant communication with their teammates and superiors and to receive sophisticated tactical information through an encrypted voice/data link. A microcamera attached to the headband relays what the agent sees to a central command post, enhancing tactical coordination and allowing detailed after-action review of the team's performance. The light-weight unit masses barely 400 grams and has a transmission range of 2 km. The sophisticated electronics in the headset in each unit cost 2500 marks.

## Riley Mark VII Assault Rifle ◀

The Riley Mk VII is the standard assault rifle of the WFFA, using Northern Guard-standard 7mm ammunition. The weapon utilizes a bullpup design, resulting in a compact and rugged design. The use of caseless ammunition removes the need for a shell ejection mechanism and allows the weapon to be used right or left-handed without difficulty. Furthermore, the Mark VII uses the exhaust gasses from the firing to operate the chambering mechanism, which helps reduce the effects of recoil. Unusually, the Mark VII can be used in burst fire or single-shot modes, a simple selector allowing the trooper to switch between the two. The former allows a high volume of fire, albeit at the expense of accuracy while the latter allows precision aiming and firing. The rifle has a shorter range than many comparable weapons, but its flexibility and extended magazine — fifty percent larger than other assault rifles — has made it a popular weapon in the WFFA.

## Shock Chic ◀

Fort William is the northern capital of the shock music phenomena and is thus the center of youth rebellion in the Protectorate. The bright colors used by the counter-culture are in stark contrast to the muted colors favored by traditional Westerners and at their mildest the cuts are risqué, pushing the bounds of accepted morality. Body piercing is common, including ear and nose rings, as well as eyebrow, lip and tongue studs. "Tattoos" are likewise common, though in many cases temptoons and henna patterns replace more permanent markings. Only the most dedicated and rebellious individuals are permanently marked where clothing cannot easily cover the patterns. Hair styling is also important to the counter-culture, playing off the traditionalist preference for long, braided hair. Youth haircuts tend to favor the unruly, often dyed improbable colors and cut in a mohawk or spiked style, or else shaved off completely. Both sexes make heavy use of makeup and lipstick, producing an androgynous look.

## Musi-clip Player ◀

Music recordings on Terra Nova are digital and stored on small data disks measuring roughly 4 x 4 cm. Small players are particularly favored by commuters and younger members of the population. Such units use cordless earplugs for playback and have a range of roughly five meters. Larger home units often form part of a home entertainment system and offer better sound quality through either speakers or headphones. Unlike the single-disc portable players such units can also hold multiple disks, allowing the user to select tracks from several disks in one session. There are two distinct groups of discs — those designed for home recording and playback, which may also be used in computer systems, and pre-recorded discs containing recordings by a wide range of artists. The latter contain circuitry that is intended to prevent bootlegging, but in practice many home recorders can be modified to ignore the copy protection.



**Diplomatic bodyguard**  
 1 ..... Lightweight body armor (hidden)  
 2 ..... VR display/comset  
 3 ..... Riley Pattern IV pistol  
 4 ..... Security Scanner

**Rebellious youth**  
 1 ..... "Shock" clothes  
 2 ..... Musi-clip player  
 3 ..... Body piercings  
 4 ..... Tattoos

## 7.3 WESTERN CAMPAIGNS

Though small, the Western Frontier Protectorate and its people offer a wide range of opportunities for campaigns or one-off adventures. At the most basic level life in the Protectorate is an adventure, the struggle of people versus the landscape, which alone offers many possibilities. This struggle combines with a number of other interlocking themes — honor, duty and belonging — to provide a host of possibilities for games set in the WFP.

### ● HONOR AND DUTY

Honor is central to the life of every Westerner and should play a major role in campaigns set in or involving the WFP and Western characters. It operates on many levels — personal, clan and league — any one or several of which may be involved at a time. Though frequently working harmoniously, friction between the various forms of honor also presents opportunities for adventures and character development. Honor of the clan is paramount followed by that of the league and the individual. A clan may ask a member to undertake actions that are personally dishonorable, but which advance the cause and the honor of the clan. Likewise, the honor of a clan may be at odds with the desires of other organizations or even the league, prompting friction and conflict. Duels and vendettas are common in the Protectorate, operating on several levels and often blurring the distinction between friend and enemy. Members of an allied camp are as likely to be locked in bitter conflict as members of different factions.

The flip side of honor, and closely related to it, is duty. Certain things are expected of Westerners — loyalty to both family and clan and a willingness to put their honor and ambitions before those of the individual — and collectively these are the duties of the Westerner, citizen and resident alike. It is duty that causes conflict between personal, clan and league honor, and which serves to regulate the excesses of honor. An individual who ignores duty in favor of honor will find themselves without support from their peers, but someone who neglects their honor in favor of duty will likewise be isolated. It is a problem against which Westerners must constantly strive and one that pervades every level of Western life. For example, a clan Doña must balance the needs, desires and honor of her clan against the greater good of the Protectorate — or the CNCS as a whole.

Western characters or those involved in the Protectorate may find themselves drawn into such conflicts and find themselves faced with difficult — or impossible — choices. They will be forced to make the best of a bad situation, dealing with the consequences. Their actions may bring scorn or respect, sometimes in equal measure, and how they deal with the situation can have major long-term consequences for their social and political standings.

### ● BELONGING

Honor and duty result from belonging to distinct groups, usually families and clans but also including companies, military formations, societies or even the league. There is a clear “them and us” mentality that colors relationships between groups and shapes the individual. Honor and duty are key manifestations of belonging and the easiest way of introducing it into a campaign, but it can be brought into play more directly by having player characters question the right of others to belong to their group. Banishment is one of the harshest punishments in the Protectorate, denying the character access to the physical and emotional support of the group. The character’s attitude towards such an action will vary considerably depending on their outlook. Some will go to great lengths to regain the trust and support of the group, sometimes sacrificing their own honor to do so, while others will continue to uphold their duty and honor towards their former group despite their expulsion, while another group may turn against their old associates. Such ideas can be the focus of a single adventure or a campaign.

### ● SURVIVAL

Many campaigns have survival at their heart, be it against hostile troops, political enemies or the environment. It can be literal survival, as in the case of battles or struggles against the wilderness, or figurative as in the case of political or financial ventures. Whatever the situation, the WFP is a harsh land, demanding considerable intelligence and wisdom to survive, let alone prosper. The struggle for physical survival is the most common form of adventure, but introducing other forms can make an interesting change of pace for a campaign. For example, military characters used to getting their way on the field of battle may suddenly find themselves plunged into the political arena and be forced to learn a whole new set of skills to avoid failure and the resultant loss of honor. The concept of “greater survival” — of the group or faction rather than the individual — can also play a part in campaigns, tying in with the concept of duty. A player character willing to sacrifice themselves for the greater good should be rewarded, for example with bonus XPs towards the creation of a new character. Care should be taken to avoid abuse, however, either by foolhardy actions or by characters deliberately managing events to create opportunities for heroic sacrifices.

### 7.3.1 A TALE OF TWO CLANS

Honor and duty are at the heart of Western culture, individual citizens and residents seeking to advance both their own position and that of their clan. Unfortunately, the rising fortunes of one group are often at the expense of another and this creates many stresses and strains. Clashes between individuals are common, frequently taking the form of bloody duels, but in general these are short-lived and of minimal impact on society. In stark contrast, the clashes between clans can wreak untold havoc, each with the resources of dozens, hundreds or even thousands of people at their disposal. The trigger for such feuds are diverse — a soured land deal, jealousy or a difference in ideology — and need not be a major event. The process of feuding and vendetta often serves to amplify disputes as each party seeks to gain redress for the actions of the other. In many cases the cause of the dispute is lost in the mists of time, as the feud takes on a life of its own, eventually pursued solely for its own sake.

The evolution of feuds takes a wide range of forms. The most obvious is physical violence between the parties, but the Protectorate's laws, particularly the Ley de la Clan, limit the scope of these clashes and prevent them from turning into bloody civil wars. Unfortunately, this does little to stop beatings or random acts of violence, nor does it prevent isolated bombings or shooting incidents. Many times when a feud erupts in a single, contained act of violence, the police find themselves 'unable' to investigate very closely. Often the clan loyalties of witnesses and the officers themselves contradict the supposed neutrality of the law. Consequently, most senior Westerners employ a number of bodyguards to safeguard their person. Political and financial conflicts are less glamorous but play a major role in feuds, seeking to undermine the opponent's position on a number of levels. Though direct action appeals more to the Western sense of militarism, skillful political or financial maneuvering is seen as a mark of sophistication, particularly among the First Clans. That their machinations are almost simplistic when compared to those of Mekong or UMF corporations is irrelevant. What matters are results and the honor of the clan. All other considerations are secondary, even the good of the league as strains placed on the WFPA command structure by the Zucco-Maderas feud demonstrate.

#### Starting Point: Clan War ◀

The Peters Clan of Fort James have long sought to gain control of the Karlton Ranch, once owned by a member of the Clan and then sold off when the local farming proved poor, only to have major oil deposits later discovered on the property. The Peters and the community's rulers, the Hadrian family, have fought a covert war for much of the last century. With the outbreak of the Interpolar War the Peters' ambition has been fulfilled, following the annexation of many border communities to form the "thin tan line", a buffer zone against Southern aggression. The local population has resisted the Western annexation, largely through non-violent means, though sabotage is rife, principally of the community's oil production facilities. The conflict between the Peters Clan and the Hadrian family has grown to become part of a larger issue, exploited by a number of outside agencies, including those of the Southern Republic and Mekong Dominion. Both stand to gain from having Western and CNCS troops bogged down in the Alliance's own border territories and have been carefully manipulating the situation. Furthermore, accusations of talk between Hadrian-Jando Elena and the Southern Republic have prompted investigations by various CNCS agencies. Trust between even allied groups is fragile and the situation is explosive. Player characters may play a role in any one of these groups, seeking to advance their own agendas against the backdrop of the Peters-Hadrian dispute and the Interpolar war.

#### Possible Campaign Variations ◀

Variation	Description
1:	Agents of Port Arthur seek to take advantage of the situation, weakening both the CNCS and AST positions.
2:	Other Fort James clans become involved in the confrontation.
3:	An AST strike team moves into the area, forcing the feuding parties to work together or risk destruction.
4:	The government intervenes to limit the dispute's scope but only succeeds in elevating the conflict to a new level.
5:	The players are falsely accused of siding with the opposing faction, casting aspersions on their honor.
6:	Efforts are made to "turn" one or more players to the opposing side.

#### Suggested Player Characters ◀

Character Type	Description
1:	Bodyguards hired to protect one of the principals in the dispute.
2:	Agents from one of the parties in the action, seeking to uncover — or disguise — the truth of the matter.
3:	Townfolk sick of being caught in the middle of other people's disputes.
4:	Political activists from the enfranchisement movement seeking to turn the conflict to their own ends.
5:	Traders or prospectors associated with the settlement and who must walk a dangerous path between the factions.
6:	Star-crossed lovers from different sides of the feud who must struggle against the prejudice and circumstance.





### 7.3.2 PIONEERING SPRIT

Though the smallest Terranovan league, large areas of the WFP remain under-populated and ripe for exploitation by those willing to make the effort. To counteract the steady migration of people to the cities, the government offers attractive subsidies for those willing to open up new areas of the county, attracting a wide range of individuals from across the Protectorate and the CNCS as well as from further afield. Unlike the first settlers on the Great Western Plains who were simply able to claim a piece of land, modern pioneers must purchase land from the Protectorate government, either through the land Registry in Fort William or satellite offices in Fort Henry and Fort James. Costs are low, usually only a few marks per hectare, utilizing a sliding-scale based on the amount of land desired, a measure which is intended to limit commercial exploitation of the system.

Many pioneers are individuals or family groups hoping to make new lives for themselves, working on their own initiative and often without any previous experience or training for rural life. The experience is hard on these pioneers, often lulled into a false sense of security by the romantic portrayal of the pioneering lifestyle in books and trideos. The mortality rate among such groups is high, their sense of pride and honor making it difficult for them to admit defeat and seek help.

A second group of pioneers are more organized, assembled on the initiative of a central agency and either trained in appropriate skills or accompanied by suitably skilled personnel until they have found their feet. The government sponsors a number of such groups but the vast majority are privately funded, either by clans or by commercial concerns. The latter are often typified by the contracts that bind the pioneers to the settlement and the sponsoring agency in exchange for support during the formative cycles. Usually highly exploitative, such contacts are frequently little more than legalized slavery but through frowned upon are seen as the only hope by many destitute city-dwellers. In stark contrast, Clan-sponsored efforts are more relaxed and pragmatic in their approach, though even these are carried out with the long-term interests of the clan in mind, with the contracted families becoming dependents or subsidiary clans.

#### ► Starting Point: Little Ranch on the Pampas

The Hamilton Clan sponsored a new settlement on the Badlands fringe, and this has provoked considerable interest among the immigrants and underclass of Fort James. Establishing the pioneer group is a long, drawn-out process involving a series of interviews and examinations followed by fitness and endurance tests. The process lasts a number of weeks but eventually results in the selection of a core group of 50 pioneers. An additional period of consolidation ensues, in which the disparate members of the group are forged into a team capable of surviving and prospering. Only after all this academic and physical training is complete does the real adventure begin.

The first step is the long cross-country journey to the settlement site, providing many of the settlers with their first real experience of life in the wilderness. Several have to be coaxed onward or else returned to Fort James, but after several false starts the group finally reaches its destination. The first point of order is securing a good supply of water and only once this is done do the first buildings start to rise. Building the settlement's infrastructure will be a long, drawn out process during which the pioneers remain dependent on the Hamilton Clan. As the settlement becomes more established the sense of teamwork that allowed its construction will slowly fade, petty rivalries replacing camaraderie and shared achievement. Surviving this new political environment will be as challenging as the early pioneering work.

#### ► Possible Campaign Variations

Variation	Description
1:	Rover gangs threaten the new settlement
2:	After a few weeks the group's "ideal" site is found to be on the migration path of rock crabs.
3:	Embezzlement results in the group missing large quantities of material and that which they do have is poor quality.
4:	A nomadic trader or a member of a mendicant order arrives in the new settlement.
5:	Another group already occupies the settlement site. Claim-jumpers, or has the Land Registry made a mistake?
6:	A Badlands tempest strikes and destroys the team's efforts

#### ► Suggested Player Characters

Character Type	Description
1:	Pioneers set on building a life for themselves or striking it rich
2:	Experienced pioneers, employed to tutor less experienced settlers in essential survival skills
3:	Fugitives seeking a new start in the anonymity of a pioneering settlement
4:	Associates of a criminal cartel, seeking to exploit the new settlement
5:	Industrialists looking to invest in a start-up settlement
6:	Security troops employed to keep the predations of rover gangs and wild animals at bay.



### 7.3.3 SHADOWS OF WAR

War and the martial ideal are central to Western culture, with both citizenship and political power inextricably linked to military service and the WFPA. Though the smallest of the CNCS armed forces, the WFPA has gained a formidable reputation for its skill and daring even though this is often undermined by disputes over honor or petty clan politics. Many clans encourage their members to serve with the WFPA or the Northern Guard, increasing the number of citizens under their control and thus their power in the military councils. As a consequence there is a preponderance of former service personnel in the Protectorate, numbering almost one-third of the population on the eve of the Interpolar War, thanks to massive recruitment efforts during the War of the Alliance.

By and large these ex-service people happily reintegrate with Western society, remaining as a reserve of ready-trained troops that can be called upon in a grave crisis. At present there has been no such draft of former WFPA or Northern Guard troops, though with the conflict to the south stalemated in the jungles of the Mekong Dominion and the Eastern Sun Emirates, the possibility of such an eventuality has been whispered in political circles. Indeed, a number of "citizen's militias" have sprung up across the Protectorate, particularly along the Badlands fringe that has been ravaged by war and rover gangs.

A smaller group of former soldiers have difficulty re-adjusting to civilian life. Many such individuals, usually the clanless or those associated with minor clans, become mercenaries, selling their service to the highest bidder. Such troops are viewed with disdain by most Westerners — the implication being that honor can be bought — but this has not prevented the WFP from becoming the largest source of mercenary troops in the Northern Hemisphere. Though lacking the organization of their Mekong equivalents, Western "mercenario" may be found almost anywhere on Terra Nova, particularly where a client wants professional but "deniable" assets. As such, the current climate is very profitable and many have returned to service with the WFPA though the relationship between regular troops and such "sellswords" can be tense.

#### Starting Point: Defense of the Realm ◀

Though the war to the South dominates the news media, the threat of Southern action forces the Protectorate to keep a sizable portion of their forces close to home. The widespread devastation in Fort Henry stands as testament to the need for such protection, as does the rise in rover gang activity, seeking to exploit the weakened CNCS border forces. The region between Fort Henry and Fort James has proved particularly problematic, with many outlying settlements coming under attack. One such settlement is Huelva, targeted by both AST operatives and rover gangs over the last few weeks. A small team is sent to the area to provide protection.

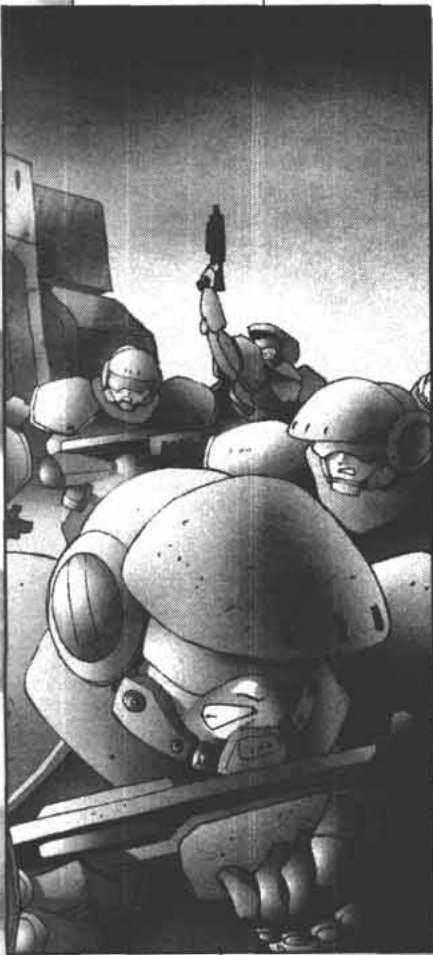
There they find themselves enmeshed in a complex web of local politics, drawn into a series of inter-clan disputes in which they are asked to take sides. They may do so, accepting whatever bribes are offered by the various parties, but this may in turn bring down the wrath of their superiors who will either bring charges of corruption or else seek a cut of the proceeds. Furthermore, such events only serve to distract the troops from their true task. At least one small AST detachment is operating in the area and will stage a number of raids, intended as much to pin down the team and draw out the reinforcements as to inflict serious damage. Led by an experienced veteran of the War of the Alliance, the Southern forces will seek to draw the team away from their posts and destroy them in detail.

#### Possible Campaign Variations ◀

Variation	Description
1:	The local marshal resents the intrusion by outsiders and is uncooperative.
2:	A rival clan targets a member of the team.
3:	The team's actions are repeatedly foiled and rumors abound of an enemy spy in the team's midst.
4:	The harvest prompts an influx of workers to the region, some of whom may be enemy agents.
5:	The team stumbles upon a cache of CEF equipment from the War of the Alliance.
6:	The efforts disrupt the operations of Wounded Knee smugglers, bringing about a clash with a cartel.

#### Suggested Player Characters ◀

Character Type	Description
1:	WFPA troops involved in the security operation.
2:	Reporters sent to produce a documentary on the WFPA efforts.
3:	Townfolk or traders associated with the threatened area.
4:	Southern or Badlands agents sent to "observe" the situation.
5:	Badlanders accused of complicity in the rover gang operations
6:	Mercenary troops hired to supplement an existing force



### 7.3.4 DEAD OR ALIVE

Law enforcement in the WFP is a branch of the military, enforced in the cities by members of the WFPA, and in rural areas by former service personnel known as marshals. As such police campaigns set in the Protectorate differ substantially from those in other CNCS leagues, ranging from the paramilitary forces of the city-states to the Badlands-style methods used on the open plains. Either offer a number of opportunities that can be used singly or together in campaigns, reflecting the clear distinctions in Western society.

City-state police forces — *el policía* — carry out a wide range of tasks, ranging from traffic control to murder inquiries, though considerable emphasis is placed on law enforcement and tactical operations rather than investigation. The latter is often handled by the Western Intelligence Agency (WIA), the Protectorate's security service. Unfortunately, the relationship between the WIA and local police forces is mixed, many local agencies resenting the interference of outsiders in their affairs. Nonetheless, the WIA's freedom of operations — they operate as both a foreign and domestic agency as well as in civil, corporate and military fields — allows them to carry out far-ranging and comprehensive investigations.

Marshals, many of whom are retired WFPA soldiers, handle rural law enforcement. Each is responsible for up to a dozen farmsteads, known as a county, in which they are charged with crime prevention and investigation. Most settlements are self-policing, criminal activities being the antithesis of the close-knit rural communities, but the presence of the marshals helps ensure the rule of law in the isolated regions of the WFP. Most marshals work alone but build up a rapport with the settlements in their jurisdiction, and may deputize upstanding members of the community if they require assistance. Like the city *policía*, the marshals are armed and are authorized to use force where needed, a relatively common occurrence on the Great Western Plain and the Badlands fringe. This is not a license to kill, as an excessive number of fatalities will prompt investigation by the WFPA JAG corps, though the definition of excessive varies from region to region.

#### ► Starting Point: A Fistful of Marks

The Northwest of the WFP is atypical of the league, a region of wildcat mines, shantytowns and exploitation. The town of Acuipto is typical of these communities, established to support local mining and logging concerns but now dominated by criminal cartels. Maintaining order in the rowdy town is a tough proposition and one often ignored by the town's marshal in return for substantial "gifts" from the cartels. The latest marshal was killed in a barroom brawl and the new incumbent has surprised most of the local community by attempting to reinstate the rule of law. This has angered both the cartels and the exploitative corporations, resulting in a protracted campaign to replace the marshal with a more tractable individual. These moves have been countered by the deputizing of a number of locals.

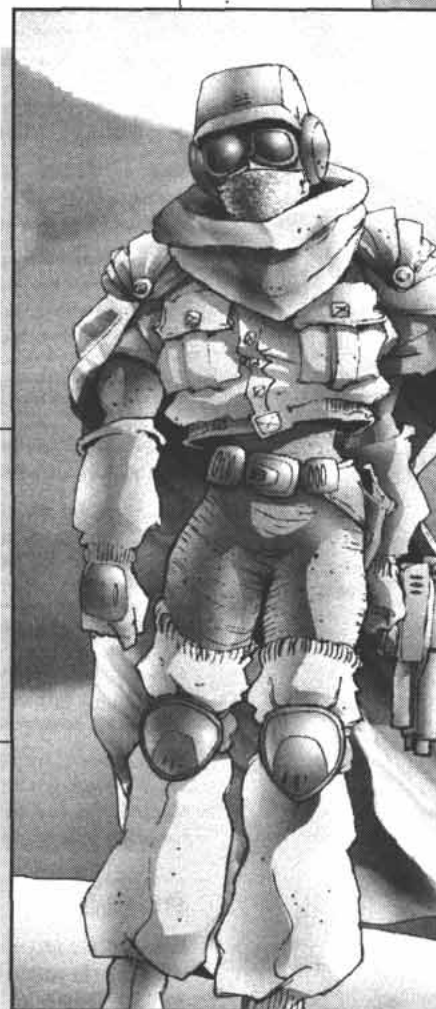
What starts as a campaign of intimidation and character assassination slowly becomes more deadly as the marshal's office is firebombed and the brakes on the solitary police car are tampered with. It isn't clear at first who is responsible, the crime cartels or the marginally less criminal companies, and indeed several of the marshal's allies may be involved in the conspiracy. It should slowly become apparent that the situation is being managed by Herez Alvaro, head of the local Granis affiliate, who will stop at nothing to get his way. As the attacks become more deadly, the marshal and deputies are faced with a series of stark choices: capitulate, counter-attack, or die.

#### ► Possible Campaign Variations

Variation	Description
1:	An SRID cell is operating in the town and wishes to avoid any attention from the re-introduction of law and order.
2:	A member of the cartel offers to betray Herez in order to strengthen their own position.
3:	The tensions in the town result in rioting by disaffected miners.
4:	One of the marshal's erstwhile supporters sides with the enemy.
5:	The cartel "arrange" for the marshal to be replaced by their own candidate.
6:	Civilians are killed in the crossfire and the marshal and deputies come under investigation by the WIA.

#### ► Suggested Player Characters

Character Type	Description
1:	The city marshal.
2:	Deputized townsfolk.
3:	Cartel members seeking to eliminate or neutralize the law enforcement agencies.
4:	Local traders caught in the middle of the dispute.
5:	WIA operatives sent to investigate the cartels and operating without the marshal's knowledge.
6:	Mercenaries willing to sell their services to either side.



## 7.4 STOCK NPCs AND PERSONALITIES

The most unique aspect of **Heavy Gear** is its underlying storyline. Over the course of the next few 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 concern for the consequences. To give Gamemasters some indications of how best to use these introduced characters, every **Heavy Gear** product since the first **Life on Terra Nova** has featured the chesspiece system.

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 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 thread 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 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.

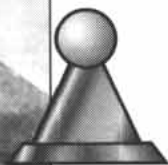
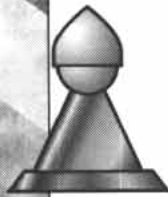
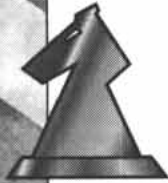
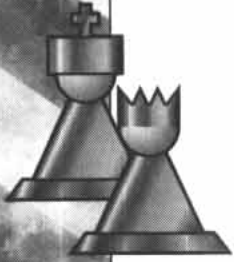
### ► Social Encounters

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.



## RANCHER

Ranchers live a tough life, eking out a living on the plains and supervising large herds of springers, barnabies and Terran cattle. The Western traits of self-reliance are best appreciated in these individuals, who often spend long periods of time away from the farmstead. Stock rustling makes them wary of strangers — most are armed and quick to anger, and brawls are common among rivals — but their hospitality to those they trust knows no bounds. The rancher is a popular character in recent works of fiction, often portrayed as the suave loner with a penchant for strong liquor.

### ► Attributes

AGI	0	APP	-1	BLD	0	CRE	0	FIT	+1
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.
Animal Handling	2	0	Hand-to-Hand	1	0	Navigation	1	0	Survival	2	0
Dance	1	0	Life Sciences	1	0	Riding	2	0	Small Arms	1	0

### ► Typical Equipment

Rugged clothing; pistol; survival kit; riding springer; branding equipment; herding dawg



## MARSHAL

Often retired members of the WFPA, Western marshals keep the law across wide tracts of the Great Western Plain. They are tough and independent, willing to stand up against the most belligerent opponents in defense of the law. As often as not their foes are members of the county they patrol, but also include unwanted interlopers such as smugglers and rovers. The marshals also help organize the farmstead militias and play a vital role in the defense of the rural Protectorate. While their position forces them to travel extensively, they are often welcomed by the people of their territory, and tend to settle down in the same area they once patrolled.

### ► Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	0	KNO	+1	PER	+1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	5	AD	4

### ► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	+1	Interrogation	1	0	Melee	1	0	Small Arms	2	0
Drive	1	0	Investigation	1	+1	Notice	2	+1	Survival	2	0
Hand-to-Hand	2	0	Law	1	+1						

### ► Typical Equipment

Badge of office; restraints; rugged clothing; 9mm pistol; shotgun; survival kit





## MENDICANT

As the marshals bring law and order to the Great Western Plain, so the mendicant orders serve as spiritual advisors and educators to the widespread communities. In exchange for their ministrations, the mendicants receive food and board from the settlements they serve, in effect living off the Western tradition of hospitality. This tradition of service is central to the mendicant's life but many also seek spiritual enlightenment on their journeys, spending much of the time during the long journeys between settlements in contemplation and prayer.

### Attributes

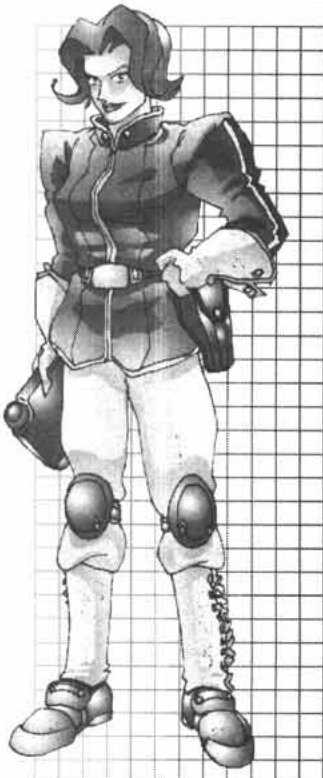
AGI	-1	APP	0	BLD	0	CRE	0	FIT	0
INF	-1	KNO	+1	PER	0	PSY	+1	WIL	+1
STR	0	HEA	+1	STA	30	UD	4	AD	3

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Drive	1	-1	FL: Indo-Arabic	2	+1	Navigation	1	+1
Etiquette	1	-1	Hand-to-Hand	1	-1	Social Sc.*	2	+1
First Aid	1	+1	* (Theology)			Teaching	2	0

### Typical Equipment

Religious apparel; survival equipment; educational material



## MILITARY POLITICIAN

Many Westerners join the WFPA not to defend the Protectorate but for the political power such service confers. They are driven to succeed, but unlike similar individuals outside the WFP, the military-politician seeks to advance the cause of their clan or other affiliated groups over their own personal glory. Attaining a high rank in the political arena can mean great power and wealth for their clan as a whole. Most are accomplished warriors — without suitable military skills they would never have been promoted to the point where they wield true influence in the Protectorate — and while some have let their skills rust with disuse, crossing them can be more than just a political risk.

### Attributes

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

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	0	Law	1	+1	Melee	1	0
Etiquette	2	+1	Leadership	2	+1	Psychology	1	+1
Hand-to-Hand	1	0				Tactics	2	0

### Typical Equipment

Tailored uniform; pistol; data pad; discretion device; Bodyguard detachment

## PROSPECTOR

Many pioneers seek to live off the land but do not wish to become farmers, instead seeking to exploit the mineral wealth of the Protectorate. Most are individuals, wanting to make it rich by discovering a valuable ore deposit, while others are employed by large corporations to survey the land. Few hit the jackpot, though many succeed in eking out a living from the land. Life as a prospector is harsh, as much a struggle against rival claimants as against the land.

### ► Attributes

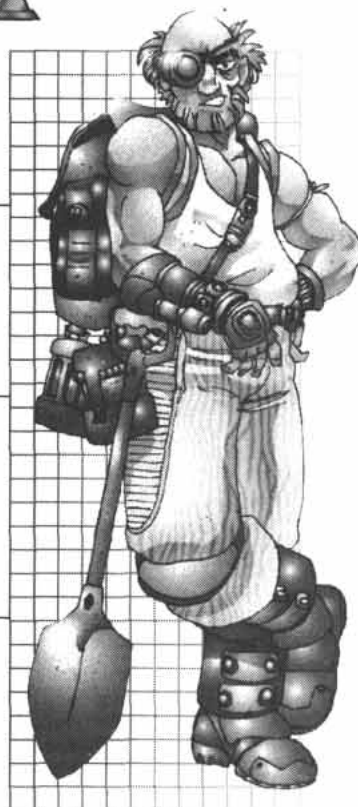
<b>AGI</b>	0	<b>APP</b>	0	<b>BLD</b>	0	<b>CRE</b>	0	<b>FIT</b>	+1
<b>INF</b>	-1	<b>KNO</b>	0	<b>PER</b>	0	<b>PSY</b>	0	<b>WIL</b>	+1
<b>STR</b>	0	<b>HEA</b>	1	<b>STA</b>	30	<b>UD</b>	4	<b>AD</b>	3

### ► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Haggling	2	-1	Navigation	1	0	Survival	2	0
Demolition	1	0	Hand to Hand	1	0	Notice	2	0	Small arms	1	0
Earth Sc.*	2	0	Law	1	0	* (mineral survey)					

### ► Typical Equipment

Rugged clothing; digging equipment; geological maps; survey equipment



## TINKER

Small traders, known in the WFP as tinkers, are the lifeblood of the Protectorate, providing isolated communities with the goods they need to survive and facilitating trade between communities. Their cargoes are diverse and compact, ever changing as goods are bartered back and forth. Many tinkers follow a predetermined route, bringing them back to each settlement on a regular basis and allowing them to fulfill orders made of their previous visit. Some tinker routes overlap, particularly at large settlements, but generally traders guard "their patch" jealously. Many also have contacts with the Wounded Knee Cartels.

### ► Attributes

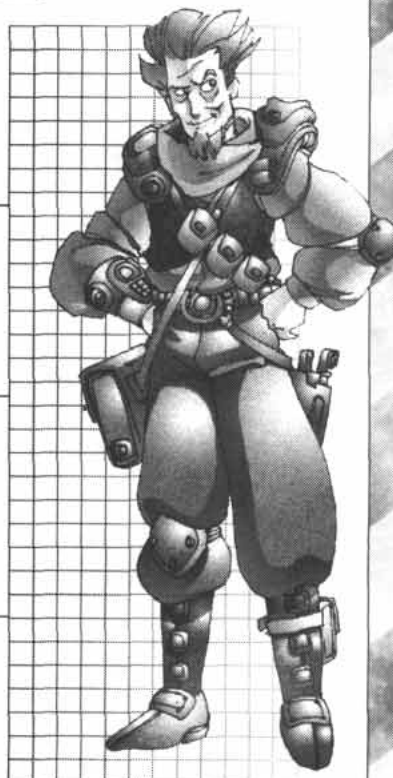
<b>AGI</b>	0	<b>APP</b>	0	<b>BLD</b>	0	<b>CRE</b>	+1	<b>FIT</b>	0
<b>INF</b>	0	<b>KNO</b>	0	<b>PER</b>	0	<b>PSY</b>	+1	<b>WIL</b>	0
<b>STR</b>	0	<b>HEA</b>	0	<b>STA</b>	25	<b>UD</b>	3	<b>AD</b>	3

### ► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Drive	1	0	Mechanics	1	0	Survival	1	+1
Business	2	0	Haggling	2	0	Small Arms	1	0	Theatrics	1	0
Combat Sense	1	0	Human Perception	1	+1						

### ► Typical Equipment

Pistol; rough clothing; trade goods; battered Longrunner



## FORT JAMES PASTRY CHEF



The rich and delicate pastries produced in Fort James are seen by many in the CNCS as works of art, and their manufacturers are held in high regard. Unfortunately, Fort James pastry chefs are like many artists, temperamental and moody, and massaging their egos can be a full-time occupation. Their co-workers are often verbally abused and belittled, but the ability to withstand this is regarded as "character building" and serving under one of the truly great chefs is the goal of many. While some of the chefs have opened schools to teach their skills, most prefer to teach one-on-one, in a working apprenticeship. Such positions, are, of course, desperately sought after by aspiring students.

### Attributes

AGI	0	APP	0	BLD	0	CRE	+2	FIT	0
INF	0	KNO	+1	PER	0	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

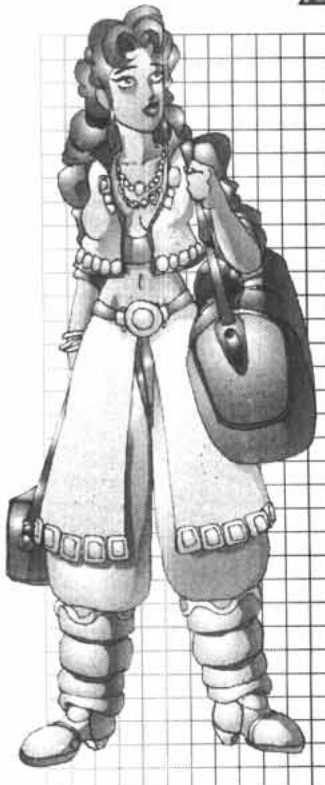
### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	+1	Cooking	2	+2	Leadership	1	0	Visual Art	2	+2
Business	2	+1	Intimidation	1	0	Theatrics	2	0			

### Typical Equipment

Spotless cooking clothing; favored cooking implements; fully stocked kitchen

## NEW IMMIGRANT



The opportunities of the WFP attract people from across Terra Nova, giving them the chance to build a new life with, often literally, their own hands. There are a wealth of possibilities available, but first the newcomers must overcome the Protectorate's linguistic and cultural barriers. Even then life can be hard, with clanless individuals and groups relegated to menial positions in the city-states. Only when they are adopted into a clan are the full opportunities of Western life made available.

### Attributes

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	-2	KNO	0	PER	0	PSY	0	WIL	+1
STR	0	HEA	0	STA	25	UD	4	AD	3

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Computer	1	0	FL**	1	0	Skill 1*	2	varies	Skill 2*	2	var.
Skill 3*	1	varies	Skill 4*	1	varies	Dance	1	0	Hand-to-Hand	1	0
** (Equatorial Hispanic)											

\*Choose from Communications, Computer, Earth Sciences, Electronics, Law, Literature, Life Sciences, Mechanics, Physical Sciences, Psychology

### Typical Equipment

Poor quality clothing; phrase book;



## FIRST CLAN ADMINISTRATOR

Members of the First Clans are renowned for their arrogance, each taking pride in a clan history that dates back farther than that of the Protectorate itself. This colors their attitudes towards other Westerners and can be problematic among those working in public positions, leading them to underestimate the abilities of others. Despite this, many from the First Clans seek employment in the Western administration, granting them considerable influence in the league's affairs as well as a non-military path to citizenship and further power.

### ► Attributes

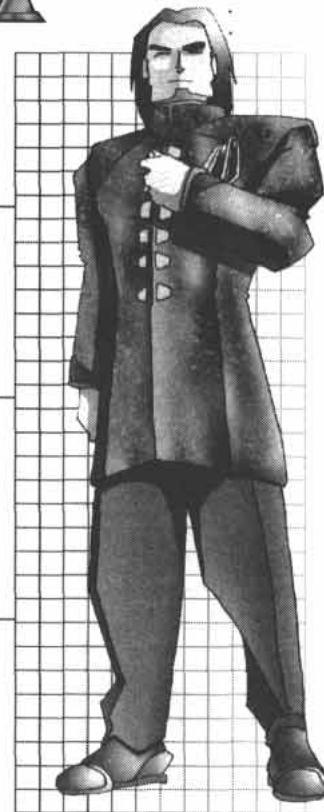
AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	+1	KNO	0	PER	0	PSY	0	WIL	+1
STR	0	HEA	0	STA	0	UD	3	AD	3

### ► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	0	Combat Sense	1	0	Melee	1	0	Small Arms	1	0
Business	1	0	Etiquette	2	+1	Security	1	0	Streetwise	1	+1
Computer	1	0	Haggling	1	+1						

### ► Typical Equipment

Smart clothes; data pad; discretion device; personal communicator



## MERCENARIO GEAR PILOT

Many Western soldiers find it difficult to re-adjust to civilian life and seek out the life of a mercenary. Though they are found across Terra Nova and are respected for their skills, mercenario are not highly regarded, especially in the lands of their birth where they are regarded as selling their honor. Their lifestyle is a far cry from that portrayed in the popular media, far from glamorous and involving intense physical and financial hardships.

### ► Attributes

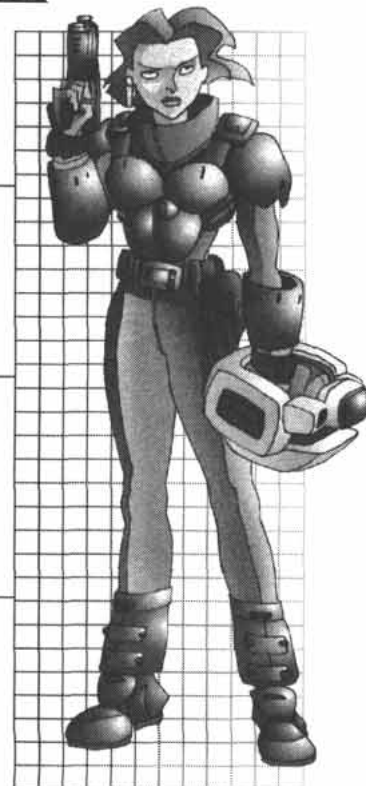
AGI	+1	APP	-1	BLD	+1	CRE	0	FIT	+1
INF	0	KNO	0	PER	0	PSY	0	WIL	0
STR	1	HEA	0	STA	30	UD	5	AD	5

### ► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	1	0	Communications	1	0	HG Gunnery	2	0	Melee	1	+1
Camouflage	1	0	Dodge	2	+1	HG Pilot	2	+1	Small Arms	1	+1
Combat Sense	2	0	Hand-to-Hand	2	+1						

### ► Typical Equipment

Mismatched uniform; pistol; customized gear pilot helmet; pistol; Light flak armor.



## BENITEZ JUANITA



As the eldest child of clan-head Marco, Benitez Juanita was groomed for leadership and taught all the skills necessary for command. She was a serious child and excelled at her lessons, particularly religious studies, and many joked that she would head the church instead of the clan. This proved oddly prophetic when in TN 1902 Juanita refused the post of Doña and chose to enter the Church. There her mix of strong faith and leadership skills allowed her to swiftly progress through the hierarchy, becoming Reverend in charge of the Fort William district in TN 1919 and head of the Western Church in TN 1924. Though she is seen as pivotal in halting the decline of the Western Church in the TN 1920s, her reign has not been without its problems. The sudden demands made on the Church following Thor Hutchison's assassination threaten to undo all her hard work, a situation not helped by Benitez's personal ambition.

### Profession ◀

Though a conscientious leader of the church, the thirst for secular power instilled in Juanita as a child has resulted in a number of clashes with the Protectorate government. Though many Westerners are Revisionists they prefer to keep church and state separate, and the Senior Reverend's aggressive attempts to establish the Church as a major political force in the Protectorate have earned her a number of enemies. This is further exacerbated by her clear support for Zucco Adamo, alienating many in the Maderan faction.

### Attitudes ◀

Juanita plays the role of spiritual mother well. Her calm and thoughtful exterior hides an arrogance that leads her to believe her ideas and methods are the best, and as a consequence she has little regard for the advice of others. She sees bolstering her secular power as an essential part of guiding the Western people but has ignored warnings about the stresses that this places on the church. With the death of Thor Hutchison the Senior Reverend has been harboring ambitions of becoming Second Follower, but lacks Council support.

### Combat Reactions ◀

Juanita will attempt to negotiate her way out of any difficult situation, using her fearsome oratory skills to sway her opponents. She can be persuasive and insulting in equal measure, allowing her to goad the opposition into doing what she wants. If this fails – a rare occurrence – she is more than capable of defending herself, remaining fit despite her age and continuing to practice the combat skills she learned as a youth.

### Contacts ◀

Zucco Adamo (Age 83, Specialties: Tactics and Leadership), head of the Zuccite faction and a political ally; Reverend Mother Maya Fajil (Age 78, Specialties: Etiquette and Investigation), a major rival in the Reverend High Council; Brother Bernardo Joaquin (Age 37, Specialties: Stealth and Small Arms), commander of her "bodyguard" troop; William Henri (Age 41, Specialties: Bureaucracy and Social Sciences), a member of the Fort William administration who provides her with information.

### Vital Statistics ◀

Age:	72 cycles	Height:	1.55 meters	Weight:	58 kg	Hair Color:	Grey	Eye Color:	Green
------	-----------	---------	-------------	---------	-------	-------------	------	------------	-------

### Attributes ◀

AGI	0	APP	0	BLD	-1	CRE	+1	FIT	0
INF	+1	KNO	0	PER	+1	PSY	+1	WIL	+2
STR	0	HEA	1	STA	30	UD	4	AD	3

### Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	0	Hand-to-Hand	1	0	Leadership	2	+1	Small Arms	1	0
Etiquette	2	1	Human Perception	1	+1	Literature	1	+1	Social Sciences	2	0
Fl. Indo-Arabic	2	0	Intimidate	1	-1	Melee	1	0	Teaching	1	+1
Theatrics	2	+1									

## RAMIREZ GIDEON

Ramirez Gideon plays a major role in the affairs of his clan, managing their business interests in Fort William. This allows his twin brother, Paulo, opportunity to govern the affairs of the major Zuccite clan. Paulo and Gideon were born in TN 1850 at the clan's holdings in Fort William, Paulo being the elder by a handful of minutes. Though physically identical, the two boys had very different personalities. Whereas Paulo was extroverted and a natural leader, Gideon was reserved, preferring his own company and that of his books. Despite this the brothers remained close and frequently got into mischief together, and while adults in the community berated Paulo for leading his brother astray, it was often Gideon who instigated their adventures. This relationship continued into their adult lives, with people-savvy Paulo serving as a front for Gideon's ideas. Gideon's business acumen allowed the Ramirez Clan to amass a large fortune during the Judas Syndrome when many other concerns saw their fortunes slump. Unfortunately, Paulo's elevation to the head of the clan in the wake of his martial success in the War of the Alliance soured relationships between the brothers. Gideon is a connoisseur of fine art and a major patron of the arts in Fort William.

### ► Profession

Gideon is a sharp businessman, as comfortable discussing the latest consumer trends as he is corporate law or finance. This has earned him a reputation as a miracle worker, capable of turning a profit in even the most difficult circumstances. Under his management the Ramirez Clan plays a major role in the Fort William's economy, notably through the Fort William Mutual Bank (FWBM) in which they, along with Clan Sidhra, are the principal shareholders.

### ► Attitudes

Intelligent but reserved, Gideon is the mirror image of the twin to whom he has been devoted for much of his life. His relationship with Paulo has been strained since his brother took power in the clan, on one level feeling that it should have been him who succeeded their father while on another recognizing that Paulo is the better leader. Despite their disagreements, Gideon remains loyal to the clan and continues to advise his brother through a series of intermediaries.

### ► Combat Reactions

Gideon dislikes combat and, should he find himself in a situation where his life is on the line, will rely on his bodyguard detachment. Failing this he will attempt to negotiate with his assailants, promising them large sums of money for his freedom. If pressed to fight he will become highly agitated and will likely fall into a blind panic, striking out at any nearby targets.

### ► Contacts

Ramirez Paulo (Age 88, Specialties: leadership and combat sense), his estranged brother; Cameron Jacosta (Age 68, Specialties: Psychology and Business), Head of Riley Weapon Systems; Sidhra Sanvir (Age 65, Specialties: Business and law), his sometimes-ally, sometimes-enemy on the FWMB board; Ramirez Luci (Age 42, Specialties: Heavy Gear pilot and Gunnery), his daughter and a senior ranger in the WFPA.

### ► Vital Statistics

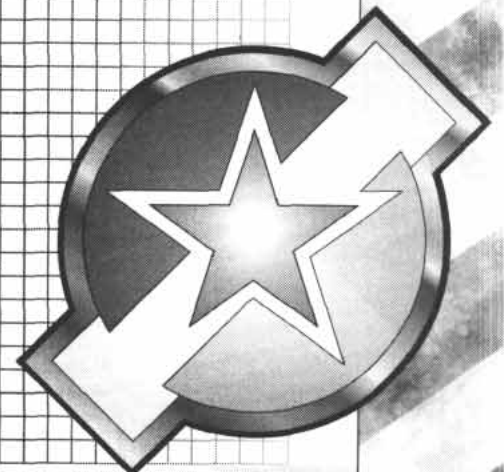
Age:	88 cycles	Height:	1.69 meters	Weight:	68 kg	Hair Color:	Grey	Eye Color:	Blue
------	-----------	---------	-------------	---------	-------	-------------	------	------------	------

### ► Attributes

AGI	-2	APP	0	BLD	0	CRE	+1	FIT	-1
INF	+1	KNO	+2	PER	+1	PSY	0	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.
Bureaucracy	2	+2	Etiquette	2	+1	Leadership	1	+1	Psychology	1	+2
Business	3	+2	Haggling	3	+1	Melee	1	-2	Social Science	1	+2
Dance	1	-2	Law	2	+2	Notice	2	+1	Visual Art	1	+1



## HERNANDEZ ILYA



Hernandez Ilya was born in TN 1875 in the small ranching community of Garronne near Fort Henry. His father was Hernandez Trent, best known as administrator of Fort Henry during the War of Alliance, but also a major player in Hernandez and Maderas Group politics. Young Ilya was forever questioning the goings on in the clan compound and from an early age displayed a knack for wheedling secrets out of people and for discovering things he shouldn't have known. It was thus a natural choice for him to join the WIA when he reached his majority, serving first as a field agent and later as regional coordinator for the Cáceres district. Sponsored by Rivera Peter, Ilya quickly rose through the ranks of the WIA, becoming deputy for field operations in TN 1925. When Rivera retired in TN 1928 Ilya was his hand-picked successor, though factional politics forced him to accept Gutierrez Malcolm as his deputy and has prompted several Zuccite attempts to unseat him. He is a close associate of Proconsul Lang, forming part of her "inner circle" of advisors.

## Profession ◀

Ilya is committed to the Protectorate and will do whatever he feels necessary to see it survive. He knows of Lang's plans for the future, including her contacts with ESE Lord Chancellor Kenichi Tanaka. He is not entirely comfortable with the situation but believes it offers the best hope for the Protectorate's future, and he has helped conceal the Proconsul's "treasonous" activities. He has also amassed considerable evidence of Lang's actions for use should he ever decide that her actions pose a threat to the WFP.

## Attitudes ◀

Ilya is calm and methodical, carefully weighing up the data prior to acting and taking the path that best suits the Protectorate, irrespective of his or other people's personal desires. Consequently he has gained a reputation as a cold and calculating individual, willing to sacrifice anything for the greater good. His success has demonstrated the validity of his actions but does little to endear him to either subordinates or superiors and though respected, he has never been popular.

## Combat Reactions ◀

Ilya prefers not to fight and will attempt to talk his way out of a situation. If forced to do so he uses every weapon at his disposal, striking without mercy in an attempt to avoid injury. He does not feel constrained by accepted rules of combat and is frequently accused of "cheating" by his sparring partners.

## Contacts ◀

Gutierrez Malcolm (Age 52, specialties: Investigation and Notice), his deputy and political rival; Lang Regina (Age 71, specialties: leadership and bureaucracy), head of the Maderas faction and a political ally; Magga Granis (Age 42, specialties: Intimidate and Combat Sense), local Granis chief and Ilya's nemesis; Rivera Peter (Age 82, specialties: Leadership and Psychology), head of the Hernandez clan and his mentor.

## Vital Statistics ◀

**Age:** 53 cycles   **Height:** 1.36 meters   **Weight:** 68 kg   **Hair Color:** Black   **Eye Color:** Blue

## Attributes ◀

AGI	-1	APP	0	BLD	0	CRE	+1	FIT	-1
INF	+1	KNO	+2	PER	+2	PSY	0	WIL	+1
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	+2	Hand-to-Hand	1	-1	Investigation	3	+2	Melee	1	-1
Combat Sense	1	+2	Human Perception	2	0	Law	2	+2	Notice	2	+2
Computer	1	+2	Interrogation	2	+1	Leadership	2	+1	Small Arms	1	-1
Dodge	1	-1									

## COLONEL MADERAS JEFF

Born in Fort Henry in TN 1893, Maderas Jeff is the youngest child of five born to Maderas Roland, former Western Field Marshal and senior member of the Maderas Clan. In his final cycle of school when the CEF landed, he volunteered and found himself assigned to a rapid response unit operating in the Barrington Basin. Proving adept at irregular operations he was soon transferred to the special-forces command where he was involved in a number of daring operations against Earth bases. His language skills made him an ideal candidate for coordinating operations with the AST and Southern Republic and fighting alongside their troops gave him an unbeatable insight into their tactics and operations, something which served him well at Baja where he served under Proconsul Lang. After the war he became XO of the Third Western Gear Regiment, the "Wooden Tops," later rising to command that unit in TN 1928. He met and married his wife, Hernandez Scheherazade, a major in the 34th Assault Regiment. Unfortunately, Scheherazade died in TN 1936, leading her troops into the bloodbath against the Mekong Dominion.

### ► Profession

His experience and skills, combining linguistics, leadership and combat abilities, make Maderas an ideal combat leader but the loss of his wife has sapped his vitality. He has a pronounced distaste for the political machinations of senior officers in the WFPA but is nonetheless understood to be considering a staff posting with the WFPA high command, a move that would allow him to spend more time with his three young children.

### ► Attitudes

A member of one of the most powerful Western Clans, Jeff has always been wary of relationships with other people, fearing attempts to exploit his family contacts. As such he has few close friends outside his clan and the WFPA, generally; most are deterred by his cold manner and disdain for non-military subjects. Until meeting Scheherazade his romantic entanglements proved disastrous and her death, though an ever present risk in service families, has affected him deeply. Not wishing to see his children orphaned, his heart is no longer in battlefield command and he has been plagued by indecision.

### ► Combat Reactions

Short and of slight build, Jeff relies on agility rather than brute force, and is skilled in several forms of unarmed combat. His special forces training instilled a preference for sharp, decisive action and he prefers to seize the initiative with aggressive maneuvers, often attacking from ambush if outmatched.

### ► Contacts

Maderas Roland (Age 92, specialties: Teaching and Leadership), his father and former WFPA Field Marshal; Lang Regina (Age 71, specialties: Leadership and Bureaucracy), head of the Maderas faction and a close friend; Hernandez Serena (Age 34, specialties: Electronics and Mechanics), his sister in law and nanny for his children; Angus Erin (Age 44, specialties: Leadership and Small Arms), head of the Special Forces Command's infantry training program and a former squadmate.

### ► Vital Statistics

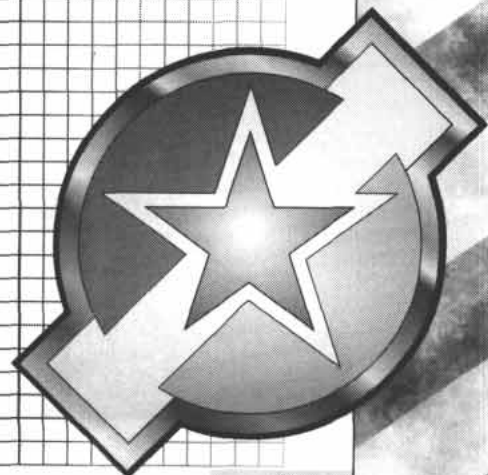
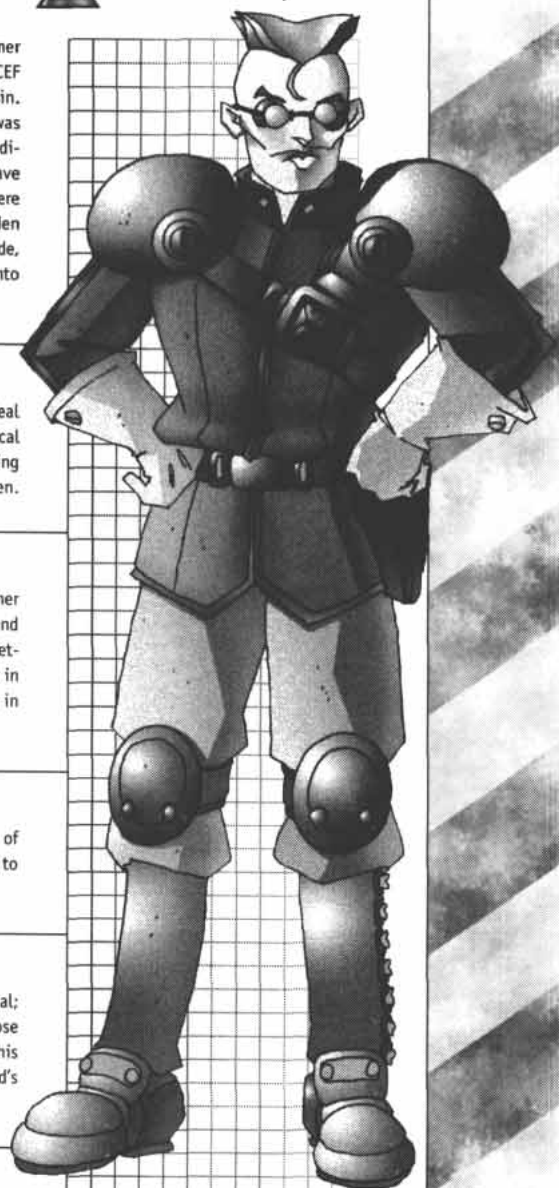
<b>Age:</b>	45 cycles	<b>Height:</b>	1.50 meters	<b>Weight:</b>	60 kg	<b>Hair Color:</b>	Blonde	<b>Eye Color:</b>	Green
-------------	-----------	----------------	-------------	----------------	-------	--------------------	--------	-------------------	-------

### ► Attributes

<b>AGI</b>	+1	<b>APP</b>	+1	<b>BLD</b>	-1	<b>CRE</b>	1	<b>FIT</b>	1
<b>INF</b>	+1	<b>KNO</b>	0	<b>PER</b>	1	<b>PSY</b>	-1	<b>WIL</b>	+2
<b>STR</b>	0	<b>HEA</b>	0	<b>STA</b>	25	<b>UD</b>	5	<b>AD</b>	5

### ► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	+2	Etiquette	1	+2	HG Pilot	3	+1	Small Arms	1	+1
Communications	2	+2	FL (French)	2	+2	Leadership	2	+2	Stealth	2	+1
Computer	2	+2	Hand-to-hand	3	+1	Melee	2	+1	Tactics	2	+2
Electronic Warfare	2	+2	HG Gunnery	2	+1	Notice	2	+2			



## MULHACÉN CABRA



The Mulhacén Cabra is a descendent of the Earth goat, brought to Terra Nova by early colonists and genetically adapted to survive the rigors of life on the colony. Cabra are omnivorous but usually subsist on mountain vegetation, though they will eat insects and grubs if plants are scarce. They are also adapted to a low-water regime and can go for up to fifteen days without drinking. They are agile and excellent climbers, well suited to life in the hills and mountains of the Northern Protectorate. Cabra live in herds of up to twenty adults accompanied by a similar number of juveniles and are allowed to roam free, supervised by a single shepherd and one or two herding dawgs. Though generally docile, the adult males will fight to the death to protect their young and spend much of their time as lookouts for the flock.

Though cabra meat is considered a delicacy, most are kept for their milk and wool. The latter is particularly valuable as there is no native equivalent, and ownership of woolen goods is a sign of status across the CNCS. Cabra poaching is a major problem for some farmers, and as a consequence many shepherds are armed.

### Attributes

AGI	3	BLD	-6	FIT	0	INS	1	PER	1
WIL	0	STR	-3	HEA	0	STA	10	UD	1*

\*(+natural weapons).

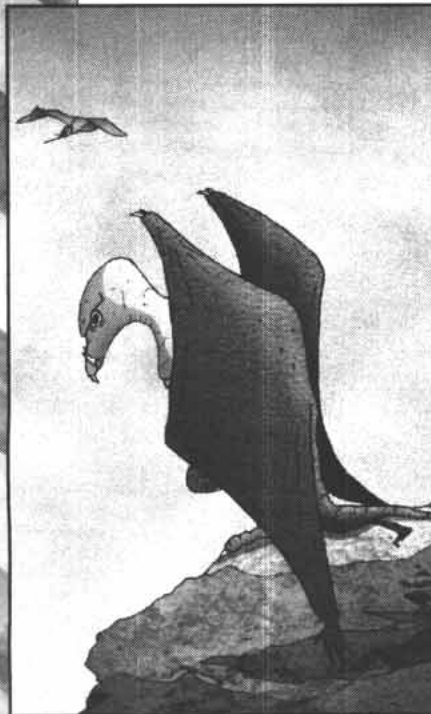
### Skills

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

### Special Abilities

Horns (x4 Damage)

## WESTERN GYP



Gyp are small aerial predators, native to the Great Western Plain and the Barrington Basin. They are clearly distinguished from the larger dak by their mottle gray-green hide and bulbous heads, as well as large protruding eyes which are used to search out prey on the plains far below while they soar on thermals above the plain. Though effective hunters, gyp have a pronounced preference for carrion and will often seek to steal another animal's prey. They are timid and easily driven off, though occasionally groups of gyp will fight over a single carcass. Most gyp nest on rocky outcrops or cliff faces but some species are known to live on the ground, digging a pit in the ground and alternately burying and uncovering their eggs to regulate their heat.

Their dietary habits, combined with their custom of walking (a strange waddling gait) over short distances has led to the animal gaining a reputation for laziness. Indeed, many rural Westerners use "gyp" as an insult, variously meaning someone who is lazy or taking credit for other people's efforts.

### Attributes

AGI	2	BLD	-7	FIT	0	INS	1	PER	2
WIL	-2	STR	-3	HEA	0	STA	10	UD*	1

\*(+natural weapons).

### Skills

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

### Special Abilities

Talons (x3 damage), Bite (x2 damage), Flight (9 MP dive)

## ROCK CRABS

The rock crab is a hard-shelled arthropod found in the arid southern regions of the Pampas. A distant relation of the army skag, rock crabs are larger with a flatter disc-like body from which they gain their name. They vary in color but are most often a deep red with green mottling. The crab's hard shell, which it sheds once a cycle, provides defense against larger predators but is also well insulated, providing limited protection against the harsh sun. During the warmest parts of the day, the crab seeks shelter under rocks or in crevices. Despite their name rock crabs have no affinity for water, and many drown when sudden downpours fill their hiding place with rain. Rock crabs are excellent climbers, using their hooked feet to scale near-vertical rock faces.

The rock crab's manipulative fore-claws and mandibles are used to rend their prey. The crab's saliva contains a strong soporific poison, which, though ineffective against most humans, triggers an allergic reaction in a small minority of the population. This is rarely fatal but can be very uncomfortable.

For much of the cycle rock crabs travel in small groups, rarely numbering more than a few dozen, but in the late winter these groups migrate to their breeding grounds, often banding together in swarms hundreds or thousands strong. Their progress is relentless and they eat everything in their path, prompting farmers to avoid known rock crab ranges. For reasons not yet clear to scientists but possibly linked to a long-term biological cycle, crab migration routes occasionally change and thus no farms in the region are entirely safe from predation. Some protection methods have proved effective, notably water filled channels, but a biological imperative to follow a specific route, combined with the sheer numbers that fill such channels with bodies, means that even these methods are of limited effectiveness against swarms. Instead, many farmers search out and poison the sandy nesting beds where the crabs lay their eggs. Suggestions that such actions are responsible for the shifting migration patterns have been disproved, the changes occurring irrespective of human actions.



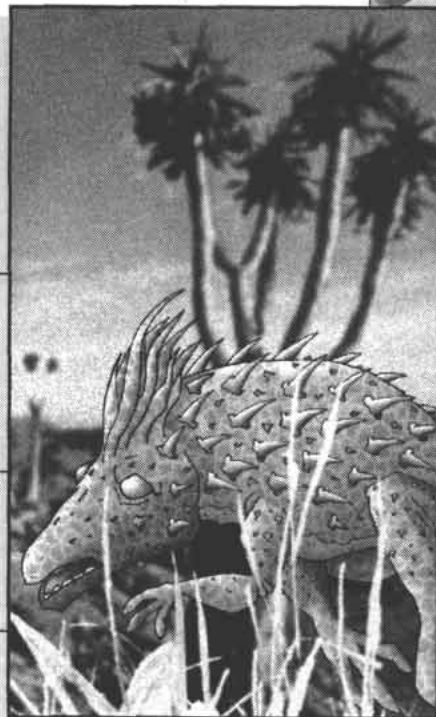
### ► Attributes

Aggressiveness: 2	Damage/turn: x2	Threshold: 20	Random Horde Size: 3 x d6
Basic Swarm Size:30			

## THORNED IGUANA

Growing up to fifteen centimeters in length, this desert-fringe species has an innovative defense mechanism, namely a series of sharp thorn-like spikes growing from the tough skin of its upper body. Any attempt to bite the lizard proves painful, and swallowing the iguana intact is almost impossible, often prompting the predator to drop their erstwhile quarry and allow it to escape. Should the iguana be flipped over, however, its underbelly is quite soft. Iguanas are herbivorous, subsisting off a wide range of grasses and roots. A mated pair lives in a burrow that they seal with stones during the warmest part of the day. The burrow contains a number of chambers, variously containing foodstuffs, a hatchery and nests for the adults and juvenile iguanas.

The thorned iguana has little impact on crops or livestock and is largely ignored by sedentary Westerners. In stark contrast, several nomadic clans, notably the Liyathneh, regard the iguana and its eggs as a delicacy.



### ► Attributes

AGI	+1	BLD	-8	FIT	+2	INS	+2	PER	+2
WIL	+1	STR	-3	HEA	+2	STA	10	UD	1*

(\*+natural weapons).

### ► Skills

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

### ► Special Abilities

Bite (x3 damage); Thorns\*

\*Any successful Hand-to-Hand attack against a thorned iguana requires the attacker to make an AGI roll (threshold 6) or suffer a flesh wound

## CRESCENT LYNX



A native of the Crescent in the northwest of the Protectorate, the lynx is a solitary nocturnal hunter that preys on treehoppers and assorted small lizards. Growing up to seventy centimeters long, almost half the lynx's length is a prehensile tail which it uses for both balance and grip in the upper branches of the pine, saguaro and eucalyptus trees. There the lynx can remain motionless for up to a day before bursting into action to seize its prey. Upon arriving in the area each lynx spends a long time memorizing the position of every branch and stone, utilizing this knowledge to run down any prey which escape the initial attack.

Crescent lynx guard their territory jealously, only tolerating their mate and children, though the latter are driven out upon reaching maturity. These youngsters must either establish their own range or drive out an incumbent lynx. Given the local knowledge of the older animal, the mortality rate among juveniles is high.

## Attributes

AGI	+3	BLD	-6	FIT	+2	INS	+1	PER	+2
WIL	+2	STR	-2	HEA	+2	STA	10	UD	1*

\*(+natural weapons).

## Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	+2	Hand-to-Hand	1	+3	Notice	2	+2	Stealth	2	+3
Dodge	2				+3						

## Special Abilities

*Bite (x4 damage), Pounce attack (x8 damage, can only be made if the lynx begins the round 2 meters or more above its target)*

## SANDRUNNER



Originally a native of the Badlands fringe, the sandrunner has slowly migrated northwards since mankind settled on Terra Nova and is now regarded as a major pest on the Great Western Plain. A smaller relative of the grassrunner, sandrunners live in burrows and "hibernate" through the hottest period of the summer. They subsist on plant roots, favoring waterroot and sand-beet, both of which contain high levels of moisture and combine with the runner's efficient metabolism to obviate the need for additional water. This allows the creatures to survive for up to two cycles without drinking. Unfortunately, these crops are also a staple of farmsteads in the region and can be devastated by 'runner infestations. The female 'runner's ability to lay several clutches of eggs exacerbates this problem, especially as they may lie dormant during periods of hot weather, often for several seasons or even cycles. Consequently a "runner-free" farmstead can suddenly find its fields devastated by juveniles who emerge from their eggs in mild weather and quickly mature.

## Attributes

AGI	+2	BLD	-8	FIT	+2	INS	-1	PER	+2
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.
Camouflage	2	-1	Dodge	2	+2	Hand-to-Hand	1	+2	Survival (Desert)*	2	-1
Combat Sense	2	+2	*(Specialization)								

## Special Abilities

*Bite (x3 damage)*



## TAMARU (WESTERN BARNABUS IGUANA)

Through selective breeding the ranchers of the Great Western Plain have created a distinct sub-species of barnabus iguana: the western barnaby or tamaru. This variant species is larger and less aggressive than its semi domesticated cousin, making it ideal for the farmers' needs. Smaller tusks distinguish the tamaru, and the western species also lacks the barnaby's weapon-like tail and has a generally thinner and smoother hide. Though slow to anger, an enraged tamaru is fearsome, capable of inflicting grievous harm with its tusks and by charging and trampling its target. Such displays are usually limited to bull iguanas in the mating season, though females may also be spurred into action in defense of their young.

Though tamaru meat is eaten it is little more appetizing than that of a barnaby, and is usually reserved for dawg food or fast-food chains. The main product is its tough hide, which is cured and used for clothing and footwear as well as belts, backpacks and saddles. Like their Badlands cousins, tamaru are also used as beasts of burden or to pull ploughs where more modern methods are impractical or too expensive.

### ► Attributes

AGI	-3	BLD	+9	FIT	0	INS	0	PER	-1
WIL	+2	STR	+4	HEA	+1	STA	75	UD	*

\*(+natural weapons).

### ► Skills

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

### ► Special Abilities

*Bite (x7 Damage), Trample (x18 Damage), Thick skin (+10 Armor)*



## NIGHTSHADE

A close relation of the Mekongese sunshadow, the nightshade is a flying snake with elongated ribs and a sophisticated muscle array that serves as a pseudo-wing, allowing the creature to 'hover'. The nightshade is nocturnal, with well-developed eyesight and hearing. The nightshade's near-silent attack allows it to inject a potent toxin that renders the target immobile but fully conscious while the nightshade feeds. This poison is intended to immobilize hoppers, runners and even small springers and barnabys, but is equally effective on humans. Nightshades only attack humans when startled or when no other food is available.

The nightshade also serves as a vector for Crooks Pyrexia, a virulent haemorrhagic fever capable of devastating springer and barnaby herds. Crooks Pyrexia can be passed to humans, where it is known as Yoshan Fever, and this threat of disease has led a systematic poisoning program. Widespread vaccination has limited the impact of the fever on the populace, but the process is not foolproof and those contracting the disease often die.

### ► Attributes

AGI	+1	BLD	-3	FIT	+1	INS	+1	PER	+3
WIL	0	STR	-1	HEA	+1	STA	15	UD	1*

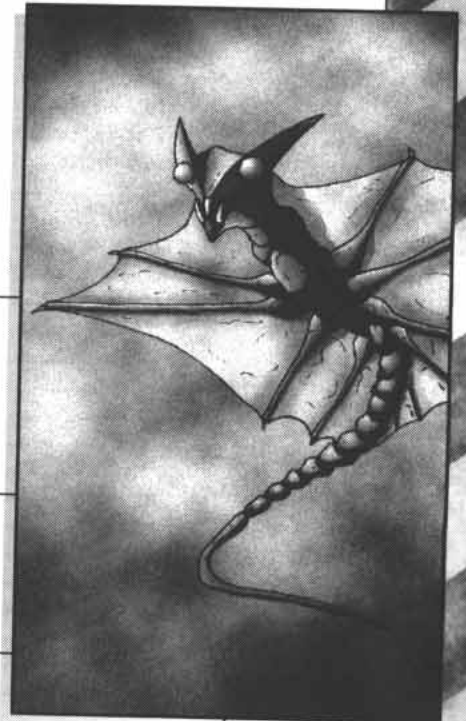
\*(+natural weapons).

### ► Skills

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

### ► Special Abilities

*Bite (x3 damage), Toxin (Sedative. Potency: 9, 2 round onset), Crooks Pyrexia/Yoshan Fever (Contagion: 6 (2 to vaccine); Method of contagion: blood contact; onset time: 5 days; Virulence: 10)*



<b>A</b>	Administration .....	18		Humanist Alliance .....	39
	Agriculture .....	14	<b>J</b>	Jan Mayan .....	41
	Architecture .....	70		Jasper .....	56-57
	AST .....	38		Jerusalemism .....	65
	Attributes .....	73		Justice .....	64
<b>B</b>	Badlands, the .....	40-41	<b>L</b>	Lang, Regina .....	20
	Blue Crescent, The .....	65		Language .....	67
<b>C</b>	Cameron, Jacosta .....	21		Literature .....	69
	Campaigns .....	77-81	<b>M</b>	Manufacturing .....	15
	Character Concept .....	73		Marriage .....	63
	Character Design .....	73		Mekong Dominion .....	38
	Children's Crusade .....	11		Mining .....	15
	Citizens .....	19		Mountains .....	8
	Clan Abakumov .....	27		Mulhacen Cordillera, the .....	8
	Clan Benitez .....	23		Music .....	69
	Clan Cristobal .....	25	<b>N</b>	NLC .....	36
	Clan Devries .....	27		North, the .....	35-36
	Clan Dupree .....	25		NPCs .....	82-95
	Clan Gutierrez .....	23		NuCoal .....	40
	Clan Hamilton .....	25	<b>O</b>	Oama, Jensen .....	71
	Clan Hasegawa .....	27		Pampas, the .....	7, 55
	Clan Hernandez .....	25	<b>P</b>	Paxton Arms .....	41
	Clan Lyathneh .....	27		Peace River .....	41
	Clan Maderas .....	25		Port Arthur .....	40
	Clan Peters .....	23		Power Generation .....	15
	Clan Sidhra .....	23		Prejudice .....	64
	Clan Zucco .....	23	<b>R</b>	Ranching .....	14
	Clanless .....	19		Regions, Military .....	18
	Clans .....	21, 62		Religion .....	65
	Clans, Maderas .....	24-25		Residence .....	66
	Clans, Non-aligned .....	26-27		Residents .....	19
	Clans, Zucco .....	22-23		Resources, natural .....	14
	Climate .....	7		Revisionism .....	65
	Clothing .....	68		Revisionist Church .....	29
	Confederation of Western Industry .....	30		Rites .....	67
	Council, High .....	17		Ronda .....	58-59
	Councils, Military .....	18	<b>S</b>	Rural Areas .....	55-59
<b>F</b>	Crescent, the .....	55		Skills .....	73
	Cristobal, Rob .....	9, 10		South, the .....	37-39
	Cristobal, Santiago .....	35		Sports .....	70
	Customs .....	62	<b>T</b>	Technology .....	71
<b>D</b>	Drink .....	68		Thin Tan Line, the .....	41
	Economics .....	14-15		Trade .....	15
<b>E</b>	Education .....	66		Traditions .....	63
	Enfranchisement Movement, the .....	33		Trideo .....	69
	Equipment .....	74-76	<b>U</b>	UMF .....	10, 36
	ESE .....	39		Video .....	69
	Family .....	62	<b>V</b>	War of the Alliance .....	12
	Fauna .....	7	<b>W</b>	War, Inter-Polar .....	13
	Flora .....	7		War, St. Vincent's .....	11
	Food .....	68		Weapons .....	74
	Forestry .....	15		Western Rail .....	43
	Fort Henry .....	44-47		WFPA .....	31
	Fort James .....	48-51	<b>Z</b>	Zucco, Adamo .....	20
	Fort William .....	52-54			
<b>G</b>	Geography .....	7-8			
	Gervase, Aschenbach .....	20			
	Granis Cartel .....	32			
<b>H</b>	Hasegawa, Ichiro .....	20			
	Hernandez, Ilya .....	28			
	History .....	9-13			
	Honor .....	63			