

HEAVY GEAR

INTO THE HINTERLANDS



GADIZ



A REGIONAL SOURCEBOOK FOR THE HEAVY GEAR UNIVERSE

INTO THE HINTERLANDS VOLUME I: GADIZ: DIRECTED by Jason Dickerson GUEST STARRING Charles Webb, Chris Gunter, Chris Hall, Brian O'Connor, DJ White, Mike McTavish, Jason Baker SCREENPLAY by Jason Dickerson BASED ON A GAME by Dream Pod 9 PRODUCER Greg Perkins CINEMATOGRAPHER Greg Perkins FILM EDITOR Andrew Mac Intyre COMPUTER GRAPHICS Masakari SPECIAL EFFECTS Jake Staines, Greg Perkins, Ghislain Barbe, Stephen Fox SOUNDTRACK Children of Dune © Varese Sarabande PRESENTED by Aurora Magazine and Save the Asp Society © MMVIII





COUP

INTRODUCTION



"Your grace, it has been eight cycles since you've seen your son. After what he's done in the Mekong, are you looking forward to seeing him?" Tadash asked politely of his liege. He was the chief solicitor of the court of Gadiz and as close to the emir as one of his station could get. Today was an important day for Tadash. He had personally made all of the arrangements for the banquet and invited all the dignitaries. This was to be the homecoming for Gadiz's favorite son and it was going to a magnificent welcome. The emir had an important decree and she wanted the perfect venue to make the announcement.

"They call him a hero, Tadash. My son. The hero of the Mekong." Isilla remarked casually, but with a hint of pride. No one was more surprised by her son's exploits during the War of the Alliance than she. The emir only knew the horrors of that war from what she had seen on the trideo. The invading Earth forces never reached her territory and the young Patriarch had quickly lost interest in fighting before any of her troops had ever made it to the lines. Isilla had been glad of that. The last thing she wanted was putting a greater financial burden on her territory. Lucilla, her favorite daughter and Ocavian's sister, had been brilliant in managing the resources of the rural emirate, but there was no room for over indulgence and waste.

Tadash rocked up and down on the balls of his feet and nodded in agreement. "Yes, your grace. In fact they made a movie about his exploits. If I may say, young master Ocavian has grown into a truly masculine individual. They say the actor they had playing the part of master Ocavian was a very good match for him."

The girls working on setting Isilla's hair up into the intricate weave that resembled a spider's web of silver and gold giggled at the thought of meeting the handsome man. The movie had already circulated around the palace in the weeks before and Wings of Mercy's leading man, Alistair Yang, was a well known screen action hero. At nearly two meters in height and one hundred kilo's of pure testosterone, Yang was the epitome of masculinity. Many wondered if Isilla's son was really like the man in the movie. Most remembered the bloody affair from eight cycles ago that resulted in his exile. But time forgives, especially for a hero.

Two knocks at the entry to the throne room warned the occupants that someone one was entering. Tadash looked over at the doors and wondered who that might be. No one was scheduled to have an audience with Emir Isilla. He bowed to his liege and waved to the guards. "Find out who that is. The emir is not ready to receive guests." As the two guards turned the massive Northern oak doors opened to let in a short teen well-dressed in fine red and gold silks. His blonde hair was wildly out of place contrasting sharply to what he was wearing and his cold blue eyes hungrily assessed the room's occupants. Tadash looked at the boy in wonderment. It had been eight cycles ago, when he had last seen Ocavian, but he had not aged a day. The realization and the uncomfortable presence of the exiled prince made Tadash break into a cold sweat. There was a wrongness about Ocavian and the solicitor felt it.

Striding past the guards and in front of Isilla, Ocavian bowed to his mother. "Mother, I have returned as you requested," he said with an eerie smile.

Isilla waved the girls away and stood up from the throne. "Welcome home, son," she replied warily. Isilla had been emir for over forty cycles now and her instincts often warned her of impending dangers. Today, she felt threatened by her son. Isilla felt the same way as she had eight

cycles ago. Her son was a dangerous and uncontrollable predator. "I am surprised to see you so early though. I had planned to formally welcome you back at the banquet tonight."

Ocavian approached his mother with open arms, "Why should I not greet my mother in private before the festivities. It seems rude not to see your own flesh and blood before strangers have a chance to gawk at you like an animal at a Ngorongoro zoo."

Isilla sat upright, "Ocavian, dear, if I had known you felt that way, I wouldn't have had the banquet."

Shaking his head, Ocavian crossed his arms and shrugged, "It really doesn't matter. I won't be attending it anyways. I've chosen to attend a different sort of party. One with much better entertainment."

Tadash's mood sank quickly and he looked at his liege. Isilla's face was turning pale but she maintained her composure. "Ocavian, I see that you have developed ill manners while you were exiled. I had hoped you would learn to control yourself while you were gone, but I see that you're still an arrogant little brat," Isilla seethed as she tightly gripped the arms of the ornate throne.

Shrugging at his mother, Ocavian laughed, "So right. I have no respect for you, Isilla Paolo. How can I? Your inaction in saving the one you loved the most lead to her death and when I prosecuted the murderer you exiled me. No respect. Nothing. I find you negligent in your duty as ruler and will see to it that you do not hold your Emir's title for much longer. I only came here to make that declaration."

The guards rushed forward to detain the small youth, but as they moved up Ocavian turned quickly and launched thin blades out from the sleeves of his coat. Both hit their targets with lethal accuracy. As the guards collapsed to the ground, Ocavian turned slowly back to his mother. Staring in shock at her son, Isilla's mind did not register the violent act. Ocavian approached the throne, "I won't kill you tonight. That wouldn't be right. I want you to see and feel what I've felt all these cycles, mother. I'm going to let you live so you can see me dismantle your world. My bad manners aren't the only thing I've picked up in the Mekong. I've also picked up some friends."

Isilla's face contorted with rage as she stood up from her throne. Her carefully arranged hair flew into disarray as she screamed at Ocavian, "You ungrateful little bastard! I gave you life and I can take it back! Guards!! Guards!!"

Ocavian grinned wickedly and began to laugh as he turned around and walked out the door. "They won't be coming, Isilla."

Outside the sounds of autocannon fire and rocket explosions rumbled through the thick walls of the palace. Tadash looked at his liege utterly stupefied. "Why would he... you were going to give it to him, but instead..."

Isilla scowled. Ocavian's words stung her. Not because he was declaring a coup, but his accusation that she was responsible for Sirinda Veno's murder. Then there was the ever present paranoia of why she had made the deal with that devil in the mountains. Prophecies be damned, she thought to herself. Isilla had fought wars against her kinsmen before. She wouldn't be stopped by her runt of a son. Son. He hadn't even truly been hers or Sirinda's...



WELCOME TO GADIZ



GADIZ: THE GATEWAY OF THE SERPENT



OVERVIEW

The rural emirate of Gadiz is located 1200km east of Cimmaro and covers a wide swath of land that extends deep into the Serpentine Mountain range of Major Akarum down to Lake Vihar. Gadiz is the closest of the rural emirate landholdings to the city state and has historically been closely tied to the Barjhal family. Like most rural emirates, Gadiz had been economically tied to the larger city state's ability to process raw materials. The former emir of Gadiz took steps to modernize and invest in her lands to free her family from dependency on Cimmaro and for the most part was successful in being able to raise the standard of living of the people in the region, while also seeing a large return on her investments. The raised standards of living have had the added effect of a population boom within the last generation. The current emir has continued his forebear's economic and social policies allowing a continued level of growth for the region. This upward shift of a formerly poor emirate has many wondering what sort of reaction it will elicit from the long standing alliance with Siranno Barjhal. Many of the lesser emirs believe that it is only a matter of time before the upstart rural emirate will suffer from an untimely demise and be absorbed into the territory of Cimmaro.

GEOGRAPHY

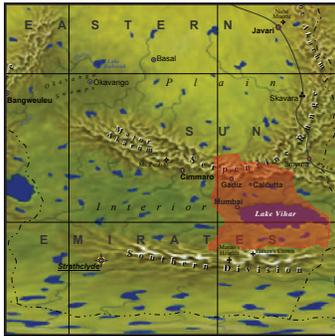
Officially the territory of Gadiz covers thousands of square kilometers of territory between the Major and Minor Akarum Mountains down to the Lake Land regions of the Interior. Functionally, the rural emirate has kept its development and control within 500km of the capital of Gadiz. The natural valleys of the Blanco Frio Range provide a temperate verdant zone where most of the emirate's inhabitants reside. The humidity of the valleys is tempered by cool winds and mountain streams, making the region very pleasant to inhabit. The regions south of the Blanco Frio are dense fern-wood forested hills that are occasionally broken up by small to mid-sized lakes. The temperatures of these forests can become uncomfortably cold especially at night.

Major population centers in the region are predominately found near Gadiz. The capital is located in the Amhal Valley. This valley is located in the extreme west of the rural emirate's territory. The small city of 80000 is located on either side of the Ganges River. The entrance to the valley is guarded by two massive stoneheads called the Pillars, which can be seen from the Dolores Highway. The highway is paved in a way similar to the methods that the Mekongese use. Strong acids defoliate the area and the area is sprayed with a resin polymer that renders it into a navigable road. This stretch of road extends from the border to about 750km east.

Following the Ganges River to Lake Vihar, one will find the oldest settlement in the region, Mumbai. This town boasts the second largest population in the region with 58000 residents. Most of the region's food is harvested in this area's farms and fisheries.

In the extreme east of the Dolores Highway, the other major population center, Calcutta, is located near the end of the paved road. This town is nearly as old as Mumbai and has a population of 30000. The main industries in the area are lumber harvesting and agricultural in nature, but they are also a major stop for most eastward bound caravans heading to the city states located in the Minor Akarum region.

Other population centers can be found in the area, but most of these do not amount to more than small villages or the occasional township. Most of these are populated with less than 500 people. Conditions within these locations can vary from decent to primitive. Generally the places located closer to the three major population centers have a greater degree of amenities available to them.



ECONOMICS



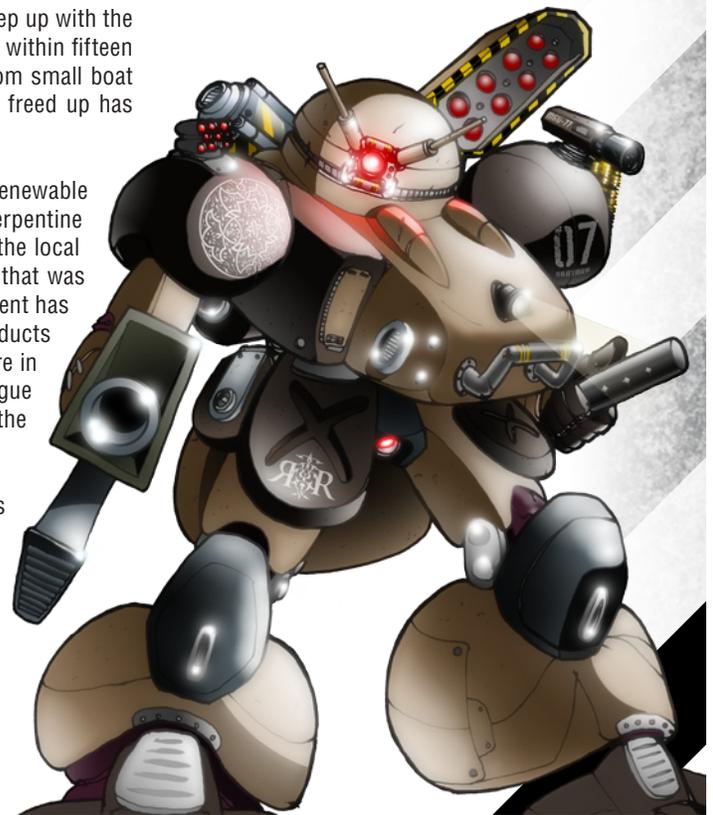
The region has historically depended on mining raw ores from the Blanca Frio Range and selling the unprocessed ore to the city state of Cimmaro. Over many centuries this arrangement provided the emirs of Gadiz enough capital to meet their needs. In last two centuries the relationship with Cimmaro has continually degraded to the point where the emirs of Gadiz were slowly becoming indebted to creditors due to the lack of income from their refining facilities. The bad management and poor maintenance of equipment resulted in less and less ore being harvested in the region.

A few emirs have tried to repair the economy with little success. In particular the eighteenth century produced two emirs who tried to fix some of the issues plaguing the region. Emir Todash Paolo, who reigned from TN1712 to TN1716, was the first to issue an edict to his solicitors to find ways to increase revenue into the region. He hired scientists from the Humanist Alliance to survey his lands. The survey had indicated some ideal locations for further natural resources, but before Todash could enact his planned expansions, his sister, Amala, poisoned him and seized the throne. Three decades later, Oyen, Todash's son, murdered his aunt in her sleep and took back the throne. Oyen had spent his formative years acting submissive and unintelligent around his family to stay alive. Sick of Amala's excesses and worried about his survival, he finally acted in TN1746. His reign lasted twenty cycles, but ten of those cycles were spent consolidating and just trying to survive. In TN1755, Oyen was able to pay back all of the creditors and begin to invest in the region. Eleven cycles of investment made some significant gains in the region, but by the late nineteenth century most of these gains had dwindled to a negligible level.

The current level of economic prosperity began with Emir Isilla's Long Term Economic Growth Edict in TN1880. The plan called for fifty cycles of growth with benchmarks to meet in the plan. The second part of the economic development plan called for expansion into agricultural exportation, not merely looking to agriculture as a means to provide subsistence to the shajhalin of the region. Both edicts were the brainchild of Sirinda Veno. Her capable administration of the edicts for twenty five cycles with the avid support of Isilla truly transformed the infrastructure of the region. The largest investment in the area was the oil and ore refineries north of Calcutta and the oil exploration and recovery near Mumbai. Mining safety was brought up to modern standards and shajhalin were given better training to improve the recovery of ore from the mountain range. Road projects in the regions were instituted to help promote caravan trade and have continued to grow each cycle. The eventual goal is to have traversable roads that lead from Cimmaro to the extreme eastern border of the region. Calcutta has benefited tremendously since the edicts. The increased travel from caravans and the refineries have created a boom in the area. Regent Lucilla has had to purchase more manpower from Barjhal to keep up with the demand in the last decade. Calcutta is expected to reach a population of 50000 within fifteen cycles and 80000 within thirty cycles. The economy in Mumbai has shifted from small boat fishing to larger commercial fishing with automation. The manpower that was freed up has gone to the oil industry.

In addition to these raw resources, the edict concentrated on the harvesting of renewable agricultural resources such as fern wood harvesting, fresh water fishing, Serpentine cawfee, and high grade wool products. All of these activities had been part of the local economy, but the low output of these goods meant that it was not something that was commonly exported. The second edict was easier to implement and the investment has borne a respectable amount of profit from exports. The high grade wool products are a high demand item in Port Oasis. Fernwood, cawfee, and freshwater fish are in demand all over the globe, but the Free Emirate rebellion in the north of the league has severely curtailed many of these exports to markets in the Badlands and in the North.

One less publicized business is the members of the Ramius Raiders that work as slavers. They primarily operate in Free Emirate regions, but use the region as a point to sell their goods at private auctions in their facilities in Gadiz.





HISTORY

AGE OF THE CONSORTIUM AND COLONIZATION [TN800]

The region of Gadiz was settled in TN800 by settlers from the Indus Valley region. The Allara Mining Company, a member of the Consortium, paid for the settlement and development of the area around Mumbai in hopes of finding oil and gas reserves in the area. The seemingly resource rich region proved to be a disaster for the Terran company and the Allara Mining Company went bankrupt after a dismal return on their investment in the region. The Consortium mediated a sale of rights to the land to the managers and executives already living in the area in TN850. The new owners abandoned looking for energy sources around Mumbai and in TN864 they built Calcutta to explore the mountain ranges for ores. The endeavor proved to be mildly successful and the region enjoyed a degree of economic success until the withdrawal of the Consortium in TN1454.

WARLORD'S PLAYGROUND [TN1454]

The chaotic times following the withdrawal hit the region hard, but as most of the owners of the area were already vested there for generations the desire to leave Terra Nova did not grip the executives. Most of the shajhalin accepted the news without much thought and placed their trust in the executives and managers.

This system worked for three cycles and the region managed to barely survive. In TN 1458, warlords grew out of the chaos of Cimmaro and descended on the regions around the city in search for anything of value. The Allara region as Gadiz was called in that time, was utterly crushed by a warlord named Timoz. The executives and their families were rounded up and executed for 'crimes against the people'. Most of the management also suffered the same fate, but a few families survived by capitulating to the demands of Warlord Timoz. For twenty cycles Timoz ruled the area with an iron fist. His men collected slaves for his needs back in Cimmaro and pillaged the cities of Mumbai and Calcutta repeatedly. The population of the region fell from 200000 to 80000 within that time period due to the terrible conditions inflicted on the residents.

In TN 1492 Emirs Barjhal and Sethyra were joined by Batiste Paolo, the HCS Eastern Sun's science officer, in the conquest of the region of Cimmaro. The reclusive Batiste had been assigned by the Concordat to harvest soil and fauna samples for the University of Oxford before the total withdrawal of the Concordat from the colony. The grant had been made by a wealthy industrialist with connections to the bureaucracy of the Concordat. With Batiste was his young son Valintino Paolo, who looked remarkably like his father. Both Paolo's were natural born geniuses with an amazing propensity for the sciences. At twelve years old, Valintino had graduated Oxford with a degree in Genetic Sciences. He followed this up with a PhD in Advanced Genome Theory three years later. Batiste was also an exceptional man, who rarely sought the spotlight. He worked in the background and mostly onboard colony bound ships. After the crew of the Eastern Sun survived the crash, Batiste was secretly overjoyed. He would be able to continue his research in the field and disappear into obscurity amongst the chaos. Unfortunately for Batiste, he was joined by Barjhal and Sethyra on exploring the Serpentine Mountain Range and was kept under close scrutiny by the paranoid Toshiro Sethyra, who thought little of the diminutive scientist and his son. Simon Barjhal, one of the ship's officers, went out of his way to befriend Batiste. The friendship between the two men encouraged Batiste to contribute to the establishment of the Eastern Sun Emirates.

CONQUEST OF CIMMARO AND THE FOUNDING OF GADIZ [TN1492]

The conquest of Cimmaro was a bloody and violent conflict with numerous casualties from both the warlords and the fledgling ESE forces. Batiste had little stomach for war, but his son, Valintino, reveled in it. He proved to be a genius at warfare as well as science. In late TN 1492, a company under Valintino's command raided Timoz's compound and killed off the warlord and his officers. In the seasons leading up the raid, Valintino had been managing the expedition's intelligence gathering functions and had learned about the dynamics of the three major warlords in Cimmaro. Using this information he determined that Timoz was the easiest target to remove and also the stabilizing element between the other two. Indeed after the death of Timoz, the warlords began to fight each other for control of command and logistics. Valintino targeted the stronger warlord's supply dumps repeatedly which forced the warlord to raid his weaker ally,



Warlord Nigh Veno. Enraged and seeing the writing on the wall, Veno surrendered the city to Barjhal and aided the Emirs in destroying the rest of the opposition. Veno's family was awarded a prestigious position by Simon Barjhal, which it continues to enjoy to this day.

With the conquest of the city over, Valintino asked for and received permission to continue the expedition to subdue any remaining forces in the region. Batiste accompanied his son to the east and eventually the two found the Allara Region under the control of remnants of Timoz's men. Valintino's forces crushed the warlord's forces and re-established control of the region. The grateful population immediately recognized Batiste as the new ruler of the area and Batiste convinced his son to stay in the region. He wrote to Erik Masao seeking permission to become emir of this region and was granted the title as a rural emir. Valintino continued his expedition into the Interior and disappeared in TN 1499. His son's disappearance devastated Batiste. No longer interested in science, he threw himself into rebuilding the region and establishing Gadiz. In TN1500, Batiste married the granddaughter of an Allara executive who had survived Timoz's purge. Lena Fatine had helped Batiste overcome his grief and gave him the drive to build the region's capital. Upon completing his town, Batiste renamed the region Gadiz in honor of his homeland. Batiste was well regarded by the people of the region for his kindness and his love of those in his care. His scientist background coupled with a drive to improve the region left his emirate incredibly prosperous. In TN1510 the couple had a daughter, Indira, who would inherit the emirate and continue the line. When Batiste died in TN1515, the population venerated him as a deity and enshrined his body in a NeoHindu temple built the following cycle.

BLOODY ISILLA (TN1872)

The period between Batiste's death and TN1872 was marked with little growth and generation after generation of progressively inactive emirs that rarely spent time in their native lands and most of their time in Skavara or Strathclyde. This pattern of abandonment especially after the end of the Southern Unification War, left Gadiz as impoverished as most rural emirates. In TN1872, a new emir took the reigns of power after a series of carefully planned assassinations. Isilla Paolo was unusual in that she remained in Gadiz for most of her life. As a young girl she visited her hereditary lands frequently with her father's chief solicitor. She fell in love with the lands and determined to drag them out of the poverty and disuse she had witnessed first hand. As one of the youngest members of the Paolo household, she had little hope of attaining her desire, but Isilla was undeterred by her standing. She left the ESE for a few cycles to study in Perth in the Humanist Alliance. Though she did not complete her degree, Isilla was regarded as a brilliant student, though many of her preceptor professors noted a disturbing tendency towards cruelty and a lack of empathy with her fellow students. In TN1870 she returned to the ESE and approached an old family alliance in Cimmaro. A rather plain featured woman, Isilla tried unsuccessfully to seduce Arras Barjhal, father of current Emir SIRRANO Barjhal. Arras was impressed with her intelligence and thoroughly amused at how enthusiastically Isilla embraced the city state's blood sports. After spending most of TN1871 in Cimmaro, Isilla was introduced to Simeon Veno and his young sister Sirinda. The Veno family had prospered under their association with the Barjhal family. Over the centuries this influential solicitor family had tied its fortunes to the dominant family and by TN1870 they managed a number of the city's infrastructures and some of the Barjhal's extensive networks of criminal enterprises throughout Terra Nova. Simeon was officially responsible for the main bloodsport arena in the city-state of Cimmaro. Unofficially he ran Arras Barjhal's hit squad. As a regular at the arena, Isilla became intimately associated with the man. In TN1872, her association with Simeon allowed her to remove all of her rivals to the emirate throne. The opportunity presented itself, when Isilla's father, Ulhar unknowingly insulted Arras when he bought a dancing girl Arras wanted for himself. The two men had previous occasions of conflict ranging from the price of ore and accusations of Cimmaro underweighting shipments. Arras was tired of Ulhar's belligerence and decided he had had enough. Simeon Veno was brought in to remove the nuisance. Simeon suggested that Isilla would make an excellent replacement and would prove to be a loyal rural emir to Barjhal. Arras was very agreeable to the idea. Simeon brought the idea up to Isilla and made the arrangements. In exchange for the murders of all of the claimants, Isilla would provide Arras with loyalty and Simeon wanted to see the Veno's married into Isilla's family. Isilla agreed and the young Sirinda was chosen as the Veno that would be brought into the family. Three weeks later, the Paolo family had been reduced to a single member. Isilla was confirmed by the Sunites in Skavara late in the cycle. After the coup, Isilla sent Sirinda to the Southern Republic to be educated and cultured. Though Isilla made the deal with Simeon, she had no desire to



raise the child. From TN1872 to TN1880, Isilla consolidated her region by executing over a thousand solicitors and shajhalin that were closely tied to her father and older sister, Zenia, who had been heir apparent until her assassination. She only visited Strathclyde twice during this turbulent time. Both times, she was compelled by her feudal obligations and her visits were kept to the minimum obligation to the court. Her popularity with the people during this period was incredibly low. Most shajhalin grumbled that they preferred their emirs to remain out of the region. In TN1878 the local Thugee cult initiated an assassination attempt that failed dramatically. Infuriated by the threat to her life, Isilla ordered all NeoHindu temples closed and made all the priests permanent guests in her palace in Gadiz. During this period, Isilla struggled with finding capable solicitors to implement her desired goal of reestablishing the Gadiz region as an economically viable force. Many of her younger nieces and nephews' lives were spared after the coup. Some of the younger ones were adopted by her after the Thugee incident, but she had by this point produced a number of heirs from the harem of women she derisively called her breeders. Very few of her harems even remotely interested her. She spent a great deal of money having them act as surrogate mothers for men she took as lovers. The thought of pregnancy revolted her. The remaining nieces and nephews, Isilla arranged marriages to capable men and women from outside the ESE in exchange for their services, thus she was able to secure a new type of solicitor class. The traditional solicitor families were upset by the turn of events, but Isilla retorted that they were incapable of carrying out her needs and had no grounds to complain. Angrily she exclaimed that the solicitors abdicated their own positions when they failed to educate themselves. If they could train their next generation then she would consider placing them back into the positions of power they had enjoyed. Most families took the drubbing and sent their children to be properly educated.

GADIZ'S REVIVAL PLAN [TN1880]

In TN1880, Sirinda Veno returned from the Southern Republic. The young precocious girl grew into a stunning beauty with intelligence to match. Sirinda thrived in the university environment and graduated at the top of her class. Though she dreaded coming back, Sirinda's familial obligations gave her no choice. Isilla was completely taken by the older Sirinda. After spending a cycle with Isilla, Sirinda was drawn into the emir's vision for the lands and the two women laid out the plan to fulfill the dream. In TN1884, the couple went to the Humanist Alliance to have their first child. A cycle later they had a daughter named Lucilla. Then in TN1893, they had a second child, a boy they called Ocavian, who would be known as the Exsanguinated Emir to the world in later cycles. Ocavian was not conceived in the Humanist Alliance like Lucilla. Nobody knows for certain where he was conceived. Interestingly, in the cycle that Ocavian was born the NeoHindu priests were released from their incarceration and the temples were reopened. The temple dedicated to Batiste Paolo was reconsecrated to Kali and Ocavian was rumored to have had strange rituals performed on him shortly after his birth in the temple as well.

The twenty cycles between TN1880 and TN1905 was a period of rapid growth and modernization for the region of Gadiz. Among the improvements in the region was the construction of ore and oil refineries near Gadiz, oil derricks near Mumbai, and the improvements to the overall mining and agricultural pursuits in the region. The Gadiz palace saw some major additions as well. Renovation projects had begun in TN1873 and additional wings were added in TN1880. The cycles with Sirinda were Isilla's greatest. Isilla was able to see her region's economy and infrastructure grow to a level she had hoped for. In TN1905, Isilla and Sirinda had a falling out due to solicitor politics in Cimmaro. The Veno family had been involved in internecine feuds with rival solicitor families for decades, but in TN1904 Siranno Barjhal had instigated a bloody fight between the Veno clan and the Gerrint clan. Both clans had a bitter hatred of each other and had competed for positions in the criminal endeavors of the Barjhal family. By TN1905, the Veno clan was progressively losing ground to the Gerrint clan. Desperate for help, Simeon approached Sirinda to call in a favor from Isilla. Pressured by her brother and her family, Sirinda begged Isilla for help, but was severely rebuked by Isilla. Isilla was concerned with her standing with Siranno and had no desire to irritate and alienate him. Many of Isilla's other lovers took this series of rebukes as an opening for them to further antagonize the couple. Cycles of favored status had made Sirinda a target for jealous heirs and Isilla's other consorts. In particular, Tamil Quint, one of Isilla's longest consorts and a member of one of the lesser emirate families, seized this moment to personally murder Sirinda at her estate in Mumbai on 10 Winter, 1905. Tamil visited her on the pretense of interceding on behalf of his family, but he had his retainers murder the staff and he strangled Sirinda with a steel garrote. The only witness to this barbaric



event was a young Ocavian, who had been playing hide and seek with one of the servants at the time and had hidden in a wardrobe in his mother's room. The event severely scarred the young man.

After the grisly discovery, Isilla interrogated her son to discover who had committed the heinous act. The brooding young man swore vengeance for himself. He refused to tell Isilla, who had murdered Sirinda. Infuriated and desolated at the loss of her closest companion, she exiled Ocavian and Lucilla from Gadiz and placed them into the care of Simeon Veno. Strangely this was taken as a sign of favor to the Veno's and the Gerrints hesitated to attack the Venos. Soon after Simeon found an advantage in the conflict and crushed the Gerrints. Ocavian was under Simeon's guidance at the time and took the lessons of violence to heart. Lucilla was sent to the Southern Republic to be educated in the same manner as Sirinda. Ocavian's education continued in Cimmaro among the Veno family's tutors as well as his atypical education among the arena. Simeon took an instant liking to the young boy and fostered his unhealthy fascination with murder and vengeance. The young Ocavian also spent time with Sirrano Barjhal at the emir's palace. Sirrano was impressed with the young man's charismatic nature, good looks, and incredible intelligence. Barjhal was equally impressed with Ocavian's bloodthirsty appetite. During Ocavian's time in Cimmaro, he was often found in Barjhal's personal box at the arenas.

PARANOID TIMES (TN1910)

In Gadiz, Isilla went into a deep depression and lost interest in anything related to the region. Then some of the heirs saw a potential opening to rid themselves of Isilla and seize the throne. In TN1910, Yurina and Wesson Paolo staged an unsuccessful coup. Isilla ordered the execution of both of her children and their entire households. Sickened by her children's betrayal and longing for some part of Sirinda, she called Lucilla and Ocavian back in TN1912. In TN1911, Lucilla had returned from the Southern Republic and met with her brother after being separated for six cycles. At this time Ocavian revealed to his sister the person responsible for their mother's death and his intentions for vengeance. Seeing Ocavian's transformation into a bloodthirsty young man and convinced of Isilla's abandonment of both of them, Lucilla chose to bind her brother closer to her by proposing a marriage alliance. They were secretly married in Skavara that cycle by Sunite clergy with Sirrano Barjhal as a witness. When Isilla summoned the two siblings back from Cimmaro, she was unaware of the marriage and Ocavian's secret desire to punish Tamil Quint. In order to secure the resources needed to exact his vengeance, Ocavian used Simeon Veno's contacts to locate the Thugees in Mumbai. Simeon saw a potential in the siblings and wanted to tie them to his family even further. In exchange for help, Simeon required Ocavian to marry his eldest daughter, Adina.

Within a week of returning home, Ocavian and Lucilla had identified how they were going to kill the Quint household. The Thugees gladly joined Ocavian's desire to spread death. On 10 Winter, TN1912, exactly seven cycles after his mother's brutal murder, Ocavian enacted his vengeance. Tamil Quint and his entire family were tortured and brutally dismembered over the course the thirty six hour day at Sirinda's former home. Tamil met his demise in the exact same manner as Sirinda. Ocavian had the family's heads mounted on pikes outside of the home. Isilla was secretly thrilled when she found out who was responsible for Sirinda's death and equally approved of Ocavian's dispensation of justice. Publicly though, she had to take steps to appease the other heirs, who believed that Ocavian was looking to kill them as well in a bid to secure his position as the only heir. He was at the time twenty fifth in line, but after the annihilation of the Quint line, he was tenth in line. Fearing a blood feud in Gadiz, Isilla exiled Ocavian from the ESE. Lucilla was exempted from the exile and kept in the palace with Isilla, who was extremely infatuated with her daughter.



THE EXSANGUINATED EMIR (TN1913 TO CURRENT)

Satisfied with his vengeance, Ocavian found work as a mercenary in the Badlands with help from Simeon. He would help found a notorious mercenary group called the Ramius Raiders and perform exemplary during the War of the Alliance. Using a portion of this group he returned to the ESE in TN1920 and engaged in one of the most well publicized and brutal campaigns against his own family. After two cycles of conflict, Ocavian had captured and consolidated his hold on the region. Every member of his family except his sister Lucilla and a half sister named Vera were executed. His mother Isilla was executed on 10 Winter, 1921 for complicity in Sirinda's murder. Unknown to most though, Ocavian did honor Isilla's final request to be buried next to Sirinda. It was rumored that Isilla had finally fallen out of favor with Siranno Barjhal and the emir of Cimmaro offered Ocavian the means to take the throne. Lucilla had written to Ocavian that Isilla was going to offer the emirate to Remalla, a clear indication that both of their lives were in jeopardy. Remalla was nearly as bloodthirsty as Ocavian and would surely follow Isilla's example of exterminating any rivals. Ocavian chose to protect his sister and their daughter.

After two cycles of cementing his hold on Gadiz, he left Lucilla in regency of the region and returned to his life in the Mekong. Since TN1923, Lucilla has continued in promoting Sirinda and Isilla's vision. The solicitor class has bloomed into an efficient bureaucratic model and exports of refined metals and agricultural products have been gaining tremendous ground in the Humanist Alliance and the Southern Republic. Profits from these exports have gone back into the region's infrastructure.

FESTIVAL OF FOLLY



Calcutta was overflowing with excitement and it was the first cycle that Rani had come up to the festival with her family. She was thrilled to see all of the temples painted up in bright colors and flowers everywhere. Most of all Rani wanted to see Lady Ashura. There was a rumor that Ashura Paolo would be presiding over the award for Hanuman's Games and Rani had been infatuated with the beautiful daughter of the Gadiz's emir.

Rani's parents had let her explore the markets with her younger brother, Bhanu, and she was determined to make it over to the Monkey Lord's shrine, but after two hours of searching for it, Rani was feeling depressed that she would miss seeing Lady Ashura. Bhanu had been complaining about not being able to buy sweets at the stalls that they were passing, but Rani didn't have time to be stopping at the different vendors.

"Bhanu will you please stop asking me to stop for candy! We don't have any money and don't you want to see Lady Ashura?" Rani demanded.

Bhanu stuck his hands in his pant pockets and shrugged. "Why should I care about seeing some emir's daughter? I mean really what's so great about her anyways? And what happened to the money that mom and dad gave you?" he asked.

Rani took a deep breath and tried to calm herself. Bhanu was really annoying her to no end. Then she came up with an idea. "Fine! Why don't you take the money and get yourself some sweets. I'm going to go find the shrine. Come and find me there when you're out of money ok?"



Bhanu smiled as he took his hand out ready to receive the money, "Sure thing, sis. Monkey shrine."

Shoving the money into his hand, Rani rushed down the alleyways trying to find her way to the shrine. The maze of stalls and the crowds made traveling through the town difficult but Rani's determination finally paid off when she found where the caber tossing was happening. Surely the awards would be happening here, Rani reasoned to herself.

Settling into a spot, Rani watched as burly men lifted towering logs and threw them into the air. She even saw her cousin, Yamir, tossing a log. Rani blushed as she watched him straining to lift the log. Cheering along with the crowd, Rani watched as he managed to get the best toss of the group. Her mother was always saying how nice it would be if she settled down with Yamir. Rani was beginning to see why.

With the caber tossing done, the crowd waited for the awards ceremony at the shrine. Yamir saw Rani and waved her over to him. Rani made her way through the crowd, "Yamir! I saw your throw. That was magnificent!"

Yamir smiled broadly and ran his hand through his hair embarrassed at the compliment. "You did? Well, thanks! Where's your mom and dad?"

Rani shrugged, "Don't know. I think they wanted to have some personal time with each other. Sort of like a date."

"Ha! My parents are doing the same thing." Yamir replied. "I guess they need time away from us kids, huh? Hey. What are you doing after the ceremony? Maybe we could go watch the fireworks."

Rani blushed and meekly nodded. "That sounds wonderful. Sure."

Yamir grinned and was going to say something else, but the fanfare from the shrine stopped him from adding to the conversation. Yamir pointed at the royal pavilion, "Isn't that your brother?" he asked.

Rani gawked when she saw Bhanu standing with Ashura sharing rasgulla with the emir's daughter. "What's he doing up there!?"

With the fanfare finished, Ashura licks her fingers and waves goodbye to Bhanu. The ceremony began with Ashura greeting the people and performing the sacred rituals dedicating the day to the Monkey Lord. Bhanu saw his sister and worked his way over to her. Rani looked at her brother with surprise, "How did you end up on stage with Lady Ashura?"

Bhanu grins mischievously, "Should have gone with me to buy some sweets, sis. You would have gotten to spend the whole day with the lady. She enjoys rasgulla as much as I do."

Rani stomped her foot in frustration and felt it hit something other than ground. Yamir yelped and started hopping around clutching his foot. The ceremony stopped and the crowd turned around to see what the commotion was about. It didn't take long to see what was going on and who was responsible. Poor Rani's beet red face pointed her out as the culprit and Bhanu laughing at his sister and cousin only confirmed it. How was she ever going to live down this festival of follies?





CULTURE

The population in the region is primarily composed of descendants from the Indus Valley region on Terra. In the period after Greater Samarkand, the Indus valley had a cultural resurgence and interest in the culture of their ancestors and many of aspects of Indian culture found a renaissance. From these roots, the shajhalin of Gadiz have developed a rich and unique cultural identity. Over the centuries, the people of Gadiz have been exposed to the culture of the rest of the ESE and have taken on similar characteristics, but at their core the shajhalin are followers of their ancestor's religion and social values.

THUGEES

In the Gadiz region, the most fanatic followers of Kali devote themselves to the Thugee movement. These fanatics train themselves in the art of killing. They are particularly known for their love of strangulation, though they do not limit themselves to this form of killing. The Thugee movement on Terra Nova shares little with the historical Thugees from the mid to late second millennium. There are some things they do share though. The organization is used to assassinate political targets for religious purposes. Both groups venerate Kali, a Hindu god of death. The Gadiz Thugee movement has its own set of rituals and traditions that grew from the teachings of Hamil Indarez, a prolific prophet of Kali that arrived with the original colonists in the region. Interestingly, Indarez predicted the fall of the Consortium, the crash of the Eastern Sun, and the arrival of Batiste (though he called him Lord Shiva and his son). The most significant prophecy of recent times is related to Ocavian. His cycle of birth was predicted as well as his resemblance to Batiste. Indarez mentions that even those not of the faith will recognize his divinity and follow the blood soaked hands. All will fear him. Many of the prophecies make little sense and are regarded as little more than ramblings of a madman. The Indarez Prophecies have been studied by anthropologists in the past, but have never been fully recorded. The prophecies have never been revealed in their entirety and there are rumored to be dangerous secret prophecies guarded by the fanatical Thugees.

RELIGION

The NeoHindu movement was similar to the late twentieth century of the second millennium Wiccan movement. People made assumptions about a nearly extinct culture. Those assumptions turned into a new type of culture that sought to emulate the ancient culture. When the Consortium was offering immigration to a new planet in exchange for work, the dwindling number of people still following the NeoHindu religion wanted to have a place to grow without prejudice and without external influences. Their culture continues to this day though it has evolved in the past millennium. Batiste Paolo gained an air of divinity after his death and was regarded as the living embodiment of Lord Shiva. As such the descendants of Batiste are regarded as descendants of a god. This belief system has kept the Paolo family in power for centuries, though it had been slowly eroding to due to the family's long absences. Isilla nearly destroyed the relationship after the attempted Thugee assassination attempt, but the birth of Ocavian was heralded as a momentous event. The priests of Kali the destroyer claimed that Ocavian was Batiste reborn, but this time he was born as the god of death. They swore fealty to Ocavian at his birth. The very Thugees that had tried to kill Isilla now pledged their lives to one of her children. The event unsettled the woman, but she saw advantage in making peace with the NeoHindus. Since that time, the NeoHindu movement has seen a new resurgence. There are four festivals held each cycle to celebrate the changing of the seasons. These festivals are highly religious in nature and revolve around the concepts of rebirth and death. Various temples hold other festivals related to their patron deity. One of the more popular festivals is dedicated to Hanuman, the King of the Apes. Regarded as the zenith of strength, Hanuman requires his followers to follow in his path. At the festival of Hanuman, worshippers compete in feats of strength. The people enjoy watching burly participants wrestling or caber tossing.

FAMILY

Much like the rest of the ESE, the Gadiz shajhalin are very concerned with the family. The typical family unit in the area is composed of all of the extended matrilineal family called aynas. These family groups are usually tied to a particular temple, which presides over all of the important functions such as marriage, birth, and coming of age ceremonies. Typically, shajhalin in Gadiz have their marriages arranged by the matriarch of the ayuna and the marriages generally occur within an ayuna. Very seldom do marriages occur out of the extended family, but when it does it is considered an honor for the man as he is effectively being adopted into a new ayuna.

Solicitor families are much smaller than a typical shajhalin family group, but the intermarriage between all of the solicitor families means that in most cases a solicitor is related in some way to each other. The exception to this is the new blood solicitors, who were brought in from outside of the league during Isilla's coup. At the time, Isilla needed an efficient way to dispose of her nieces and nephews, but didn't want to execute them. She found a solution by marrying them to skilled individuals in exchange for their help in rebuilding her emirate. These families have kept their bloodline pure of the lesser solicitors and generally marry amongst their group, though in recent cycles this trend has shifted somewhat as both solicitor groups have been under pressure to adapt to the new rulers. There is an irony that both Ocavian and Lucilla are descendants of a solicitor and an emir. If the solicitors were not so afraid of Ocavian, many of them would openly criticize the legitimacy of the emir, but the Sunites have officially sanctioned the line. The new blood solicitors were very interested in the possibility of usurping Ocavian during the first cycle he had been named as emir, but the string of brutal executions before any plots could be put in place crushed any hope of those ambitions.



The emir's family is very small as of this moment as Ocavian Paolo executed all but two of his kin. Of the survivors, Ocavian married his own full blooded sister and gave his half sister, Vera, to the leader of his Bloodhand cult, Heinrich Pulo. Among all of Ocavian's children, only two of them are officially recognized as potential heirs. Ashura, his daughter by Lucilla, is the most likely candidate to succeed in her father's footsteps. His son by Adina Veno is also considered an heir, but Sullust is genuinely despised by Ocavian and the emir has promised his son a slow painful death one day. As punishment for some unknown transgression, Ocavian executed Sullust's lovers and children three cycles ago. The general consensus is that Ocavian discovered a plot against Ashura by Sullust and Adina. Needless to say, this brutal punishment only added to Ocavian's already infamous reputation.

FOOD

The food of Gadiz has its roots in Indian cuisine and relies heavily on curries, vegetables, and breads. With the closeness to Lake Vihar and the heavy amount of fishing, porcine salmon and mugwort fish are popular ingredients as well. Johar and bampfa (a type of grain similar to rice) are also staples of shajhalin diet. Most of their food is served on large pieces of flat bread which absorbs the curry and makes for a delicious conclusion to a meal. Yogurt and cheeses from goats in Gadiz also factor heavily into the diets of locals. Solicitors and the emirate households enjoy lamb and goat dishes in addition to the common fare.

The people of the region have a passion for their cawfee as well. The locally grown Serpentine cawfee is a darker product than the variety found in Reunion. Many Terra Novans enjoy the bitter tasting cawfee, but to many it's an acquired taste. The locals prepare it with goat's milk or yogurt to lessen the bitterness, but they are also known for a type of sweet liquor made from darker cawfee. Sumuz is popular in the ESE and some parts of the Badlands. Surprisingly some people add the cawfee liquor to their regular cawfee instead of cream.

CLOTHING

Much like the rest of the ESE, the popular fabric is silk. Shajhalin and Emir alike wear silks though the quality of the cloth is drastically different by caste. Commoner silks are rough and simple in appearance; whereas, the emirate caste wears nearly sheer silks to emphasize their figures. In addition to silks, the local production of wool provides an extra type of fabric for consumption. These fabrics are popular in the mountainous communities and in the town of Gadiz, where temperatures can be much cooler than the rest of the Interior. The wool is popular in the Southern Republic and in the Northern leagues, especially in places like Ankara or Pioneer. Gadiz wool is also used in cold weather uniforms for the MILICIA and the SRA as the out shell of their dress uniforms.

Regardless of the type of fabric used in their day to day use, the citizens of Gadiz enjoy colorful clothing. Blues, yellows, reds, greens, and oranges are all seen in heavy use. The typical clothing is loose fitting robes or baggy pants with some sort of coat or vest for men and the women tend to wear long dresses with scarves among the shajhalin. The solicitors prefer less volume in their clothing and higher grade materials. Most of their clothing has intricate patterns or prints, and much of their clothing is imported from Port Oasis due to the ties Gadiz has with fashion houses in the Southern Republic. The emirs of Gadiz wear the best of silks, but as of lately they have kept the cloth plain. Both Lucilla and Ashura prefer blues and yellow silks with minimal accoutrements, and they have a number of skilled Shajhalin tailor in their employ under the watchful eye of Jean Fortier, a Republican fashion designer living in Gadiz. Fortier retired five cycles ago and was offered an estate in Gadiz and a small fortune to be the personal designer for the Emir's household.

FESTIVALS

Kali Purja (1 Autumn): A major celebration dedicated to Kali and a time of reflection for the ayunas as they remember and recount their ancestors stories. The festival is held all day and finally ends with spectacular fireworks in Mumbai.

Hanuman Jayanti (15 Spring- 16 Spring) Celebrated in Calcutta, this festival honors the Monkey God Hanuman and is considered to be the grandest celebration in Gadiz. The majority of the shajhalin populace descends on the small town of Calcutta and sets up a myriad of stalls selling a variety of foods and trinkets.

Shivaratri (15 Winter) A somber ritual involving meditation and the marking of three lines on the forehead from the ash of sanctified leaves. This day of rest is used to commune with the divine Shiva and is supposed to make the body and the spirit in tune with the gods.

Ganesha Chaturthi (1 Summer-5 Summer) Dedicated to Ganesh, the elephant god, this festival is held in all three towns for five whole days. For the first four days, the ayunas worship the idol of Ganesh and on the fifth day they bring their decorated Ganesh idols out on palanquins. There's dancing, music, and general festival activities as the idols are taken to the mouth of the Ganges and sent off into Lake Vihar. This act is said to take away all of the ill fortune a family had built up over the cycle.



SPORTING

There are a number of sports popular in the Gadiz region. There is a small gladiatorial school in the town of Gadiz that trains professional gladiators and sends them to Cimmaro cyclically. The successful gladiators are recruited into the emirate bodyguard unit or sometimes hired by the Raiders. Pack lizard fighting was introduced after the coup by members of the Raiders and has become incredibly popular over the cycles. Pack lizard fighting involves either a fight between two starved pack lizards or between a man and a pack lizard. There is a small arena just outside of the Raider base in Gadiz that hosts games on Sunday nights. Gambling is rampant and in competitions between man and beast, the human participant can walk away with substantial winnings if they survive the battle.

In Mumbai the popular sports include competitive swimming and the Vallamkali or the snake boat races. The races are held during the Kali Puja (1 Autumn) and are fiercely competitive. Each ayuna in Mumbai maintains a chundan vallam, or snake boat, which is over 42 meters long and has a crew of up to 140. The crews race these long boats across Lake Vihar and back which usually takes around sixteen hours. The winning boat is honored with a banquet at the Temple of Kali and the winner's ayuna is considered blessed for the cycle.

Calcutta has a long tradition of polo using great pack lizards as mounts. The dangerous sport almost always results in a number of casualties among the players every cycle, but the sport is wildly popular among the shajhalin and solicitors. Caber tossing and logger sports competitions are also popular in Calcutta. The large number of shajhalin employed by the lumber industry and the popularity of Hanuman's legendary strength makes both sports incredibly popular with the men of Calcutta. Among the logger sports competitions are the rapid sawing and axing competitions; tree climbing; and log rolling. Of all the log related competitions though, the caber toss is the king as it is considered the most masculine of the sports. Competitors go through a ritual of picking up and balancing a log traditionally 5 to 6 meters tall and weighing about 60 kilograms. The height of the act is to physically toss it as far as possible. Though this sport is part of the Festival of the Monkey God also known as Hanuman Jayanti (15 Spring), caber tossing is done year round.

TOWN INFORMATION: GADIZ

Gadiz was established by Batiste Paolo in an idyllic valley with fertile earth and a temperate microclimate. Half of the forces that accompanied Batiste and Valantino remained in the region and settled in the valley with the first emir of Gadiz. Batiste loved the valley. The two large stoneheads at the base of the valley reminded him of the legend of the Pillars of Hercules from his home city of Gadiz in Spain. The architecture of the town is very similar to traditional Spanish and Moorish styles and features a high degree of embellishments, minarets, and domes. Most of the buildings feature fountains, atriums, slender columns, and pools. The city is filled with a mansions, temples, and large administrative structures. At the northern end of the city is the Palace of the Chalice, the emir's residence. The blue and gold marble palace is the easily the most memorable structure in the city. The palace is connected to the Temple of Kali (formerly Shiva), where Batiste is interred. The temple used to be a popular spot for people to congregate, but since the reconsecration to Kali the temple has taken on a menacing air. Rumors abound of human sacrifice and dark rituals, but little is actually known about the practices of the temple.

The majority of the shajhalin population work at the numerous plantations located in the valley or serving the solicitor and emir. Those that do not live in the mansions or the palace, live in block apartments called insulas. These buildings are six stories high with a central plaza area and stores located on the ground level. These apartments range in different sizes, but generally house about 150 to 200 residents.

In recent cycles the city has grown by leaps and bounds. The influx of Ramius Raiders and their wealth has changed the dynamic of the city to a degree. Many of the plantations that have popped up are owned by officers of the unit. A strip of land on the southern end of the city is a small fortified base where the majority of the unit's equipment is housed. The Auction House is a large mansion near the base that is used to sell off slaves at private auctions. The mansion is sumptuously appointed to house clients during the week of each season that the auctions occur.



GADIZ

Founding Date: TN1499
Joined ESE Date: TN1499
Method of Government:
 Hereditary Aristocracy
Head of Government:
 Emir Ocavian Paolo,
 Emir Lucilla Paolo
Population: 80,298
Principal Industries: Cawfee,
 Grapes, Sugaro, Wool, Slaves,
 Government Services

STREETS

1. Passe de Carlos
2. Calle Campo del Sur
3. Calle de la Torre
4. Calle de la Cruz
5. Calle de San Batiste
6. Av del Puerto
7. Calle de la Campania
8. Calle Sagasta
9. Calle Nuevo Mundo
10. Plaza de Astrubal
11. Camino Real



POINTS OF INTEREST

1. Pillar of Hercules: Two enormous stoneheads that flank either side of the Camino Real, which is the largest road that leads to the Dolores Highway in the south.
2. Ganges River: major river that runs through the town. The older part of the town is located on the western bank of the river. Most of the plantations are located on the eastern side.
3. Palace of the Chalice: Home of the Emirate family. The building is built in a blend of Spanish and Moorish architecture. The palace made of a blue marble with veins of gold streaking through it and has a number of stained glass windows portraying Batiste's journey to the valley. This is the largest structure in the valley and clearly dominates the city's vista when entering the valley as it is located at the end of the valley up on an artificial plateau.
4. Temple Batiste (Temple of Kali): The Neo-Hindu temple dedicated to Kali. Made of rose marble and quartz, the building stands clearly in contrast to the Palace of the Chalice. Once a popular location for the few tourists that made it to the valley, the recent change from the worship of Shiva to Kali has transformed the temple into a dark place. The temple has been nicknamed the blood house since it was taken over by the cult of Kali.
5. FBP Hercules: The Raider base located on the eastern side of the Ganges. It is a heavily armed and substantial walled off facility housing one full company of the Raiders. The facility does have vtol landing pads, barracks, warehouses, hangars, and administrative facilities, but lacks any amenities such as bars and a PX.
6. The Auction House: This sprawling four story mansion is located near the FBP and is the place that the Raiders auction off slaves to privately invited guests. Auctions are held four times a cycle and last one full week.
7. Latifundia Estates: Mostly located on the eastern bank, these estates are plantations that creep up the terraced cliffs and primarily grow Serpentine cawfee, but recently sugaro and grapes have been introduced to the region. The western bank estates grow Serpentine cawfee and raise Terra Novan goats and sheep.
8. Solicitors Court: These two buildings house the bureaucracy of the emirate and centrally located in Gadiz. The buildings flank Plaza de Astrubal and are constructed in a classic Spanish architecture. When seen from above, the two buildings form the shape of the Greek character Phi.



POINTS OF INTEREST

1. Old Quarter: This walled off district houses most of the solicitor families that call Mumbai home. The architecture of the district is unique in that it is Consortium era architecture in surprisingly good condition. A small branch from Collegio Smyrna has offices in this district to study they town's unique history.
2. Sirinda's Home: The former private residence of Sirinda Veno, the building was renovated after TN1920 by Ocavian and then abandoned after his disappearance. The building is now used as an orphanage with Lucilla's blessing. Sirinda and Isilla's graves are also located in a small chapel in the gardens.
3. Oil Derricks: The three huge derricks are located in Lake Vihar and are the largest employers for Mumbai.
4. Cannery Row: Located near the docks, the canneries are another major employer for the town.
5. Temple of Shiva: One of twelve granite temples located in the town. This large structure stands near the center of town and is the tallest building in the town. It has a strong resemblance to the Somnath temple located in western India.
6. Temple of Kali: Home of the Thugee Cult and the location of the Indarez Prophecies. This imposing structure is not as large as the temple of Shiva, but the menacing atmosphere from the structure makes it seem more substantial. Architecturally, the temple takes its inspiration from the temple of Dakshineswar in Calcutta, India, but the dark granite sets it apart from the Earth structure.
7. Temple of the Gentle Prophet: The small temple of the Massadan Revisionists is located near the Temple of Kali and is run by the missionary Anders Halmud, a peaceful Northern expatriate who established the temple in reaction to the coup of TN1920.

TOWN NOTES: MUMBAI

The ancient town of Mumbai is over a millennium old. Located on the shores of Lake Vihar and next to the Ganges River, the town has varied in population over the years, but the economic plan has brought the population levels up to the peak levels seen during the colonization period. The town sprawls out along the shores of the lake. NeoHindu architecture dominates as the style of choice for this town. Granite temples rise from the low level residences. There are twelve temples of varying sizes, but the largest ones are dedicated to Shiva and Kali. Located on either side of the town, these massive structures were constructed in the ninth century and are the center of NeoHindu life in the region. Ninety percent of the shajhalin population in the Gadiz region are followers of the NeoHindu religion. The remaining population worship in Jerusalemite churches or practice no religion at all. There is very little interest in Revisionism in the town, though there is one small temple dedicated to the Massadan style Revisionism. This was established by a missionary during the well publicized coup of TN1920. Most who attend the temple are foreigners.

Very few mansions are found in the city, but the rare solicitors that call this town home, live in mansions that were former executive residences from Consortium days. Most of these locations show their age and have earned the name nickname of the Old Quarter. The Concordant era architecture of the Old Quarter is a stark contrast to the NeoHindu style. From the shore of the lake, the three new oil derricks are easily seen on a clear day. A ferry runs from the recently built docks three times a day to the derricks where most of the shajhalin workforce spends a week on them then four days off. The docks were enlarged as a part of the agricultural improvements initiative of TN1880. New warehouses and canneries dot the dock area to support the burgeoning fishing trade. While the economic boom has had its benefits, many of the NeoHindu population resent the drastic changes to the land. Regent Lucilla understands this and has been able to curb some of the resentment by increasing the standards of living in the area and regularly attending and sponsoring the numerous religious festivals throughout the cycle. She is also aware of the need to respect the ecology for both religious and economic reasons.

MUMBAI

Founding Date: TN800
Joined ESE Date: TN1500
Method of Government:
 Hereditary Aristocracy
Head of Government:
 Emir Ocavian Paolo, Emir Lucilla Paolo
Population: 58,880
Principal Industries: Fishing, Agriculture, Oil Exploration, Oil Refining

STREETS

1. Purandare Wadi Boulevard
2. Mahul Road
3. Keshay Rao Khadyne Avenue
4. Vashi Road
5. Powai Boulevard
6. Sakki Nakka Street
7. Madh Marve Road
8. Akurli Road
9. Uttan Avenue
10. Indira Docks
11. Shivajji Docks



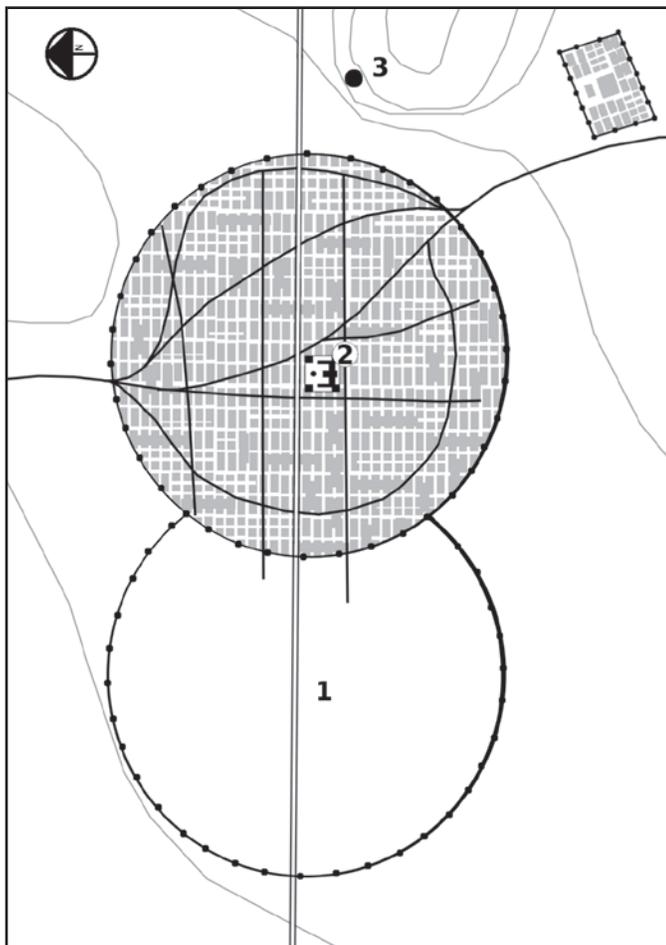
TOWN NOTES: CALCUTTA

Nearly as old as Mumbai, but less prestigious than its sister town, Calcutta has never had a steady population. A significant portion of that population is NeoHindu just as in Mumbai. The smaller town is served by a single large granite temple, which was built in TN1114 during one of the town's heyday periods. The temple is dedicated to all of the NeoHindu pantheon and is served by roving priests. The town has a chaotic mélange of architecture ranging from Concordant era, NeoHindu, to Moorish styles. Recent additions of plain utilitarian buildings used to house incoming labor forces only adds to the unique character of the town. In the TN1700's some of the emirs of the period constructed a stone wall around the caravan grounds to provide a greater sense of protection to inbound caravans. The wall was extended to the town in the first cycles of Isilla's reign and the caravan grounds were expanded. While caravans are in the town, the caravan area is transformed into an impromptu bazaar. The new oil and ore refineries are not located in the town, but rather fifteen kilometers north. The facilities operate thirty six hours a day and refine the ores mined in the Blanco Frio Range. This facility is the primary employer in the region, followed by the lumber mills located fifteen kilometers south. As a secondary byproduct of the lumber industry, local artisans manufacture NeoHindu style furniture. The furniture is popular in the ESE, but beyond the league the demand is miniscule. Calcutta is also known for a bizarre stonehead known as the Laughing Stone. Unlike typical stoneheads which are solid stone, the Laughing Stone is a hollow at points allowing for air to flow through it. The resonating sound created from the air sounds like a ghostly laugh.



POINTS OF INTEREST

1. Merchant's Grounds: A large walled off area located on the western portion of the town, this area houses merchant caravans heading east or west along the Dolores Highway. The only amenities in the area are two fountains and some restroom facilities. During the trade season, this area is a vibrant bazaar, which attracts locals from Gadiz and Mumbai.
2. The Pantheon Temple: The large granite Neo Hindu complex dedicated to all of the deities of the faith is centrally located in the town. Though dedicated to all of the deities, Hanuman's worship is the most popular in the town. The monkey god's popularity is so great that many shajhalin have statues dedicated to him in their homes.
3. The Laughing Stone: This hollow stonehead faces east and produces an eerie laughing sound when the wind blows through stone pipes located on the back of the head.



CALCUTTA

Founding Date: TN864
Joined ESE Date: TN1500
Method of Government:
 Hereditary Aristocracy
Head of Government:
 Emir Ocavian Paolo, Emir Lucilla Paolo
Population: 30,934
Principal Industries:
 Logging, Mining, Refining, Caravan Trading

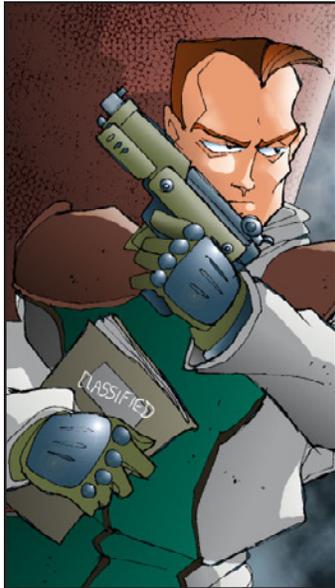
STREETS

1. Temple Boulevard
2. Khidirpur Road
3. Chetta Central Road
4. Motilal Gupta Road
5. Purbachal Main Road
6. Rash Beharl Road
7. Dhapa Avenue
8. Akrur Dutta Lane
9. Tala Avenue



ADVENTURE IDEAS IN GADIZ EMIRATES

The rural emirates have a great potential for campaigns. The vast untouched areas have dangers both natural and manmade. The ESE is known for their dangerous politics and in Gadiz, the politics aren't any less dangerous. Cimmaro is a looming threat to the burgeoning economy. Lucilla's grasp on power is tenuous at best as her brother is the rightful ruler of the lands and she only holds regency for her daughter until she is able to take over. There is also the possibility of unknown relatives coming back to exert their claim to the throne of the emirate. Outside of politics, the Thugee cult lays claim to hidden power behind the throne, and many of Indarez's Prophecies have yet to come true. Are they real or are there darker entities at work behind the scenes..?



CAMPAIGN PLOT: BARJHAL'S INTERESTS

Cimmaro's obese emir, Barjhal, has long had connections with the Paolo family, but the relationship has not always been a good one. The successful increase of revenue to the region of Gadiz has made the emir wary of the Paolo family looking to other emirs for patronage. Even though Barjhal benefits financially from the success of the region, he wants to send a message to the rural emirs on who really rules the area. To accomplish this he has sent the players to disrupt the oil industry via sabotage and to induce members of the solicitor class to turn on their master. The coup resulted in most of Barjhal's loyal solicitors being executed and since that time, he has not been successful in coaxing any of the remaining solicitors from coming to his side. The few that have turned have ended up missing or murdered brutally in the streets.

The players will have to be wary of a number of elements in the setting. The Thugees are very active in Mumbai and are reputed to receive part of their funding from the oil industry. Any disruptions would endanger this lucrative business. The cult members will not hesitate in murdering anybody trying to damage the pipelines or derricks. Many of the crews on the derricks and along the pipeline are active members of the cult and might surprise the players. The solicitors live in constant fear of the Exsanguinated Emir. As a boogeyman, Ocavian Paolo has instilled a state of paranoia among his bureaucrats. His brutality during the coup was monumental and even after his disappearance, corrupt solicitors and their families would be found dead, furthering the fears. Convincing the solicitors to become agents of Barjhal will require extreme measures. Blackmail and kidnapping would not be unheard of in this case in order to secure the loyalty of the official.

ALTERNATIVE IDEAS

The players work for Lucilla and are part of her loyal intelligence network. They are tasked with keeping Gadiz free from Cimmaro's influence and have to thwart attacks.

One of the players is secretly a member of the Thugee Cult. He is tasked with killing one of Barjhal's closest advisors. He has infiltrated Barjhal's forces, but hasn't had an opportunity to kill the man. The player now has an opportunity to be on the assault team.

Members of the Raiders have heard about the plot and have captured the players. They offer them their lives and money if they'll become double agents.

The players are members of the Gadiz solicitors and have grown tired of being paranoid. They must escape the emirate and Barjhal's men offer an interesting way out..

The players never make it to the towns, but instead are being hunted by hidden enemies along the Dolores Highway.

The players are contacted by the Thugees and are told to leave in exchange for a hidden prophecy from the Indarez text. One that directly affects both the player and their patron.



CAMPAIGN PLOT: THE EXSANGUINATED EMIR

Boogeyman, ruler, or myth? What has happened to the missing emir of Gadiz? The players are sent to investigate the true story about the infamous man by a news network. Once they arrive and begin the investigation, the producer is found in his hotel room with his throat crushed and the walls painted in blood with the word: Leave. What will the players do... ?



ALTERNATIVE IDEAS

The players are bounty hunters trying to track down the emir either to kill him or to capture him for a client. Instead of the producer, the team's leader is the one murdered.

The players are members of an anthropology team investigating the Indarez Prophecies. One of the team members is found strangled the day after the group approaches the temple for permission to study the text. The Temple claims that they did not have a part in the murder, but says the team may come back the next day to investigate the text.

The MILICIA is interested in building a small base in Calcutta to reinforce the region. The players are part of the survey team that is sent to find a good place to build it. The commander has mysteriously disappeared. Foul play is suspected, but there is no proof.

The players are survivors of the coup of TN1920 and have sworn vengeance against Ocavian Paolo and his family. They have returned to Gadiz in secrecy, but the leader of the group is found dismembered with the words, "Share his fate" carved onto his chest.

The players have been tasked with keeping the reporters safe by Lucilla. They may be from the Raiders or part of her personal staff. They are also tasked with keeping the truth hidden from the reporters.

The players are members of the Raiders that know Ocavian Paolo. They have been ordered by the Exsanguinated Emir to convince the reporters to leave.



CAMPAIGN PLOT: THE ASHANTI CONNECTION

For decades, conspiracy theorist Anastazia Berning has theorized that members of the Kir Aryan scientist caste escaped not to Mars, but rather to Terra Nova. Her theory is based on a find from the ruins of the Ashanti Library. The Codex Methuselah was a theoretical paper written by an unknown scientist from the period. The manuscript is nearly worthless from the damage it received from the fire, but it offers tantalizing evidence that someone had theorized a way to stop the aging process of the body. The Codex was never clear on how it stopped the aging process, but only that a scientist named Paul Batiste had been rumored to have perfected it. Genetic sciences were one of the major areas of development in Kir Arya so the theory is not too far fetched; however, Berning's theory takes it one step further. She believes that some Kir Aryan scientists had knowledge of Tannhauser anomalies centuries before their discovery and had escaped Earth to Mars and then from there to Terra Nova. Among the wilder theories she has are that the Koreshi are descendants of the Prime Knights that followed their masters, that the stoneheads are part of a communications network of the Kir Aryans, and she also claims that Batiste Paolo was actually Paul Batiste.

The ludicrous claim theorizes that the Methuselah process wasn't perfected by Batiste during his lifetime, but that his 'son' was the first to benefit from the process. Berning theorizes that Batiste actually transfers his engram map into a carefully cloned body. She theorizes that he does this every millennium or so and generally does not vat grow his replacements for some reason. She compared the barely recoverable photo of Paul Batiste in the Codex to the only known painting of Batiste Paolo and the similarities are striking, though not conclusive. She also claims that Ocavian Paolo was meant to be Paul Batiste's new host body, but something went wrong and the real reason that he disappeared was to escape being taken as a host. To prove her point, she has come to Gadiz by asking Lucilla Paolo to provide her access to records and Batiste's body. The players have been hired by Berning to assist her in her investigations. Surprisingly, Lucilla has allowed her to investigate.

ALTERNATIVE IDEAS

Berning is losing her mind and the players have found out a little too late. The further she investigates the worse her paranoia and schizophrenia is exposed. Worse still, she's claiming the players are out to steal her research and has hired members of the Raiders to ensure the players never leave Gadiz.

Berning's theories have gotten the wrong kind of attention. Whether or not they are accurate, someone doesn't want the truth to come out.

One of the members of Berning's team is a local boy named Eight Paul and he's taken a keen interest in helping out, but when the players discover the unsettling resemblance to the painting of Batiste and Eight, the boy disappears with all of Berning's research.

Lucilla orders her intelligence network to spread disinformation to the investigators. To this end, she has ordered the players to appear to support Berning, but to steer her to a positive conclusion of her theory. Unfortunately, there is another unseen group that is working against the players to ensure that the theory is disproved.

The players are members of the Thugee Cult and have been tasked with keeping their master's secret from outsiders. They have been ordered to track down and murder every member of the research group.

Someone has been secretly funding Berning's research, but the unknown benefactor has ordered the group out of Gadiz for some reason. Berning decides to stay, but is found dead the next morning.

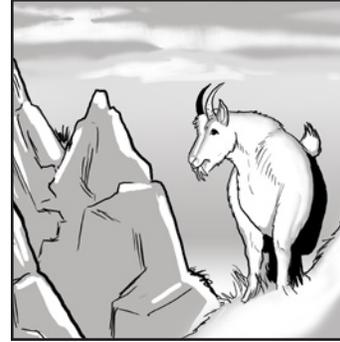
BESTIARY OF GADIZ

TERRA NOVAN GOAT OR SHEEP

The Terran goat and sheep were both exported with the colonization of the region and the initial results were poor, but Consortium scientists managed to genetically alter both of the livestock to adapt to the diet of the new world. Both goat and sheep are larger than their Earth cousins and have a high degree of immunity to a variety of toxins as a result of their new genetic makeup. The Terra Novan Goat and Sheep can be found in many areas along the Serpentine Range as well as other mountainous regions in the South. A few pockets can be found up North where they were imported during the seventeenth century.

Skills:

- Hand to Hand: 1/0
- *Natural Weapon
- Special Abilities
- Horns (x4)



Stats:

Agi	Build	Fit	Ins	Per	Wil	Str	Hea	Sta	UD
2	4	2	3	3	1	3	3	60	13*

GREATER PACK LIZARD

These Pack Lizards are native to the fernwood forests of the Serpentine and are extremely dangerous to the ill prepared traveler. Nearly twice the size of their Mekong cousins, the Greater Pack Lizard runs in smaller packs, but are much more aggressive in their hunting practices. Their primary source of food are the Barnaby Iguana's that live in the lower hills of the region, but some packs have taken a liking to hitting caravans during the trade season. Greater pack lizards can be domesticated like their Mekong counterparts and some caravaners will use them as beasts of burden or riding animals explicitly to keep wild versions away. Most Greater Pack Lizards do not attack rival packs.

Skills:

- Hand to Hand: 3/2
- Stealth: 3/2
- Tracking: 3/3
- Combat Sense: 3/3
- *Natural Weapons
- Special Abilities
- Bite (x8) Claws (x6)
- Run 60m/per round.
- Leap up to 5 meters



Stats:

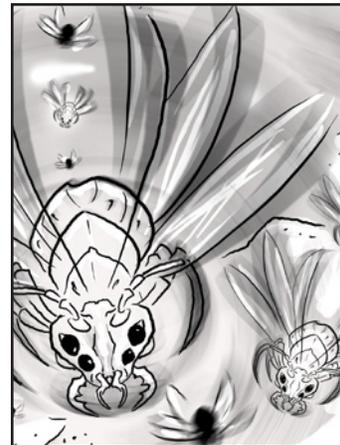
Agi	Build	Fit	Ins	Per	Wil	Str	Hea	Sta	UD
2	4	2	3	3	1	3	3	60	13*

MYCENE SWARMS

The Mycene are an indigenous insect that makes its home on the shores of the Lake Land region of the Interior. They are known to burrow into the shore and wait for hapless animals to walk over their nests. Disturbing the nest causes them to swarm the victim and sting any exposed areas. The small insects do not have a high enough toxicity to paralyze a human individually, but in swarms it is possible to become victim to their poisons. Once the prey has been paralyzed the insects will burrow into the victim and feed off of it for months. Locals know to avoid carcasses on the shore due to knowledge that generally there are Mycene swarms near them. They also wear durable overalls when walking the shores. During the ritual bathing in the Ganges and Vihar, the locals will use insecticides and fire to eradicate the pests, but they are not always successful in their endeavors.

Skills:

- Toxin (Paralytic Toxin with a strength of 3)



Stats:

Aggressiveness	Damage per turn	Damage Threshold	R.Horde Size	B.Horde Size
4	3	5	2d6	40-60



STOCK NPC'S

GADIZ SHAJHALIN

The majority of the population are descendants of the original Neo-Hindu workers that colonized the region. They speak a distinct variation of Larabic that is heavier on the Indian roots, than their Asian and Arabic blends. They are a proud and religious people. In many ways, they are more independent than their counterparts in other regions as their religion dominates their lives rather than the emir, but the Paolo family has been very successful in integrating themselves into the religion. Most of the population is literate in Sanskrit to one degree or another due to their religious roots.

ATTRIBUTES

Agi: 0 App: 0 Bld: 0 Cre: 1 Fit: 1 Inf: 0 Kno: 0 Per: 0 Psy: 0 Wil: 0

Str: 0 Hea: 0 Sta: 25 UD: 4 AD: 4

SKILLS

Hand to Hand: 1/0 Melee: 1/0 Craft (varies): 2/1 Streetwise: 1/0 Hagglng: 2/0

Cooking: 2/1 Music: 1/1 Tinker: 2/1 Notice: 2/0 Swimming: 2/1 Survival: 1/1

TYPICAL EQUIPMENT

Tools, Poncho and overall

GADIZ SOLICITOR

There are two types of solicitors in Gadiz. The traditional solicitors and the new blood are equally represented in the cities, but the tension between the two groups is palpable. The new blood were installed after Isilla seized power in TN1872 when she married off the survivors of her family to outsiders brought into bolster the talent of the older solicitor caste. The traditional group struggled for cycles to reclaim their position of prominence with the Paolo family and thought they had an opportunity when they supported Ocavian's coup in TN1920. Unfortunately, Ocavian proved to be a harsh master and soon both factions were in equally bad positions with the new emir. Lucilla continues to play off both factions in order to keep them under control and is not above invoking her brother's name to keep them in line when she believes there to be a plot. The majority of the solicitors live in constant fear of Ocavian and a slow state of paranoia has developed over the cycles.

ATTRIBUTES

Agi: 0 App: 0 Bld: 0 Cre: 1 Fit: 0 Inf: 1 Kno: 1 Per: 0 Psy: -1 Wil: 0

Str: 0 Hea: 0 Sta: 25 UD: 4 AD: 4

SKILLS

Hand to Hand: 1/0 Melee: 1/0 Business: 2/1 Bureaucracy: 2/1 Etiquette: 2/1 Combat Sense: 1/0 Human Perception: 2/-1 Foreign Language (1): 2/1 Foreign Language (2): 1/1

Law: 1/1 Investigation: 1/0 Computers: 1/1



THUGEE CULT MEMBER

The typical Thugee does not stand out from the rest of the shajhalin. They work normal jobs, have families, and attend a variety of temples. When they are commanded by their leaders to sacrifice for their goddess, Kali, they do so without hesitation. The favored method of murder is strangulation and to accomplish this they operate in groups. The leader of the group is called the Jamaadaar. The leaders tend to be the most ruthless and fanatical member of the group, but generally speaking most members are ruthless and fanatical so the distinction is very subtle. Typically, a Thugee lures their victim through enticement or camaraderie to a prepared location called a beles and there two or three members ritually strangle their victim. While the act is happening other members usually mask the noises by performing music outside of the location. When strangulation is not an option, they utilize any method available to them. Centuries of the practice have developed some extremely dangerous individuals.

ATTRIBUTES

Agi: 1 App: 0 Bld: 1 Cre: 0 Fit: 1 Inf: 1 Kno: 0 Per: 1 Psy: 0 Wil: 1

Str: 1 Hea: 1 Sta: 35 UD: 3 AD: 3

SKILLS

Combat Sense: 2/1 Hand to Hand: 3/1 Melee: 3/1 Small Arms: 2/1 Dodge: 2/1

Human Perception: 2/0 Notice: 2/1 Investigation: 1/1 Demolitions: 1/0 Music: 2/0

Etiquette: 1/1 Dancing: 1/1 Stealth: 2/1 Theatrics: 2/1 Streetwise: 2/1

RAMIUS RAIDER MERCENARY PILOT

The typical Raider mercenary is the cream of the crop when it comes to mercenaries. The majority have combat experience as far back as the War of the Alliance and saw harsh fighting after the war during Ocavian's coup. These men and women are no nonsense and unsympathetic to those who are not part of their group or their client. A portion of the unit stationed in Gadiz are usually found in the Free Emirates enslaving the population. The rest act as the core of the Gadiz military. The stats presented here are for the pilots (tankers, aircraft, or gear) and not the infantry. Pilots make up the bulk of the forces in Gadiz.

ATTRIBUTES

Agi: 2 App: 0 Bld: 0 Cre: 1 Fit: 1 Inf: 0 Kno: 0 Per: 1 Psy: 0 Wil: 0

Str: 0 Hea: 0 Sta: 25 UD: 5 AD: 5

SKILLS

Combat Sense: 2/1 Melee: 2/2 Small Arms: 2/2 Hand to Hand: 2/2 Notice: 1/1

Pilot Skill: 3/2 Gunnery Skill: 3/2 Tactics: 2/1 Electronic Warfare: 2/1

Communication: 1/0 Navigation: 1/0 Intimidation: 2/0 Athletics: 1/1 Dodge: 2/2

Throw: 1/2 Streetwise: 1/0 Survival: 1/1 Parachuting: 2/2



GADIZ EMIRATE GUARD

Gadiz has one combined arms regiment (The Orobas) of soldiers that serve as a policing force as well as security for the Paolo household. Many of these soldiers are former gladiators that Ocavian brought with him from Cimmaro during his coup. They are a professional force that has been expertly drilled by members of the Raiders. They are one of the few units that have had successes against the Free Emirates and were known for their viciousness in the field. They were particularly adept at fighting in the swamps due to their regular training in the Lake Land regions. Recently the forces have been working with the Raiders on airborne tactics and have begun a paratrooper program. The guards presented here are the infantry, which make up the bulk of their forces.

ATTRIBUTES

Agi: 1 App:0 Bld: 1 Cre: 1 Fit: 1 Inf: 0 Kno: 0 Per: 1 Psy: 0 Wil: 1

Str: 1 Hea: 1 Sta: 35 UD: 6 AD: 6

SKILLS

Combat Sense: 2/1 Small Arms: 2/1 Hand to Hand: 2/1 Melee: 2/1 Dodge: 2/1

Throw: 1/1 Heavy Weapons: 2/1 Drive: 2/1 Tactics: 1/1 Survival: 2/1 Swimming: 2/1

Athletics: 2/1 Navigation: 1/0 Survival: 1/1 Parachuting: 1/1 Intimidate: 1/1 Notice: 1/1 Stealth: 1/1 Camouflage: 1/1

MAJOR NPC'S





LUCILLA PAOLO (HNIGHT)

Lucilla is the eldest daughter of Isilla Paolo and Sirinda Veno. She is currently the de facto ruler of the rural emirate of Gadiz. Although unheard of in most parts of Terra Nova, Lucilla is incestuously married to her brother, Ocavian, and her only child, Ashura, is the heir apparent to the emirate. She is well liked by the majority of the population and has the support of the Neo Hindus, the Raiders, and her personal guard. The only group that resents her is the solicitors. While they despise her for her association with Ocavian, they also realize that she is a better alternative than having her brother actively ruling. Her biggest concern currently is to balance the growth of the region without appearing to be much of a threat to Cimmaro. Past relationships between Gadiz and Cimmaro have fluctuated between good and bad, but she legitimately assesses that Barjhal will not allow her territory to grow too much.

Profession: As the regent of the emirate, Lucilla actively administers and governs the region. Following her mother's' footsteps, she has continued to expand the developments in the region and has added to the infrastructure as well. In addition to her duties as a ruler, Lucilla personally educates her daughter in the methods of leadership, economics, and law. Lucilla's Garamond education is apparent as many of her policies have their roots in Republican economic theory.

Attitudes: Lucilla has a distinctly refined demeanor and sometimes can be seen as aloof. This is primarily a survival mechanism learned as a child growing up in a hostile environment. She has a survivor's mentality and is willing to do anything to see another day. She has little tolerance for any threats to her rule and has no problem issuing orders of execution or quelling uprisings (something she has not had to do yet). Lucilla is not above using diplomacy, deception, or even threat to achieve her goals, though she prefers to use diplomacy if she can. Her only weakness is her love for her daughter and her brother. She is extremely protective of Ashura.

Combat Reactions: Lucilla has only basic combat skills and would not remain to fight under most circumstances. She would try to flee to the nearest ally for protection. In most circumstances, Lucilla has at least a squad of Orobas guarding her and Ashura. These men and women are chosen from the best in the unit and are devoted to the regent and daughter.

Contacts: Siranno Barjhal (Age: 69 Specialties: Underworld Connections and Emir of Cimmaro) Malcolm Ramius (Age: 58 Specialties: Aircraft Pilot and semi-retired owner of Ramius Raiders. Malcolm owns a cawfee plantation in Gadiz) Ocavian Paolo (Age: 46 Specialties: Commander of the Raiders, Emir of Gadiz, and husband) Tanya Sully (Age: 50 Specialties: Economics and Law. Republican friend from her days at Garamond University) Alphonse Saxena (Age: 62 Specialties: Warfare and Gear Piloting. Commander of the Orobas. A hardened veteran of the War of the Alliance and former member of the Raiders. He is also a member of the Bloodhands). Simeon Veno (age: 78 Specialties: Underworld Contacts, gladiatorial knowledge. Lucilla's uncle and a powerful solicitor serving Siranno Barjhal. Very connected to the underworld network.)

VITAL STATISTICS

Age: 55 cycles Height: 1.54 meters Weight: 50 kg Hair Color: Blonde Eye Color: Blue

ATTRIBUTES

Agi: 0 App: 2 Bld: -2 Cre: 2 Fit: 0 Inf: 1 Kno: 2 Per: 1 Psy: 1 Wil: 1

Str: -2 Hea: 1 Stamina: 20 UD: 1 AD: 1

SKILLS

Combat Sense: 1/1 Melee: 1/0 Small Arms: 1/0 Dodge: 1/0 Hand to Hand: 1/0

Notice: 2/1 Investigation: 1/1 Riding: 1/0 Hagglng: 1/1 Streetwise: 1/1 Leadership: 1/1

Literature: 1/2 Music: 1/2 Teaching: 2/2 Human Perception: 2/1 Theatrics: 2/1

Business: 3/2 Bureaucracy: 3/2 Computer: 1/2 Law: 2/2 Security: 1/2

Social Sciences: 1/2 Psychology: 1/2 Investigation: 1/1 Etiquette: 2/1

Notes: Lucilla is fluent in Mandanese, Universal French, Larabic, Anglic, Equatorial Hispanic, and Interlingua. She does have the Fast Learner Perk.





ASHURA PAOLO (ROOK)

Born from the incestuous marriage between Ocavian and his sister, Lucilla, Ashura is currently the heir apparent to Gadiz. Even at a young age, Ashura's mind is incredibly keen. She has a perfect memory like her father and is incredibly analytical in everything she is exposed to. Surprisingly, Ashura has not developed any problems from having been born from such an unusual pairing, instead it seems as if she is the sum of all that is best in both parents; however, unlike her parents, Ashura is extremely kind and obsessed with religious experiences. Even at her young age, Ashura has already had three books published on the ecstatic experience and the exploration of spirituality in nature. Regarded by a number of experts as a rare genius, Ashura's expertise extends to other areas as well. Under her mother's tutelage, Ashura has quickly learned the theories of economics and social sciences, almost being on par with Lucilla in many areas.

Attitudes: Ashura truly loves her people and her family. It distresses her to no end when the media paints her father in such a terrible light. She has an extremely close relationship with her father and mother. Though she rarely sees Ocavian, Ashura regularly corresponds with him via traditional letters, something Ocavian treasures. Because she is the daughter of Ocavian, she is regarded by the Neo Hindu's as a living incarnation of the nurturing aspect of Kali. Ashura has embraced this recognition and strives to live up to it. Among the Bloodhands, she is regarded as the guardian of Ocavian's purity and in some ways a part of him. She struggles with some of the brutal measures that her mother has to resort to, but the analytical side of her mind helps her cope with the realities of ruling. Ashura dreads taking over the emirate precisely because she does not want to be forced into doing what is necessary to rule. She despises the practice of slavery and privately voices her disdain for the practice to her mother regularly.

Profession: Ashura aids her mother in the day to day administration of the government and in doing so is also learning the methods of ruling the emirate. While she has excellent managerial skills, Ashura lacks the experience and contacts that her mother and father possess. Lucilla has been working to remedy this situation, but Ashura has a general disdain for crucial allies of the emirate such as many of the members of the Raiders, her great uncle Simeon, and Siranno Barjhal. She secretly admires Rafael Bhravo and has written to him about his experiences in spirituality and Apostate Revisionism. Her mother and father are unaware of this friendship. For all of her disdain for the Raiders, Ashura is close to Malcolm Ramius and Sirdar Alphonse Saxena, commander of the Orobas and a Bloodhand. Ramius taught Ashura how to fly a few years ago and she loves to traverse the region in her Flea. Ashura enjoys Ramius's laid back personality and his stories about her father. Saxena fills the void of not having her father in her life. The grizzled veteran is extremely protective of the young woman and has spent most of his cycles in Gadiz as her bodyguard and as her mentor in military theory. It was Saxena that encouraged the Bloodhands to acknowledge her place within their religion.

Combat Reactions: Ashura is always protected by a large military contingent. As the heir apparent, she has no less than a section of the best soldiers protecting her. If personal combat were to occur she would look for an advantage and flee. While she is well versed in military theory and leadership abilities, she is not personally trained as a combatant. Her personal bodyguard is Morgana Devis, a GREL captured by Ocavian during the War of the Alliance. Devis's loyalty to the CEF was destroyed after the surrender. She was desperate to find a new master and chose to serve Ocavian, who had been using a technique he had developed to wear down the hypnotraining's effects since discovering about it from a captured CEF officer.

Contacts: Rafael Bhravo (age: 14 Specialties: Mysticism and Emir of Okavango) Morgana Devis (Age: 25 Specialties: Combat and Assassination. GREL bodyguard) Alphonse Saxena (Age: 62 Specialties: Warfare and Gear Piloting. Commander of the Orobas. A hardened veteran of the War of the Alliance and former member of the Raiders. He is also a member of the Bloodhands) Malcolm Ramius (Age: 58 Specialties: Aircraft Pilot and semi-retired owner of Ramius Raiders. Malcolm owns a cawfee plantation in Gadiz) Seji Adachi (Age: 55 Specialties: Publisher and Agent out of Yung An, Mekong)

VITAL STATISTICS

Age: 24 cycles Height: 1.52 meters Weight: 49 kg Hair Color: Blonde Eye Color: Grey

ATTRIBUTES

Agi: 0 App: 2 Bld: -2 Cre: 2 Fit: 0 Inf: 1 Kno: 2 Per: 0 Psy: 1 Wil: 1

Str: -2 Hea: 1 Sta: 20 UD: 1 AD: 1

SKILLS

Business: 2/2 Bureaucracy: 2/2 Social Sciences: 2/2 Psychology: 1/2 Etiquette: 2/1

Theatrics: 1/1 Aircraft Piloting: 2/0 Navigation: 1/2 Literature (mysticism): 2/2

Music: 1/2 Notice: 1/0 Investigate: 1/0 Human Perception: 2/1 Dance: 1/0 Ride: 1/0

Notes: Ashura speaks Mandanese, Larabic, Anglic, Equatorial Hispanic, Interlingua, Universal French, Siberian, and Interlingua fluently. She is beginning to learn Indo-Arabic in order to read the Khodaverdi in its original language. Ashura has both Fast Learner and Photographic Memory (Rank 3).





MALCOLM RAMIUS (KNIGHT)

The founder and co-owner of the Ramius Raiders lives part of the cycle in Gadiz, where he has a vast cawfee plantation. He has been very close to the Paolo family ever since meeting Ocavian during the War of the Alliance (for more information on the Raiders see the article detailed in Aurora 2.3). Since his semi-retirement, Ramius indulges himself with growing the perfect cawfee. He spends half of every cycle's income on improving his lands in Gadiz and has heavily invested in building up the region's infrastructure including a Raider owned airstrip outside of Calcutta. His other passion of flying is indulged there. He keeps a fleet of small aircraft at that location, but also has a Walfish available for the unit at the same location.

Attitudes: Malcolm Ramius is extremely laid back. He loves his cawfee, flying the skies, and keeping stress out of his life. He never planned on owning a mercenary company and he certainly never thought that he'd be friends with one of the most notorious men in the Southern hemisphere. He has a kindred spirit in Ashura Paolo, who he views as a niece. By nature, Ramius is not a violent man. His success in life came from a series of weird twists and turns, but he takes it all in stride. While he finds some of the activities that his mercenary unit performs personally distasteful, Ramius takes a practical approach on the matter and turns a blind eye towards things like slavery. Cycles of turning a blind eye to the lucrative trade contributed towards his semi-retirement five cycles ago. It just interfered too much with his third love in live: keeping stress out of his life.

Combat Reactions: Though not violent in nature, Ramius is not unskilled in combat. He will gladly kill any enemy in his path and not think twice about it. He values his life too much. Too many cycles of trying to unsuccessfully negotiate surrenders have jaded the merc commander's views of mediating. If faced with overwhelming numbers, Ramius will try to escape or call in allies. Even though he is semi-retired, Ramius does have access to all of his mercenary unit's resources. In an aircraft, Ramius is a thrill seeker. In the cockpit, he has predatory instincts and is among the best at the fine art of helo combat. He is also a specialist in flying cargo haulers like the Walfish and Bacchus.

Contacts: Ocavian Paolo (Age: 46 Specialties: Commander of the Raiders, Emir of Gadiz) Heinrich Pullo (Age: 58 Specialties: Gear Piloting. One of the founders of the Raiders and close friend) Molly Ramius (Age: 36 Specialties: Cooking and Seduction. Ramius's wife and expert barista) Walter Godman (Age: 62 Specialties: Business and Mercenary Work. Long time friend and one of the board members of the Mercenary Guild in Hsi Tsang)



VITAL STATISTICS

Age: 58 cycles Height: 1.77 meters Weight: 81kg Hair Color: Grey Eye Color: Blue

Attributes:

Agi: 2 App: 0 Bld: 0 Cre: 1 Fit: 0 Inf: 1 Kno: 1 Per: 1 Psy: 0 Wil: 0

Str: 0 Hea: 0 Stamina: 25 UD: 5 AD: 5

Skills:

Aircraft Pilot (Spec: Helicopters; Transport Planes): 4/2 Aircraft Gunnery: 3/1

Combat Sense: 3/2 Small Arms: 2/2 Melee: 2/2 Hand to Hand: 1/2 Dodge: 2/2

Business (Spec: Mercenary): 2/1 Bureaucracy: 1/1 Leadership: 2/1 Tactics: 3/1

Electronic Warfare: 2/1 Communication: 1/1 Navigation: 2/1 Notice: 2/1 Streetwise: 2/1 Etiquette: 1/1 Drive: 2/2 Cook (Spec: Cawfee Products): 1/1

Notes: Ramius speaks Universal French, Mandanese, Anglic, and a little bit of Siberian and Larabic. Ramius is mildly addicted to Cawfee and suffers from Insomnia as a result.

OCAVIAN PAOLO (EMIR OF GADIZ)

In the time since his hostile coup, Ocavian Paolo has spent little time in his emirate and has instead placed his sister, Lucilla, in charge as regent for their daughter. There are a number of rumors as to why he has left his emirate including an exile by the Patriarch, but the truth of the matter is much simpler. The man known as the Exsanguinated Emir to the rest of the Southern Hemisphere has simply decided he does not have any interesting things to do in the Eastern Sun Emirates. His time in exile in the Mekong Dominion and the building of the Raiders marked an important part of his life and he found that sense of accomplishment fulfilling. His coup in TN1920 was a matter of survival and vengeance against Isilla for the murder of Sirinda Veno, his other mother. Though Isilla was not directly involved in the assassination, she did little to prevent it and in Ocavian's eyes she was just as culpable as the ones involved.

Though he rarely spends time in the rural lands of his ancestors, Ocavian still visits from time to time to weed out any dissidents and potential threats to his sister and their daughter. More often than not, Ocavian can be found in Cimmaro dealing with Emir Barjhal over matters of slaves and information gathered in the Mekong Dominion and in the Badlands. While on the surface Ocavian and Barjhal are allies, the truth of the matter is that the relationship is strained. The economic measures taken by Isilla and continued by Ocavian help the growth of Gadiz, but also cause a great deal of trepidation between the two men as Barjhal sees an independent Gadiz a threat to his power in the region. For this reason, Ocavian goes out of his way to pay respects to the bloated emir of Cimmaro. The arrangement has been enough to keep Barjhal from crushing Gadiz, but Ocavian is keenly aware of the problems of this dangerous arrangement.

In the Mekong, Ocavian has a number of interests and contacts that he relies on for his operations. His chief source of revenue in the Mekong Dominion comes from his ownership of the Ramius Raiders mercenary group, but he also owns a large amount of real estate in Mekong City and Hsi Tsang that was acquired during the War of the Alliance. For all of his rumored atrocities, Ocavian has a good working relationship with the Peacekeepers, something neither actively advertises. In fact for services Ocavian rendered during the War of the Alliance, he was actually issued the minimum stocks to become a citizen by the commander officer of Mekong City, though under the assumed name of Paul Baptiste. This name was also used in his Mercenary Guild membership and has led to a number of errors when researching his activities during the War of the Alliance.

Another lesser known group that Ocavian is associated with is the community of Jan Mayen. During the War of the Alliance, Ocavian was extremely interested in the GRELS he encountered. In fact during the war, he managed to capture three alive that he was able to study extensively. He developed a deep sense of respect and kinship with the three captured soldiers and after the war, Ocavian took steps to secretly help any GRELS he found to Jan Mayen. He is disgusted by the experimentation that occurs in Smyrna and has on two occasions personally raided the facilities to rescue captured GRELS from the facility with the help of Emir Shara Khajar. While he is sympathetic to the plight of GRELS, Ocavian has utter contempt for the officers of the CEF.

VITAL STATISTICS

Emirate: Gadiz

Allies: Emir Barjhal (Cimmaro), Emir Shara Khajar (Smyrna), Mercenary Guild (Mekong)

Enemies: Emir Anumira Khajar (Smyrna), Free Emirates

Goals: Ensuring the survival of Gadiz and himself.

Influence: Ocavian's influence within the ESE is limited primarily in his own emirate; however, he does have contacts through his uncle in Cimmaro that allow him to tap into the wider network of information that Emir Barjhal possesses. Within his emirate, Ocavian's presence is one of fear to his solicitors and one of worship among his shajhalin. Though he does not rule openly, Lucilla can invoke his name to provide the needed effect to ensure loyalty and industriousness in her people. Recent successes by the Gadiz emirate retinue have gained a measure of respect from certain emirs, but also a degree of jealousy among others.

Current Concerns: Ocavian's primary concerns are for the stability of his emirate and the growth of his Mekong assets. As soon as he feels that Ashura, his daughter, is capable of taking over in ruling the emirate, Ocavian will abdicate to her. He has very little interest in ruling, but Ocavian does not want to see centuries of rule be lost due to incapable heirs. One thing that has been bothering Ocavian lately is his lack of aging since leaving Gadiz. Some deep seated instinct warns him away from his homeland and also pushes him to move every few weeks. After cycles of this behavior, Ocavian is beginning to see patterns of behavior that indicate something greater than the typical paranoia emir's experience is bothering him, but he can not figure it out.





OROBAS RETINUE

Founded during the bloody coup of TN1920, the Orobas Retinue originally started as the Hellion Horses mercenary company based out of Cimmaro in the ESE, but during the course of the conflict the unit was absorbed into the Ramius Raiders unit after their disastrous battle with Isilla's loyal retinue at the capital during the first weeks of the campaign. Zolan Mallinoux, the company owner died during the fighting and the lack of any good officers among the unit resulted in Ocavian Paolo appointing members of his Bloodhand cult into positions of influence. The newly appointed commander of the force was a former gladiator and devout follower of the Bloodhand named Alphonse Saxena.

Saxena reinforced the unit with his ties to the gladiatorial schools in the region and also with members of the Thugee cult, who joined early during the conquest by Ocavian, but had no formal appointments till the restructuring of the Hellion Horses into the Orobas Retinue. With the revitalized unit in place the Orobas quickly went from a mediocre unit to a ruthless instrument of the Exsanguinated Emir's will. In Summer of TN1921, Saxena was given orders to take the garrison of Mumbai and to leave only one survivor to spread panic to the other garrisons in the region. The attack on the garrison was swift and effective. The brutal executions and public displays of the mutilated loyalist guards' corpses to the town worked in Ocavian's favor and a few weeks later Ocavian was able to seize Calcutta's garrison without firing a shot. Unfortunately, images of the brutality were broadcast worldwide and helped seal Ocavian's reputation as another brutal emir.

As a reward for their service during the takeover of the rural emirate, the Orobas was officially made Ocavian's retinue. Saxena was elevated to the solicitor class and given command of all of the emirate's forces as Sirdar. Today, the Orobas is still a formidable force of gears and infantry. Heavier assets such as tanks and fire support gears usually are found with their allied Ramius Raider unit stationed in Gadiz.

Color Schemes: The Orobas parade colors are similar to the Paolo Family crest and are predominately a rich green with orange shoulder armor and golden embellishments. The Paolo crest is usually painted on right shoulder with the ESE crest found on the left skirt armor plate. In the field the Orobas paint their units in practical camouflage for their environments. Pilots that distinguish themselves are given the right to paint their left shoulder with a badge, usually their gladiatorial mascot or slogan.

BLITZ! RULES

The Orobas Regiment can be fielded as a Priority Level 2 or higher ESE army with Independent ties. They may field the Ramius Raiders as their mercenary options (see the previous page for rules).

Amphibious Fighters: All Orobas Units must choose available amphibious upgrades regardless of veteran status. Gears can take up the amphibious perk for +5 points, but this is not mandatory upgrade.

Gladiators: Most of the Gear Pilots in the Orobas are former gladiators from Cimmaro as such they have a propensity to use an assortment of close combat weaponry. Any gear unit equipped with a Vibro Blade may upgrade it to a Vibro Rapier for +5 points, Vibro Axe +10, or Chain Sword +5. Any Gear not equipped with a Vibro Blade may equip one for +5. Veteran Units may pay an additional +5 for an added die to melee attacks. This is in addition to any other attack upgrades.

Thugee Infiltrators: If a defense mission is rolled or selected, any infantry may be designated as Thugee Infiltrators. If this is done they must pay +5 per escouade for the stealth upgrade listed under infantry. Any number of infantry units may be designated as Thugee Infiltrators. In addition to stealth upgrades, for every Support Point spent on Infiltrators a Thugee escouade can deploy within "2 of the infiltration unit for free. Once deployed they may move freely. This may only be done if defense missions are taken in mission generation.

RAMIUS'S RAIDERS



Founded in the first week of the War of the Alliance, this notorious and feared unit had its roots in a moderately successful caravan security company called Valiant Shields, which operated as a Mekong mercenary group sanctioned by the Guild, but primarily operating in the Badlands. VS had been the brainchild of a Paxton manager named Vernon Meeks, who migrated to the Mekong in the late 1800's. He had garnered a great deal of success in his business through his contacts in Peace River as well as his Mekongese business interests. He employed a variety of light gears, hoppers, and ground vehicles to protect the massive caravans that made their way through the semi-seasonal circuits in the harsh lands of the Badlands. Right up until the first days of the CEF's attack on Terra Nova, the company had prospered into a company sized unit, but in the opening days of the invasion, the caravan that was being protected by VS was deemed to be a military column and attacked with aerial bombardments. The attacks left only a handful of survivors. Among those that survived at the time were two men that would eventually forge the Raiders from the ashes of Valiant Shields: Malcolm Ramius and Ocavian Paolo.

Ramius had been a longtime pilot for Paxton, before becoming a mercenary. He had joined Valiant a decade after it was founded and had risen to becoming an officer in the company, commanding the unit's air resources. Never an ambitious man, Ramius had the unfortunate luck of being the highest ranking survivor of Valiant. Unfortunate, because he found himself in charge of the worst elements of the company. The only survivors were a Northern expatriate, a band of Republicans with authority issues, and one young wild eyed feral Emirate, that claimed he was heir to a throne in his native lands. The struggle to keep the band alive had barely begun when the young Emirate nearly killed Ramius for his incompetence, but the wild youth was kept at bay long enough to turn his bloodlust towards the enemy.

After running into a band of rovers in their encampment and defeating them, the motley group found the means to escape from the Badlands. Making their way to the maglev lines in acquired vehicles, the group fled to Hsi Tsang and found themselves caught up in the defense of the league against CEF incursions. Though a small unit at the beginning, Ramius's contacts in the Guild gained them lucrative defense contracts in Mekong City, which allowed them to avoid the worst fighting in the early parts of the war and gain a better understanding of what type of enemy they faced. Ramius's unit also had the advantage of being highly mobile with an aircraft pilot leading them, which would also prove to be an important factor later in the War. It was also during this time that the feral Emirate boy would prove to be more than a wildeyed killer with boasts of his ancestry.

Ocavian Paolo a.k.a the Exsanguinated Emir, one of the boogeymen of the ESE and the Mekong. Due to the outrageous level of violence and massacres that seem to follow in his wake, he's become a popular cultural figure whose notoriety has reached Jack the Ripper proportions. However, despite being both glamorized and demonized by Southern and Northern media outlets, no one seems to have any solid information about him. Most people think that he's in his late forties or fifties (cycles), tall, muscular, possibly horrible disfigured, impotent (yet also a rampant rapist), slaver, indulger of incest, torture, and pretty much any form of evil that can be attributed to him. In a way his association in the past with Ramius's Raiders has also given this organization its reputation.

One place that Paolo is generally not demonized is actually in Mekong City. There he is generally regarded as a local hero for his exploits during the War of the Alliance. Wings of Mercy, a movie made right after the war, spins Paolo as a capable and charismatic leader of the Thulian Strategic Services, a conglomeration of merc groups that rebelled against the Guild leadership in late 1914. A little known incident that occurred during that time resulted in the Guild revoking membership to those that wouldn't defend Hsi Tsang. The Raiders had successfully engaged and defended Mekong City's southern wall from a number of incursions and had set themselves up for the long term operations in the region. Their numerous successes with guerilla warfare and the capture of some CEF officers deep in enemy territory had marked the unit's growth. Most of these tactics were devised and implemented by Paolo and the unit was seeing a rapid growth from volunteers from the hard hit regions. The more people the unit recruited the more they were getting paid by the Peacekeepers, who saw the merc unit's results as worth the cost.

Hsi Tsang was not a defensible position and both Ramius and Paolo, who had by this time risen to second in command, determined that it would be suicidal and not financially viable for them to be thrown into the suicidal meat grinder. Rather than turning their backs on the Guild and those that had no other choice but to go, Paolo used the Raider's money and contacts to organize refueling bases and fall back points for those that would be fleeing the doomed city. Well after the fall of the city, the TSS operated for two seasons.. They had secured the line long enough to move a regiment's worth of troops back to reinforce Mekong City. During the last days of the doomed city's fight, members of the Raiders fought hard to rescue as many members of the Guild out of the city. After the fall of Hsi Tsang, TSS picked up where the Mercenary Guild had left off and organized the mercs into a cohesive fighting unit that assisted in the defense of the capitol. After the war, key members of the TSS returned to Hsi Tsang and reconciled with the Mercenary Guild. Many of the senior members of TSS ended up as board members of the Mercenary Guild providing the means for the Guild to rapidly rebuild rather than fragment into infighting.

In general the movie represented the most accurate portrayal of Paolo of all of the movies, but even it was flawed in portraying Paolo as an ideal tall good looking man. It was the period right after the war that Paolo's notoriety began to flourish. Some of it was justified, but a good deal of the horrors attributed to him were just fanciful exploitations of the press.



After the War of the Alliance, the regiment sized mercenary unit was reorganized into three compagnies based out of Mekong City, Hsi Tsang, and the last left with Ocavian Paolo to rip away the throne from his mother's hands in his ancestral homeland. At the core of this fighting group was a band of men and women called the Bloodhands, a fanatical unit who worshiped Paolo as a god. How this evolved is not well known, but the atrocities that these followers committed in the ESE in the name of their god became the subject of many tabloids of the day as well as some of the talk-shows in the Southern Republic and the North, who pointed to this bloody civil war between a rural emir and one of her heirs as an example of Emirate excesses. The two cycle bloody conflict left twenty thousand dead among them most of the emirate household. The horrific brutality of Paolo's war was just too shocking for the leagues that had hoped for peace at the end of the War of the Alliance. The Curia had demanded the Patriarch to intercede in the conflict, but strangely he was silent on the matter. When Ocavian succeeded in capturing and executing his mother, the Patriarch recognized his claim, but rumors also say that Masao indirectly told Paolo to leave the ESE and not raise any more ire from the AST Curia. So having only ruled for scant weeks, Ocavian Paolo married his only surviving sister and left her in regency, which some claim was his intention all along. He disappeared after leaving his homeland, but rumors of massacres in the rural areas the Badlands, Mekong, or the ESE almost always get placed at Paolo's feet.

In truth with such poor documentation on the physical appearance of Ocavian Paolo, he blended back into the Raiders running their day to day operations. Though officially, he is no longer a member of the unit, he travels from place to place maintaining the logistics of the unit and occasionally taking command during jungle or urban combat.

The remaining units in the Raiders operated as primarily logistical support units for the Peace Keepers or the MILICIA, but they also maintained a highly elite group of bandit hunters. The Raiders have one of the largest independently owned fleets of Walfish and Bacchus transport craft and they are known for their unbelievable courage to fly under the worst conditions. Most of the pilots are veterans of the TSS who flew their craft while being harassed by CEF interceptors and terrible conditions. In addition to their transports, the Raiders also have broad access to Titan and Samson helicopters, which aid their ground units with mobile firepower and swift extractions for their infantry. Besides their air assets, the Raiders employ mostly tanks, infantry, and gears, though most of their gears fall into the heavier units. Most Raiders are veterans of the War of the Alliance and have proven repeatedly their resilience and expertise in their craft.

RULES FOR FIELDING THE RAMIUS'S RAIDERS

As an attached mercenary unit, the Raiders are built as a Leagueless unit that is attached to any Mekong, MILICIA, or ESE force. Up to fifty percent of the force may be composed of the Raiders. ESE forces must use the Independent affiliation option to pick up the Raiders.

When fielding the Raiders as an independent force, use the MILICIA's Armor Regiment list but with the following modifications:

- They may not take any OPsec or MP units.
- No more than one strider unit may be used at any level of points.
- The independent Raiders may also use the Leagueless rules to build up to a third of their force to represent the nontraditional aspects of their regiment.
- They may not use the Convicts or Fresh Meat rules.

Rules for all Raider units:

- Raider units are all considered veteran and must take at least one veteran option
- Urban Fighters: All Raider Infantry are tenacious urban fighters and receive a +1 bonus to defense rolls while inside structures. This increases the cost per escouade by +5 points.
- If Morale Rules are being used then one unit that has picked up at least three veteran options may be designated as a Bloodhand unit. This unit is considered to be fanatical and ignore all morale checks. They never become demoralized or broken. This ability costs an extra +15 points.