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include lice that have been away from the centers for many years, wandering and raiding, that have become sentient.

1.1: Creation of a Louse Soldier

“They are slaughter personified; their minds know naught but warfare. Thirteen years hooked up to wires that make their hatred more instinctual than breathing. Their minds have been twisted, the basic chemicals of their brains re-purposed, set to different triggers. Killing gives them a thrill like lovemaking, a deep fulfillment. A release they can find no other way. Their insatiable blood-lust gives way to complete obedience, though. A will given up entirely to whatever sick purpose their leaders have for them. They are utter domination, and utter subordination, in the same deadly creature.”

For a long time, little was known about where the louse soldier came from: where he was born, who created him, how he was raised... and what turned him into the single most ruthless killing machine of all time.

It is now known that lice are not so much born as grown. They still have mothers, but the relationship is as close as a spider's to her thousands of eggs. The Matriarchs – great, swollen beasts that are the only known female lice – grow the fetuses in their bellies for the first eight or nine months. Usually one carries about twenty to thirty at a time. Enclosed in shackles, led through the vast louse breeding complexes in a chain-gang-like line, it is unknown whether they suffer, or are even conscious anymore.

After “birth”, a louse is enclosed in a glass container, framed by iron, called growing caskets. They are used over and over, and are kept relatively clean, but not meticulously so. The strongest children are placed in soldier growing caskets, and the rest are placed in drudge growing caskets. Each one feeds the infant, grows it to maturity, and most importantly, brainwashes it constantly with electrode implants. By the time it has reached thirteen years of age – or often sooner, as soon as seven years of age, if some reports are to be believed – it is fully ready for battle, the instincts of war already firmly engrained in its head from a constant, decade-long barrage of artificial mental stimuli. The best results are plucked from the group for extensive breaker or Dhaika training, and the rest are armored and prepared for battle. Some undergo pilot training.

As louse soldiers are often slaughtered in droves, one wonders why continuing to use living soldiers is deemed so efficient by the lice. Certainly, a combat drone or robot could accomplish the mindless living-wave strategy far more effectively? It is unknown how much the lice know of automation or robotics; they certainly have the raw resources to craft a near-endless fleet of cruisers. Perhaps they know better than to entrust things to machines, discounting the suffering of sentient beings in favor of an unyielding brutal onslaught.

1.2 Societal Breakdown

The lice have existed for more than a millennium, and have formed a ruthless but effective societal structure that facilitated a war machine like none other. Unlike previous societies, the different classes of society are almost distinct species, bred for their role.

The lowest ranks of louse society are the drudges; the all-but-mindless workers who grow food and manufacture the weapons of war. There are about two drudges per fielded soldier; an excellent ratio, compared to many armies that require ten or more workers to support each soldier.

The next level up are the standard infantrymen. Like drudges, they have little free will, but unlike them, louse soldiers brim with inborn malevolence. The individual louse soldier has few rights, but they almost never notice. There is no recorded instance of a louse soldier having any personal initiative that does not involve killing something.

Above the louse soldiers are their squad leaders. They have an inkling more of intelligence than their comrades, but most of it is tactical. There is usually one squad leader per thirteen infantrymen. Individual Dhaika special forces are generally on the same level as squad and platoon leaders, as they are feared almost as much by their own men as by their enemies. Breakers, with what little intelligence they have, are also considered elite soldiers worth more than the average infantryman; but unlike Dhaika and squad leaders, they are not seen as fit to lead themselves, and are often herded into combat.

The commanders of platoons and companies are more intelligent as well. The louse generals are about as intelligent as a rather bright person, and sometimes wear different-shaped helmets and gas masks, and varying uniforms including trenchcoats, and, rarely, capes. The lice have little patience for individuality, but it should be noted that these variations confirm to a strict aesthetic.

The leaders of entire armies are often known as warlords, and they have some degree of control over their armies, though almost all of their orders still come from the Councilors. The warlords rarely fight, but when they do, it is with a vicious tenacity, and usually alongside their own hand-picked Dhaika soldiers.

Councilors are mysterious, emaciated creatures that wear hooded robes, and usually travel in groups of four. The number of councilors is unknown, but it is unlikely that there are more than ten thousand. They have their own individual hierarchy, which is believed to culminate in a terrifying leader whose form is unknown. Timeless, one of the Lhacasthka's most powerful agents, is perhaps the only known louse to outrank these venerable leaders.

1.3: Factions

The lice, while united single-mindedly, have nevertheless over time split into several distinct factions, each discernible by its particular tactics, strategies, and armaments. The three major factions are: the Fhaarcast, which fights with mostly conventional warfare; the Dhruukaam, who fight with overwhelming forces and plenty of Hulks and Breakers; and the Nephnari, who mostly keep to themselves, fighting mostly with snipers and bioforms. The Nephnari are also the inventors and engineers of the louse armies, and are responsible for many of the bioforms and technology that the lice use.

The lesser factions include the Iholni, who defend the louse leaders, the Lhacasthka. The Uheima are a small faction of wayward lice, almost savage, a product of missing soldiers in a vast war.

Joint operations between factions are quite common. They should be considered no more separate than two battalions in the same army.

1.3.1: The Fhaarcast

The first, and most numerous faction of the lice, the Fhaarcast are soldiers, first and foremost, masters of both strategy and tactics. They are not as slippery as the Nephnari, with their exotic warbeasts and guerilla tactics, but neither do they favor the brute, clumsy charges of the Dhruukam and their waves of Breaker soldiers.

Fhaarcast rarely use Breakers and Hulks, but that does not mean these creatures do not have a place in their ranks. Indeed, the Fhaarcast use more diverse weaponry than any other faction. They are best known for their behemoth roller tanks, also known as landcrawlers; stout, gargantuan land crawlers nearly 75 meters tall, 100 meters longer, and weighing hundreds of thousands of tons. They have been likened to battleships with treads, rolling in a line, leaving a trail of flattened trees behind them for miles. Some consider them inefficient, but they require much less power than a cruiser, because they don't need to stay aloft. Admittedly, they are easier targets, being grounded and slower-moving, but when the first shells bounce off the meter-thick carbonite plate that shields the front of each landcrawler, that advantage is quickly forgotten.

More commonly, they descend from the sky in louse landing craft. In swarms; their descent has been likened to snowfall, each snowflake a ship containing a squad of bloodthirsty louse soldiers. The Fhaarcast infantry is organized into squads of thirteen; twelve soldiers, armed with a mix of submachine guns and assault rifles. The squad leader carries a shotgun, and a machine pistol sidearm, and is usually dressed in a trench coat. The Fhaarcast squad leaders have proven to be far more adept at commanding their troops, acting independently, and responding creatively to situations. Dhruukam overwhelm; Fhaarcast adapt, then overwhelm.

That said, the faction has its weaknesses. Besides the crawling behemoths, it favors smaller armor, often vulnerable to the Who's favored defensive tactics of landmines, hidden explosives, booby traps, and a myriad of anti-tank rockets.

The Fhaarcast have the most powerful fleet of the known louse factions: it is estimated they have almost three hundred million cruisers total, about a quarter of them over a kilometer in length. Strangely, though, even when they have a stronghold surrounded, slowly strangling the life from it with constant bombardment and blockade, they will still send troops on the ground to attack, often in a Pyrrhic, needless bloodbath. While it is no surprise that the Fhaarcast, like the other factions, have no respect for preservation of life, it does break with the louse tradition of cruel, brutal efficiency at the cost of almost all else, save victory. Perhaps the Fhaarcast simply can't stand to win a battle without drawing blood on the ground. Either way, the reasons for their methods are unknown.

Aside from that, the Fhaarcast tactics are almost flawless. Again and again, Who generals have underestimated their capacity for creative strategy, always with disastrous consequences. Although, it is

hard to blame them, when the so far superior numbers of the enemy make the outcome of most battles a forgone conclusion.

The population of the Fhaarcast faction is estimated to be nearly 900 billion. Drudges, the workers and producers of the lice, are estimated to number nearly 1.2 trillion. Whether these numbers are true, or whether they will ever be exhausted, is unknown.

1.3.2: The Dhruukam

The Dhruukam (often also spelled Dhruukaam) are the second most numerous louse faction, and the third oldest. They are brutish, but not primitive, and have a straightforward approach to combat. The Dhruukam have by far the most Breakers and Hulks, which they use to great effect. Their soldiers are slightly larger and stronger than those of the Fhaarcast, but the leaders are nowhere near as clever. Dhruukaam warlords are often breakers armed with experimental weaponry, and they can be extremely difficult to kill, even when alone. The Dhruukam are best known for their Battery and Puncture cruisers; the former, a nearly impenetrable floating brick armed with missiles, and the second, a large but fragile cruiser built around a single, incredibly powerful rail-gun. The Dhruukam are masters of siege, and though the Fhaarcast have a far larger fleet, the Dhruukam's ferocity and prowess in ship combat are peerless. They lack a significant fighter or bomber presence, and have very few pilots.

1.3.3: The Nephnari

The Nephnari are the second oldest louse faction, but they lack the numbers of the Dhruukam or Fhaarcast. They formed as a splinter group about fifty years after the Schism, so as to focus on the creation of new bioforms for use in warfare by the other two factions. Many of the designs less practical for conventional warfare were kept by this defensive, furtive faction, to put as much safe distance between them and their enemies as possible.

That said, while possibly cowardly in the face of a straight-up fight, the Nephnari's role in creating the state of the louse military cannot be overstated.

No one knows where the Nephnari came from. They are bioform breeders, but the hulks and breakers that dominate the ranks of the Dhruukam are not their speciality. They prefer the most sickening, warped biological weapons that they can muster, and then set loose on those Whos unlucky enough to encounter them. It is believed that they are responsible for the Matriarchs, the horrible monstrosities that the lice have transformed their females into. Living, walking breeding machines, bloated and barely held together by metal struts and bands, the Matriarchs sustain the louse population's seeming infinite size.

They also created the Skitterstings, creatures with a poisonous morphine sting, originally developed as medic-like creatures, before being transformed as to reflect the louse principle of valuing further slaughter of the enemy over the lives of their own men.

Nephnari are more slender than other lice, and their helmets are similar to those of the Fhaarcast, but with gill-like slits along the front and sides. They use a short-barreled, bullpup assault rifle that most of their troops are equipped with. A few have shotguns. They are renowned for their deadly Dhaika snipers, which will pick off enemies while they are busy with the swarms of Skitterstings that head every Nephnari assault.

That said, the Nephnari are, overall, more suited to defense. They prefer subtle tactics. Parasites, another of their inventions, are famous for infiltrating Who strongholds and causing chaos within. Rarely does this faction attempt an assault on their own; almost always, they provide support for the Dhruukam or Fhaarcast, fighting in cooperation, if not side-by-side, with their blunter, more powerful allies.

While they do not have the most powerful troops, or even monsters, they have been instrumental to the endless onslaught of the lice. They have tampered with the very forces of life and nature, creating terrible monsters such as the Dervishes (to be detailed in an upcoming post), enabling a titanic population with the Matriarchs and the breeding techniques they have developed and perfected, and continuing to invent new and terrible ways to attack the Whos, prodding their weaknesses, and leaving them vulnerable and exposed for a swarm of gas-masked soldiers and hulking, chain-gun-armed behemoths to rush in and overwhelm them.

1.3.4: The Iholni

A strange faction, they are the home guard of the Lhacasthka. They are all but constricted to Casa Novak, where they guard the malevolence that resides within. They worked closely with the Nephnari to blur the line between louse and bioform; many have surgical enhancements, including extra limbs, improved eyesight, or surgically implanted weapons. Many are very tall, and wear a different, more royal uniform than the average louse soldier. It is believed that the first Breakers originated from Iholni stock.

1.3.5: The Lhacasthka

The leaders of the louse race, the Lhacasthka's power is only surpassed by the mystery that surrounds them. There are very few, if any, outside of Casa Novak. Almost eighty-five percent of the Lhacasthka are Councilors; tall, hooded humanoids who rank higher than even the most powerful louse general. Some superfortresses have one or two as leaders.

1.3.6: The Uheima

The Uheima lack a focus. They are the forgotten, the lice left behind from previous ages. They rove the landscape of Omna, attacking where they can, living from the spoils of fallen cities. Among them are Fhaarcast and Dhruukam both, and they employ a mix of tactics. So much time and distance between themselves and other lice have caused some to forget who they are; some can be bargained with, reasoned with. Their existence raises a number of troubling questions, but also hope for the future.

1.4: Louse Infantry

1.4.1 Louse Standard Infantry

The standard louse infantryman carries an L-92 submachine gun, chambered for the 8.48x24mm submachine gun ammunition. Alternatively, he could carry an L-88 louse assault rifle, using 6.12x45mm assault rifle ammunition. Some newer soldiers carry the L-580 assault rifle, using the same ammunition as the L-88 assault rifle. Regardless, each soldier usually carries five magazines of ammunition; one kept in the gun, and four kept either on the stomach pockets of its vest, or in pouches on its belt.

The soldier's vest is made of a carbonite fiber that is cheap but still affords some degree of protection. It is not custom-fitted, but is easily adjustable, and is usually dark gray or black. It holds ammunition, and sometimes a knife on a shoulder holster.

A louse's helmet is made from a sturdy carbonite composite capable of deflecting a bullet. The nightvision goggles worn around its eyes emit a faint red glow in the darkness. Some goggles are orange or even yellow, but these are rarer. A radio attaches to its face mask, an antenna jutting up to the side of its helmet. It wears a gas mask capable of filtering out toxic gases and nerve agents, with a microphone set inside. Lice almost never remove their masks.

A louse soldier also generally carries the L-19 sidearm, chambered in 8.48x24mm ammunition. Two magazines are generally carried: one in the pistol, and one in a belt pouch. A louse soldier usually carries a knife on its belt as well. These knives vary from faction to faction, even from army to army, but usually have an twenty-centimeter blade, and are around thirty centimeters in overall length.

A louse's boots are made from a rigid carbonite fabric, with synthetic rubber soles. Some lice have their knives on the side of their boots.

Gloves are worn by almost all soldiers; none of their skin is exposed. The gloves are cloth, flexible and stretchable, with metal studs over the knuckles for hand-to-hand combat.

Lice generally carry protein bar rations in their belt pouches, usually enough for four to five days. The protein bars are described as bland but filling. Lice usually also carry small water bottles on their belt pouches, and several extra batteries for their built in radios. They are rarely seen without their helmets, but it is assumed they are removed sometimes for purposes of eating, drinking, and equipment maintenance.

1.4.2 Organization

Louse infantrymen are usually organized into squads of eleven or thirteen, and are most commonly armed with submachine guns or assault rifles. Shotguns are also common weapons, though they are mostly carried by squad leaders. Snipers are rare but can occasionally be found as support; usually training a sniper takes more resources than the lice are willing to put into individual soldiers, not to mention their tactics have shown a distinct favoritism towards extreme firepower over precision. The Dhruukaam favor squads of thirteen, whereas the Fhaarcast form squads of around eleven; usually the Nephnari work in groups of eight.

In almost all the factions, there are four squads to a platoon (around forty soldiers with the Fhaarcast), eight platoons to a company (about three hundred soldiers), ten companies to a battalion (about three thousand soldiers), and ten battalions to a division (about thirty-two-thousand soldiers). Usually fifty divisions make up an army, which is around 1.6 million soldiers. Larger groups exist, but the army is the largest amount commonly used.

In the Fhaarcast, about one hulk per platoon is used for infantry support. In the Dhruukaam it can be up to two per platoon, but is very rarely more than that. Breakers are often separate but among the Fhaarcast they fight in groups of twenty, and there is usually one such group per battalion of soldiers. In the Dhruukaam, the Breakers are more likely to organize in groups of up to forty, with a frequency of around one such group per company. Among the Nephnari they are far rarer, with perhaps one or two twenty-breaker groups per division.

As for the less common bioforms, they are generally number greatest among the Nephnari, though they are not always rare among the other factions. The Dhruukaam, for example, keep larger numbers of hull-crawlers aboard their fighters and some of their cruisers. On the other hand, the smokestalkers (all but unknown among the Dhruukaam) are often used by the Fhaarcast in place of hulks, to storm concealed locations.

1.4.3 Tactics

Lice prefer to win their battles with strength of numbers; though this does not mean their attacks lack strategy. Louse soldiers have an almost instinctual knowledge of tactics, and, while they rarely change them, they do adapt them to individual situations. However, perhaps a product of their mysterious upbringing, louse leadership lacks tactical creativity; rarely will they attempt to use stealth, decoys, ambushes, or any other methods of deception or subterfuge. By no means does this mean that they never use such tactics, however. Lice are very straightforward and tenacious combatants, and while individually fragile, their assaults are coordinated and powerful, if relatively simple-minded.

1.4.4 Dhaika

“Knives in the dark. That's all we knew until they were inside. Perimeter watchman stabbed in the back of his head, and ten minutes later they blew our armory and comm station sky-high. We ran 'round to where we thought they'd exit. Found Yarrish and his whole squad dead, and four of them dead, too. Weird-looking guns, weird-looking masks. Never caught the rest of them, don't know how many there were. I was just glad to hear they're not very common.”

– Sergeant Ivan Relkov, Dessomet Outpost. 8 September, 33 YAE

Dhaika are the deadly louse special forces, infamous for their stealth and finesse; a stark departure from the usual louse combat strategy. They often fight with the L-933 Dhaika carbine, a strange-looking weapon that is nevertheless far above what a common louse soldier is armed with. They are not numerous, and make up less than 1% of the louse army, but their performance in combat outdoes even that of the Breaker shock troops. They are regular lice, but are the cream of the crop, selected from the highest-performing soldiers. Unlike Breakers, they are selected for their coordination rather than strength, and are not given steroids as the breaker candidates are. It is estimated that Dhaika are given over one-hundred times as much training as a Breaker and even more longer than the average louse soldier, training for up to five years after "birth", giving most Dhaika an "age" of around eighteen when they enter combat. The Fhaarcast and Nephnari depend most on them, and they usually operate in squads of eight, using grappling hooks and detonations to accomplish their goals; usually destruction of strategic targets, or assassination. They are feared by the Who soldiers for their deadly accuracy and fluid tactics, but they are rare compared to the unending hordes of grunt infantry that most whos meet their death from.

1.4.5 Snipers

Louse snipers are uncommon but not unknown. The Fhaarcast and Nephnari make greatest use of them; the Nephnari often use snipers to cover the assaults of swarms of skitterstings, and the Fhaarcast use them to harass the enemy, to take out pesky targets, such as machine gun positions.

Among the Dhaika, snipers are far more common, usually with one per squad rather than one per platoon. Most of them use the L-98, a bolt-action sniper rifle chambered in 8.38x70mm. However, the Nephnari use a different rifle, the NL-82, which is chambered in 9.80x51mm; a closer-range round, which makes sense as most of the Nephnari snipers stay just a hundred meters or less behind the forward line; or, they position themselves within the mazes of seaside rocks that surround Nephnari strongholds.

While well-trained, louse snipers lack cunning. They often find a single place to fire from, and remain there, making locating them a fairly easy task. A possible reason is that self-preservation is not a priority, and the time it takes a sniper to move to protect himself, is less time spend firing at the enemy. Some louse snipers move after every shot, but others will fire from a single position for minutes if not hours. They do seem more capable of individual thought than the average louse soldier; or even a louse squad leader. They operate alone, and are persistent and cunning, with no other thoughts to distract them. There have been records of a single louse sniper killing twenty-four Kamenian troops at Macalavay, before being located and killed.

The lice lack higher-caliber sniper rifles, such as those used by the Sarengarthians, with ranges of up to 10 kilometers. The effective range of a louse soldier is rarely more than 1000 meters.

Louse snipers look little different from their comrades. Occasionally they are equipped with gray or even green camouflage patterns, and some even forgo helmets, instead simply wearing their masks and hoods. Sometimes louse snipers are discernible by very deep red color to their goggles,

indicative of a longer-ranged infrared module, allowing them to see farther. A louse sniper at night is a deadly foe, able to see when most of his opponents cannot.

1.5 Bioforms

Lice have used bioforms in their armies since 742 YBE. In their early days, they were little more than distractions; huge, hulking creatures covered in inch-thick armor, sent ahead to take bullets otherwise meant for louse soldiers. As the war drew on, they evolved. The earliest bioform still in use was the gunpod,

1.5.1 Breakers

“Anahaia was enough of a hell-hole without them. Once they got into the trenches, it was a slaughter. There weren't that many, but they took at least three of us for every one of them. Those shields blocked half our bullets, the shotguns ripped into our ranks from barely ten meters. Sometimes closer. Half the time it was dark and we didn't know what the fuck was going on. Someone would scream, and I'd turn around to see them stuck on the end of that wicked bayonet, in the light from a muzzle flash, before it was dark again. And even when it was light, we fared little better. Whenever you kill one, see, some sensor in it sets off a bomb. Dead-man's trigger. A kilo of high explosives, and half your squad's mist in the air.

We killed them all, but by themselves, maybe a thousand breakers withered a line held by ten thousands of ours. I remember their grenades too. They threw a knife, or something sharp, that stuck in you, and next thing you know it goes off.

One woman, Jemi, got one in her shoulder, blew her up. I had to write home to her husband telling him she was dead. 'Cause of course we've got those notes in our helmet, to send to our families when we die, but a lot of damned good that does when there's nothing left of you.

– Private Herod Gardelo, Anahaia, 19 August, 36 YAE

It is unknown when these shock troops first came into existence. Intelligence has ascertained some details of their training program, when a training facility was captured during the battles proceeding the fall of Macalavay; promising lice are left in a wilderness to fend for themselves; the survivors, who out-compete the others for food, are then transformed into breakers.

On average, they are almost half a meter taller than the rank-and-file louse infantry, generally range from 2 to 2.75 meters in height, and weight between 100 and 180 kilograms. They wear hauberk-like armor forged from a thick, bullet resistant fabric. They often carry a U-shaped weapon known simply has a breaker rifle: it is unknown what designation it has to the lice. It fires an 8.82x54mm cartridge from a 20-round magazine. Shotgun versions are equally common.

They also carry a kinetic absorption shield that has approximately the same stopping power as an inch-thick steel plate, yet is constructed of a special carbonite mesh that makes it light and powerful. The technology is easily replicated by the Whos; however, Who soldiers have never been equipped with such shields, as they are unwieldy for them to carry, and few soldiers have the strength or coordination to use them effectively, as it requires the soldier to fire a gun with one arm. Similar carbonite mesh is found, however, in the body armor generally worn by Who soldiers.

Breakers are not the “special forces” of the louse army, like the Dhaika; rather, they are used to punch holes in the enemy's lines through sheer brute force. Breakers are extremely powerful, can absorb bullets and keep fighting, whether in their shields or in themselves. One breaker was reported to have been shot four times in the chest, point-blank, with a shotgun, yet it survived to kill the soldier and cut down four of her comrades, before finally falling to automatic fire from a half-dozen other soldiers.

Analyzing their internal makeup, to ascertain what degree of surgical or genetic modification is put into these soldiers, has proven impossible insofar, as breakers, in order to inflict maximum damage, are infused with explosives; when killed, a “dead-man's trigger” sets off the bombs, destroying the breaker's remains in an explosion with a kill radius of about 5 meters.

It is estimated a breaker would be able to lift at least 1000 kilograms if necessary and if the weight were presented in a manageable form. The same strength, however, is capable of slicing an arm-blade through several Who soldiers without a thought of slowing.

While brutish, one should not underestimate their agility; they have excellent aim and are nimbler than most of their bioform brethren, although they specialize, both in terms of weapons and capabilities, in close-range combat, and are most effective leading an infantry rush or room-to-room attack.

1.5.2 Hulks

“I didn't think I'd actually seen it at first; twelve feet tall, it's grayish-tan flesh glistening with something that looked like birthing fluid, tinted with curds of blood, with hollow cheeks. It wasn't wearing a helmet; not back then, they were still experimenting with them back then, I guess. Giant goddamn gun strapped to its arm, wires and tubes going out of it and into a bicep thicker than my waist, crusted blood around the edges where it went in; hell, I don't know how I remember half this stuff. Guess it's that fight-or-flight thing, where your sense of time slows down or something. I just remember it walking, I could see its muscles moving as it walked, like its skin was crawling. We fell back and watched it pass. Next time I met one, it slaughtered half my squad. I just remember watching it, poor Hendricks flopping on the end of the spike on its gun. That chain gun flashed like lightning, and the sound; it was like two giant gears grinding together. The kind of sound that sticks in your spine, and stays there.”

– Lieutenant Jennifer Sydney, New Caelonia, 8 November, 32 YAE

Averaging twelve feet tall, hulks are bioforms, usually surgically implanted with chain guns in one arm, and ballistic shields in the other, bridging the gap between the mobility and agility of an individual soldier, and the firepower of a tank or other vehicle. Effectively, they are larger breakers, but due to their size, they often can be equipped with larger weapons than breakers can carry, such as grenade launcher or rocket launchers, and are of course much tougher. They are rarely packed with explosives as their smaller kin are: usually breakers provide support alongside louse infantrymen, rather than attacking as isolated shock forces, and having them explode after being killed would usually be detrimental. The lack of blades or spikes on their weapons, as are present on breaker rifles, show that these creatures are not intended for close combat; however, simply due to their size, they are still deadly melee combatants.

Shooting the creature in the head is, as with most living things, an effective way to kill it, although usually a rocket or very well-placed sniper bullet is needed, as the head is protected by a triangular helmet, made such so that bullets are likely to skip off out of the way, due to low angle of incidence. Shooting it from above is more supplemental to penetration, or hitting the breath-hole in the creatures helmet, which a bullet will easily pierce.

Matriarchs

“Probably the most fucked-up thing I saw in New Caelonia. Not the gray naked bastards in tanks, not the weird fleshy experiments, but the matriarchs. I swear I could hear them crying. It was like a deathbed patient, with all the tubes stuck in her, hooked up to fluid bags. I just remember seeing them, and wanting to hide for the first time. They wore those iron blindfolds; there was crusted blood-streaks dribbling down from where they cut into the face. They hobbled along, chained to each other, bellies bulging with what I assume had to be babies. They didn't look too dangerous, but that wasn't what scared me about them.”

– Private Vel Nurrick, New Caelonia, 19 November, 32 YAE

About six feet tall, the Matriarchs are what the lice have turned their females into; grimly deformed, twisted breeding machines, built for nothing but childbearing. Modified to carry seven or eight louse fetuses at a time, a Matriarch requires special body braces simply to hold her abdomen together, and keep her capable of walking. They resemble tremendous, pot-bellied women, with braces, tubes and bags of fluid attached all over their bodies. Their faces are all but unrecognizable; their eyes, displaced by their disturbingly large mouths, are tiny, black, and beady, whereas their mouths are horribly stretched out of proportion.

It is unknown exactly how the lice fertilize their children: it is likely the Matriarchs have been genetically modified to reproduce asexually, producing clones. It would explain their profligacy, and the uncanny sameness of most louse soldiers. Obviously, some genetic exchange still takes place, mostly to provide new genetic templates for new and better louse soldiers; this is evident by the fact that the louse soldier is now generally taller, stronger, healthier, and more coordinated at the present time, than during the early phases of the war. That said, it is believed that this lack of genetic diversity among much of the population, could be exploited by producing a genetic disease that would easily wipe out much of a population.

Matriarchs are not helpless; on the contrary, they are extremely durable creatures despite their fragile, disabled appearance. Some of them carry powerful weapons, though none are conventional, and all are meant for self-defense; flame-throwers, electric wire launchers, acid sprays, and poison darts are all common Matriarch weapons. Why they are equipped with such an eclectic arsenal is unknown, but they should not be regarded as easy foes; their immense size belies their coordination.

Attalacks

“We saw them, moving up the slope, and we heard the screeching, like creaking metal. I handed the binoculars to my commander, and his eyes widened behind the lenses when he looked. He said that they were attalacks. I had heard of them, but knew nothing about them. When they were fifty meters out, the heavy machine guns opened up, ripping into them, but they just soaked up the bullets. I heard sizzling, like cooking food, watched one take a full ten seconds of it, not caring, until the bullets just started sparking off of him. High-powered ammunition, and it was just bouncing off! We opened up at twenty-five meters, but I swear we were just making it worse. They tore into our ranks, ripped one of my friends to bits, stung her again and again until she stopped squirming. One came at me, and I fired a single shot into its neck with my marksman rifle. That was enough to kill it, but it was a lucky shot. It took nearly half an hour before they were all dead. I watched them blow up an entire squad of our troops with an RPG just to kill one of the things. The lice never showed their faces that night, but just a couple dozen of those creatures cost us a third of our company, and we had to fall back to higher ground the next day.”

– Private Erya Trevor, Inzar Slope, 28 June, 36 YAE.

Survivors of attalack attacks describe the creatures as something like a cross between a tiger and a wasp (though fortunately they cannot fly). Their cells regenerate unnaturally fast; shooting one triggers an extreme metabolic reaction that causes its flesh to grow back even stronger and harder within a few seconds, toughening it until it is all but bulletproof. This regenerative capacity can outpace even a heavy machine gun's damage capability, making wearing it down with storms of bullets to be a foolish maneuver. Effective strategies, besides trying to kill it with a grenade or rocket, so as to get past its regeneration, is to shoot at weak areas, such as legs, as lost limbs do not regrow, or the neck and head with a high-caliber rifle, so as to penetrate its vital areas in a single shot.

Lice generally deploy between fifteen and thirty attalacks at a time, usually as a distraction for a flanking maneuver. The Fhaarcast and Nephnari use them far more than any other faction of lice, though the Nephnari are more likely to simply distribute them among their swarms of skitterstings, hoping the mass disguises them until they are close; too close.

Attalacks have existed since the time of the ancient who empire, but their numbers have been far enhanced by louse breeding, and they have been bred to the largest size possible. A typical attalack is about 8 feet long, and stands about four feet tall at the shoulder. It has six legs, a streamlined, predatory head, and a poisonous sting that can kill in less than a minute if enough is injected. A synthetic antidote has been developed and is widely distributed among who forces. The lice prefer to deploy them among rocky and forested areas, where the creatures' natural stalking instincts make it even more deadly.

Parasites

The notorious infiltrators of the louse forces, parasites are strange creatures resembling large centipedes. They have an extreme range in size: from the slow-acting, nearly microscopic ones to the fast-acting large ones, who often will attach to the spinal cords of soldiers in battle and cause them to turn on their own allies. As terrifying as that prospect sounds, louse use of these monstrosities has been thankfully scarce; perhaps because they fear the creatures becoming too prevalent, lest they turn on them. The actual reason is not known; we know only enough to be thankful that these creatures are so

few in number.

They measure about half a meter long, with inward facing claws on their legs. Their fanged tongue contained neurotransmitters, bundled like wires within the long appendage. It slams into the base of the brain and stimulates it with electric shocks, causing the victim to move unwillingly. Often the victim is still conscious, though not always; in either case, it is completely incapable of throwing off the parasite's influence. Later, the creature might burrow deeper. Extraction is very rare, and the parasite fights it every step of the way. Soldiers are often forced to shoot their own comrades, though there have been cases of a non-lethal wound incapacitating the soldier, and therefore the parasite, allowing it to be removed. Parasites almost never abandon their hosts; when they do, it is usually fatal to the victim, as it cares little to remove itself gently.

Smaller, stealthier versions often contain high explosives, and try to ambush a lone soldier, lure him or her back to other soldiers, before detonating. Such use was seen around 36 YAE, when several such attacks terrorized Sarengarth. However, the creatures were difficult to produce, and not as effective as the lice perhaps had hoped, and thus they were phased out. With the introduction of the Dholeska virus, parasites of all types became rarer and rarer. It seems the lice have a limit to their capacity for subtlety.

Skitterstings:

Believed to be an offshoot of attalacks, skitterstings are 5-6 foot long, four-legged insectoid creatures whose signature attack is the long stinger, dripping with lethal morphine venom, that hangs from its underbelly. In addition to its barbed legs, it also has two long pincers it uses to stab prey, and hold it so that it can inject its victim with morphine. They are easily torn apart by bullets; a precise burst from most rifles will easily kill one. Their efficacy comes from their speed and numbers; they are extremely prolific, and are often bred on the battlefield, so that they can be unleashed on enemy armies quickly before their dietary requirements become a drain on the army's resources.

Its claws are used to grab an enemy, holding it still so that it can be stung. The morphine is heavily concentrated, and usually kills within 30 seconds. Even an impaled victim is often fatally poisoned; examined skittersting corpses have revealed many small barbs along the stinger that can inject the poison as well.

They can run at approximately fifteen kilometers per hour, faster than most people. Skitterstings are also quite adept at jumping, able to leap almost ten meters from standing, or up to fifteen or more with a running start.

Possibly intended for medical functions originally, the lice preferred to use skitterstings as a mass-produced weapon rather than to help their soldiers, likely considering the effort to save individual soldiers to be wasteful.

Sentinels

Originally created exclusively to serve as bodyguards for Councilors, Matriarchs, and other high-ranking lice, the Sentinel's potential as infantry support has only been realized in the last few years, where it has been replacing the all-but-retired gunpod. Its three eyes allow it to triangulate its depth perception, giving it nearly deadly accuracy with its four surgically-attached assault rifles. It stands about eight feet tall, and weighs about 230 pounds when combat-ready.

Sprintslashers

Puppeteer

The purpose of the strange puppeteers is unknown. They might be an early iteration of parasites,

Tsychriis

Dholeska Virus

A vicious disease engineered by the lice, the Dholeska virus often accompanies louse nuclear attacks, spread wide and far by the fallout. The lice are genetically engineered to be immune to this disease, but they can still be infected; even though their bodies naturally produce the antibodies that work against the virus, it is so virulent that it can overwhelm them anyway. There is no known cure once symptoms are underway; a victim either survives or does not, although about one in ten do, for reasons unknown. The virus takes several forms and symptoms; it is unknown why it functions differently for different victims. A leading theory is that it depends on the method of contraction: the disease is localized, and takes on both a neurological form and on an integumentary form. Both have equally, uniquely horrifying effects.

In the former case, the virus attacks areas of the brain responsible for basic instincts. The result is what appears as complete insanity: the victim will attack and kill any living thing it comes across, wander aimlessly, slam itself against walls in an attempt to regain the lost sensation the virus robs of him as it attacks his nervous system.

Referred to as “crazies” and “psychos” by Who soldiers, or, more formally, “Dholeska-infected”, this first type of victim is often unsalvageable. Powerful antivirals have a chance of restoring a victim to a badly brain-damaged, but living person. Victims who do not kill themselves through their violent behaviors usually succumb to the virus two to three months after contractions, but can survive for up to a year or more, surviving by catching small animals. They lack the fine motor skills to use firearms but can forge primitive spears or pick up other weapons, such as axes or knives. They can run as fast as they could before the disease, and have an extremely high pain tolerance, meaning it can take almost twice as much trauma to kill one as a living person. They usually attack any living thing they see, and cannot speak, think, or be reasoned with.

The second type, far more acute, usually kills the victim outright, but in an equally horrible way. It causes the flesh to swell, tear free from the bones, and overdrive the body's acid production to wear down bones. The virus itself attacks bone marrow along with most of the body's major organ systems, leaving them soft, flexible, and sometimes completely dissolved.

The first symptoms are usually a sore throat, intensely irritating rashes on the forearms, wrists, and calves, and congestion, followed by spreading of the rashes, weakness in the muscles, and often, if the victim is mobile, broken bones as they are weakened by the virus.

Before long, the flesh is swollen, often detached from the bones entirely. By this point, medicine is almost completely useless. The victim is often thankfully unconscious by this time.

About seventy-two hours after contraction, the virus finally attacks the brain, often in the same way as in the first neurological case. However, by this time, the body is too damaged to make much of the insanity, and any brain functions controlling the immune system or nervous system (thus the initial cases resulting in their victims seeming almost completely immune to pain) are shut down entirely, allowing the virus free rein to finish him off. Most victims die somewhere along this point; once the skin begins to tighten and swell, he is usually beyond help.

In some rare and horrifying cases, the disease reacts to body conditions such as pregnancy, producing a truly horrific creature, in which the disease confuses the body and causes it to produce smaller and smaller copies inside itself. Thus even once the first Dholeska-infected is killed, another rips itself out of the first one's stomach, then another when that is killed, and so on for several more iterations. Some reports claim up to seven, the first Dholeska-infected having swollen to almost five

feet in diameter.

Kronaxceros (kroh-NACK-sur-russ)

These creatures, about 5 meters tall at the shoulder, and sometimes as much as 15 meters long,

Arachions

These large, spider-esque creatures range in size from one to twelve meters in height.

3: Whos

3.1: Origins

Omna has been inhabited by whos since time immemorial; about 100,000 years, if the oldest records are accurate. If another civilization predates them, it has been entirely wiped from history. There is no sign of a direct genetic ancestor, though many of Omna's fauna have similar DNA.

3.2: Societal Structure

Most whos live under some form of representative democracy; though monarchies, oligarchies, and theocracies are equally common. Most who societies are egalitarian in all respects, and prejudice is rare. However, some of this can be attributed to the relentless war against the lice. It left little time for bigotry or subjugation.

Children usually come of age between fifteen and nineteen; sixteen is the most common age. Those of the age of majority gain full legal rights, and can vote in most elections and decisions.

Men and women are considered entirely equal under who law. Marriage is common, and, especially in light of the war against the lice, couples are encouraged to have as many children as possible. Before the war, about five percent of the who population was military; by 0 YAE, up to twenty percent was. This does not hold true in all outer regions, but in places that have caught the attention of the lice, conscription is quite common, to build a sizable force capable of defending itself.

The lower classes of who society are mostly common laborers (what little is not replaced by machines), farmers, office workers, and factory workers. However, particularly in larger cities and strongholds, where energy and food are plentiful thanks to nuclear power and enhanced growing techniques, living is very cheap.

3.3: Culture

3.4: Cities and Strongholds

About thirty percent of whos live in large cities or strongholds. Of these, around fifty percent are tree-cities, built into titanofoliage. Many others use large rock outcroppings as their base, burrowing into them for protection. Enormous tunnels and caverns, powered by nuclear generators encased deep in the rock, can allow for underground farming, and spacious living areas means some of the inhabitants can go months without straying to the surface.

Most of a strongholds defenses are missiles or EIRG batteries. Many have shield systems as well, effective against all types of kinetic and even electromagnetic energy. A stronghold is often capable of holding off small groups of attacking cruisers singlehandedly, without issue. However, larger cruisers, particularly those carrying burrowing missiles or heavy railguns, can lay siege to a stronghold far more effectively.

Tree-cities usually support a population of between five-hundred thousand and one million, though the number can easily be ten times that. However, not every tree is a viable home, and

HEGs

HEGs (Heavy Exoskeletal Gunners) provide sheer firepower unequaled by any other infantry unit fielded by Who soldiers, even support weapons such as the CXM SAW. Without exoskeletal support, the weapons wielded by HEGs would be nearly impossible for an individual soldier to lift, let alone wield, and the recoil would drill relentlessly into the soldier's body until he was at least crippled. With an exoskeleton, a modified version of the RAX gun used on tricopters can be attached to the exoskeleton, resulting in a highly mobile support gun capable of suppressing an entire squad of enemy soldiers. HEG gunners are also equipped with high-dispersion armor and helmet, which barely detracts from their mobility due to the extra strength added by the worn exoskeleton. Getting in and out of a HEG's suit, both exoskeleton and armor, can take up to 10 minutes, so fielding one requires some warning and preparation; as a result, they are more often an offensive tool, rather than a defensive one.

Classes of Cruisers

Cruisers are generally dichotomized into seven classes, based on size, which usually determines the cruiser's role, whether in combat or commerce.

Class I (25 to 50 meters): These small cruisers are fast, and usually are used for city-hopping, carrying relatively light loads of cargo or passengers. They are almost exclusively used for intra-national travel. As warships, they usually serve as missile platforms, sometimes deployed from Class VI or larger cruisers.

Class II (75-200 meters): Still a light cruiser, these ships serve as light, but nimble attackers in wartime. In a naval analogy, they are destroyers, whereas a Class III or IV cruiser would likely be considered a battleship. For traders, this size of ship is most common. They usually carry missiles, and a few EIRG batteries. They are smallest type of ship able to support a shield generator, though they are not common until Class III.

Class III (250-500 meters): The most common class of warship, this class forms the bulk of the who and louse fleets. Large trading companies use this size of ship, but trade ships larger than Class IV are quite rare. They are usually armed with rows of EIRG batteries, missiles, and anti-missile laser countermeasures. Sometimes they carry one or two HEIRG batteries, mounted near the front.

Class IV (600-1000 meters): A heavy cruiser, one that would go toe-to-toe with a small stronghold, or several Class III ships. They are common as carriers or long-range bombardment ships, capable of holding dozens of fighters, bombers, or missiles as need be. They usually carry several HEIRG batteries, many EIRGs and missile batteries, and laser countermeasures.

Class V (1500-2000 meters): Ships longer than 1 kilometer are rare. They serve as massive dreadnoughts meant to fight many smaller ships, or lay siege to large strongholds. They form the core of larger fleets, and are extremely powerful; individual Class V ships are forces to be reckoned with on a strategic scale. They are capable of carrying hundreds of EIRG batteries, dozens of heavy missile batteries, and plenty of HEIRG or even VHEIRG batteries (the notorious "ship-splitters" that are capable of cleaving a Class III ship in half with a single shot).

Class VI (2500-5000 meters): This class of ship requires the resources of an entire medium-sized nation to produce; deploying one is the mark of a superpower. Few who nations could contribute more than one of these to a coalition fighting the lice. It is estimated that fewer than a million exist. Some are capable of taking on entirely fleets of smaller ships on their own, armed with multiple VHEIRGs and HEIRGs, and dotted with missile launchers and laser countermeasures, as well as extremely powerful shields to absorb many kinds of weapons.

Class VII (5000+ meters): True behemoths, these ships are meant to take on the unimaginably huge louse superfortresses. Once built, massive swaths of land must be cleared for them to land, and usually these ships serve less as aerial cruisers, so much as titanic weapons platforms, meant to land while shooting. They lay siege to vast superfortresses with an arsenal of weapons that takes years to exhaust. They are extremely slow, and rely on armor or very powerful shields for protection. They are unbelievably expensive to build, but are one of the few weapons capable of taking on a superfortress. Supported by thousands of smaller ships, these massive weapons lead the crusade against the lice.

Fhaarcast Louse Cruisers:

Grugch Seeker Cruisers

Length: approx. 200 meters

Seeker cruisers are best known for the series of bent spines that hang from their front. The most common cruisers used in both Woobarren and Macalavay, their powerful

Ulmoch Main Line Engagement Cruisers (approx. 400 meters long)

Preig Bombardment Cruisers (approx. 350 meters long)

Shevlhom Missile Cruisers (approx. 475 meters long)

Vhahama Juggernaut Cruisers (approx. 800 meters long)

Symhath Destroyers (approx. 80 meters long)

Rhanhux Ultra-Juggernauts (approx. 2050 meters long)

Khrieg Dreadnoughts (approx 3020 meters long)

Exdhalm Super-Dreadnoughts (approx 8020 meters long)

Dhruukam Louse Cruisers:

Krugaach Battery Cruisers

Length: approx. 400 meters

Armament: 30 heavy missile batteries, eight point-defense laser anti-missile systems, eight anti-aircraft batteries.

Top Speed: 3900 km/h

Jaagik Puncture Cruiser

Nyara Whos Cruisers:

Syver-Class Destroyers (approx. 150 meters long)

Matland-Class Cruisers (approx. 430 meters long)

Enkarra Who Cruisers:

Who Vehicles

The following provides a host of land vehicles used by the whos during their war against the lice. It includes armor, artillery, transport, anti-air, and fast-attack vehicles.

FIX WEIGHTS TO MAKE IT MORE REALISTIC

Yarco LRTB-40 Rocket Launcher

Armament: Sixty-four 98mm TBR rockets, in sixteen launcher tubes

Crew: Three (one driver, one operator, one commander)

Top Speed: 63 km/h

Length: 10.42 meters

Width: 3.08 meters

Height: 5.45 meters

Weight: 8,080 kilograms

Developed by the Sarengarthian company Yarco in 40 YBE, the LRTB-40 replaced many artillery systems, with its 98mm rockets, equipped with an extremely precise triangulation system that allowed it to target enemies without the aid of satellites. A HAS link is often available for a bird's-eye view, but a squad leader carrying a field computer could call in precise rocket strikes, at an exact deviation and heading from his position. Three microwave broadcasters, positioned around the cabin barely a meter apart, allow for this precision; usually, triangulation from such closely-placed beacons causes irregularity, but the extremely precise timers within the beacons eliminate timing issues. This allows the rockets to be deployed, accurate to within a meter of their intended target.

The rockets have a range of up to 10 km, and come in several varieties. The air-burst TBR-81 is capable of destroying a Fhaarcast tank, whereas the TBR-92 and 93 shrapnel rounds have a lethal radius of 20 meters around the impact point. The vehicle could also be equipped with TBR-98 anti-air missiles; while it is not intended as an anti-aircraft vehicle, many LRTBs carry at least a couple of these missiles, for self-defense if nothing else. A single rocket launcher can be equipped with multiple types of rockets, to be selected from at will by the commander of the vehicle.

This extremely effective weapons system has served Sarengarth for over seventy years, and while it has been upgraded in the meantime, the basic concept and framework have remained the same, a testament to its excellent design.

Veiga ACB-94 Mobile Anti-Cruiser Battery

Armament: One EIRG railgun

Crew: Two (one driver, one gunner)

Top Speed: 67 km/h

Length: 13.86 meters

Width: 4.84 meters

Height: 5.05 meters

Weight: 12,230 kilograms

The ACB has been used by Sarengarth ever since the first engineer had the idea to mount an EIRG railgun on the back of a vehicle. Earlier versions of the ACB have been in production since 84 YBE; however, the ACB-94, first produced in 35 YAE, is the pinnacle of achievement. Its accuracy rivals that of a cruiser, and despite its small size, special recoil-dampening tools, along with a super-semi-conductive battery, have allowed it to maintain a steady rate of about 5 rounds per minute. This

puts it on par with a standard battlecruiser EIRG; however, the battery and ammunition capacity last far less long. An average ACB-94, even at full ammo load, can carry only about 30 shells, with enough charge for half of those. However, when emplaced, and supplied with additional batteries, it can last far longer. Also, ACBs are far more vulnerable to enemy fire; without the benefit of shields, defensive lasers, or armor, an enemy missile can take it out without issue. Thus, ACBs are usually well-camouflaged in foliage, often with tarps or netting.

Veiga MAA-44 Mobile Anti-Aircraft Vehicle

Armament: Four 12.88x104mm cannons, four 42mm SRSAM launchers.

Crew: Three (one driver, one gunner, one missile operator)

Top Speed: 72 km/h

Length: 8.22 meters

Width: 3.46 meters

Height: 4.59 meters

Weight: 7,980 kilograms

1.8: Infrastructure

Skytrains

Skyguns

Latticed towers taller than the tallest city-tree, skyguns are quite literally giant guns, sticking out of the ground almost perpendicularly, built for launching payloads thousands of kilometers. The lice build them as

4.1: History of Omna Timeline

- 102,000 YBE (Years Before Excision): The earliest record of civilization on Omna. The people have little or no history extending before this point. The location of their first settlement, Syricho, is forgotten. These people call themselves “whos,” not knowing who they are.
- 99,000 YBE: Electricity and natural gases are harnessed, and within a century, widespread solar power is an energy staple on the wide deserts of the early who nation of Livornam.
- 98,000 YBE: Massive uranium deposits are found in many places as who civilization spreads. The population, estimated to be less than 1 million at the time of the landing, and 50 million in 99,000 YBE, has ballooned to 3 billion, splitting into more than fifty nations, all within with a few hundred thousand kilometers of Livornam.
- 95,000 YBE: The First Omnicide, a nuclear war following a conflict between Livornam and a coalition of seventeen smaller nations. Eighty percent of the who population is killed, and fifty percent of the remainder dies or is rendered sterile from radiation sickness and fallout in the years that follow.
- 80,000 YBE: Civilization rises from the ashes, in the destroyed Livornam. From barely a billion survivors, the population balloons to nearly ninety billion over five thousand years. Slowly, the whos spread further.
- 78,000 YBE: The Aggregate is founded, uniting nearly three thousand separate nations. The Aggregate resolve never to use nuclear bombs, and destroy all weaponized radioactive material. The population by this point has nearly doubled again, to almost one hundred fifty billion whos, spread out in an empire measuring nearly a million kilometers long.
- 76,000 YBE: The Aggregate splinters into nearly a dozen smaller, yet nonetheless massive nations. One, faintly remembered as Gettaro, seeks conquest, and within a few hundred years begins to wage war on the others.
- 75,000 YBE: The Second Omnicide, caused by the deadly Emortilla virus, likely developed by Gettaro. Unlike the earlier Omnicide, the land is mostly unscathed, but the population is devastated. Nearly fifty percent are killed before a cure is found, a staggering seventy-five billion victims.
- 68,000 YBE: The whos begin to develop reliable heavy air travel using a hybrid nuclear fuel. The face of transportation is changed; massive air cruisers, some nearly a kilometer long, can fly across the surface at up to two thousand kilometers per hour.
- 40,000 YBE: Who civilization has now spread all across Omna, any attempt at unification all but fruitless now. Estimated population figures at this point approach five trillion. There is little organization among nations. Laser countermeasures are developed, allowing nuclear warheads to be shot down. Several minor nuclear and conventional wars are waged, but none on the global scale as before.
- 20,000 YBE: The Third Omnicide, a nuclear war that balloons as more and more neutral nations are involved. The world recovers far more quickly this time, though still, unbelievable numbers of people are killed. Population figures eventually rise back to around three trillion, but never reach their previous peak.
- 15,000 YBE: The who empire is founded, in the ruins of Livornam.
- 12,000 YBE: The golden age of the who empire, lasting for two thousand years. Later it falls into decadence, and fragments.
- 10,000 YBE to 7,000 YBE: The Age of Willing Darkness. Historians name it as such

- because it was a time when little technological advancement took place.
- 8,000 YBE: Sarengarth is founded.
 - 6,500 YBE: The second who empire is founded, and once again rapidly grows and prospers, its capital in Faien'roh, two million kilometers west of Livornam.
 - 1,000 YBE: The Schism occurs, and lice rise. The who population of two trillion is nearly eclipsed. The empire begins a slow decline as the brutal war takes its toll. One louse named Akronos achieves some state of eternal longevity from a ceremony unknown before or since.
 - 755 YBE: The war between who and louse has resulted in billions of casualties and much of Omna being laid to waste by atomic warfare.
 - 742 YBE: The first known record of genetically altered combat forms used by the lice, more popularly known as bioforms. The early bioforms were often used simply as bullet sponges, and were rarely, if at all, effective. Later models overcame the earlier failures, however, and quickly began to change the tide of the war.
 - 734 YBE: In what is considered the fall of the who empire, Faien'roh, its capital, is overrun by louse forces. The ground is left cracked nearly through the crust in some places, and magma spews out from the mantle, leaving the entire region volcanically active. The lice hammer relentlessly at the fragments, and within a century nearly seventy percent of the who empire has been overrun. The louse momentum begins to run out, falling into endless stalemates with several superfortresses about half a million kilometers west of Livornam, and in many other places. Great sky-cannons, many kilometers tall, fire nuclear bombs into the upper atmosphere, ravaging who cities far behind the front lines.
 - 251 YBE: Fleeing the aftermath of the collapsed Who Empire, a small group of fleeing colonists, known as the Nyara, crashland in the Uintar Valley. Their first settlement, named Nymora, does not survive, and the survivors are forced to spend the remainder of their first winter in their ruined spaceship. Michael Green, the first mate on the ship, prays to the Revenant for the strength to lead his people back to prosperity. He becomes the first Chosen, and the first to lead his cloistered people.
 - 242 YBE: Sarengarth is attacked by lice for the first time. It holds off the initial invasion easily, losing only about twenty thousand. The nation of Kamenia, a few thousand kilometers east, holds as well, though many other nations are badly scathed before Sarengarth sends aid. In the battle of Dearn Ridge, the combined forces of Sarengarth and Kamenia crush the remainder of the intruding louse fleet. After the alliance, both nations retreat, all but forgetting about each other. The lice, occupied with larger nations further to the south, do not attack again for nearly a century.
 - 237 YBE: Michael Green constructs a wall around the Uintar Valley to protect it.
 - 154 YBE: Michael has a son, John, at the age of one-hundred-twenty-four (though he seems barely thirty in appearance and physical ability), with his wife, Almeea. Michael disappears a few years later. Almeea never learns the exact age of her husband, being only in her mid-twenties at the time of their marriage.
 - 144 YBE: A second attack on Kamenia is barely repelled. They do not send word to Sarengarth, believing it to have fallen. The lice are believed to have constructed Macalavay and Woebarren during this time, both to stake their claim on the area, and to prepare for a fresh assault on Kamenia.
 - 59 YBE: John Green marries Marianne Hevast.
 - 55 YBE: The Silence begins, as the final two who nations in the northeastern region of the empire fall: Urjesko and Fenhala. Louse forces, exhausted by the effort, are stymied

for nearly fifty years, spending their time in minor raids. It will be a half a century before they push north again.

- 48 YBE: Eric Green is born to John and Marianne, the father of Peter Green.
- 19 YBE: Emily Green (née Mathias) born.
- 18 YBE: Peter Green born.
- 0 YAE: The Excision occurs. The lice finally located Uintar Valley and launch an assault, overcoming its defenses within a matter of hours. A hasty evacuation follows, and some of the whos who escape crashland in the hills surrounding the louse superstructure of Woebarren. They quickly migrate to the nearby forest, and build their first settlement, Westreed.
- 1 YAE: The beginning of an allied assault by the Nyara and Enkarra.
- 3 YAE: Alabaster is built.
- 6 YAE: The Whos begin forays into Woebarren
- 8 YAE: The Enkarra destroy Woebarren, before fleeing the ruins, only to be brutally attacked, and scattered. A few ships crashland in the black desert surrounding Macalavay, another louse superfortress. They begin to gather allies in the Denarra, hardy people who live in the desert caves and tunnels and wage war against the lice who venture out there.
- 9 YAE: First assaults against Macalavay's surroundings.
- 12 YAE: Orion Green born.
- 13 YAE: Siege against Macalavay begins. Point Seven is built.
- 14 YAE: Cassiopeia Green born.
- 29 YAE: Procyon Green born.
- 30 YAE: Fall of Point Seven.
- 31 YAE: Macalavay destroyed. Peter and Emily Green are killed.
- 32 YAE: Fleeing Whos land at Sarengarth, finding it ruled by a weak king, Oudbouth, who is all but a puppet of his son. Prince Diomitrick is eventually killed by Orion, who takes Diomitrick's place as heir to the throne of Sarengarth. Orion marries Xenia, Diomitrick's sister, a few months later.
- 32 YAE: First winter assault on Sarengarth by the lice.
- 33 YAE: Second winter assault on Sarengarth by the lice.
- 34 YAE: Third winter assault on Sarengarth, destroying nearby stronghold of Perrodin.
- 35 YAE: Orion journeys to Faien'roh
- 36 YAE: First attack against Rhashidon. Scathing of Peneglox occurs, in which the stronghold is nearly destroyed by louse firepower, leaving the bottom half browned and charred.
- 37 YAE: Attack against Kaga-Hirik, Cassiopeia Green is killed. Later that year, the Sarengarthians make one ill-fated attack on Casa Novak. Alliance made with the Underthrown.
- 38 YAE: Sarengarth falls in early April. Orion Green is captured. Myron flees with few who survivors to the south, ship crash lands. Myron founds colony of Neverfall, on the cliffs surrounding an abandoned louse superfortress. Orion eventually escapes when the lice try to execute him over the ocean in June, begins a long trek, hoping to reach Sarengarth. In August, Who forces assault Nethogra. Near the end of the year (November), the Underthrown rise and renew the war with the lice.
- 39 YAE: The Underthrown fly west to attack the louse super-weapon "Dhuuvir", or "Finality." A nanobot swarm is invented by the Underthrown to modify the Dholeska

infection. Orion Green is killed in a battle with Timeless trying to insert this infection. He succeeds, and Timeless is also killed. The Dholeska virus, now re-engineered to kill lice, who had previously had a genetic immunity to the disease, is spread over the entire world by a massive nuclear arsenal. The rolling tide of destruction forces a great louse fleet east, toward Sarengarth, which rapidly struggles to prepare for an onslaught like none other before it.

- 39 YAE: Leo and Zoey Green are born to Trielle Green.
- 39 YAE: The Fourth Omnicide occurs, destroying ninety percent of the world's population. Nearly fifty percent of the casualties are caused by the nuclear bombs, and the other approximate half come from the Dholeska virus scattered in the atmosphere, re-engineered to attack who and louse alike. Three-quarters of the louse population succumbs. Countless Dholeska-infected wander the lands.
- 40 YAE: Andromeda Green is born.
- 47 YAE: Myron Brown and companions make a journey west, searching for a potential place to colonize, after a long seven year exile in the subterranean complex below Sarengarth. When they return, Sarengarth has succumbed to the Dholeska. Myron finds clues leading him on the trail to a cure, and follows them relentlessly.

Who Weapons:

By far the most widespread weapons used by the whos are the CK-M assault rifle, its derivatives, and the Kehrlich KF-45 and KF-38. However, many other companies and families of firearms are used by the whos. The FHK family of weapons served the Kamenians well, and the design was even popular among the Sarengarthians. However, they usually favored the weapons of their own manufacturers: Rames, Modave, and Brezrik, which manufactured the vast majority of weapons used by Sarengarthian forces. The Eveth and Dirike companies are just as widespread as Cerovich-Kalahan and Kehrlich, thus their weapons can be found almost anywhere on Omna.

Brezrik BN-90



Length: 0.40 meters (stock extended, 0.31 folded)
Weight: 1.96 kg
Cartridge: 8x18mm
Magazine: 25 rounds
Rate of Fire: 800 RPM

The BN-90 is a compact machine pistol, popular among spies, special forces, and anyone else who needs something small that still packs a big punch. While it does not have the penetration or rate of fire that the Rar-44 has, or the relative accuracy of the K-MWR, it is still a sturdy, useful weapon, or an excellent sidearm if nothing else.

Modave UXM Submachine Gun



Cartridge: 5.84x24mm
Rate of Fire: 770 RPM
Length: 0.58 meters

Weight: 4.89 kilograms
Magazine: 30 round magazine
Action: Selective (semiautomatic, automatic)

A more tactical submachine gun than the Rar-44, the UXM is based on an entirely separate design. It uses the same high-penetration cartridge used by the Rar-44, making effective at piercing bioform armor. It still has a respectable rate of fire, but is also effective at longer ranges. It is widely considered one of the best weapons to use to fight breakers.

Brezrik BN-26



Length: 0.47 meters
Weight: 2.01 kilograms
Cartridge: 8x18 millimeters
Magazine: 30 rounds
Rate of Fire: 750 RPM
Action: Automatic

A more versatile model, the BN-26 stands up as a compact submachine gun. Its adjustable stock, folding fore grip, tactical rail for attachments, and simple clip system makes it an adaptable, modular gun. Its unique cartridge makes ammunition somewhat uncommon but by no means rare, and this weapon is extremely popular among special forces. It has a relatively quiet report, sounding more like a watery grinding than a dangerously loud hammering; although this does little, as it is still easily audible to anyone in the vicinity.

Kehrlich K-MWR



Length: 0.61 meters
Weight: 3.12 kilograms
Cartridge: 6.12x24mm
Magazine: 35 rounds

Rate of Fire: 750 RPM

Action: Semiautomatic, or automatic

Often compared to the L-92 submachine gun, the Kehrlich K-MWR is Kehrlich's attempt to compete with the Rar-44. While it lacks the devastating rate of fire and close-quarters capability, it still finds its place as a hardy weapon for room-clearing, and mid-range combat. Many Who soldiers preferred it over the PXP or Rar for its comfortable feel, and fore grip (removable). The ammunition was light, and the clips were straight, allowing many to be slid into the pouches of a combat vest. What the K-MWR lacked in sheer firepower, it more than made up for in its versatility in close-quarters combat with infantry. Without the shredding power of the Rar-44, it was not as effective against bioforms, but it holds its own, with the same recoil control as the Rar-44, in most situations.

Cerovich-Kalahan CK-M Assault Rifle



Length: 0.92 meters

Weight: 4.07 kilograms

Cartridge: 6.12 x 45 mm

Muzzle Velocity: 674 m/s

Projectile Weight: 7.4 grams

Rate of Fire: 620 RPM

Action: Semi-automatic, Automatic

Capacity: 30 round magazine or 75 round drum

One of the most widespread weapons in existence, the CK-M is a sturdy assault rifle that excels in the field at medium to long ranges. Though it lacks close-quarters capabilities (a deficiency that the CK-R bullpup variant compensates for handily), it is still an all-around weapon that serves the infantryman well.

One of the most widespread weapons in existence, the CK-M is a sturdy assault rifle that excels in the field at medium to long ranges. Though it lacks close-quarters capabilities (a deficiency that the CK-R bullpup variant

compensates for handily), it is still an all-around weapon that serves the infantryman well. Its sights are effective out to nearly 500 yards. While it possesses a significantly harder kick than the FHK or Modave PXP, it also has more power, and is fully capable of punching straight through a louse soldier's body armor. It can be found all over the world of Omna, in numbers approaching that of the RKM rifle (its earlier cousin), and several other hunting rifles.

It was first created around 138 YBE by a company called Cerovich-Kalahan, and was distributed among the northeastern remnants of the falling who empire.

Rames Rar-44



Cartridge: 5.84x24mm

Rate of Fire: 990 RPM

Length: 0.48 meters

Weight: 2.89 kilograms

Magazine: 55 round top-feeding magazine

Action: Automatic

The Rames Rar-44 is the result of a well-engineered design tailored to unleash devastating, unparalleled firepower in close-quarters. Usually equipped with a fore-grip, for stability, the Rar-44 boasts an almost unequaled rate of fire for a hand-held firearm, as well as excelled penetrative power, thanks to the compact but powerful 5.84x24mm cartridge. It is often compared to a shotgun in terms of range; withering at close range, but almost useless from much farther away, the gun's wild spraying making it completely inaccurate from ranges of more than 10 yards.

Rames is pronounced "RAM-ess"

Rar-44X Wrist Variant

This weapon, unlike its cousin, is simply strapped to the forearm, and fired by flexing the fist forward, pulling the metal hook that replaces the gun's trigger. While bulky, it still allows flexible movement, as well as leaving the hand free if necessary. The magazine takes on average about twice as long to reload, which is a disadvantage, but special forces soldiers have often owed their lives to having a back-up weapon, without it causing much if any encumbrance or handicap.

Brezrik BN-10



Length: 0.50 meters (0.42 with stock folded)
Weight: 2.34 kg
Cartridge: 5.84x11mm
Magazine: 35 rounds
Rate of Fire: 760 RPM

Designed by the whos as a stealth weapon, the BN-10's subsonic cartridge lacks power but is far quieter than most ammunition, lacking the sonic boom of higher-velocity cartridges. It is related to the BN-90, but it is slightly longer, and has a lower rate of fire. It also has far more controllable recoil, making it more accurate. Its forward grip is shaped to hold certain kinds of accessories, such as a flashlight or targeting laser, but requires a different attachment type because it lacks a tactical rail. The BN-10 is usually carried by special-forces soldiers as a primary weapon in close-quarters stealth missions; soldiers usually carry a second, more powerful submachine gun for once the cover of stealth has been lost. However, the BN-10 is perfectly capable of holding its own, and the small ammunition size allows a soldier to carry twice as much ammunition as for other weapons. It is also a favorite for killing Dholeska-infected; its lack of armor-piercing capability is not an issue, and its quiet shots make alerting others far less likely.

Brezrik BN-45



Length: 0.76 meters
Weight: 2.15 kg
Cartridge: 8x18mm
Magazine: 30 rounds
Rate of Fire: 820 RPM

The BN-45's flagship attribute is the shock-absorber built into its stock, reducing its recoil significantly; however, this is only useful when the gun is shoulder-fired. It is comparable to the Rar-44, but fires a thicker, slower cartridge, and lacks the armor-piercing capability of that weapon. Thus, it is little use against hulks and breakers, but performs excellently against skitterstings, and in close-quarters against infantry.

Dirike N338



Length: 0.98 meters
Weight: 3.59 kg
Cartridge: 8x18mm or 5.84x18mm (N338C)
Magazine: 36 rounds
Rate of Fire: 880 RPM

A strange-looking weapon, the N338 is a Dirike derivative of the infamous L933 louse Dhaika carbine. The most innovative part of its design, that the L-933 lacks, is a special, unusual stock crafted from a flexible, springy composite carbonite material that allows it to absorb recoil evenly, in a way similar to weapons such as the Brezrik BN-45's shock-absorbing stock. As a result, the weapon can spray out bullets relatively smoothly, slowly climbing, but much of the harsh, jerking energy absorbed into the stock. As a result, it is an excellent close quarters weapon, able to

take the standard 8x18mm submachine gun cartridge, or Dirike's own 5.84x18mm adaptation, for the N338C. The B version uses the same cartridge but has a sliding switch instead of a lever for the fire selector, and is slightly heavier, at 3.89 kg.

Dirike N1014



Length: 0.68 meters
Weight: 4.39 kg
Cartridge: 18.5x70mm 12-gauge shell
Magazine: 10 rounds
Rate of Fire: Pump-action

The Dirike N1014 is one of the few pump-action bullpup shotgun designs. It is not particularly common but is found in some functions as a relatively-compact shotgun for close quarters combat. Its use of a magazine allows for fast but discrete reloading, unlike most pump action shotguns in which the shells are inserted individually. However, it also distributes more weight to the back of the weapon, where the magazine is, keeping the gun's kick closer to the shoulder. It is not unwieldy, but takes getting used to, and most soldiers prefer a different weapon.

FHA Carbine



Length: 0.80 meters (stock folded 0.48 meters)
Weight: 2.98 kg
Cartridge: 5.84x31mm
Magazine: 30 rounds
Rate of Fire: 770 rounds per minute

The FHA Carbine features a unique, "flippable"

folding stock, that can put the gun in a lower position, allowing it to be fired from the shoulder without aiming entirely down the sights, a tactic commonly used by the Kamenians for shooting on the move. It can also be flipped around, to sit on the shoulder normally for comfortable shoulder-firing. It uses the same cartridge as the FHK, and is comparable, but more compact. Its one downside is its tendency to overheat quickly, especially in a sustained firefight.

CK-R Assault Rifle



Length: 0.77 meters
Weight: 3.88 kilograms
Cartridge: 6.12 x 45 mm
Muzzle Velocity: 674 m/s
Projectile Weight: 7.4 grams
Rate of Fire: 710 RPM
Action: Semi-automatic, Automatic
Capacity: 30 or 45 round magazine or 75 round drum

The CK-R assault rifle is the CK-M's bullpup cousin; shorter, more compact, and with a higher rate of fire, it was the best close-quarters assault rifle of its time. It fits the same magazines as the CK-M, and many parts are interchangeable. It has a higher rate of fire, and while it is slightly less accurate, it is capable of putting out a powerful cartridge in close quarters with little recoil. It is commonly loaded with the 45 round magazine or 75 round drum for use as a bridge between assault rifle and SAW for close-range ambushes. It was extremely popular among ambush forces and scouts among the Enkarra at Woebarren.

CK-V "Marden" Light Machine Gun



Length: 1.29 meters
Weight: 7.63 kilograms
Cartridge: 7.38x50mm
Muzzle Velocity: 989 m/s
Rate of Fire: 731 RPM
Action: Automatic
Capacity: Belt-fed, or 100 round box drum

The Marden LMG, a heavier derivative of the C-NKF machine gun, afforded Enkarran soldiers longer ranged firepower at the cost of transportability. It was particularly helpful for fighting across clearings, or for punching through foliage. It was also the standard emplacement machine gun, and was mounted on many vehicles used during the Woobarren war. While its weight made it prohibitive as an individual infantryman's weapon, it was usually carried by two men without issue, and could be set up to fire from a belt in less than fifteen seconds. With a box drum it could be carried individually, but was rarely done so, particularly in aggressive forward assaults. Even with the introduction of the FHM SAW during the war in Macalavay, Mardens were still used as a longer-range machine gun, and are used by whos across Omna in their war against the lice.

FHK Carbine / Assault Rifle

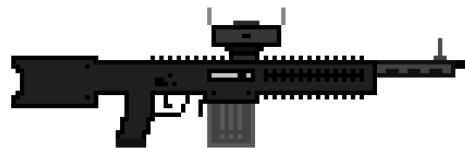


Length: 0.92 meters
Weight: 4.72 kilograms
Cartridge: 5.84x31 millimeter
Magazine: 30 rounds
Rate of Fire: 790 RPM (1290 RPM burst)

Action: Semiautomatic, automatic, three-round burst

A Kamenian design, used since Macalavay, the FHK Carbine has been with the Nyara since it replaced the CK-M and CK-R. It is heavily based off of the CK-M's design, but uses a lower-caliber cartridge, and discards the CK-R's bullpup design in favor of a normal setup. There are no versions made of wood, as with the previous weapons, and a three-round burst is added. Even with the introduction of the Modave PXP, the FHK still found its purpose, favored heavily by the Nyara (who were, of course, already quite used to it). It excels both in close quarters and in long range combat, and while it lacks quite the same stopping power of the earlier CK-M or the PXP, it is not far behind, and the accuracy of the weapon more than makes up for it; a well-placed FHK round to the head of a bioform achieves the same result as a well-placed round from a PXP. Some claim the burst on the FHK is inferior, but this has not stood up to evidence. If one needs any indication of the FHK's true enduring quality, it is in the number of derivatives of it. Models with longer barrels, shorter barrels, even a submachine gun (the FHW), a designated marksman rifle (the FHQ), and a squad automatic weapon (the FHM) have been the favored weapon of special forces in Macalavay and Sarengarth. The CK-M's timeless model is improved upon in the FHK, creating a base from which to fill almost all functions of firearms.

Modave IRR



Length: 1.28 meters
Weight: 5.26 kilograms
Cartridge: 7.38x50mm
Muzzle Velocity: 1020 m/s
Projectile Weight: 9.6 grams
Rate of Fire: 290 RPM
Action: Semiautomatic
Capacity: 15 round magazine

One of the few non-bullpup designs produced by Modave, the IRR is a designated marksman rifle very similar to the FHQ DMR used by the Kamenians. However, it is extremely unlikely that the Kamenians influenced its design, given their isolation from the Sarengarthians during the time of its development.

Modave PXVP Battle Rifle



Length: 1.35 meters
Weight: 4.94 kilograms
Cartridge: 7.38x45mm
Muzzle Velocity: 801 m/s
Projectile Weight: 7.7 grams
Rate of Fire: 635 RPM
Action: Selective (semiauto, automatic)
Capacity: 30 round magazine

A heavier rifle than the PXP, the VP variant gives a rifleman greater stopping power, and is usually issued to about fifteen percent of Sarengarthian soldiers. It has a longer effective range, and thus is often fielded to defenders of the Inzar Slope.

Modave PNX Assault Rifle



Length: 1.22 meters
Weight: 3.90 kilograms
Cartridge: 5.84x39mm
Muzzle Velocity: 649 m/s
Rate of Fire: 730 RPM (2500 RPM burst)
Action: Selective (semi-auto, auto, two-shot burst)
Capacity: 36 round magazine.

Featuring a two-shot burst function, this PXP variant is popular among special forces, along with the PCX carbine. It's two-shot burst, when used by a trained shooter, can punch straight through body

armor, the two bullets striking the same location with almost perfect precision.

Modave PCX Carbine



Length: 0.94 meters
Weight: 3.08 kilograms
Cartridge: 5.84x39mm
Muzzle Velocity: 630 m/s
Projectile Weight: 5.5 grams
Rate of Fire: 770 RPM
Action: Selective (semiauto, auto, three-shot burst)
Capacity: 36 rounds

Modave M9



Length: 0.29 meters
Weight: 1.40 kilograms
Cartridge: 9.88x24 mm
Muzzle Velocity: 552 m/s
Projectile Weight: 6.9 grams
Action: Semiautomatic
Capacity: 15 round clip

The sidearm used by almost all Sarengarthian soldiers, the M9 is a well-designed and powerful handgun with a spacious firing mechanism making it very reliable. Its powerful cartridge outclasses many other pistols, and can punch easily through most body armor. It was designed as a replacement for the disastrous SS8 handgun, which jammed frequently. Modified SS8s are used by some special forces units, but the M9 is nearly ubiquitous among the Sarengarthians, and exports have resulted in it being common even outside of the Sarengarthian regions.

Modave PXP Assault Rifle



Length: 1.14 meters

Weight: 3.82 kilograms

Cartridge: 5.84x39mm

Muzzle Velocity: 647 m/s

Projectile Weight: 5.6 grams

Rate of Fire: 760 RPM (1540 RPM burst)

Action: Selective (semiauto, auto, three-shot burst)

Capacity: 30, 36, or 48 round magazine

The weapon of the Sarengarthians since almost time immemorial, the PXP is a powerful, modular, modern assault rifle that has spawned many variants, including the PXP-A, PXP-B, and PXC

carbine. It out-performs its competitors, the CK-M and FHK assault rifles, in rate of fire and stopping power, respectively. It does have its shortcomings: it is somewhat a fragile gun, and while it can be adapted for many situations with different attachments, it performs best against infantry; against bioforms, especially larger ones, the FHK and Rar-44 submachine gun fare much better.

SQ-85

Effective Range: 10,000 meters

Magazine: 10 rounds

The Seur-Quanley Model 85 has been the weapon of choice for snipers in the who army since soon after the fall of Macalavay, when it replaced the less-effective Dever-E rifle, and the disastrous attempts to perfect laser pulse sniper weapons.

Louse Weapons

Most lice carry the L-92 submachine gun, whose commonality is closely followed by the L-88 assault rifle. However, the lice still carry a variety of weapons, and what they lack in diversity, they more than make up for in efficiency. Who soldiers consider louse weapons to be solid and well-made in most cases, if slightly uncomfortable to use.

L-92 Louse Submachine Gun



Cartridge: 8.48x24mm
Rate of Fire: 580 RPM
Magazine Capacity: 30 rounds
Length: 0.68 meters (stock extended, 0.44 folded)
Weight: 2.19 kilograms
Action: Selective (semiautomatic, automatic)

There are perhaps more L-92 submachine guns in existence than any other single firearm. The reasons for this are simple: it's cheap to make, and the 8.48x24mm ammunition it used is numerous. It is likely that the L-92 has also claimed more lives than any other firearm. It is standard issue for about 60% of louse infantrymen.

L-19 Louse Sidearm



Cartridge: 8.48x24mm
Rate of Fire: –
Magazine Capacity: 15 rounds
Length: 0.14 meters
Weight: 0.80 kilograms

This boxy sidearm, used by the lice, is supplied to most of their troops. It features a two-shot burst function that fires two bullets at a rate that, if

continuous, would hover around two thousand rounds per minute. It is meant for punching through armor, the second bullet deepening the hole made by the first. It requires specific training to be use to its fullest, something usually not present in louse soldiers. The Dhaika use it extremely effectively, though they prefer their primary weapons. A silencer can be attached, though it is rarely equipped to standard troops. A louse squad leader is likely to carry an L-19 pistol in replacement for the L-38 submachine gun carried by most squad leaders, or if he is carrying an assault rifle rather than a shotgun. Who soldiers who capture this gun find it to be reliable and compact.

L-88 Louse Assault Rifle



Cartridge: 6.12x45mm
Rate of Fire: 657 RPM
Magazine Capacity: 25 rounds
Length: 1.05 meters
Weight: 5.19 kilograms
Action: Selective (semiautomatic, automatic)

The L-88 assault rifle is issued to louse soldiers in more open engagements. It is bulky and relatively expensive to produce, so it is somewhat less common than the L-92. After the Fourth Omnicide it became a preferred weapon for some who outposts, as it used the same ammunition as the common CK-M assault rifle. As such, it was used to supplement their armament. It is a very reliable weapon. Its metal stock is solid, although some adjustable-stock models exist (usually referred to as the L-88S).

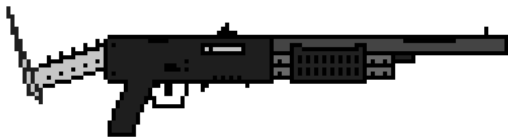
L-580 Louse Assault Rifle



Cartridge: 6.12x45mm
Rate of Fire: 732 RPM
Magazine Capacity: 30 rounds
Length: 0.97 meters
Weight: 4.19 kilograms
Action: Selective (semiautomatic, automatic, two-shot burst)

Almost certainly inspired by the Kamenian FHK and several other designs, the L-580 louse assault rifle was used to supplement the more-common L-88. It is shorter, and lighter, and has a significantly higher rate of fire. Almost unique to the weapon, at least among the lice, is the two-shot burst function, highly favored by Dhaika who carry this weapon.

L-86 Louse Shotgun



Cartridge: 12-gauge buckshot shell
Rate of Fire: –
Magazine Capacity: 6 shells
Length: 1.04 meters
Weight: 4.94 kilograms
Action: Pump-action

Issued to squad leaders, the L-86 shotgun comes in two varieties: the standard model with an unusual-but-effective reflex stock meant to cushion the recoil of the gun, as well as to fold into a compact shape for easy carrying. The L-86D model feature a regular metal stock, with rubber butt-pad, and looks more like a conventional shotgun. The

L-42 Louse Machine Gun



Cartridge: 8.82x54mm
Rate of Fire: 1210 RPM
Magazine Capacity: 100 rounds, or belt-fed
Length: 1.18 meters
Weight: 8.39 kilograms
Action: Automatic

The viciously effective L-42 Machine Gun is usually manned by two soldiers. A

L-933 Dhaika Carbine



Cartridge: 6.12x45mm
Rate of Fire: 788 RPM
Magazine Capacity: 25 rounds
Length: 0.79 meters
Weight: 2.38 kilograms
Action: Selective (semi-automatic, automatic, or three-shot burst)

Exotic as it is, the L-933 proved itself to be a superior design, later copied over into the whos' Dirike N338 carbine. While not fit for all types of combat, it served the Dhaika well as a mid-range carbine, firing the 6.12mm cartridge used by the CK-M and similar assault rifles. It featured an adjustable stock and tactical rail, used by the Dhaika to attach flashlights and night-vision scopes, or reflex sights. It's optimum range of operation hovers around 10 to 30 meters; close-quarters combat, which is where the Dhaika excel. It is believed that their late-night ambushes required a more suitable, high-quality weapon than the rugged-but-slow-firing L-92 submachine gun.

Sarengarth

The city of Sarengarth was founded nearly eight thousand years ago, but the tree itself is believed to be far older; perhaps as much as seventeen thousand years old. It stands as the center of Who civilization in the region, and while it is not the largest tree-city in the vicinity, it is the most powerful. Located near a massive plutonium deposit, Sarengarth's shields are among the most powerful ever created.

Implanted within the tree is the “Heartwood”, a generator with a lifespan of over fifty thousand years and a power output equivalent to that of ten strongholds its size. It is this, along with solar power from its leaves, that powers the massive structure's weapons and shields, and what allowed it to hold out by far the longest and most effectively against the brutal louse assaults between 31 YAE – 38 YAE.

The city stands nearly fifty kilometers tall, and has a population of over fifty million people. Around its base is lower Sarengarth, itself a formidable if less-refined metropolis of nearly thirty million. Surrounding strongholds that fall within Sarengarthian territory bring the total population of the nation to about four hundred million; fully one-eighth of this being Sarengarth itself.

Sarengarth's army totals around thirty million strong, with about fifteen million of it infantry, about five million of it crew of the tree-city's defenses, and about ten million crew and pilots for Sarengarth's formidable fleet. At its height, the fleet contained nearly seventy thousand battle-cruisers of varying types. Most were lost in the sieges against Maalsuur and other louse strongholds, or in defense of the tree-city itself. Quite a few ships were destroyed in the short war against Lurgiam.

While powerful, Sarengarth was not indomitable, nor without weakness. It lacked line of sight to the slopes of Anahaia, and in the late stages of the siege this allowed louse forces to capture the slope, and set up artillery that could unleash an unanswerable barrage upon Sarengarth. Eventually this attack was quelled but not before thousands had been killed, and many strongholds heavily damaged by the powerful artillery.

Another weakness of the city was the sheer number of directions it could be attacked from. With few other truly powerful strongholds, save for Algabro, Tangata, Narcanine, and Mirricidum, it often had to fend for itself, as its allies were too busy attempting to protect themselves. However, in the end, one cannot fault Sarengarth's attempts to defend itself. It simply tried to do too much. Even with its legendary resilience, the pressed-and-stamped, mass-production war machine the lice set against it wore it down, “like a rock in the ocean,” as one admiral described it.

Icridium

A semi-organic substance refined from the Icris plant, Icridium is a highly toxic neurological stimulant that increases reflexes and coordination. Those who inject it usually become extremely ill after about twelve hours, with a powerful fever and neurological symptoms such as seizures. Who soldiers often take it before a last-ditch defense, uncaring for its potentially fatal effects, to maximize their combat prowess. Soldiers on Icridium have been known to perform almost superhuman feats of speed and agility; though it is rare any witnesses live to tell the tale, as the drug kills seventy percent of those who take it. For soldiers who are about to die anyway, the risk is almost meaningless. “Taking the crid” has become slang for suicide among some.

Efforts have been made to detoxify the stimulant, but to no avail; the overdrive of activity it creates in the brain appears to be integral to its function, and that is what produces the almost slowed sense of reality many users said to experience. A less-toxic, less-effective version has been created (Icridium B) that is occasionally used by special-forces soldiers; still, it is risky, with a five percent fatality rate, and separate seven percent rate of permanent blindness.

Titanofoliage (“Supertrees”)

Ranging between one and as much as eighty kilometers in height, supertrees are one of Omna's most unique features. It is unknown whether they evolved naturally, or were created by the ancients; the absence of similar species, and the lack of vestigial traits among them, suggests the latter. Their immense structure is made possible by the tree's capability to synthesize carbonite (better known as nanotubes) to support it. These threads of carbonite are produced naturally by the tree, but often these trees are used as cities, and thus the inhabitants will add further structural support. Often, armor plating is added, if the city is meant to be fortified. It is also common for shield generators to be put in place, though this is rare because of the massive power output that a shield requires, even at idle strength.

Countless supertrees cover the surface of Omna. Less than 10% are used as settlements, and many of those are not fully-fledged cities, merely outposts and landing platforms built among the massive branches.

High-Altitude Station

Many kilometers above the surface of Omna, in the mid-atmosphere, float the High Altitude Stations. To those who have ventured high enough to see one, they appear like sky-cities, held aloft by titanic balloons. Its inhabitants provide surveillance for those below.

HAS-38: High Altitude Station 38, used to observe bioform plant deep in louse territory, near Casa Novak. Was overrun by Parasites, thus giving bad intel and leading to heavy casualties during a nit operation to destroy the bioform plant (which was not where it was said to be)

Snipers:

Sniper rifles developed by both sides have the capability of killing at distances of over 10 kilometers. They are rarely used for such purposes, and are certainly not practical for mass warfare, but can often be used to harass enemy attackers from long distances, or to locate and remove lone threats.

Guire Suit:

The Guire suit (pronounced "GUY-urr," named after its inventor, Cyllric Guire ("KILL-rick GUY-urr")) is a special combat suit worn by special forces soldiers. It uses a special principle, using precise magnetic fields, to allow photons to pass through a field as though it were a vacuum, thereby concealing targets in the field from the naked eye. Sudden movement can cause fluctuations in the field, thus making it an imperfect means of stealth, so some degree of training is required to use one effectively.

New Caelonia: City where bioforms are first reencountered after the excision

Obrosco

Tangmeir

Eskmire

Axshaw: reptilian birds with scythe-like claws and a diamond-shaped head. Predatory birds that live in high areas; very rarely trained as mounts.

The Inzar Slope

“The first thing I remember was my squad leader, Corporal Thiller, shouting like mad, ‘Shoot the fucking hulks!’ They lumbered toward us, at least four meters high, their arms easily as thick as my waist, if not the breadth of my shoulders, melding at the wrist into guns the size of a goddamn tank cannon. I remember them surging forward, in rough scattered formations, swinging their shields before them almost in unison, soaking up the first wave of bullets, before returning fire. A bright stream of lead ripped through our ranks, where we crouched behind trees or in foxholes. Thiller was taken out by a stray bullet that struck him in the neck; I saw him collapse, and before I could shout for him I was struck in the arm twice. That knocked me down; I was hit in the hip before I could roll into the foxhole. I dropped my weapon, played dead like a coward; I wish I could say I would have done differently, I regret it, but with the bullets shredding the trees, air thick with the tang of aerosolized blood, what the hell else would a sane person do? I hid, watched the things come into the thicket. [Private] Merro stepped out from behind a tree, hoping to catch one off-guard, shoot it dead before it could raise its shield. I watched her unload her entire mag into the hulk’s chest, the rifle quivering violently in her arms, the creature staggering from the firepower. But before she could reload, before she could step away, the creature swiped with its arm, a long, curved blade on its gun slicing her almost in half. Her scream chilled me to the bone. I lasted until they retook the ground the next day, but she didn’t. Our entire squad, gone in barely a minute; and I heard half the company died fighting the things before the armor came in to relieve them.”

– Private Eric Maltor,

Character List

The following provides a comprehensive list of characters in the story of the whos, along with a description for each one.

- **Peter Green (18 YBE – 31 YAE):** Born in the Uintar Valley, Peter Green grew up entirely within its idyllic slopes. He rose quickly to the challenges of war after the Excision in 0 YAE. After allying with the Enkarra, his actions, alongside his wife Emily, and friend Myron, rose him to a respected, if not entirely official, leader. He was a trusted advisor of Emeya Dumir, and his ship, the *Lion's Pride*, was famous for its daring feats and heroic victories. After Woobarren was destroyed, he rallied the fragmented who fleet, and led it against the louse outposts surrounding Macalavay. Later he brokered an alliance with the Kamenians, a nation of whos living not far from Macalavay, and convinced them to join the fight. After a twenty-year siege, during which time Peter raised his two children, the whos broke into Macalavay. His third child, a boy named Procyon, died in infancy from a louse attack where Peter was not present. After capturing several structural support columns within Macalavay, Peter attacked them, felling the structure. During the escape, he and Emily sacrificed themselves to save their son Orion, and loyal friend Myron Brown, their ship already crippled by Timeless.
- **Emily Amanda Green (19 YBE – 31 YAE):** Born in the Uintar Valley. Married to Peter Green in 1 YAE. Mother of Orion, Cassiopeia, and Procyon Green. She had green eyes, freckles, and long, wavy dark-brown hair. She and her husband Peter fought the lice at both Woobarren and Macalavay. She had a semblance of the Chosen intuition, likely due to a faint relation to Peter's family. She was born Emily Mathias in the Uintar Valley, where she and Peter were school friends. She was an excellent pilot and soldier, and helped Peter shoulder the difficult task of leading the whos. She died in 31 YAE during the destruction of Macalavay, when she and her husband sacrificed themselves to save their son Orion and loyal friend Myron, after Timeless crippled their flagship, the *Lion's Pride*.
- **Myron Brown (19 YBE –):** A loyal friend of the Green family, Myron grew up in the Uintar Valley, and joined the military at age sixteen. He was one of the few whos to engage the lice in combat during the Excision, and survive. He slowly became a friend of Peter Green during the early days of Woobarren. He helped to raise Peter and Emily's children, and continued to mentor them after their death. Myron has accompanied Peter, Emily, Orion, and Cassiopeia on nearly every journey or mission that they undertook. He is a fair pilot, though he far prefers flying tricopters to faster aircraft such as fighters. Myron has medium-brown hair, a square jaw, and steely-gray eyes. His preferred weapon is a pump-action shotgun that he has owned since he was a soldier in the Uintar Valley. He married a woman named Abby in 38 YAE and his first daughter, Hannah, was born in 39 YAE. Though he is well into late middle age, his possession of a rare telomerase-shortening drug that was deemed immoral for general use due to the potential population explosion, has allowed him to maintain the youthful appearance and physical fitness of a man of around forty. He is muscular and straightforward, though not reckless or unwise. He curses quite a bit more than any member of the Green family, in which most of its biological members would consider him to have an honorary presence.
- **Orion Green (12 YAE – 39 YAE):** Born in the forests surrounding Macalavay, Orion was the son of Peter and Emily Green. He spent much of his childhood in the pine forests around the small village of Ereena. Around the age of thirteen, he began learning to shoot, and at age fifteen he began learning to fly. By age seventeen he was a pilot and soldier. His parents died when he was nineteen, and Orion soon shouldered the burden of leadership that they left to him. He liberated the who city of Sarengarth from the control of the corrupt Diomitrick, and

integrated his people with those of Sarengarth. He journeyed to Arsthonna with his sister Cassiopeia and his friend Myron to find ancient technology that led to the development of the Guire cloaking suit, and many advances in weaponry to aid Sarengarth's defense. Both that journey and his journey to Faien'roh two years later, helped him unearth secrets of the whos' past, and the origin of the war. He was married twice, once to Xenia Rengarh, a marriage of alliance which ended in her death in 33 YAE, and once to Trielle Linara, a woman from the northern seaside village of Alderheim. This second marriage produced children, Leo and Zoey Green, and a year later, Andromeda Green, from a rare delayed-pregnancy. He died in 39 YAE preventing the launch of the Iyosha weapon. He failed to completely convert the Dholeska within it, but managed to change enough to cause the Fourth Omnicide to strike down who and louse equally, turning the tide of the war. He brought Timeless, the nemesis of his parents, down with him as well.

- **Cassiopeia Green (14 YAE – 37 YAE):** Sister of Orion Green, daughter of Peter and Emily Green, considered the best pilot the Green family ever produced, and one of the best who pilots to ever live, she had blonde hair, likely a recessive gene from Peter Green's mother Maria. She had green eyes and freckles, from her mother Emily. She was a fair soldier, but took immediately to flying, and before long her skill had surpassed that of both of her parents. Even Orion deferred to her talents. She had the Chosen intuition, like the rest of her family, but to a lesser extent.
- **Timeless (?? – 39 YAE):** A mysterious lieutenant of the Lhacasthka, Timeless existed for more than 1,000 years. Such longevity was achieved by telomerase modification, and constant replacement of damaged or worn organs and muscles. A constant opponent of the Green family, he crippled Peter and Emily Green's ship during the escape from Macalavay, and, eight years later, killed Orion Green during the battle for Iyosha and the Finality weapon. However, he himself was slain in this battle, Orion sacrificing himself to kill Timeless as well.
- **Trielle Linara (13 YAE –):** A woman of Alderheim, second wife of Orion Green, and mother of his only children, Leo, Zoey, and Andromeda. Trielle has strawberry-blonde hair and freckles on her cheeks. She has light blue eyes. She has another daughter, Marie, from a previous marriage to an albino man named Garret Linara. She was slain attacking a sky-gun to the far south in 47 YAE, one that would have destroyed Sarengarth had it been brought to operational capability.
- **Abby Brown (10 YBE –):** Born Abby Falrouth, she was one of the civilians rescued by Myron Brown and the crew of the *Selfynn* when Sarengarth fell in 38 YAE. Had a husband and son who were killed during the Scathing of Peneglox, after which she moved to Sarengarth. She was instrumental in the founding and creation of Westreed.
- **Zoey Green (39 YAE – 47 YAE):** Daughter of Orion Green and Trielle Linara. Died from the Dholeska virus.
- **Leo Green (39 YAE –):** Son of Orion Green and Trielle Linara.
- **Andromeda Green (40 YAE –):** Daughter of Orion Green and Trielle Linara, a result of a strange delayed pregnancy. She grew pale blond, wavy hair like that of her half-sister Marie, and intense green eyes. She developed an unusual level of Chosen intuition unseen in any of her ancestors.
- **Hannah Brown (39 YAE –):** Daughter of Myron and Abby Brown.
- **Calana Veni (13 YAE – 36 YAE):** Woman of Cale Veni, in the distant region of Faien'roh. Her brother, Tenebrauk, was the leader of the village. She had wavy, light-brown hair, and blue eyes. She accompanied Orion into caves to discover the secret of the ancient Schism, the origin of the war between the whos and the lice. She fell in love with Orion, and their love affair lasted over a year, though they never married. She died during the first attack on Rhashidon, shot from long

range by Timeless.

- **Tenebrauk Veni (2 YAE – 35 YAE):** Leader of Faien'roh village of Cale Veni, elder brother of Calana Veni. He was killed in 35 YAE, using himself as a decoy for long-range missiles tracking a ship containing his sister, as well as Orion Green and his companions.
- **Aldrick Nauss (12 YAE – 47 YAE):** Growing up in the village of Reivaud in the Racknard Forest near Tangata Stronghold, Aldrick was already an accomplished woodsman by the time he came of age. He joined the Tangata garrison in 30 YAE, and was later transferred to Sarengarth in 36 YAE. He escorted many civilians to the safety of the *Selfynn* when Sarengarth fell, fleeing on board the ship. He became Myron's right-hand man in leading the village of Neverfall, where his survival skills helped the community immensely. He was part of the attack on Iyosha and the Finality weapon in 39 YAE. He was killed in 47 YAE by a lieutenant of Timeless, who was tracking Myron's ship, the *Broken Arrow*, in hopes of wiping out the last members of the Green family. He slew said lieutenant, and many more Dhaika, before expiring.
- **Alanah Greiner (15 YAE – 38 YAE):** A crewman on the *Selfynn*, a sort of protege of Myron Brown. She remained a lieutenant of his during the construction of Neverfall. She was killed by louse bullets during a journey across the wasteland surrounding the louse stronghold of Boscolla, near Neverfall. She had a brief romantic relationship with Aldrick Nauss.
- **Gideon Marl (16 YAE – 39 YAE):** Underthrown soldier. Badly wounded in the battle of Iyosha. Later killed defending the seaside city of Indunia from a swarm of skitterstings landing in Nephnari feather-landers.
- **Anna Vorelle (14 YAE – 39 YAE):** Underthrown soldier, skilled with computerized locks. Killed in the battle of Iyosha.
- **Oudbouth Rengarth (**
- **Diomitrick Rengarth**
- **Xenia Green (10 YAE – 33 YAE):** Born Xenia Rengarth, she was the daughter of king Oudbouth Rengarth. Her brother, Diomitrick, was the corrupt leader of Sarengarth for many years, leaving it undefended, and instead using the city's resources to enhance his own power. She married Orion Green after her brother's death, but they had no children. She was killed when the branch supporting Sarengarth's throne room was destroyed by the louse attack on Sarengarth in 33 YAE.
- **Warrick**
- **Ivrid (24 YBE – 8 YBE):** An Enkarra soldier, one of the first that Peter and Emily Green met. Died during one of the final battles within Woebarren.
- **Jeya (22 YBE – 1 YBE):** An Enkarra soldier, killed during the first attack on the Gazae Canyons. Was a part of an Enkarran raider force.
- **Emma Flanders (15 YAE – 38 YAE):** Sarengarthian soldier, member of Orion Green's elite squad of soldiers. Accompanied him on his mission to rescue Kira Matthews. Had a love affair with Orion that ended with her death during the retaking of Kair Hovaal.
- **Pranesti (10 YBE – 39 YAE):** Priest of a strange group of psionists and mystics that lived in ruined temples near the village of Neverfall. He stood about five-and-a-half feet tall, and had short-cut brown hair, gray eyes, and very pale skin. He convinced Myron Brown to lead him and his people with him on a journey to a small temple several hundred kilometers away from Neverfall, where he said that the Underthrown could rise. He was slain when Neverfall was destroyed in 39 YAE.
- **Cyra Felix (10 YAE – 37 YAE):** Citizen of Sarengarth, brief romantic companion of Orion Green. Killed when a branch of Sarengarth containing her apartment was destroyed by louse missiles, barely a month before the Sarengarthian attack on the Kaga-Hirik.

- **Emeya Dumir (32 YBE – 7 YAE):** Leader of the Enkarra military until her death, when Peter Green succeeded her. She was killed by louse special forces sent specifically for that purpose.
- **Jack Rivit (11 YAE – 38 YAE):** Sarengarthian soldier, survived the fall of Sarengarth to continue fighting. Participated in the attack on Nethogra, and the defense of Teeroek and Eilayss. Later killed attacking a louse skytrain near Mhenoria. Had a romantic relationship with fellow soldier Megan Oreganna. Had buzz-cut, spiky light-brown hair and steel eyes. He and Megan excelled at outflanking groups of louse troops.
- **Megan Oreganna (13 YAE – 38 YAE):** Sarengarthian soldier, survived the fall of Sarengarth to continue fighting. Participated in the attack on Nethogra, and the defense of Teeroek and Eilayss. Later killed attacking a louse skytrain near Mhenoria. Had wavy black hair, and blue eyes. Excellent shot with a Modave PXP.
- **Gordon (?? – ??):** Man living a few hundred miles from nation of Benatio, with his wife Amelia. Host to Orion Green for some time.
- **Amelia (?? – ??):** Woman living a few hundred miles from nation of Benatio, with her husband Gordon. Host to Orion Green for some time.
- **Brie Alcata (16 YAE –):** A rescued Sarengarthian pilot, formerly a member of Pegasus Wing, who joined Orion's resurrected Tiger Squadron after the rise of the Underthrown.
- **Thrynne Melorot (14 YAE – 47 YAE):** Mechanic stationed at stronghold of Teylich, close friend of Cassiopeia Green. Killed by Dholeska creatures in the under-city of Sarengarth.
- **Arilyn Morette (3 YBE – 38 YAE):** Administrator of the seaside town of Alderheim. Was killed when the town fell.
- **Admiral Erin Zevyk (5 YAE –):** Underthrown admiral.
- **Cormick Franklin (10 YAE – 38 YAE):** One of Alderheim's only HEG gunners, he was killed rescuing Marie Linara from the ruins of Cullsweth.
- **Marie Linara (30 YAE – 47 YAE):** Daughter of Trielle Linara and her late husband, Garret Linara. Her pale blonde hair is the only vestige of Garret's albinism, the tint darkened by her mother's strawberry brown hair. She was lost for many months in the ruins of Cullsweth, before being rescued by Orion Green and Trielle, having survived off of dried fruits, and hiding in a basement. She cared for Leo, Zoey, Andromeda, and Hannah when the under-city of Sarengarth was overrun by the Dholeska virus. She died when Myron's ship, the *Broken Arrow*, was shot down during a journey to the north, and as they fled the wreckage she was slain by a louse helicopter gunner.
- **Serena (?? – 38 YAE):** A woman of Sarengarth. Killed while trying to escape the city with Orion Green when it fell in 38 YAE.
- **Dreun (7 YAE – 38 YAE):** A man of Alderheim. Killed during a raid on a louse refueling station near Cullsweth.
- **Admiral Renalt Jacevyk (?? – 39 YAE):** Underthrown admiral killed by a missile during the sieges of the louse-held mountain Wynnibow and the nearby skytrain passage. The missile that killed him narrowly missed Orion Green's ship just seconds before.
- **Julia Turner (12 YAE – 31 YAE):** Kamenian soldier, killed by skitterstings during an attack on one of Macalavay's reactors. A romantic companion of Orion Green for some time.
- **Admiral Nathan Crole (20 YBE – 37 YAE):** Admiral of the who fleet. Killed in the attack on Kair Hovaal when his flagship was overwhelmed by enemy cruisers.
- **Kira Matthews (10 YAE – 37 YAE):** A member of the Sarengarthian infantry, a lieutenant. She was one of the few survivors of the louse offensive at Anahaia. Orion Green and an elite squadron extracted her and flew her back to Sarengarth, where she was briefly reunited with her husband before being sent out to fight again. A few months later, Orion was notified that she

had been killed defending the stronghold of Algabro.

- **Emeric Trathe (?? – ??):** Sarengarthian soldier who led an attack into the interior of the Kaga-Hirik.
- **Ileya (?? – ??):** Wife of Tenebrauk, citizen of Cale Sier. Returned with the Sarengarthians. Fate unknown.
- **Iylla (?? – ??):** Underthrown woman who acts as a guide to the Sarengarthians during their first visit to the caves.
- **Verric Duviah (11 YAE – 35 YAE):** A romantic companion of Cassiopeia Green. Died when all three were captured by Timeless, who forced Cassiopeia to choose whether he killed Orion or Verric. Cassiopeia begged him not to kill her brother. Timeless obliged, and stabbed Verric in the head. The two were rescued a couple moments later, and Timeless was driven off. However, Cassiopeia never had another relationship.
- **Vylee Hanerick (13 YAE – 34 YAE):** A member of Orion's elite Tiger Squadron, with the designation Tiger Two. She was killed by the collapse of Perrodin, her fighter struck by one of the falling tree's immense branches. She was not “replaced” until a few months after the return from Faien'roh.
- **Alenia (11 YAE – 37 YAE):** Cassiopeia Green's copilot. She was killed during one of the early attacks against the Kaga-Hirik in 37 YAE. Cassiopeia died just a few days later. Alenia had medium-brown hair, dark-blue eyes, and a round face. She was a member of Pegasus Squadron since just a few days after its formation.
- **Kylea Tirwater (?? – ??):** Civilian woman who causes large amounts of disruption advocating for “civilian rights” on the journey between Macalavay and Sarengarth.
- **Anarya (10 YAE – 31 YAE):** Orion's co-pilot at Macalavay. Killed during the destruction of Macalavay.
- **Halex (9 YBE – 31 YAE):** Orion's squad leader at Macalavay, before the formation of Tiger Squadron. Killed during first battle of Sarengarth, when the fleeing Macalavay whos led a small group of louse ships to the city. It is unclear whether it was the lice, or friendly fire, that killed him.
- **Navria (6 YAE – 31 YAE):** Explosives expert. Killed disabling a Macalavayan reactor.
- **Adrian (3 YAE – 31 YAE):** Explosives expert. Killed disabling a Macalavayan reactor.
- **Kalec Obriam:**
- **Trent Owaha:**
- **Dariah Owalls (5 YAE – 31 YAE):** Point Seven veteran, killed during a mission to disable one of Macalavay's reactors.
- **Lyvri (19 YBE – 11 YAE):** Denarra woman, sister of Yyrick. Killed during the battle for a stronghold that would later become Point Seven. Her preferred weapon was an RKM semi-automatic rifle, mounted with a scope her grandfather had given her before he died of louse poison gas. She often wore stolen louse infrared goggles to help her see in the dark.
- **Yyrick (12 YBE – 14 YAE):** Denarra leader, brother of Lyvri
- **Leo Vectir (?? – ??):** Kamenian tank commander, killed during one of the early armor attacks against Macalavay.
- **Thale Riven (20 YBE – 1 YAE):** Nyara man, friend of Peter Green. Officer of the Expeditionary Battalion. Killed during a skirmish with a louse camp near village of Westreed.
- **Thriya Kellen (?? – ??):** Enkarra doctor, survived the crash at Macalavay. Peter Green promoted her to chief of medical operations during the early battles of Macalavay, until the alliance with the Kamenians. She remained close to the Green family until the early weeks in Sarengarth, when she was murdered by Diomitrick.

- **Evereck (?? – ??):** Enkarra soldier. Romantic companion of Jeya. Killed in a skirmish with lice before the arrival of the Uintar Valley refugees.
- **Krick (?? – ??):** Enkarra soldier.
- **Millie (?? – ??):** Enkarra soldier. Ash-blond woman.
- **Vell (?? – ??):** Enkarra soldier.
- **Melissa (?? – ??):** Nyara woman. Took care of cows in village of Westreed.
- **Frederick Theyven (**
- **Maya Riven (16 YBE – 0 YBE):** Sister of Thale Riven. Committed suicide shortly after the Nyara landing outside of Woebarren.
- **Tom (18 YBE – ??):** Boyfriend of Mary Erickson. Likely killed during the louse attack on Uintar Valley.
- **Mary Erickson (19 YBE – ??):** Friend of Emily Green's during her time in the Uintar Valley. Likely killed during the louse attack on Uintar Valley.
- **Professor John Harling (89 YBE – 13 YBE):** Professor who taught in the Uintar Valley. One of the few to have access to the Valley's secret archives.
- **Eric Green (48 YBE – 0 YAE):** Father of Peter Green, a businessman in the city of Nalio in the Uintar Valley. Likely killed in the louse attack on Uintar Valley in 0 YAE.
- **Clarissa Vellum (15 YAE – 39 YAE):** Woman who rescued Myron Brown, Abby Brown, and Aldrick Nauss from the prisons of the louse superfortress of Boscolla. She accompanied them back to Sarengarth after Neverfall was destroyed. She was killed during the louse assault on Teylich, a stronghold near Sarengarth. She had a brief romantic relationship with Aldrick Nauss.

6. Pronunciation Guide (for those who actually care):

- Alderheim (small town where Orion Green takes shelter): “ALL-dur-hyme”
- Algabro (Powerful stronghold near Sarengarth): “al-GAH-bro”
- Anahaia (Western slopes of mountain near Sarengarth, several cities there): “an-uh-HI-yuh”
- Benatio Mountain (Mountain that the nation of Eimorg is situated on): “beh-NAY-shyoh”
- Cale Veni (Settlement in Faien'roh, built near acid river): “ca-LAY VEN-ee” (or “CAIL ven-ee”, as it is more commonly pronounced).
- Cale Sier (City across the river from Cale Veni, destroyed around 18 YAE): “ca-LAY see-EAR” (or “CAIL see-AIR,” as it is more commonly pronounced).
- Casa Novak (Capital city of the lice, in the Deep South): “KAH-sah NOH-vack”
- Cullsweth (town not far from Alderheim, that eventually falls to siege): “CUL-sweth”
- Curnholm (Underthrown capital city, built around Mirror Lake): “CURN-holm”
- Cyra Felix (Sarengarthian woman who Orion Green has brief relationship with): “SIE-ruh FEE-licks”
- Denarra (the whos who occupy the land around Macalavay): “deh-NAR-uh”
- Dhomezi (ancient name for lice): “doh-MET-zee”
- Dholeska (deadly virus used by the lice, can drive victims insane): “doh-LESS-kuh”
- Dirike (weapons contractor in Sarengarth): “DEER-ike”
- Diomitrick (corrupt leader of Sarengarth, overthrown by Orion Green): “die-OH-mih-trick”
- Eilayss (capital city of Eimorg): “AY-lace” or “ALE-lace” (first is native pronunciation, second is general pronunciation)
- Eirrok (second in Chosen line, great-grandfather to Peter Green): “AY-rock”
- Enkarra (the name of the Whos who occupied the lands around Woebarren): “en-CAR-uh”
- Ereena (village outside of Macalavay, where Orion and Cassiopeia grew up): “eh-REE-nuh”
- Falenthoft (Tower built into northern cliffs of mountain near Sarengarth): “FAY-len-thoft”
- Grugch (another name for louse Seeker cruisers): “GRUE-guck”
- Karrashin (fallen city about sixty thousand kilometers from Sarengarth): “car-uh-SHEEN”
- Lurgiam (louse stronghold that Sarengarth battles early in war): “LUR-jee-um”
- Lyvri (woman who helps resistance in Macalavay, brother of Yyrick): “LIV-ree”
- Mathias (Emily Green's maiden name): “muh-THIGH-uss”
- Modave (weapons manufacturer for Sarengarthians): “moh-DAH-vee”
- Nassre (Tower overlooking Anahaia): “NASS-ray”
- Nyara (the name of those who hail from the Uintar Valley): “nie-ARE-uh”
- Oudbouth (ill, weak king of Sarengarth) “OWD-booth”
- Perrodin (Another city-fortress, destroyed after lice attacked in 34 YAE): “PAIR-oh-din”
- Peneglox (Three-pronged tower stronghold that helped defend Sarengarth): “PEN-uh-glocks”
- Rames (engine manufacturer for Sarengarth): “RAM-eez” or, more often, “RAYMES”
- Ravenoth River (river east of Sarengarth): “RAY-ven-noth”
- Rhashidon (louse city south of Sarengarth): “RAH-shee-dawn”
- Sarengarth (City-fortress on which the Who defense centered, fell 38 YAE): “SAIR-en-garth”
- Teeroek (Fortress on the side of Benatio Mountain): “TEE-reek” or “tee-ROAK” (first is native pronunciation, second is general pronunciation)
- Uintar (the all-but forgotten name of the valley from which the Nyara originate): “YOO-in-tar”
- Xenia (sister of Diomitrick, Orion Green's first wife, died in 33 YAE): “ZEE-nee-uh”

- Yyrick (leader of resistance cell in Macalavay): “YIE-rick”