

GALLENTÉ FEDERATION, 110.6.11

THE CITIZENS, SOLDIERS, AND LEADERS OF THE FEDERATION ARE REELING FROM YESTERDAY'S CALDARI ASSAULT ON LUMINAIRE, TRYING TO COME TO TERMS WITH THE INVASION AND TO UNDERSTAND EXACTLY HOW THIS MAKES THEM FEEL. THERE'S A LOT OF CONFUSION AND ANGER BUBBLING TO THE SURFACE, ALONG WITH THE DETERMINATION THAT THIS CANNOT BE ALLOWED TO HAPPEN A SECOND TIME.



GALLENTÉ

>> Citizens

The dominant emotion among the citizens of the Federation is confusion. There are a lot of questions to which they want answers - from their leaders, from their military, and from themselves. How did this happen? Why did we not see it coming? How is it that we couldn't stop it? Are we really that soft and weak and defenseless? Who can we trust? What should we do? What should we *feel*?

Some blame Foiritan personally and some blame the political leadership as a whole, though few truly understand what happened or why. Others lay the responsibility at the feet of the military, trying to ignore their own complicity in the shortage of resources and personnel. Some blame their fellow citizens - particularly those of other races, occupations, or walks of life - often due just as much to older and deeper misgivings to the current situation. There are a very few who blame themselves.

But all of them curse the Caldari - them and their barbaric leader Heth.

>> Military

Rumors of Admiral Eturrer's defection and subsequent disappearance have begun to trickle down the ranks. The consensus among those in the know is that he is the vilest of traitors, and solely to blame for yesterday's debacle. Many of the Navy's top personnel have spent years fighting for increased funding and additional recruitment, and the prevailing opinion is that the Federal Navy could have made a credible stand in Luminaire had they not been betrayed. With the horrific actions of Admiral Noir still fresh in memory, there are many who have lost faith in the command leadership entirely.

As a result most are angry and frustrated, itching for a chance to strike back. They recognize the wisdom in Foiritan's surrender but they fume at his weakness. The situation in the Luminaire system has everyone on edge. The military establishment knows full well that the Federation is about three hours and a twitch away from having every planet in its home system rendered permanently uninhabitable. They are also aware of their resulting helplessness against the Titan looming over Caldari Prime, and the feeling greatly intensifies their desire to strike back somewhere else.



» Leadership

There's great turmoil in the Federal government. Most of its personnel, much like the general citizenry, have been left in the dark. Only those at the highest levels appreciate the full scope of yesterday's events, and they're frantically trying to predict even the most immediate consequences. The one thing already showing with crystal clarity is that the Federation is extremely scared, and that moreover this fear is likely to change soon, into extraordinary – and very dangerous – anger.

The President, the Senate, and the leaders of the various Federal institutions can see very clearly that they need to be ready for this seismic shift when it happens, and right now that's what everyone's spending every waking hour and no one's getting any sleep trying to anticipate. There's very little time for recrimination or finger-pointing, nor for any but the most basic politics; that will come later, and it will likely be a long and bitter struggle.

» Voter Blocs

The habit of dividing the population up into broad blocs of voters is an old one in Gallente political circles, and five groups in particular have risen to distinction.

» Hawks

Most prevalent among the Jin-Mei and Mannar populations (though naturally well represented among military personnel across the Federation), this is the ever-present fraction of those who advocate a militaristic stance. Maintaining this position requires an uncommon mindset – the largest group among the hawks are the pureblooded patriots who believe passionately in the greatness of the Federation (and the need to spread its influence as far and wide as possible).

This political leaning often brings together retired generals and entertainment moguls, since the spread of cultural influence is clearly a valuable weapon. In light of yesterday's attacks, the hawks are calling for measured consideration of the situation, with an eye to the subsequent deployment of as much military force as is necessary to push the Caldari back and, following that, undertake a sustainable counter-attack.

Foiritan has never been a friend to the hawks – they tend to find much more in common with Blaque – but as serious professionals, the party leaders are willing to give him a chance to explain himself . . . before they call for his head.

» Doves

Comprised mostly of Intaki and common among artists of all stripes, this group opposes military action in all but the most clearly defensive cases, although they're less averse to spreading Gallente beliefs through "cultural warfare." The recent history of the Gallente has made protesting against military action something of a challenge (there having been very little to protest), but the dove mindset has shown remarkable resilience over the years and still represents a relevant percentage of the population.

This group's popularity may in part be attributed to the considerable effort expended over many years by the movement's proponents to define a consistent and coherent position without lapsing into irrelevant extremism. They are, of course, appalled by the unprovoked Caldari assault, but are equally appalled by calls among their fellow Gallente for unrestrained retaliation. Most acknowledge the need to reclaim Luminaire, although with the caveat that any action should be managed as peacefully as possible. At the same time, fringe members of this group actually sympathize with the Caldari position rather more than is politically fashionable at the moment.

The doves have always accorded well with Foiritan although they've never fully trusted him, and while they're ready to forgive him for the losses sustained, they want to hear what he has to say first.

» Vultures

One of the more predictable blocs, made up of military contractors and financial despots; Jin-Mei and ethnic Gallenteans; and others from all walks of life, right down to individual shop workers. This group will pounce on any opportunity to turn current events to their own advantage, usually without considering the true ramifications or the cost to others. If there's money to be made or power to be gained through a particular course of action, they'll lean hard on anyone they can pressure until they get their way. Unsurprisingly, they're by far the most effective lobbying community in the Federation.

For most of the vultures, the prospect of a full-blown war is the most exciting thing that's happened in the last fifty years, and they're already figuring out exactly what needs to be done to extract maximum returns from the situation. This is the group that is pushing hardest for the most extreme options; indeed, some are advocating simply piling the entire Navy into Luminaire and damn the consequences. They'll support whoever looks to be most useful to them at any particular moment in time if Foiritan comes through and grows some backbone they're fine with that, but they'll get behind Blaque in a heartbeat if he looks more likely to accommodate their demands.

» Magpies

The magpies are easily the largest and most fickle group in Gallente politics. Though comprised of people from just about every profession and walk of life in the Federation, they are united by their short attention spans, a superficial understanding of politics, and the ability to become suffused with theatrical outrage at the drop of a hat. Typically they form a huge mass of fragmented interest groups, dissolving and reforming in a seemingly random manner as old causes become stale and boring and new ones sprout. The strongest force in Gallente politics occurs when a critical mass of these sybarites unite behind a particular cause, at which point support rapidly snowballs and they become nigh-unstoppable. This, thankfully, is a rare occurrence.

This group are still collecting themselves after yesterday's shocks, but the smart money says they'll throw their support behind some kind of counter-attack. The exact form this effort might take is open to speculation, but the retributive mood swing seems inevitable. The political and military leadership knows that these opinions will likely not endure once casualties start to mount but they also know that this group cares not one jot about which leader gets them what they want, so long as they get it.

» Ostriches

These are likely the second largest bloc, encompassing a disproportionate number of ethnic Gallente, low-paid workers, and high-flying success stories. They have no real interest in politics or events on the federal stage. They're either happy enough with their lot or too busy to care, but the end result is the same. As many a politician has found out to her considerable cost, however, they cannot simply be ignored – a fair number of them vote, if only because they feel they ought to, although typically they just vote for whomever they've actually heard of (or failing that, the one with the most interesting name). Woe betide any would-be leader who actually manages to get their attention by interfering with their lives; a number of aspiring statesmen have destroyed a rival merely by insinuating to the right people that the rival is planning to reduce worker protections, clamp down on wild parties, or just interfere unnecessarily with peoples' lives.

This group's interest in the war extends only to muttering over headlines or having expansively irrelevant arguments about it, and most individuals in this group couldn't even tell you the current President's name – which is likely seen as a good thing by all concerned.

CALDARI STATE, 110.6.11

THE STATE IS RIDING HIGH ON A WAVE OF JUBILATION TODAY: IT HAS FINALLY PROVED ITS UNDENIABLE SUPERIORITY OVER THE GALLENTE FEDERATION, AND THE ANCIENT HOMELAND OF CALDARI PRIME IS ONCE AGAIN SOVEREIGN CALDARI TERRITORY.



» Citizens

Despite the declared holiday, the majority of State workers are already back at work and toiling harder than ever. Heth's exemplary leadership has given new meaning to their individual contributions, and they're eager to ensure that the State does not fail to capitalize upon its recent successes through lack of effort on the part of its people. Productivity is up, morale is up, and there's a new feeling of camaraderie between workers of all stripes. Where before they were working simply to keep their jobs (and to line the pockets of executives), today they are working for the glory of the State.

Most don't expect to understand the political maneuvering they know must occur at the highest levels of the State; while some murmur about the exact mode of Heth's rise to power, the fact that he now appears to be a true Caldari leader is enough for the vast majority of workers. When it comes to the Gallente, they're enthused by the State's demonstration that it truly is militarily, politically, and economically superior to the Federal model, and now that they've claimed their rightful place as the dominant power in this part of the cluster, they're keen to use the opportunity to correct other perceived inequities.

» Military

The State militaries (i.e., both the Navy and the paramilitary bodies of the various megacorps) still have a lot of work to do in the wake of yesterday's surgical strike, but on the whole they're comfortable with the situation. Opinion is divided, though, over the merits of pre-emptive strikes in general and of this operation in particular: Some feel that the primary goal should be simply to ensure the defense of the State and that taking major risks to secure non-military targets is foolish; others counter that a demonstration of superiority is often the strongest deterrent, and that the consequences of retaking Caldari Prime thus make it a worthy target.

These concerns aside, there's very little dissent over the execution and outcome of the invasion. Even those arguing that it was an ill-advised plan admit to feeling a renewed sense of worth and purpose, and they certainly wouldn't go so far as to criticize the civil administration for doing what it did, at least publicly. The State military defines itself by its professionalism, and every man and woman, from the lowest recruit to the highest-ranking admiral, knows that it is not the military's place to second-guess its political leadership. Thus, their opinion regarding Heth is often that it's not their place to have an opinion - at least, not while they're in uniform.



» Leadership

Where the rest of the State is uncharacteristically united and calm, the upper levels of the megacorps are still divided and disoriented. Heth's combination of popular support and seemingly limitless financial backing has made him almost unassailable, but his victories have come at the expense of many of the most powerful individuals and cartels in the State. His recent reforms have fragmented the field of play, sending everyone else scrambling to secure political territory. While there are a few executives who wholeheartedly support Heth and his ideals, the majority see him as a threat and a menace to be controlled or removed as soon as the opportunity presents itself. While ideological positions still place many of the big players at odds with one another, shady alliances that would have been inconceivable a year ago are coming into being.

Players at this level, while they may be ideologically motivated, do not survive without the ability to be extremely pragmatic and realistic when required; they know they can't make a move right now, but they know they need to be absolutely ready when an opportunity presents itself. If military conflict provides that opportunity, they're all for it, but right now all it seems to be achieving is to strengthen Heth's position.

» Corporate Philosophies

For the most part, what passes for political affiliation in the State is achieved at the corporate scale, with the majority of employees being indoctrinated into their corporation's prevailing philosophy. There are exceptions, particularly where employees have transferred between corporations, but these are few and far between. Although each individual corp is also a unique study in and of itself, containing within it many different positions and dogmas, the political mindsets of the Caldari can still roughly be grouped into three main factions.

» Practicals

The Sukuvesta, CBD, and Nugoeihuvi Corporations between them make up the Practical faction, which cares little for limiting concepts like ethics. Generally the most pro-Heth of the three political groups, the Practicals appreciate the new opportunities he's delivered, and while being forced to cede political control to his Providence Directorate is not a slight that they will easily forgive or forget, they're generally prepared to play along with him for as long as his actions remain productive. They're fully aware, though, that this state of affairs won't last forever, and they're quietly assembling plans to ensure that when he is brought down, the Practicals won't find themselves hamstrung by the other corporations. If in the end they have to topple Heth themselves, then that's what they'll do. In the meantime, they're content to beat the war-drums and use the fighting as a cover for their other activities.

» Liberals

Comprised of the Hyasoda and Ishukone Corporations, the Liberals find themselves in a severely weakened position following the death of Otro Gariushi and the undermining of CONCORD authority by the Minmatar Elders. Espousing fair treatment for all, both within the State and without, they're somewhat ambivalent about recent events; though disquieted by the sneak attack against the Gallente and the atrocities that surround it, they recognize that it would be unwise to criticize Heth's actions publicly – and though they prefer not to admit it, they too have been invigorated by the State's recent military victories.

Overall, then, the Liberals are ambivalent when it comes to the Heth question. While they disapprove of his methods, many of his stated ideals resonate strongly with the faction. They're waiting to see what happens before deciding which side to come down on, but regardless, they are prepared to take decisive action to prevent their own goals from being subverted.

» Patriots

Generally regarded as the most powerful faction, the Patriots are an alliance of Lai Dai, Wiyrkomi, and the mighty Kaalakiota, who between them and their subsidiaries possess capabilities rivaling those of the other two Caldari political factions combined. They are genuinely patriotic and extremely proud.

However, that rather jingoistic pride has been mortally injured by Heth's politically vicious rise. As a result, they generally refuse to admit, even to each other, that many of the things Heth has done are exactly what they themselves have wanted to do all along. While the wounds are still too fresh for them to feel anything but hatred for him, they realize that to defy him openly would harm the State (and their dominant position within it) immeasurably, so for now they play along with him and pretend (as much to themselves as to anyone else) that they're not immensely enjoying giving the Gallente a black eye.

» Disassociated

Standing outside the traditional power structures are two distinct groups of Caldari who together make up the "disassociated." The first group is composed of those who've fallen off the bottom rung of the megacorp ladder. While they retain their citizenship, in practice these few people simply fall through the cracks between the megacorps and have essentially disappeared from the system, usually permanently. The second group includes those who've found themselves moving between two or three different corporations – usually upper-middle management transferred between corporations in a giant game of pass-the-personnel – and who have in the process realized quite how thoroughly indoctrinated the average employee is.

Those from the first group tend to take part on some level in the criminal underworld, while those from the second often end up doing very well in non-standard careers or in unlikely places within the corporate structure, united solely by their lack of adherence to any franchised corporate ideology. Their opinions as a result are incredibly diverse, and as long as this discreteness remains the case (and their membership stays as small as it traditionally is), they'll continue to exert little significant pressure on State affairs.



MINMATAR REPUBLIC, 110.6.11

THE REPUBLIC IS CELEBRATING YESTERDAY'S EVENTS EVEN THOUGH MANY ARE NOT ENTIRELY SURE EXACTLY WHAT IT IS THAT THEY'RE CELEBRATING. ALL THEY KNOW FOR SURE IS THAT THEY GAVE THE AMARR A BLOODY NOSE IN A STRAIGHT FIGHT, LIBERATING MILLIONS, AND THAT THE ELDERS – WHOM MANY NEVER BELIEVED EVEN EXISTED – HAVE RETURNED TO HELP RESTORE THEIR TRIBAL ROOTS, SO THEY'RE GENERALLY HAPPY.



» Citizens

Finally, the Minmatar people have a reason to be proud again. Nowhere is this clearer than along the streets and alleys of the Republic. Minmatar warships have invaded Amarr space, beaten up entire fleets, and brought back countless liberated slaves. More than that, the Elders are involved, and while everyone has their own interpretation of who and what the Elders really are, pretty much everyone agrees that their return is a good thing. As a result, the mood is both jubilant and pugnacious, with many clamoring for the Republic to press its advantage and wipe the Amarr Empire off the map once and for all. Of course, this combative mentality conveniently ignores the actual scope of the raids and the losses suffered at the hands of Janyl Sarum, but who wants to spoil the mood by mentioning that?

The events of recent days have also had an impact on the workings of the Republic, generally being viewed in a positive light. The removal of Midular's unpopular and largely corrupt government, the seemingly imminent rise of a warlike traditionalist regime, and Maleatu Shakor's rise to prominence are all seen as long-overdue changes, and any politicking along the way is largely glossed over. Of course, there are still those who feel that getting what you want isn't always a good thing, but they're mostly keeping their heads down for now.

» Military

The mood among the military is more introspective than that among the citizenry. They were completely blindsided by the Elders' taskforces, and most sat helplessly by while their Thukker counterparts led the charge and took all the glory. Some captains threw caution to the wind and joined up with the task forces, and their current status is up in the air, with many being classified deserters or mutineers. Most, however, stuck to their orders and held back, and are now somewhat bitter that their own people resent them for not doing something similar a long time ago. This perceived inaction has always been a source of tension between the citizenry and the military, and now the former believe that the Elders have proved them right. The fact that the Elders' fleet was built with money that should rightfully have gone to the Republic and the Fleet has not come into it... at least not yet.

Politically, while most sympathize with Shakor's fiery rhetoric, the military has always been broadly supportive of Midular's moderate stance. However, they're also aware that times are changing and that the Fleet will have to change too. Given the shocks of recent days, the military's position during what is likely to be a lengthy period of government transition is unclear.



» Leadership

The various clan chiefs and tribal leaders are still trying to figure out exactly what's going on and where they stand, but most of them realize that riding the wave of tribal patriotism from the masses is the wisest course of action. There's still some uncertainty regarding the return of the Elders, but most are banking on the likelihood that the Elders won't seek an active role in Republic politics.

As a result, the four tribes are each jockeying to find a clear and defensible political stance. With the formation of a new parliament, Yun, Shakor, the other three tribes, and even Midular represent enough wildcards to make any transition destined for a rough road. But the smart money is a bet on a return to more traditional ways.

» Tribal Loyalties

The main population of the Republic can be divided up into the four tribes that make up the majority of Parliament.

» Brutor

Traditionally the most militant of the tribes, the Brutor are convinced that this is their time. They've always wanted to hit back at the Amarr Empire, and now their wish has been granted. Already there's a certain amount of hero-worship for Maleatu Shakor, whose star has well and truly risen, and most Brutor buy wholeheartedly into his rhetoric. Some older and wiser heads wonder quietly about the military realities of the situation, but most are too caught up in the prevailing sentiment to care.

» Krusual

Ever the crafty ones, most Krusual view recent events as an opportunity as well as a cause for celebration. With the help of the Elders the Republic is now in a position to wield some real power, and the Krusual want to be a part of that. Many of them see through the tribal leaders' rhetoric and understand the situation for what it is, and while they realize that the Republic is by no means invulnerable they also appreciate that now is the time for action. They want to see the Republic integrate the other three tribes where practical, and to use that added strength to expand their influence and territory while they have the chance.

>> Sebiestor

The pragmatists of the Republic, the Sebiestor have greeted recent events with joy: the Minmatar people might finally be turning a corner. They're worried about the implications of open war for the Republic and the unity of the Minmatar, but the revelations concerning the other three tribes give them some hope that things might turn out well. Eager to distance themselves from Midular's "appeasement" foreign policy, they're largely in favor of aggression, but worried about the long-term consequences. They're hoping that the other three tribes can be integrated into the Republic, although they're not universally hopeful, and they're hoping that a well-handled war against the Empire will allow them to shore up the Republic and stabilize its position.

>> Vherokior

The Vherokior privately feel very good about recent events, but generally shy away from displaying this appreciation publicly. They're cautiously optimistic, but at the same time prepared for setbacks. While under-represented politically, they're a silent majority in the bureaucracy and public service sectors; while they don't have much control over legislation, they usually oversee the actual implementation of policy. As such, they're also worried about the civic disruption that would inevitably follow any attempts to integrate the three missing tribes into the Republic. Nonetheless, a war might allow for the liberation of more slaves, an undertaking they genuinely believe to be the most important priority.

AMARR EMPIRE, 110.6.11

HUGE SWATHS OF THE EMPIRE ARE EITHER SHELL SHOCKED, GRIEVING FOR LOST LOVED ONES, OR LARGELY EXUBERANT AS A RESULT OF YESTERDAY'S WORLD-CHANGING EVENTS, ALL BECAUSE OF THE INVASION OF THE ELDER FLEET AND JAMYL SARUM'S TRIUMPHANT RETURN FROM DEATH TO SAVE THE DAY



» Citizens

The common assumption had always been that the Minmatar "Republic" was simply no match for the Amarr Navy; the Minmatar people were always seen as poor wretches in need of assistance (as well as a useful source of manpower). Following the destruction inflicted by the Elder Fleet, though, people are struggling to come to grips with a world where the Minmatar are, if not military equals, at least worthy of consideration in this regard. Many are grudgingly re-evaluating their feelings about the Minmatar.

Most, though, don't even want to think about what would have happened had the Elders been able to complete their mission unopposed; only Sarum's timely appearance and subsequent annihilation of one third of the invading fleet ensured that that didn't happen. While the circumstances of Sarum's somewhat miraculous return have raised more than a few eyebrows, the majority of the population are happy to take her successes as a sign that God is still on their side, and her strident advocacy of a return to the Reclaiming of old gives a clear message about the relationship between Empire and Republic that most find comfortably familiar. As such, they're generally happy to ignore any niggling doubts and thus to allow her to lead the Empire, provided that the good fortune that's accompanied her return does not suddenly evaporate. They're also very keen on anything which departs from Karsoth's less-than-stellar reign.

» Military

The military, as a whole, is even more rattled than the general population, because they *know* the Minmatar should not have had the strength to do what they did. They're still trying to figure out where the hell all those Minmatar ships came from, and a drastic shakeup in the intelligence gathering arm of its operations seems imminent. With the near-annihilation of the 7th Fleet in the Bleaks and the general failure to hold any kind of defensive line, there's significant internal turmoil.

Sarum not only saved a lot of Amarr lives, but she's also following up on the Sarum family's traditional pro-military stance and, as a corollary, effectively absolving the Navy of blame. Generally, the military is more pragmatic about her than the citizenry. They can see that her return is not entirely in keeping with tradition, but they'd rather have her on the throne than any of the alternatives, and they certainly agree with her professed goals. For the foreseeable future, they are likely to be fervently loyal to her.



» Leadership

The Holders and the members of the five Houses have much more diverse opinions on Sarum's return. The great game of Imperial politics is already shifting up a gear, the vicious muddle of Karsoth's reign giving way to a far more expansive and increasingly ideological struggle for dominance. The Chamberlain's allies in particular have either fallen out of view or are shamelessly attempting to realign themselves into a pro-Sarum stance. There are winners and losers everywhere, and Sarum's apparent magnanimity makes many feel they've been let off the leash at last.

The next few years look to be a very active and interesting time for the Empire.

» Ruling Houses

The Empire can generally be divided into five blocks of opinion, each shaped by one of the Heirs and most prevalent in that House's home regions.

» Ardishapurites

Centered around the Ardishapur systems in "lower" Domain, these people are ardent traditionalists. This element of the Empire is the least happy with Sarum's return, they're only grudgingly accepting of her leadership, and quite unhappy with the circumstances of her return. Due to their strict conservatism, reluctance to trade with other groups, and inefficiently strict treatment of slaves, they're now certain to become one of the least advantaged groups within the Empire.

» Kadorites

The most vocally patriotic group, these people are strong advocates for the glory of the Empire. They have no particular uniting ideology beyond this, and no particular qualms or preferences about how to advance this goal – they just want to be on top. They'll follow the strongest leader and jump ship the second they find a better candidate. They're decently well-off, not particularly bothered about their slaves (provided the work gets done), and generally content with their situation in the hierarchical scheme of the Empire.

» Kor-Azorites

After Aritcio's "removal" left it in rather more secure hands, the Kor-Azor region had experienced an unprecedented economic boom. These people were decently well off, and decently happy. In the past, they've approved of the Empire and of tradition and expansion (and "all that stuff"), content to look away so long as their status quo was preserved. But now, they have been thoroughly rattled by the Elder's attack; the Kor-Azor worlds were the hardest hit by the Elders within Empire borders, and its planets and stations were the scenes of some of the fiercest fighting in Amarr history. These people will readily cling to anyone who can promise that such a calamity will never happen again. Their comparative wealth gives them disproportionate political leverage at all levels and buys them some time to recover from the widespread damage inflicted by the Elders, but their coffers aren't limitless. They're going to need help eventually, and they're not likely to be particular about who or where they get it from.

» Sarumites

With their core in the Sarum worlds of "Upper Domain," the Sarumites are aggressive expansionists who want to further the glory of the Empire directly - i.e., by means of conquest and re-education. They're big on the Reclaiming, big on getting more slaves, and big on working tirelessly to educate those slaves in order that they might have a chance at entering paradise. They're not particularly affluent, as Holders go, but as a group they're not particularly materialistic either, so it doesn't much bother them.

They are largely ecstatic at Jamyl's return, because many are still loyal to her. Their reading of the Scriptures has always focused on more pragmatic aspects, so her message is more important than worrying about dogmatic details.

» Tash-Murkonites

Common in Tash-Murkon but present all over the Empire, these people are the beaten-down and the up-and-coming. Udorians, Ni-Kunni, and Khanid, as well as some freed slaves and even a few disenfranchised True Amarr, they're generally on the lower rungs of the social ladder and, for the most part, keen to work their way up. They work hard and pray hard, and are prepared to use more liberal policies in various areas if it helps them out; still, they are pragmatic enough that they treat liberalism as a tool rather than an ideal. For instance, they usually treat their slaves well because they are so valuable, but they won't hesitate to drive them hard if they need to. They're a little put out by Sarum's effortless return to power, but don't have time to worry about it unless they can see how her position might be of direct benefit to them.

OTHER FACTIONS, 110.6.11

» CONCORD

Following the destruction of their most hallowed location, the Assembly station in Yulai, CONCORD is in disarray; a mass of fractured departments, each trying to fulfill their mandate to the best of their ability while a few brave officers attempt to put things back together again. Thanks to the professionalism of CONCORD staff it already looks like business as usual from the outside, but internally there's a lot of damage to be repaired before things are back to normal – and there are many who are already wondering aloud if the old "normal" is something they should be all that concerned with anyway.

» Ammatar Mandate

The Mandate is struggling with the biggest crisis in its entire history. The direct effects of the Elder invasion and the wholesale destruction of large parts of the Home Fleet, big news in any other circumstances, have been largely ignored due to the more pressing issue that cuts to the very heart of the Ammatar identity – namely the revelation that the original defection was blessed by the Minmatar Elders so that the Nefantar could protect the remnants of the Starkmanir tribe.

While former governor Ana Utulf's urging to Ammatar citizens to defect to the Republic did elicit some positive response, mostly among the persecuted minority who still cling to their Minmatar roots, the majority of the Mandate viewed her actions as a heinous betrayal of the Mandate's principles. Traditional education in the region has always focused on teaching the value of the Amarr way of life and the Ammatar's privileged place at their side, and the news that their beliefs about the noble origins of the Mandate may be entirely false has been a crushing blow to the morale of many citizens. The Mandate is currently leaderless and in a state of huge turmoil – and there's no signs of returning stability on the horizon.

» Khanid Kingdom

After briefly expecting the worst as the Elder taskforce reached towards their space, the Khanid came through the disturbances largely unrattled and entirely unscathed. Having dusted themselves off and told one another that they weren't really worried anyway, they're already looking towards the future. With their two major trading partners seemingly reinvigorated things are looking rosy, and Khanid companies are at the forefront of bidding for repair and salvage operations throughout Kor-Azor and even into Domain. Jamyl Sarum's return has also turned more than a few heads – they're unsure as to what exactly her policy towards the Kingdom would be if she was coronated, but they're keenly interested in the precedent it will set. Following their King's lead, they're sitting back for now to see how things pan out, but hard-edged interest lines their faces.



» Mordu's Legion

The Legion didn't actually participate in the fighting, but their rapid response and clear willingness to get involved has earned them plenty of additional friends within the Caldari Navy and the megacorp security forces. On top of this, recruitment activity is at an all time high; soldiers from both the Federation and the State, united by their disaffection with their respective leaderships, are quietly knocking on the Legion's door. The rank and file are back to normal operational status now, but the word on the grapevine is that Mordu and his lieutenants are still ensconced in their war room and pumping a prodigious amount of encrypted data out into their strategic mainframes.

» ORE

Beyond the consideration that a war will require volumes of minerals that only they can provide, the employees of the ORE consortium remain only distantly interested in the affairs of the four Empires. A true nullsec organization in mindset as well as geography, they assume that nothing that happens "in there" can affect them "out here." Besides which, of course, they have problems closer to home to worry about.

» The Society

What The Society make of events is anyone's guess – they certainly aren't saying anything.

» The Syndicate

Having watched in horror the bloodshed of the two temporary war zones, the station administrators of the Intaki Syndicate are having to ask themselves some very difficult questions. While nominally a wholly independent and non-aligned body, the Syndicate has nevertheless always retained strong ties to the Federation. Right now their residents are feeling immensely sympathetic to the plight of their Federal brothers – particularly fellow Intaki – even to the point of suggesting a more moderate stance towards them. The more far-sighted officials, however, have a feeling that relations will get a lot worse before they get better.

» Thukker Tribe

Having had their shining moment of glory, the Thukker tribe are feeling pretty good about themselves. After decades of toil, they finally have a brief moment where they can sit back and smile. There's a degree of uncertainty as to what will happen next – they don't know whether they'll rejoin the other tribes, for example, and they don't know which way the Republic is going to go – but the Thukker thrive on uncertainty, so a healthy bit of political confusion just puts a bigger smile on their faces. It's not all smiles and laughter, though. They are continually reminded of the disastrous landings on Mekhios; when Jamyl Sarum's superweapon obliterated the Elder fleet in orbit, the predominantly Thukker ground forces were stranded on the surface. While many unpleasant rumors circulate among the caravans, the total absence of any information about their fate is far more disturbing than any lurid story.

» Angel Cartel

Those Cartel members who care about events in Empire are not much more enlightened than anybody else – some are still a little bitter about pulling back from Skarkon, but most are just figuring that conflict will result in a greater demand for their products and a decreased security presence on the fringes of Minmatar space where they operate. There's mutterings that the Dominations know rather more than they're letting on to the rest of the organization but, well, that's business as usual and surprises no-one. Of more concern to the average Angel is the loose faction that splintered from the Cartel. Historically the Cartel has garnered a great many recruits from Minmatar civilians disenchanted with the Republic; many of these individuals saw the rediscovery of the Starkmanir people and the Minmatar backbone as a sign that times were changing, and after re-evaluating their position decided that the Cartel was no longer for them. With the Republic reluctant to welcome them back with open arms, there are signs that they're beginning to group together in loose packs, and the Cartel is already worrying about their destabilizing presence.

» The Blood Raider Covenant

The Blood Raiders are both terrified and enraged with the return of Jamyl Sarum, to say nothing of their annoyance that their dealings with Chamberlain Karsoth didn't work out quite like they'd hoped. They are otherwise politically uninterested in the affairs of the heirs, at least to the casual eye. There's been an upswing in Raider incursions along the empire borders in the Bleaks and Devoid, and their priests are handing out some unusual assignments. But they remain bitter enemies with Jamyl Sarum, and are both scared to their core and – to the extent that their new purpose in life is to eliminate her – inspired.

» Guristas Pirates

Unlike some of their more estranged brethren, the Guristas are paying a very active and often practical interest in Empire politics. The one imperfectly executed operation during the Caldari invasion that attracted news coverage turned out to be a blessing in disguise, as it ended up deflecting attention from the other incursions made within the same time frame. Many Guristas captains are asking each other how exactly the Rabbit knew to have all their ships conveniently positioned to make a synchronized strike on such short notice, but they're asking with a half-knowing smile on their faces. The next few months promise to be an interesting – and lucrative – time for the Guristas, and despite the problems caused by the renewed militancy of the State they're still confident they can turn events to their advantage.

» Sansha's Nation

The bulk of the Nation don't appear to be capable of conventional thought, and as to the True Sansha, who ever knows what's on their mind?

» Serpentis

Like their sometime-associates the Guristas, the Serpentis are paying a great deal of attention to recent developments. Their business relies heavily on indirect links to the Federation, and it's rumored that Sarpati still has unfinished business there. Serpentis Corp employees were glued to the newsfeeds as events unfolded, and they're still talking about it today. There's a degree of uncertainty as to how exactly this will affect their work, and many are waiting on the edge of their seats to find out how the Federal government reacts.