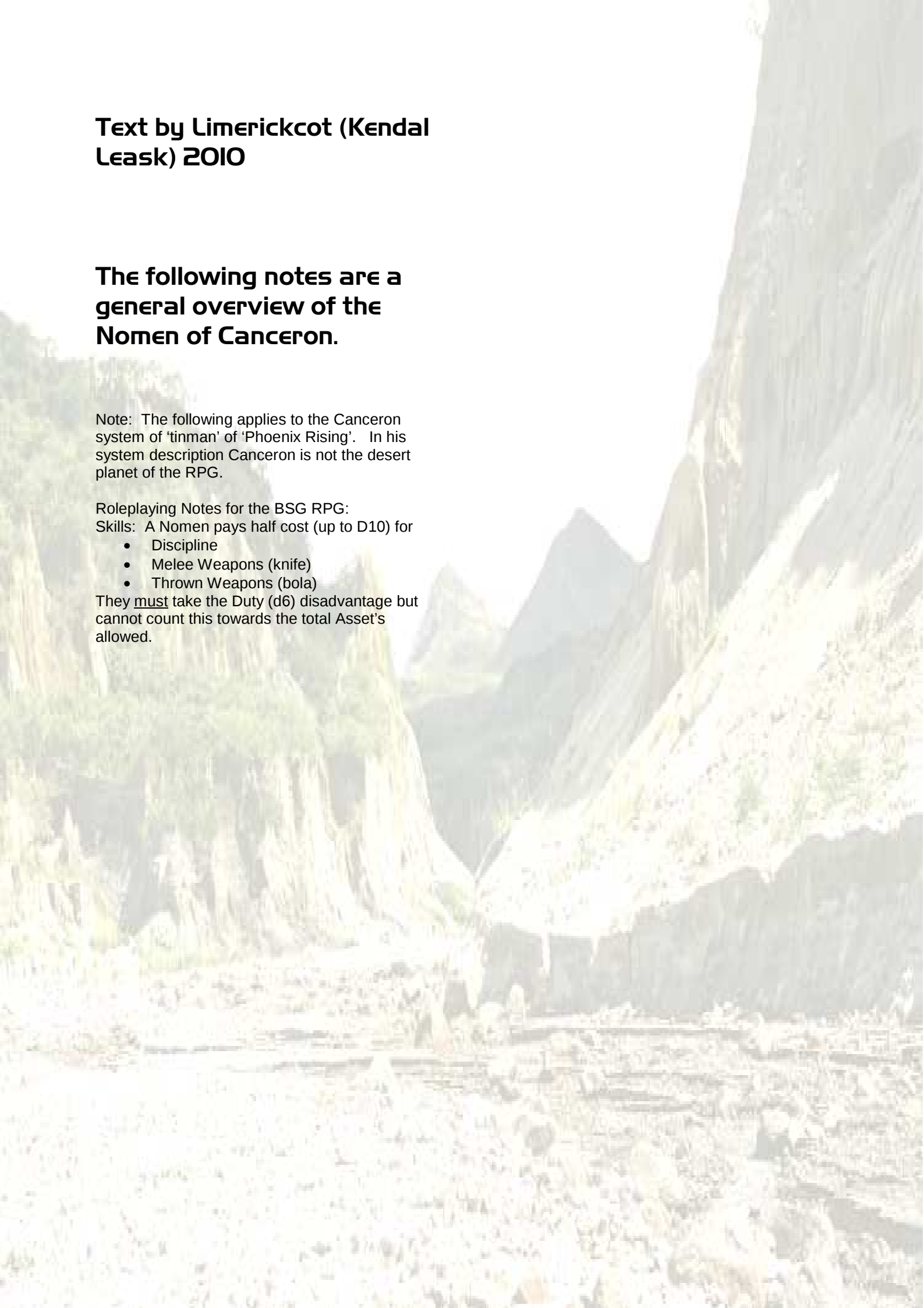


BORELLIAN NOMEN

— BATTLESTAR —
GALACTICA



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Leask) 2010**

**The following notes are a
general overview of the
Nomen of Canceron.**

Note: The following applies to the Canceron system of 'tinman' or 'Phoenix Rising'. In his system description Canceron is not the desert planet of the RPG.

Roleplaying Notes for the BSG RPG:

Skills: A Nomen pays half cost (up to D10) for

- Discipline
- Melee Weapons (knife)
- Thrown Weapons (bola)

They must take the Duty (d6) disadvantage but cannot count this towards the total Asset's allowed.

Planetary Description:

The planet of Canceron is very similar to Caprica with regards to atmosphere, size, and gravity, although Canceron experiences a longer rotational period that creates longer days. Canceron continental landmasses are relatively smaller than that of other Colonies. Except for the Borellian Waste, the surface of Canceron is remarkably uniform and flat, made up of large areas of grasslands and plains with only one major forest. The Canceron distribution of land mass and climate patterns essentially ensures that no arid regions develop which is why Canceron agriculture and husbandry forms the main backbone of the Colonial food supply and produces more than four times the food that its population can consume.

Several Colonial worlds including Tauron, Caprica, and Aquaria, depended entirely upon Canceron for a steady supply of food, which is why the Canceron economy is largely based upon agronomy for income. Due to this reliance upon primary produce to earn revenue, the Canceron as a population are not overly rich and the average per capita income is below the Colonial average.

Nevertheless, Cancer is also the first Colony to eradicate poverty amongst its people. While not rich, the Canceron people are also comfortable and embody the ideal to support a reversion of Colonial technology and culture towards the bare minimum needed to maintain a healthy and comfortable modern Colonial life.

Canceron, due to their pastoral lifestyle are polite and courteous to a fault, while their hospitality is genuine if simple, their views on things tend to be conservative and adaptation to change is not high on their agenda. They are also similarly lax about time; farmers have loads of it so they do not bother keeping track very often, meaning that they tend to be chronically late. They are also un-cosmopolitan; most Canceron's have never been to, or seen, a major Colonial city. Even the planetary capital of Elysian is rustic in comparison to Caprica City.

Population of Canceron 6.3 Billion

- *Colonial Register, School Edition, 4th printing*



"What they failed to tell you, Mr President, is that these conservative, stick-in-the-mud farmers hate with a passion. And what they hate is a cancer in their midst – the Nomen."

- Secretary of the Treasury, CY 17

"Send troops in? Are you mad? These are the people who stopped Cylons in their tracks with knives and bola's. I'm not that crazy."

- Commander Nagala, CY 45

Colonial Intelligence Handbook:

The Borellian Waste

Extracted from the Colonial Intelligence Handbook, CY 45. Nearly all figures are estimated or unverified. Access to central data points has not been granted.

Location: Canceron, Southern Hemisphere

Total area: 1,564,116 sq km

Land area: 1,553,556 sq km

Open Water: 10,560 sq km

Maritime claims: none (landlocked)

Climate: Hot, dry.

Terrain: Broken rock, grassy steppe, mountains in west and southwest

Elevation extremes: lowest point: Skaro Canyon 218 m

Highest point: Mount Ajthen 4,374 m

Natural resources: Tylum, solium, copper, molybdenum, tungsten, phosphates, tin, nickel, zinc, flourspar, gold, silver, iron

Land use:

Arable land: 26.76%

Permanent crops: 1.2%

Total renewable water resources:

Surface Water: 34.8 cu km

Freshwater withdrawal

(domestic/industrial/agricultural): 0.44 cu km/yr (20%/27%/52%)

Subterranean Water: Unknown

Freshwater withdrawal from Subterranean sources: Unknown

Natural hazards:

'Strip' storms, localised flooding, wind sheer, drought, severe heat conditions.

Environment - current issues: Local plant life is not edible, local soils, except in limited areas, will not sustain edible plant life due to high concentrations of certain heavy metals and other contaminants.

Limited potable fresh water resources on surface.

Geography - note: landlocked

Population: 37,041,142 (est.)

Age structure: (est)

0-14 years: 28.1%

15-64 years: 67.9%

65 years and over: 4%

Birth rate: 63 births/1,000 population (est)

Death rate: 12 deaths/1,000 population (est)

Net migration rate: Less than 1 per 1,000 population

Urbanization: Unknown, assumed heavy

Life expectancy at birth:

Total population: 73.47 years

Male: 69.23 years

Female: 80.01 years (2009 est.)

Nationality:

Noun: Noman (Nomen)

Adjective: Nomen/Borellian

Ethnic groups:

Nomen 94.9%, Canceron 5%, other 0.1%

Literacy: definition: age 15 and over can read and write: 99.2%

Government type: Blend of patriachial/matriachial and parliamentary systems with an established legislature and judicial system.

Capital: Skaron

time difference: CCT-13 (13 hours behind Caprica City)

Administrative divisions: 13 total. Known divisions: Skaron, Delithai, Karnve, Maron, Deyskin, Caranatae

National holiday: Day of Mourning (Colonial/Unification Day)

Suffrage: 14 years of age; universal upon completion of 'Trial'

Elections: presidential candidates nominated by members of Hyphaestae every thirty nine

months, with a maximum allowable tenure of 4 terms.

Hyphaestae 578 seats, members elected by popular vote to serve 39 month terms

Diplomatic representation to Canceron

Government: None

Diplomatic representation to Colonial

Government: None

Economy - overview:

Economic activity is based on herding and agriculture – Despite attracting foreign investors, the Nomen now ban foreign extraction of their extensive mineral deposits. The area holds Tylum, solium, copper, gold, coal, molybdenum, fluorspar, uranium, tin, and tungsten deposits, most of which are sold directly to the Colonial authorities.

Canceron interference has seen the actual and attempted seizure of Nomen revenues to a degree where shipments are now only conducted on a specie basis, all transactions being made at the Skaron starport.

The Canceron government sold off a total of a quarter of Nomen land to the Colonial Government for fleet bombing and practice ranges. None of the revenue from this was given to the Nomen, or their permission asked. A four decade legal battle in the Colonial Courts finally recognised the Nomen autonomy and ordered reparations to be paid, but Canceron courts refuse to allow the payments to proceed. This blocking of revenues has prevented any modern recovery within the area.

Local communities in the southern region of Canceron buy electricity and gas directly from the Nomen. Because of attempts to block this currency exchange in the Canceron Courts, the local Canceron communities have resorted to barter exchange in return for cheap electricity.

Unemployment rate: Unknown, stated as Nil
Population below Colonial poverty line: 36.1%

Agriculture - products: wheat, barley, vegetables, forage crops; goathae

Industries: construction and construction materials; food and beverages; processing of animal products, natural fiber manufacturing

Industrial production growth rate: Unknown
Electricity - production: Colonial estimates of 3.9 trillion kwh

Electricity - consumption: Unknown, no estimate

Electricity - exports: 15.8 billion kWh

Electricity - imports: Zero

Imports - commodities: Machinery and equipment, fuel, armaments, food products, industrial consumer goods, chemicals, building materials

Debt - external: CB1.6 billion

Exchange rates: Direct gold exchange only

Communication system: network is improving with international direct dialing available in many areas

Domestic: very low fixed-line density; a fiber-optic network has been installed that is improving broadband and communication services between major urban centres with multiple companies providing inter-city fiber-optic cable services

Radio broadcast stations: None apparant

Roadways: total: 49,249 km

paved: 2,671 km

unpaved: 46,578 km (2008)

Military: None. All military service carried out by Local Law Enforcement, 2 fighter squadrons previously recorded but not verified.

The Borellian Waste The Borellian Nomen

Located in the southern hemisphere of Canceron, the Borellian Waste is the least productive region of the planet. Although well watered, the area consists of rocky crags and plains covered with stone, interspersed with a tough grass like vegetation. Due to a high mineral content throughout most of the area, very little of the vegetation that grows here is fit for human consumption. The grassy plains do, however, allow the grazing of the Gothae, a small quadruped animal that provides meat, milk and cloth to the natives.

One of the major problems with any type of settlement here lies in the quartz-like stone that lies close to the surface and that reflects back much of the heat that hits this area of the planet. An unprotected human can be roasted alive within a few short hours in the plains. Entering the nearby rock chasms can bring that time down to a matter of hours. Blindness is another hazard for the unprotected.

It is therefore somewhat of a surprise that this area is one of the oldest settled areas of Canceron. The Nomen settled this area early on in the Colonies history, breaking away from the Gemenese. In genetic terms, the Nomen are far more closely related to the Gemenese than they are to the rest of the Canceron population. Perhaps this is one of the reasons for the constant state of tension between the two races.

The Settlements

As with many things in their lives, the Nomen practice a triadic way of life.



Synagae (lit Out Dwellers), are those who follow the constantly moving herds of the Gothae from aisle to aisle as they eat vegetation inedible to humans. However the Gothae can be milked, their meat eaten and its hair taken to make clothes. This latter is a valued product across the colonies, especially for religious garments. Due to the high temperature above ground, the Synagae dwell in small, sunken houses, built around a common light well and always near to fresh running water. These pit houses (agan) are cool and well ventilated naturally, but, as simplistic as their life may be, they are very much as sophisticated as any other colonists. Each agan is equipped with all the conveniences of modern life, all drawing power from the solar panels that mark these communities and houses. The Synagae also serve as hunters of the few predators in the Borellian highlands and tend to be some of the few Nomen who are skilled in the use of long-arms. In war, the Synagae act as scouts for the Nomen, keeping track of any who come into their territory and hiding away from detection. Without the Synagae the Nomen would have been eradicated during the Cylon war.

Agorae (lit Shadow-dwellers) live in the deep



chasms and valleys that used to make up the majority of the Nomen settlements. These settlements are built into cliff and cave sides, unassailable from the air (the Nomen have a good anti-air defence system set up to cover these settlements). During the Cylon war, raiders were unable, even as death squadrons, to take out many Nomen settlements by aerial attack. The valley bottoms, with better soil and conditions, are where the edible plants in the region are grown. Tiered sides have allow the maximum possible growing space to be used and anyone entering an Agora will see plentiful sign of coloured glass directing sunlight from the upper cliffs into the glass houses of the settlement. During the war the Agorae took in many refugees from the Cities of Canceron.

Some still remain, adopted or married into the various Clans.



Agvathrae (lit Deep Dwellers). The smallest, but most densely populated settlements of the Nomen are the Agvathrae. Each Agvatha was originally a deep, pit town. Centred around one, or more, deep light wells, homes, businesses, mines and hydroponic farms form towns and cities for the Nomen. When they first came to Canceron, each Agvatha was established by its home clan and were named for the same. The larger clans either built bigger, or more Agvathrae. Over the millennia, Nomen Clan society intermingled (at one time they were separated and rarely met) and nowadays Clans freely intermingle. The Cylon war saw the destruction of numbers of Agvathrae and deaths of tens of thousands of Nomen. As a result, the surface defences of the Agvathrae are extensive. The main reaction to the war though was the comprehensive construction of new Agvathrae deep underground. The rebuilding of the cities has taken the Nomen thirty years to accomplish. With hidden ventilation systems, limited access points and sophisticated sensors, many of the Nomen now reside in these cities and many are content to live their lives in the safety that these

deep Agvathrae provide. Cities that few outsiders have ever seen and few are aware of.

Nomen History

The Nomen are related to the Gemenese. This is a proven genetic fact that few doubt or dispute. It is recorded by the Nomen (certainly not by the Gemenese) that they disputed the Gemenese interpretation of the sacred scrolls and their repressive family culture. It is allegorically stated that, when disputing these with their brethren, the Gemenese cast out their heretical cousins making them 'None Men' (this was the earliest days of the colonies and much in the way of history has been lost to us). If the founding stories of the Nomen are true, the heretics formed their own communities but were attacked by their cousins. In an effort to bring peace, the Nomen removed themselves, very early on in Colonial History, to the inner most planet of the Cyrannus System – Canceron. To avoid conflict with that Tribe, the Nomen retreated into the hinterland. As the Canceron's moved outwards, the individual Clans of the Nomen were forced to retreat further and further until they established themselves in the Borellian Waste.

Nomen culture, centred as it was around the Clan and Clan-father (or mother), resulted in a very contentious people likely to fight over any insult, real or perceived, or to protect precious land or flocks. In time, though, the need to show a united face to outsiders resulted in a deliberate unification of the Clans (the archirini [lit 'a beginning of peace'] under the Hyphaestae or Great Convocation. It was at this time that the current CODE was developed and written down. At first designed to mitigate and provide an avenue of dispute and settlement between the Clans, it became the normal way of life.

Differences between the three triads of the Clans folk – the Out, Shadow and Deep dwellers, was also resolved at the same time. No single Clan was to be allowed to own totally any settlement, of whatever type. The negotiations surrounding the 'Clearances' were long, loud and tested the Clans to their limits. But it was carried through over a sixty year period as Clans moved, removed, renegotiated and retrained and resettled throughout the Wastes. By the time of the Unification of the Colonies, Nomen culture was well established. A single Clan will have members among the Synagae, the Agorae and, above all, the Agvathrae. Despite the losses suffered during the war, not a single Clan was extinguished. During the Mourning, the Nomen

remember their dead, and give thanks to their ancestors for their wisdom in mingling the Clans.

Over the centuries the Canceron's tried to push further into Borellia, especially when they realised that certain amounts of rare minerals were being mined by the Nomen. They enacted laws that effectively, if not legally, disenfranchised the Nomen and, as such, formally seized the Borellian waste (on paper anyway). The Corporate War saw those lands sold off to out planet corporations. As they moved in, the Nomen fought back. Although finally successful, the experience left a deeply routed xenophobia within the Nomen psyche. It was also at this time that the first Blood Hunts were started. In several cases, company officers, directors and even the Canceron Vice President, were hauled back to the Clans and tried and sentenced under Clan Law. What should have turned into an all out war was resolved by the Caprican's who negotiated a true peace. However, to this day, Canceron refuses to recognise the independence of, or the authority of, the Nomen Clans, although they do (after many long and difficult court cases) recognise the legal authority of a Nomen court. But only to the extent of their own law. Several malefactors' have appealed to a higher Canceron court to avoid being tried by the Nomen. Typically it will depend on the charge being made. Unfortunately, the civil courts do not recognise the Nomen courts and so bitter blood still exists between the two peoples.

The Cylon war was an absolute shock to the Nomen. Although they always worked hard, and in many labouring tasks (mining and digging are one of their principal occupations to this day), few Cylons, or other mechanicals, had ever been seen in the Borellian Wastes. But the Clans were not without sophistication and so most settlements had networked computer systems, some tied into the Canceron planetary network. Not many had such a capability – they ran their own local facilities and that was that, but one neighbouring settlement would normally be tied into the next one, and so on, creating a vast 'cell' network. The time needed to 'infect' each settlements computers, individually, became a blessing for the Nomen. It is notable that every planetary networked settlement, bar two, were destroyed by either the Cylons, or the computer systems running them. Three Agvathrae were drowned, eighteen destroyed by run away fusion reactions in their power plants, eleven by introduction of toxic gases into the main ventilation systems, four by having their ventilation systems turned off. One was starved to death, another died from instant temperature

shifts. Thirty four sunken cities were taken by Cylon ground forces, or by having a nuclear device launched into them. The death toll was staggering.

Before the war, Nomen culture was still that of a warrior style ethos. Duelling was one of many ways to settle disputes (although a duel to the death, except when sanctioned by a court, was still deemed murder). A formal duel, sanctified and witnessed by the court, used only knives to settle disputes, and only to a wounding (the number of wounds to be landed was open to the court). In the Waste, Bola's were used against the few predators or to capture stock that had gone astray.

The Cylon onslaught was slightly delayed against the Nomen, but they did march against the Settlements in the third year of the war. With weapons now hard to find, the Nomen took to manufacturing their own heavy pistols for use in the caverns. The lack of fire arms, and ammunition for them, during the early war years directly contributed to the loss and evacuation of over half the Nomen settlements. In a desperate move, the Nomen modified their Bola to do extensive damage to the Cylons, mainly by the attachment of mini-grenades and the like, instead of rocks.

Apart from personal combat with the Cylons, the Nomen were quick enough to adapt their own living conditions against the mechanics. Entrances into the settlements were guarded with mines and improvised Explosive Devices (IED's). Certain settlements used the refractive elements in the nearby rock faces to increase the ambient temperature to such levels as to stop, or at least seriously impair, Cylon movement. Rock falls and pits were developed to entrap more of the Cylons as they thrust deeper into the wastes.

For those Cylons that made it to the Porticoes (the entrances into the Agvathrae), the Nomen could block the passage ways (usually taking some of the Cylons with them), or channel water (and in one case lava) back down the passage ways. Unfortunately most of the settlements are vulnerable to attack down their light wells. Gasses, direct attack and even nuclear devices were poured down onto the Nomen. In turn they hastily constructed what few heavy weapons they had (mainly anti-air) to protect these vulnerable areas. Some cities covered the light wells and diverted ventilation elsewhere. For many of those settlements it was the last time they saw direct sunlight. Even today the Nomen guard these well, each settlement having

drawn its warriors into an effective short-range defence force. In the end the Nomen halted the Cylon advance, and slowly, settlement by settlement, they retook their devastated lands.

Since the end of the War, the Nomen have gradually rebuilt their devastated settlements. For the Nomen the war also brought a culture shock. They had always enjoyed a simple, but excellent standard of living, and been separated from the rest of the colonies. The need to take in refugees (a basic tenant of their beliefs) left them with a massive influx of non-Nomen citizens. A normal response to giving this kind of aid was to adopt the refugees into the Clans. Some Canceron's rejected this though, and caused more problems, especially after the war. Recovery has taken the Nomen 30 years of unremitting effort, unaided except for the smallest of contributions by the outside colonies. During that time, life has been harsh; harsher than it had ever been since the original settlements were created. Those refugees who refused to be adopted have moved out of the Waste, and back into their rebuilt cities and towns, where they enjoyed a much higher standard of nutrition and living standards. They have blocked any amount of reconciliation between the Nomen and Canceron governments to the point where only certain types of Criminal action is recognised by the Canceron Courts. The overall bias in media and social relations means that the Nomen are treated as second class citizens and have even been denied access to Colonial courts.

Certain elements of the Nomen have taken to bypassing the system and have, as such, been branded terrorists. They act in ways similar to the legally empowered Blood Oathed, but search for and apprehend those that the Cancer courts refuse to extradite. Some have gone further and destroyed the property of those who cannot be made to pay for their exploitation of Nomen societies. It is not uncommon for a Nomen to be stopped and arrested, for little or no reason, on the streets of a Canceron town. Although most are released quite quickly, there is a policy of deliberate harassment being carried out and it is resulting in a more determined Nomen resistance to the overall Canceron authority.

Government and Society

Nomen form a society based around the Clan (fatrae in the original language), a loose association of kinship. Large enough clans (such as the Grimm) may have Sept's, or sub families. Kinship is the single most important

aspect of life to any Nomen. After Clan comes the Nomen themselves.

A family member obtains their clan name at their naming ceremony – done as part of their rites of passing (into adulthood). At that point, they accept the Clan (or Sept) name of either their father (Sae) or mother (Nae). Where both belong to the same Clan, they use either Sa or Na. The same designation is applied to those adopted into a Clan. It is believed that there are 98 Clan's with over several hundred Sept's (several of which are larger than their originating Clan's). Although frowned on in the early period of their history, inter-Clan co-operation is avidly sought. Certain Clan's focus on various economic areas. The Sythan are known throughout Clan society as money exchangers, and the head factor of the Clan is one of the most sought after advisors to the Clan Convocation.

Conflict does arise within, and between Clans. In order to settle these disputes, if arbitration fails, then a court may award the right to trial by combat (the katapolae). Each Katapolae is fought by a champion for each party, approved by the Court (Straestirae) and adjudged by neutral parties. A decision may be fought by one of the martial arts, by fist, by blunt instrument or by knife. A win is not always to the first blood but it is always limited by time. The circumstances of each case help determine just how far each combatant must go to win the Katapolae. Deliberate death in Straestirae does not lost a case, but the killer will then be adjudged themselves as a murderer.

Murder, rape, and any crime that inflicts harm on a person is subject to trial by a jury of thirteen, drawn from all Clans, save those to whom the victim belonged, and those to whom the murderer belongs. The defender is a member of the opposing Clan and the prosecutor likewise. This convoluted system replaced a much older system where only either the criminals or the victim's Clan was represented. As part of their unification, the current system was developed. A sentence passed by one court may be appealed to another. A Katapolae may lessen a guilty sentence but cannot overcome it.

The court system begins with each Clan court. Originally utilised only by the Clan that occupied a settlement, a Clan Court is no longer dominated by any single Clan but is made up of representatives of all Clans within a Settlement.

Above those are the Stratae. These courts used to arbitrate between the different clans and settlements (and still do much of what is considered civil cases to this day). An appeal can be made to the Stratae (any of them) from a lower Clan court.

Above the Stratae is the Orasi, or final court. A decision appealed from the Stratae, or a case that needs wider representation can be sent to this final court. Only a full convocation (Hyphaestae) vote may overturn the decision of the Orasi.

The convocation is the governmental assembly of the Nomen. From here, overall decisions that affect the Nomen as a whole are debated, voted upon and put into practice. As a government, the convocation tries to meddle little in its people's ways. It has had to impose taxes ever since the Cylon war, in order to provide for a common defence in the future, and to provide emergency services to its entire people. Other than that, the individual settlements, and then the clans, make provision for schooling, shelter and other amenities. The Convocation ensures that no uneven burden overtakes any one institution.

Government utilities include a central post office and transport system between certain of the settlements; an intelligence service; a limited taxation, the courts and a central education authority that oversees the individual schools, colleges and universities of the Nomen.

Blood Feuds:

Are never individual but Clan related. Nor do they relate to the taking of life but rather that the oath taken by those sworn is the 'Blood Oath' [I swear upon the blood of my forefathers {mothers}] before the Hedron (the court). And they are initiated only over the most serious of crimes and causes. Such feuds are usually declared against outsiders as Clan law rules the Nomen themselves. A Blood hunt is normally undertaken by three Nomen; two of the Clan; one from another. Part of the ritual hunt, means that the Nomen will dress in the full length brown robes of the hunt. Canceron and Colonial justices rarely recognise Clan law outside of Borellia so each of the hunters is bound as an authorised bounty hunter. The Clan will issue a formal warrant and then, under Colonial Law, the Blood Oathed may pursue their prey. The intention, in all cases, is to bring them back to be tried by Clan Law. Nomen do not particularly believe in the justice meted out by the rest of the Colonies (and sometimes they believe it to be TOO harsh).

A blood-oathed man will do everything possible to have a malefactor brought back to the Justice but they will only kill if they have to. They are quite willing to see certain crimes taken to Colonial Civil Courts – and they are more than willing to provide the evidence needed to convict in those courts (they will then request a Nomen Conciliator, experienced in both laws, to win their case). However, it has been known for Colonial and especially local courts to throw out, or refuse to allow a case to go forward. In such cases the Nomen have been known to seize the accused themselves and take them back to Borellia. A Nomen will only kill if they have to. This, though, has led to a stereotypical view for them as being villains.

The Triad:

The first of the triadic blood oathed is the tracker. In the deserts and agricultural communities this man is one capable of tracking through any sort of terrain. For city and off world hunts they rely as much upon sifting computer and manual filing systems for clues to their quarry.

The second is the Trapper. This is the man/woman skilled at taking down an opponent – and removing him back to the Clan if required. They are skilled with weapons, security systems and transportation.

The third is the Witness. The witness will record the hunt from the swearing to the capture and then to release to authorities. A witness does not belong to the same Clan as the rest of the Triad, or whatever Clan has recorded the oath.

Law and Order

The provision of law enforcement was, at one point, up to the individual, family or Clan. This very loose provision was one of the driving causes of many blood feuds as, at the same time, if a warrior could not persuade the offender to make amends, then the only satisfaction was to duel. These impromptu duels led to feuds that lasted for generations and stretched from settlement to settlement. Outsiders made use of the feuds to take Nomen land and resources and it began to look as if the Nomen as a people would fragment.

As part of the archirini, the Hyphaestae would administer Law and Order, subject to the courts. So the Keepers of Peace (Fylakerinae, known as the Fyla) were formed, representing each and every clan and settlement.

The Fyla have a reputation for honesty and impartiality (it is stated that they are tested far harder than any trials outside of combat and that they are subjected to truth drugs to ensure this).

Apprentice Fyla take a long and arduous path towards gaining the full membership of that body. They begin with a two year apprenticeship, in their home town, under constant observation as to their demeanour, habits and ability to handle others. By the time they are eighteen, they will then submit to formal application to the Academy. This is a four year, intensive training program with some, technical, courses running for a far longer period. On graduation (usually when they are 22, the Fyla will receive the 'Blessing of the Elders'. He is then assigned to where-ever they are needed. But not back to their home settlement.

Fylae are the first to respond to any threat to a settlement and are those that will summon the Commitatus – every able bodied person – to the defence/protection of the settlement.

A small number of Fylae man and maintain the heavy weaponry that protects the settlements. The Nomen see war as a feud and so have no army – the Fylae are there to act as protectors of the peace – whether individual or by nations.

That the Nomen possess older style Vipers is known, and that those Vipers keep a constant check on any Colonial craft overflying the Waste. The situation has never degenerated into a fight over the five decades that this has happened.

Rumours also state that the Nomen possess small Warships, but there is little evidence to back this up, save a few tales of mysterious ships appearing over the waste. Colonial investigators have been unable to confirm this.

The Fyla themselves are allowed the need to lie (or exaggerate) in the course of their work. This is why they are regularly tested, to ensure that it does not become habit out of work.

Social Customs

The statutory age for any partnership involving sexual relationship is age 15. Before the Colonial Unification, this was greatly frowned upon and many Clans had moved the age to upwards to either 17 or 18 (such an issue being family related, it could not be voted on by the Hyphaestae. During the Cylon War, and immediately following it, the age barrier again came down (in accordance with the Code). In

the last two decades, the age barrier has again crept upwards, unevenly, throughout the Clans. When two partners meet, they are deemed to be 'linked'. This is an informal arrangement where neither party has taken any formal commitment to the other.

If they decide to make their relationship permanent, then they are 'sealed'.

All relationships, sealed or otherwise, are recorded with the Clans of both partners. In the tight knit world of the Nomen, this allows them to track blood heritage and avoid incest or genetic mis-matches. A Clan may declare that a relationship is to be broken if either of these occur.

It is now frowned upon to marry within a Clan or Sept, although some allowance was made for those adopted into the Clan, especially those refugees who fled to the Nomen during the last war.

There is no such thing as an illegitimate child in Nomen society. All children are considered equally blessed to the Clans. If a father or mother is unable to provide support for a child, then the clan will do so for them. By the same token, abortions are also allowed – as to forbid this would be against the Code and survival of the individual. Nomen culture would rather that precautions be taken to avoid such, rather than have to abort a pregnancy. In such cases, a Clan would rather support the birth in such a way that the mother need not care for the child afterwards.

If there is one 'barbaric' practice that the Nomen still continue with (it is considered essential to their well being), it is that of 'Starlight' (fosouranos) or exposure. A newborn is to be exposed outside from noon until noon. Those that survive are welcomed fully into the Clans.

Although this practice is denounced by all the Colonies, the Nomen persist in its practice, at the cost of a number of births.

The Nomen also practice euthanasia if, according to the medical scanners, a child would grow up incapable of surviving by itself. Where doubts arise, they leave it to the fosouranos to make the decision for them.

Children begin to be taught at the age of three. There are no private schools or establishments and all children attend the Clan schools. Additional private tuition is allowed but must always be approved by a teacher. The Schools

have a strict curriculum laid down by the Hyphaestae but taught by the individual settlement schools (which are multi clan) or by radio or wave if they are in a much smaller community. Emphasis lies on survival both for the individual and as a group. Scholastic achievement, as well as physical achievement is seen as a survival characteristic for the Clan as opposed to the individual. Some of the schools curriculum includes aspects of Colonial teachings as well.

From the age of seven a child removes from the family home to a communal dormitory. Multi-Clan or settlement dormitories are the norm, mixing in children from across the settlements wherever possible.

Combat training will begin for a child at an early age. Although this does involve the use of weaponry and unarmed combat, the principal concentration is on discipline and understanding.

Obedience without understanding is considered a failing. It is expected that, when anyone asks why an action was taken, it must be clearly stated. Obedience in the face of adversity must be obeyed – the time for explanation comes later. If a demand for obedience is wrong, or leads to death or destruction, then it is for the leader who demanded that obedience to be punished – not the one who was the tool. A command may be disobeyed in which case those so doing must then stand and defend their own actions. If they are adjudged wrongly then the punishment is theirs.

Nomen society is open and free. A Nomen who tells lies is not only despised, they are considered ill. Lies are seen as a threat and so such Nomen may end up being sequestered.

At the age of ten, a child starts being prepared for the trials. This will continue for the next four years, alongside their regular schooling. The trial lasts for two to four weeks and involves both individual survival and group survival. There is no true stigma for failing the course, but only one who has trialled and passed may vote for their Clan (although trials have proven that they may vote for their settlement). One who has failed the test may take it again in later life, but those trials tend to be harder and involve a deal of lethality that the child's trial does not.

Once a child has passed the trials, they will begin their apprenticeship training. This will help determine their future within the Society. Over the next two years, this will be examined, both for the child and their community, to gain

the best for both. As an official 'adult' they may dispute that choice (a very common theme) but many will continue on the path given them.

Young Nomen tend to find their homes restrictive and so go on a "wander lust". Many visit the cities of Canceron, fewer ever leave the planet, and until recently very few ever joined the Colonial Defence Forces. Many find their longing for close companionship brings them back home to Borellia.

Art and Architecture

The Nomen have never followed a single type of architecture, other than those required for structural strength. The most common shape found, especially as most Nomen structures are subterranean, is that of a circle. Some structures are that of a truncated triangle – sloping sides with a keystone.

Where possible, natural caverns have been utilised for some of the Agvathrae and, in those cases, almost anything may be found.

Wall carvings, sculptures and paintings are to be found everywhere throughout Nomen settlements. It is rare for a wall to be left undecorated, except where doing so actually dictates the nature of the structure, such as a hospital or Fyla station and even those will have the necessary identification symbols woven into the stonework. Settlements are a colourful place and an artist gains great recognition within the community in which they work.

The same recognition applies to musicians, of whatever genre. Nomen like their traditional songs, learning them early throughout childhood. Many songs are taught and learned in the schools, but more modern music, even 'rave' music is appreciated within the settlements. Elders of a community may express dissatisfaction with some of the more excessive themes of modern music, but their main concern is to prevent such becoming a nuisance to their citizens. Some music, like certain literature, is banned, but only at the behest of the Hyphaestae and only in public appearances – the Nomen do not permit censure inside the home for an adult (children are banned from such censored material in all cases – it is for an adult to make their mind up, not for a child to have such imposed).

Regardless of their recognition, Nomen do not treat their artists as superstars and only a few

are known outside of the region in which they work.

Transport

Outside: Outside transportation was by foot. There is no domesticated animal, on any of the Colonial worlds, that can survive the Waste for more than a few days. The Gothae can grow to the height of four feet or so and so can be used as beasts of burden. The use of internal combustion engines was never popular due to the problems of environment and, above all, the expense of imported fuel. Solar powered vehicles are used, as are fusion or tylium powered vehicles.

The use of grav and hover vehicles has become far more popular in recent years and the use of hover cycles is both popular and the occasion of the Nomen 'rough rider' races, broadcast throughout the Nomen region.

With their increasing problems with the rest of Canceron, the Nomen have closed down all, except one, of the ports that used to be able to handle shuttles and aircraft. That one port, Skaron, is a bustling point, and the largest of the Agorae. It deals with the few extra planetary shuttles that trade with the Nomen, as well as being the registered port for a few ships that the Nomen possess. All exports leave from Skaron, and all Colonial offices (a single building) are housed in the residency.

Local: The tracks leading from settlement to settlement are not recorded on any maps the Nomen publish. Local knowledge of these tracks resides with the Fyla and each settlement. Few, if any, roads exist throughout the region and those last for a matter of miles only, connecting the few outside facilities with their neighbouring settlements (such as solar plant, waste, water and other utilities).

Under the ground is a different matter. A complex system of underground tunnels connect all of the Agvathrae on one network. Due to penetration during the Cylon War, certain steps have now been taken to disconnect the network in the event of war. These transport tunnels provide the normal bulk transport needs of the Nomen as well as their personnel needs. They are buried deep; none of them come within 100 feet of the surface.

High above those tunnels are the entrance tunnels, accessing the Agorae. Undecorated, rough in many places, most of these are capable

of taking wheeled traffic. Pedestrian tunnels also link the two.

Service tunnels allow access to many points on the surfaces above the Agvathrae.

Each and every tunnel, without exception, has had security coverage added to it. The matter of defence of each is left to each settlement and can be as simple a matter as a rigged cave-in, to pit falls to complex cannon firing down their length. The whole system is designed to allow free and easy access, whilst being easy to destroy.

Within both the Agora and Agvathrae, the normal transportation method is simply by foot. Where large cargos need to be transported, electrically powered vehicles do the job.

Dress

In many ways, the Nomen are as individual as any other colonist. However, there are a few styles that they hold onto, mainly for practical purposes.

The Waste. The rocks in the waste are abrasive and sharp edged, and reflect light and heat back at anyone who moves in it. Borellian customary dress is that of thick, loosely fitting trousers, reinforced at the knees, a thick, padded waistcoat, loose sleeves, arm bracers (of leather) and a very loose, hooded, robe over all. Every Nomen will carry gloves and either dark glasses or (more commonly) reflective contact lenses.

The Settlements. As the settlements are much cooler than the waste, lighter clothes are normally worn. Trousers, embroidered waistcoats and voluminous sleeves and legs are very common. Overcoats are worn during cold or bad weather.

The Agvathrae: Inside the Agvathrae, custom (and prudence) dictates tighter fitting clothing, so as not to catch or snag in any tunnels or when passing others. Waistcoats are considered formal wear within the Agvathrae.

Officials:

Fyla will wear whatever is needed to do their job, but their dress is always tight, and they always wear white, trimmed with red. On a hunt, a Fyla may wear whatever is needed to do their job, from Colonial clothing, to traditional, to camouflage.

Courts & Government Officials always wear a loose outer robe, in light fawn, edged with red. The clothes worn underneath reflect where they live. They will always carry a knife, that indicator of achieving adulthood.

Spiritual Life & the Code

Although the Nomen are related to the Gemenese, their early split from that people was to do with the spiritual beliefs of both them, and the other Colonialists. Nomen histories seem to suggest that, although they acknowledged the primacy of the Lords of Kobol, the Nomen were among the first to dispute their Lordship when one of the Gods sought dominion over the others. The Nomen also talk of a time, before Exodus, when they were persecuted by all sides, and that it was only by the Grace of one of the Gods, that they were allowed aboard the Galleon.

Colonial Religious Belief (other than the fairly recent monotheism practiced before the Cylon War) believes

The Cycle of Time

"All this has happened before, and all this will happen again." Pythian prophecies.

A normal priest will explain the cycle of time thus:

"We believe in the cycle of time - that we all play our parts in a story that is told over, and over, and over again, for all of eternity."

The Nomen refuse to believe in this interpretation of the Circle of Time, or the prophecies of Pythia, which support them. Instead they believe in the spiral path. A man is doomed to repeat his mistakes if he does not learn from them. Man and People are the same, All are one.

Survival is not the first law of the Codes, it is the second. Understanding without taking action is deemed abhorrent, Taking action without Understanding even more so.

Violence is a way forward. Peace is a way forward. To control either, you must understand it, and you must have discipline. There are times for instant actions and others when you must sit back, contemplate and consider. You must strike the correct balance between the two.

Another difference in the Survival Code of the Nomen is that abortion is allowed. Survival of

the individual mother is considered to be above that of the unborn child. On the opposite side is the Nomen belief that a child is necessary to survival of the people. Again comes the concept of balance. As such, the Nomen do not care for abortion, but will allow it as the choice of the mother.

Like the rest of the Colonialists, the Nomen do believe in the afterlife, where they will no longer have to struggle for survival in the Spiral of Life. Their concept of the Elysium Fields is slightly different to that of other Colonialists.

The Lords of Kobol are recorded as:

- Zeus - The leader of the lords.
- Aphrodite – goddess of love and sexuality and beauty.
- Apollo - Zeus' son, Lord of music, medicine, health, prophecies, poetry, and archery. Also said to be the god of light and truth.
- Ares - lord of war, murder and bloodshed
- Artemis - Twin sister of Apollo, goddess of the hunt, wild things, and the moon. Protector of the young.
- Asclepius - The lord of healing
- Athena - This lord committed suicide "out of despair over the exodus of the thirteen tribes", goddess of wisdom, warfare, strategy, handicrafts and reason.
- Aurora, Goddess of the Dawn
- Hera - Wife of Zeus. Goddess of marriage, women, and childbirth
- Poseidon – god of the Sea and earthquakes
- Demeter - Goddess of fertility, agriculture, grain and harvest.
- Dionysus - God of wine, parties/festivals, madness and merriment. He represents not only the intoxicating power of wine, but also its social and beneficial influences
- Hades, Lord of the Underworld, of balance and of wealth.

Of all the gods, the Nomen understandably venerate Hades and the memory of 'Lost' Athena, who, in their histories, sacrificed herself so that her children could live (as opposed to Colonial doctrine which states that she committed suicide).

Veneration of Hades in Colonial religion is markedly reserved, and the name of Hades rarely mentioned openly. This may partly be due to his domination of the underworld. He is not, however, the Lord of Death – just that of where they reside. Regretfully, the more open veneration of Hades is just yet another visible difference between the Nomen and the rest of Colonial Society.

Temples and their ministers (male and female) can be found in any large settlement. Each is supported by local congregations and there is no true united church within the wastes. One religious aspect common to all humanity, including the Nomen, are the Seers, or Oracles. In Nomen Culture, these are called the Dreamers [proniera] and, unlike other cultures, they attain their visions through normal sleep and not by the use of drugs.

The full Code of the Nomen runs to a small volume and this has never been printed outside of Nomen society. We do know that there was an older code, based on practices carried out on Kobol and adapted, individually, by each Clan. The unification of the Nomen provided for a common code. Many of the sayings shown here are drawn from those older Codes and are representative of the Nomen way of life and culture.

Survival is the second law of life. The first is that we are all one. The gods lift up those who lift each other

Survival is the heritage of the Nomen
Survival enriches all mankind
Survival serves Nomen
Survival protects the clan
Survival provides for the family
Survival means to know your self
To survive without caring for others is emptiness

Let none go unarmed in the face of adversity

Survival demands obedience; Survival demands understanding. One without the other will lead to domination. Do not follow blindly

It is not the strongest that survives, nor the most intelligent that survives. It is the one that is the most adaptable to change.

To survive is to embrace fault and failure and learn from them.

Anger is not survival – it is only a tool

Survival is a balance of caution, recklessness and planning. Choose your path wisely.

The measure of other nations is what they do

Help those who need; ask not for recompense

Aid received is to be repaid
 Debt creates greed; greed creates envy, envy creates anger, anger creates war, war destroys and creates debt.

Life is a balance, what is taken must be given.

Politeness and courtesy on all occasions, from high to low and back again.

If your path is unclear or blocked, find a new path or clear it anew.

The Lords of Kobol showed us the way; Even Gods will fight.

A minister is but a man and no man may speak for the gods

Relations with Colonialists

The perception of regular Colonists is that Nomen are singular, lonely people, who fly off the handle. If they see them in a group then they are carrying out a blood feud. This prejudice has many things to sustain it, but is blown out of proportion.

Unfortunately it does tend to distort all types of diplomatic solution's to the problems that the Nomen have. Indeed, it is partially this stumbling block that has led to the rise of Nomen Terrorists in recent years.

The Colonial Chiefs of Staff fully realise the folly of attempting any action within the wasteland. Their men are not prepared for action in such an environment. And the Nomen reputation is sufficient to cause concern. Instead, they have begun a low level recruitment program for Nomen. The numbers recruited are tiny, but seem to provide a very loyal group of warriors, eager to serve and loyal to the Colonial Government. It bodes well for the future.

BORELLIAN NOMEN

— BATTLESTAR —
GALACTICA