

# Warriors

There are many different warriors in the Saadiumm Empire. There are warriors from almost every planet in the Empire. All the warriors are divided into 2 groups: the Eastern Net and the Western Net. These in turn have many different groups, called Houses. There are seven Houses in both the Eastern Net and the Western Net. These seven Houses break down again into different Clans. There are 17 Clans in the Eastern Net and 12 in the Western Net. Each Clan has its own distinctive name and symbol. The weapons vary from clan to clan. For instance, the Aggressor Clan uses special bio-weapons. This deadly arsenal includes spike guns, poison lashes and special toxin mines. The spike guns are creatures that have been genetically altered to fire sharp spines. Poison lashes are natural creatures that have been "harvested" to provide even greater power in close combat. They have tiny but incredibly sharp spikes along their backs. The Aggressors cut the spikes off the area where the handle would be. This makes sure all spikes are off. Toxin mines are purely artificial but are - in a sense - alive. They are fired at enemy squads and explode when they come within about 1 meter of something.

On the other hand the Hawk Clan use the latest in technology. Their arsenal includes the coldlight lasgun, assault speeders - specially modified to operate in the desert - PowerCommanders and a lot of other tidbits of modern technology. Most clans build their own weapons and transport. Some, like the Hawk Clan, take existing technology and modify it, in some cases even totally change it. Perhaps the best example of this is the speeder. The Hawk Clan took a small civilian speeder and changed it totally. Where there was a small suspension unit, capable of hovering no higher than 2 meters off the ground, there is now a purpose built coldlight propulsion pod, able to propel the speeder at speeds of up to 500 kph. The initial design wasn't meant for carrying weapons. It now holds two lasguns, a EM pulse emitter and a multiple missile launcher.

The following is a list of the houses and clans.

Eastern Net    ---Overclan  
                  Aggressors  
                  Hawks  
                  Vellums  
                  Overclan  
                  ---Attackers  
                  Intruders  
                  Black Doom  
                  Sharks  
                  Wolves  
                  ---Peace Forces  
                  Peace Keepers  
                  Eagles  
                  Space Marines  
                  Imperial Guard  
                  ---Special Unit

Elders  
Cores  
Assasins  
Teclan  
---Bion Killers  
Ice  
Fire  
Dark Troopers  
Corels  
---Conquerors  
Hiw-Qwi  
Stealth