

ABOUT BERANT

by

Ernest Edwards

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Recent History

The **Amir** (pronounced a-mear) Clan has ruled Berant since the sixth century AD / CE. For over a thousand years they're the premier clan in the Amiri tribe (pronounced a-mear-e) and the largest tribe in the country. The crown goes to the eldest male of the senior Amir line, usually the King's eldest son, unless an Amir Clan Council rules that person ineligible, a very rare event. If the King has no sons, then it goes to his eldest living nephew. If no living males can be found from the descendants of the last three generations the same process is applied to the kings daughters, nieces, and cousins, with their husband becoming king. This process then goes back another generation at a time until one can be found or all descendants for the last ten generations are dead.

Berant becomes a French Colony in the late eighteenth century by an agreement with the King, to avoid a losing war. Spears and arrows weren't much good against firearms and cannon. The King sees this and negotiates the best result for his people. The country is hardly affected by this, as they have no publicly known natural resources of any value. Nothing worth the effort of an organised removal. It's untouched in the Great War, and the Japanese occupation in World War Two is little more than a minor inconvenience. The French are invited to not return after the Japanese go, and leave behind sufficient modern weapons to keep the French out of the country. Berant isn't worth the cost of conquering. The same happens with their neighbours in Dareed and Shukra. Dareed and Shukra did have some natural resources worth taking, but most were removed by the French prior to World War Two.

The ruler of Berant from 1922 to 1st January 1946 is King Marshad, a wastrel. His father thought it a good idea to send him to Europe for his education, in the hopes this let him fit in better with the French Colonial Government and deal with them a lot better than he does. However, schooling in Paris from ten years of age has him attending school there at the start of the twentieth century. Instead of learning how to work hard he learns how to party hard and enjoy life to its fullest. He's only interested in having fun. The country is lucky his younger brothers are trained at home under the tribal laws, and they do the real running and administration of the country.

The only good thing that can be said about King Marshad is he's a lot better than the rebel generals who killed him and introduced a '*democratic*' government (of the type that never has a public vote, that is) in January 1946. The difference is marginal, but he didn't arbitrarily kill people in large groups. No formal laws are ever passed by the rebels.

When the generals attack the palace the princes fight a fierce battle with the rebels to cover the escape of four princesses; the King's two daughters and his two nieces, the daughters of the princes. The princes and the Palace Guard give their lives for their country's future. Proving all the country's warriors aren't dead.

When King Edward came to power in December 1948 he changed the way the monarchy worked and set up a constitutional monarchy. This was difficult as much of the country was under tribal law and they wanted the old monarchy. They were unhappy with democracy as introduced by the rebels. Large sections of the country no longer had formal tribal councils as they'd been totally destroyed by the rebels pogroms. King Edward needed something acceptable to both areas. Using the Australian Constitution as a base, because he was familiar with it, he developed a hybrid variant to make both groups happy while still introducing a high level of elected democratic government as domestic management. When voted on the constitution received 99.99% support from the population.

After getting the constitution through he set about creating a uniform set of laws for the whole country. That process isn't complete and never will be. It took sixty years to be 99% uniform across the country.

Later is a summary of the government and legal systems after King Edward's reforms were put in place. This isn't a detailed list of all the laws, although some very important ones are mentioned, but it is an analysis of the system itself. Many see this as a perfect constitutional monarchy, others don't. This works for Berant and its people, and that's the best you can say for any political or governmental system.

Selection of the Monarch

The head of government is the King. Now he's the husband of one of the King's daughters or nieces or cousins. If need be the line tracks back one generation at a time until a suitable candidate is found. The Amir clan council decides which of the suitable candidates is to be the King. When possible the King selects a suitable heir whilst still alive and helps train them for the role. This way there's no point in intra-family squabbles. A male born to the royal family can never rule. And their brothers-in-law have to worry about being voted in by the eligible clan members.

After King Edward the King has no control of any money or assets of the clan or his own. He introduced the change and couldn't make it retrospective. King Herbert is the first King the new royal property laws apply to. Any property or assets he has must be handed back to his family or handed over to the clan trust when he's appointed. This way the clan has a control over the King by simply refusing to finance his actions. Also the clan council can recall him by unanimous vote.

Geography

Berant is an old kingdom in tropical Asia, the mountains are mostly tropic jungle or dense tropical forest. The majority of forest trees are exotic hard woods while the jungle is mostly softwoods. The jungles, forests, and plains abound with local wildlife, most of it small and harmless. Apart from humans the only dangerous animals in Berant are the local mountain lions who tend to live in the tropical jungle very close to the tops of the mountain ridges, most are in the Burran and Amir (pronounced a-mear) Mountains. Attacks by lions are very rare, but do occur; usually when people wander into the lions' hunting ranges.

The western border is the centre ridge tops of the Burran mountains. This high mountain range is the western border of the Kingdoms of Shukra, Berant, and most of Dareed; with the lower quarter of Dareed being a peninsular. The almost straight ocean shore forms the eastern border of these countries. Most of the shore line is high sheer cliffs with nice bays and beach areas. Berant's southern border is the Darunch Mountains with Dareed South of them. The northern border is the Sharten Mountains with Shukra North of Berant. In land area Dareed is almost the size of Berant and Shukra is about the same size as Berant.

Berant is like an out of shape hour glass, as it pinches in on the western side. The narrowest point is at the Amir Mountains where the country is only 160 kilometres wide and twenty kilometres of that are the mountainous tropical jungle of the Burran Mountains. The Amir Mountains run from there to the coast and make an effective barrier that almost splits the country in half.

Northern Berant consists of the Sharten Plain running from the Sharten Mountains to the Berant River. This area is a rough rectangle of 320 kilometres across (East - West) and 480 kilometres deep (North - South). The Amiri Plain runs 400 kilometres South from the river to the Amir Mountains. Southern Berant consists of the Kotar Plain running 640 kilometres from the Amir Mountains to the Darunch Mountains with the Kotar river splitting this almost in half to create the Northern Kotar Plain and the Southern Kotar Plain. This plain widens out from 160 kilometres at the Amir Mountains to 300 kilometres at the Darunch

Mountains. Dareed runs from the Darunch Mountains South for 720 kilometres to the peninsular tip. This is about 280 to 300 kilometres wide until the peninsular, which is about 120 kilometres wide for most of its 100 kilometres length. Shukra is much more of a rectangle of 300 kilometres across (East - West) and 960 kilometres deep (North - South) with the Shuk Mountains as its Northern border. The assimilation of Dareed after the Battle at Marley's Landing was a very significant increase in the size of Berant's land area and population.

There are many known passes across the Sharten, Amir, Darunch, and Shuk Mountains, and these are all marked on good maps. There are no known passes across the Burran Mountains, or if they're known they're well kept secrets of the family or clan or tribe. Rumours of hidden passes have been around for over a thousand years, but none have been found by the authorities.

The capital city, Berana, is sited on the southern side of the Berant River and is virtually the centre of the original old kingdom that consisted of the Sharten and Amiri plains. The Kotar Plains became part of Berant about 1,000 years ago. King Edward set the parliamentary government up in Berana as it was almost the centre of the country at that time, and he made the old Royal Palace a national museum and culture centre. He established his own palace, Highcliff, between the coastal towns of View Port and Carmel about sixteen kilometres North of the Amir Mountains, almost at the opposite end of the Amiri Plain to the parliament. Carmel is a holiday and tourist resort established by King Edward. He also built a major marina between Carmel and View Port to attract international visitors and money. The administrative domestic government is at Berana and the main government with international affairs is at Highcliff. With the King now living in the middle of his tribal lands and safely surrounded by loyal members of his tribe and clan it'll be harder for another group of rebels to kill the King. This arrangement also makes it harder for any national disaster to take out the whole governmental structure. And being near the main tourist resorts allows them to use the palace and monarchy as a tourist attraction. Which works well and brings in many tourist dollars.

Financial System

Over the centuries Berant has used three financial systems. Prior to the French colonisation all transactions were by a form of barter, goods or services were exchanged. Usually on an immediate basis or over a time period. People gave their word and honoured it. Promises were kept; if a person was unable to meet a promise their family, clan, or tribe did it for them and collected off them later - in blood if need be.

The French administration brought French Francs, the concepts of accounts, credit, bookkeeping, record keeping, bureaucracy, and corruption. The crime rate soared. The Berant people weren't angels, but theft, rape, and murder were next to non-existent as tribal laws had ways to handle them. Raiding between tribes was a common thing, but once you got out of a tribe's lands with anything you stole it was a successful raid and the goods were yours. This led to people raiding (i.e. stealing) from other tribes and not within their tribe. Rape and murder had some very severe punishments that made death the easy option. The French colonists taught the tribes how to steal from their families, clans, and tribes through overcharging, not meeting debts, and asking for bribes. The honest tribes people learned all about corruption from the French Colonial bureaucrats. Most remained honest, but not all the tribes people were honest in all their dealings after that.

After the French were refused permission to return following World War 2 King Marshad introduced a new monetary system by calling them dollars and cents to differentiate from the French Francs. They had to make new notes and coins, so they did a whole new system with new designs. There was very little organised international trade until the mid 1960s, so external monetary matters were of no interest and had very little effect on Berant. By the time they did the trade was very evenly balanced. All this time individuals were involved in local and international trade using the traditional barter processes. People near the borders traded goods with people from over the border, cash wasn't used much at all until the last third of the twentieth century AD / CE.

Revenue Sources

There are four sources of revenue for the government. Donations (50% tax deductible) can be accepted by the King, the Parliament, or the Tribal Council and can be used only for the task/s nominated by the donor. Customs Excise collected by Customs Officers and used only by the King for his areas of authority. Income Taxes levied on corporate businesses are collected by Parliament for their areas of responsibility. Sales Tax is collected by the Parliament and Tribal Councils by the relevant authority of the area where the sale takes place, they collect it and spend it on the areas of their responsibility.

The Parliament is the only government body to collect Income Tax, despite it applying to businesses in Tribal Lands. This is used to fund the police services, Army, and a few other nationwide services they also provide in Tribal Lands by agreement with the Tribal Councils.

To further constrain the various government authorities, rates of customs duty and taxes are hard to change as these are Constitutional Laws. Tight purse strings should keep all levels of government under reasonable control. This is all in the constitution. People think very hard about voting for tax increases.

The constitution is quite clear about the parliament being there solely to allow the people to govern and administer internal matters. Since international affairs are nothing to do with self-administration or self-government those powers are retained by the King to limit the risks of foreign groups '*buying*' the parliament and giving the country away. Many professional politicians who see the power politicians have in other countries, and how their power in Berant is limited, get very upset about the powers the King retains, and seek ways to increase their powers by getting them from the King.

Authority Structure

The King has overall authority in all things. However, the basic day to day running of the country is done by the Parliament and the Tribal Councils. The King has varying levels of authority on the final approval of what they do and how they do it, see Classes of Laws. The Berant constitution acknowledges the King's royal authority and he subjugated himself to the constitution by passing many of those authorities and powers to the constitution. It also recognises the responsibilities and restraints placed on all people and authorities by the constitution.

King

The King is the head of state and has final responsibility in he has to give final approval to all laws before they come into effect. He may reject any proposed law. Any rejected domestic administration law may be put to the people at the next election, the King and Parliament must abide by the outcome of the people's vote on the law.

The King is also the very last avenue of judicial appeal for all legal matters across the country.

The King has four major bureaucracies working for him. He's responsible for providing facilities, equipment, staff, regulations, laws, security, policies, and procedures for them, including salaries and pensions.

1. Office of International Affairs. Covers embassies and all international agreements, immigration, tourist visa, etc. It includes the Royal Customs Service which administers customs operations and the collection of excise.

2. Royal Guards. Military services loyal to the crown and can't exceed 5% of the population.

3. Protector's Office. This is responsible for the protection of the citizens and has special sub-offices. Its head is the Royal Protector when there is one, and the King when there isn't a Royal Protector appointed by the king.

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- *Royal Protector - the King's special representative and he has full authority to act in the King's name.*
- *Royal Intelligence Service (RIS) - collects and analyses all domestic and foreign information; spies. Has some special agents with the King's authority to act as needed.*
- *Child Services Office - child welfare services, they investigate claims of abuse etc., oversees orphans and similar matters; including the welfare of the mentally disadvantaged. In depth investigation are often done by the police or RIS upon request.*
- *Slave Welfare Office - checks slaves aren't abused or mistreated by their masters, and administers the regulations on slaves.*
- *Citizen's Welfare Office - investigates any reported abuses of people, usually asks RIS to investigate. Also administers welfare payments.*

4. Royal Advisory. *A group of advisers to the King which he selects as required or wanted.*

The King must provide, staff, and fund his own residence and Royal Reception Area; it's to be used for official functions within his area of responsibilities. He must also provide any shortfall in operating funds for the organisations that assist him in carrying out his constitutional responsibilities and duties. Such as the Customs Service and the embassies, etc.

Parliament

The Parliament draws its power and authority from the King via the constitution. It's responsible for the limited day to day administration and management of the domestic aspects of the country, as set out in the constitution. It has two elected bodies, the House of Representatives and the Senate.

The House of Representatives' members are elected every four years, one hundred members with each representing 1% of the eligible registered voters of Berant. Voting boundaries are reviewed every ten

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years or when there's a major change in the country's population or boundaries, as in the assimilation of new lands. This house drafts the laws and actually administers them. Voting is on a weighted scale of voter priorities. The members of this house vote on who will be Prime Minister and that person then selects a cabinet of ministers.

The Senate has one hundred members elected to serve for eight years, fifty are elected every four years. They're elected from a single national voting group. If a number of people register to stand together as a party then the votes for that party are split equally between all members of the party. No person can be appointed unless they have the support of at least 1% of the electorate. If forty-five people get 96% of the votes and the forty-sixth has only 0.5%, then only forty-five senators are appointed at that election. This house reviews proposed laws and may reject them. Voting is on a straight one vote one point basis, no priorities. The one with the most vote points wins the election and is appointed. In the Senate this means the top fifty with the most points, as long as it's more than 1% of the electorate.

Should an appointed person step down during their term in either house the eligible person with the next most points is appointed. This discourages whimsical resignations.

Parliament controls all lands that aren't Royal Reserves or Tribal Lands. It controls and manages the Army, which can't exceed 8% of the population. It appoints the magistrates and judges for the legal system. The special body established to review on the eligibility of judges also provides advice to the Tribal Councils on the suitability of the people selected to be Amur Elder (Wise Elder) of that tribe. The Amur Elder is the equivalent of the Chief Justice for their tribe.

The legal system is: Magistrate's Court, District Court (single judge, or judge and jury - as chosen by the accused), Appeals Court (panel of judges), Supreme Court (single judge), Appellant's Supreme Court (panel of judges), the King.

Note: As required by the constitution new lands always come under Parliamentary control regardless of what they'd been before being assimilated by Berant.

Tribal Council

Tribal Councils draw their power and authority from the King via the constitution. They're responsible for the day to day management and administration of the domestic aspects of their tribal lands as set out in the constitution. The councils' membership and appointment method are by the traditional methods used by that tribe for appointing tribal elders. These bodies make and pass laws as per their traditional methods. They may raise a militia from within their population if they wish. It may not exceed 2% of their population unless approved by the King and Parliament.

The legal system is: judgment by an Elder, Chief Elder, Amur Elder, Council of Elders, the King.

The *Council of Tribes* is an organisation where representatives from all the Tribal Councils get together to discuss matters that concern more than one tribe. It's a loose coordination body without any powers or responsibilities. Each tribal council has a member on it, the King and Parliament have observers only, although their input is welcomed. With the reduction of tribes to two it almost never meets now. Most matters needing co-ordination are usually done via special meetings called by the King or the tribal Chief Elders.

Classes of Laws

There are three classes of laws in Berant. None of which recognise a legal entity that isn't a living physical person. All companies are seen as the property of their owners or the senior executive officer living in the country.

Royal Edicts are just that, a written statement by the King as to what he wants done and is law. These usually apply only to the areas that are his sole constitutional responsibility. Most relate to international affairs, customs operations, and welfare activities. If he feels the need to change a law relating to domestic aspects he confers with the Parliament and the Tribal Councils to have them pass suitable local laws.

Constitutional Laws need the approval of over 80% of the members of the Parliament, over 80% of the Tribal Councils, over 80% of the eligible voters, and the King before they become valid. These affect the constitution, all laws relating to governmental revenue raising (taxes and excise), marriage, slavery, welfare, brigandage, treason, piracy, murder, and attacking a member of the Royal Family are such laws.

Domestic Administration Laws, whether passed by the Parliament or a Tribal Council. These need a 60% approval of the administrative body, Parliament or Tribal Council, to become a proposed law. They still need to be approved by the King to be enacted. If rejected by the King they can be put to the voters at the next election and requires approval by over 60% of the eligible registered voters in the area affected by it for it to be made law regardless of the King's disapproval.

Domestic laws include definition of adulthood, communications, militia management, crimes, transport, building, education, licensing, forestry, business, hunting, weapons control, consumer, manufacturing, fishing and zoning, etc.

The Parliament and Tribal Councils have equal authority and power to make laws within the areas under their control. Whenever a Tribal Council wishes to pass on the actual making of an area of law to Parliament it may do so by a 60% vote of their council and approval of the King. Once they pass over the power they can't take it back. In such

a case the Tribal Council is still responsible for the management and administration of the law within its boundaries, unless it disbands or makes arrangements with the Parliament for them to administer it on their behalf; the national police service is one such activity and the national fire service is another. Disbandment requires the approval of over 80% of eligible tribal members to occur. Passing over the law making responsibilities is encouraged as it makes it easier to maintain uniform laws.

The Parliament and each Tribal Council give automatic recognition to any authority or licence issued by the others. Even if the laws they're issued under are different.

Differences between Parliamentary and Tribal laws are very few. The biggest being the laws on recognition of adulthood. The Parliament do this as an evaluation test of a person's mental stability. Usually conducted when the person is sixteen years old, it may not be done before they're fourteen years old. Also, they're automatically an adult at eighteen years of age unless declared by a court as not competent - this is sometimes done for some of the intellectually challenged; then they come under the control of the Protector's Office, Child Services. The Tribal Councils have their own traditional tests of adulthood. These are usually done when the person is twelve years old, but the person may stand for them at any age, provided they have the support of their clan and they pass the initial skills tests. Most stand at thirteen or fourteen years of age. Thus a Tribal Council may approve an eleven year old as an adult and the Parliament authorities must recognise that status, despite them being too young by their laws. Over time the tendency is to just wait until they're eighteen years old, as it's a lot easier.

Note: By 1994 all the Tribal Councils have passed to Parliament the law making authority for all laws except those relating to definition of adulthood, some crimes, compensation, criminal punishment, weapons, fishing, hunting, and forestry. Even so, the laws on weapons, fishing, hunting, forestry, and most crimes are the same. The Tribal Councils amend them as soon as the Parliament does, they just want to retain full control.

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Since the majority of the laws are the same across the country the Tribal Councils have an arrangement with the Parliament to provide police forces to police the tribal lands and thus create a uniform police force and its administration. The Tribal Council retains their traditional tribal police, the Guardians, these provide support to the police and also administer the few laws that are specific to that tribe only.

The majority of the laws of Berant are very much like the laws of other countries. Legislation about how to handle commercial dealings in a manner fair to all, laws against harm to people (murder, rape, etc.), laws against harm to property (theft, damage, fraud, etc.), laws controlling interactions (communications, slander, libel, etc.), laws on safety aspects (OH&S, road rules, etc.), laws to protect the lands. However, some are a bit different because they grew up out of the local traditional practices and aren't common to all other countries although some do have similar laws and practices. All these laws have sound practical reasons for their existence and the way they're worded.

Listed next are some of the more important laws that are different to most countries.

Summary of Some Laws

Taking Possession of Property

The King may confiscate the property and assets of any person found guilty of treason, brigandage, piracy, or attacking a member of the Royal Family. Under no other circumstances may any authority (the King, Parliament, or a Tribal Council) take possession of any property except the person sells it willingly and they're paid the full current market value for it. Property owned by the King is known as the Royal Reserve and is land the King buys for use by his agencies or land that reverts to him as it's unowned; this doesn't include the property owned by his clan. Property owned by Parliament is known as Crown Land. Property controlled by tribes is known as Tribal Land.

Eligible Voters

Any Berant citizen who has attained adulthood is eligible to register and vote in elections for the area of their current residence, provided they're not serving a prison sentence or serving as a slave. They may only be registered in one area at a time. A person who splits their living and work between two areas must choose which they wish to register in. Voting is voluntary.

Any person found guilty of treason, brigandage, piracy, or the murder of a Royal Family member automatically loses their right to vote. Some long term habitual criminals may have their voting rights removed by the courts or the King, but only after due legal process.

Prison

Criminals sentenced to prison provide a heavy labour force under armed guard; mostly road construction and similar unskilled labour. They're provided with reasonable food, accommodation, and clothing. Some may be offered the opportunity to convert their sentence or what remains of it to slavery as a domestic servant or a farm hand.

Berant has no low security prisons as suitable prisoners are allowed to convert their sentence to slavery, usually as farm hands or domestic servants. They are then released into the care of their master and live within the general community.

Execution

The sentence of death by execution may only be applied to a person found guilty of brigandage, piracy, treason, murder, or attacking a member of the Royal Family. The sentence must be confirmed by the King or the Royal Protector. Often such convictions are commuted to a twenty year prison sentence or slavery.

Slavery

Ten years is the maximum period a person may be sentenced to be a slave for a normal crime. Seven years is the maximum period a person may voluntarily enter into slavery for debt recovery or financial return. Slaves must be provided with reasonable standards of clothes, proper accommodation, and proper meals; as per the basic standard of living requirements. They're also to be allowed one half day off per week and paid a weekly personal allowance, as set out in the *Regulations for Maintaining Slaves*.

Multi-spouse Marriage

Multi-spouse marriage is permitted, but only as a polygamous or polyandrous marriage where the member who is of the single gender is the main income earner of the family and the family income is higher than the basic wage as calculated in the following manner. First spouse basic wage; additional spouses, add double the basic wage for each spouse. That is, three times the basic wage for two spouses, five times the basic wage for three spouses, seven times the basic wage for four spouses, and so on. This is to ensure the family has sufficient income to properly see to the needs and welfare of all spouses and children. The assets of all spouses becomes part of the family assets unless special terms are agreed, written down, and signed by all spouses beforehand.

Concubines

This is a type of limited marriage arrangement in that neither party has a claim on the property of their partner in the event of the partner's death or they split up. It's recognised a concubine will live with their partner as if a spouse and all other marriage related laws apply, such as the multi-spouse marriage laws on finances. The concubine's assets don't mix in with the family's assets at all. A concubine is also paid a minimum weekly personal spending allowance double that set for a slave. Being a concubine is a contractual arrangement and it sets out

each person's responsibilities in a clear manner. Such contracts are often used to introduce a potential new spouse into the household for full evaluation prior to final commitment, i.e. a trial marriage arrangement. For the purposes of this law a concubine may be male or female.

Persons

Berant laws allow for a person to have various legal states; child, adult, concubine, slave, prisoner, etc. But they require the people to be living and existing. A dead person can't own anything, nor can a non-living entity. Corporations with shares are unusual in the shareholders are seen as the collective owners having shared and limited ownership and responsibility through the shares, the same way as a sole trader has a more direct ownership and responsibility.

Families, clans, and tribes can collectively own things, but the legal ownership is seen as being in the hands of the person or person in overall charge of that body. A Clan Father is the legal owner of all the clan common property and manages it as such. The single gender member of a multi-spouse marriage is seen as the legal owner of all the family's collective property. In many cases families leave property as being owned by the individual who brought it to the family to simplify ownership and control responsibilities.

To be able to conduct business in Berant you have to be a legal entity in Berant and living in the country. If the person who provides the money lives overseas the senior person living in Berant who manages it is the person seen as the sole legal owner as far as Berant law is concerned. Provisions do allow for owners to have proxies in place while they're overseas for business or holidays for up to two years in any four year period, provided no single period is longer than one year.

As one investment adviser put it, "To be a legal entity in Berant it must be possible for someone to punch you in the eye." In this regards foreign businesses setting up in Berant don't retain legal ownership of property because the head of the business in Berant is seen as the legal owner of all the company property in Berant. Most Berant laws provide for major breaches of laws committed by businesses to be punished by their owners being heavily fined and imprisoned. When the offender is a foreign owned company the Berant senior manager goes to prison

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and property confiscated if the sentence calls for it. The changes in 2013 makes provisions for ownership to be allowed by people outside of Berant as long as they are legal entities in their own country. Fines for breaches by such owners are ten times that for local owners as a prison sentence is not always possible with foreign owners.

Clan Amir Time Line

BOOK 1 - A FIGHTING HERITAGE

A Fighting Heritage

1946, Jan, Rebellion

Mara and Ed meet and marry

Sept, Lara born to Mara

1948, Dec, Monarchy restored

Fighting Birth

1946, Jan, Gerald Mannheim's birth, escape from Berant, and a high school incident

Dareed War

1970, April, Defence from invasion by Dareed at Marley's Landing

Darmore Demon

1983, Nov, Defence of an invasion by Shukra at Darmore

BOOK 2 - FALCON CHICK

Playground Problem

1997, Jan, School mate very ill

Bully Boys

1998, July, School bullies dealt with

Dancing with Death

1999, Oct, Friend's father seems suicidal

Bank Bandits

Dec, Foil robbery

Weekend Party

2000, April, Visit Chektar farm for a party and some interesting events occur

Rites of Passage

2001, July, Manhood rites

Budding Businessman

July, Gerry starts his first business

Dani-girl

2002, June, Sister Dani Dies

Vicky

Aug, Ruiz visits View Port and dies

Amazing Amy

Sept, Gerry's first lover

Kelly

Oct, Sister Kelly is kidnapped

A Changing Year

Summary of changes

BOOK 3 - FALCON FLEDGLING

Building a New Life

2002, Dec, Gerry enlists in Guards

1st Assignment

2003, June, Gerry is a private in barracks

Raptor Games

Dec, Gerry is a Senior Corporal on exercises

Recon Platoon

2004, April, Gerry is Junior Sergeant training a platoon

Designing Devilry

June, Gerry having some fun learning to do jewellery and clothing design

MP Patrol

Aug, Gerry is a Senior Sergeant policing a city

Crafty People

2005, Jan, Gerry is Junior Lieutenant investigating crooks

A Way to Help

June, Gerry is Full Lieutenant helping at a building collapse

Tim's Halt

Aug, Gerry is a Senior Lieutenant fighting brigands

A year of Changes

2006, April, Gerry is voted in as Clan Father

May, Gerry is appointed as Protector

Someone Special

May, Gerry meets and marries a young woman

Boat People

June, Gerry is a Senior Captain chasing child slavers

What a Girl

Sept, Gerry is at sea and helping in a cat 5 storm

Wildfire

2007, March, Gerry is an Acting Lieutenant Colonel fighting a bush fire

Deadly Dive

June, Gerry is a Colonel on exercise and saves a child from a fall

War Games

2008, Jan, Gerry is an Acting General on exercises

BOOK 4 - DAY OF BLOOD

2008, Oct, Major attack on Berant and Gerry takes command

BOOK 5 - FALCON IN FLIGHT

Rebuilding the Clan

2008, Nov, Clan recovering

Games for Children

2009, March, A weeks holiday for orphanage kids is messed with

College Capers

July, Some Berant girls in the USA are kidnapped

French Follies

Nov, Terrorist attack Gerry while in France

Persuasive Performance

2010, Jan, Medical students deal with an emergency

The Lost Ones

March, A Clan head house is destroyed and the orphans vanish

BOOK 6 - SHUKRA WAR

2011, June, Shukra rebellion lead by UMAMA

BOOK 7 - U MAMA WAR

A summary of his war against U MAMA

Gordie's Gophers

2013, Jan, Gerry recruits hackers

Gerry organises a computer based attack on U MAMA

Mercenary Massacre

April, Gerry's people destroy a drug cartel training mercs for U MAMA

Other Clan Amir Stories

The "Clan Amir" series follows some significant events in the life of Berant, a small tropical country with a very strong warrior tradition.

A FIGHTING HERITAGE

Three loosely linked stories of courage and determination. This series will appeal to readers who love thrills, excitement and action in a military setting. Plus the backgrounds of great heroes. 57,900 words.

THE DAY OF BLOOD

The story of foreign businessmen determined to take control of Berant. They have organised a major invasion by forces under their direct control. Some mercenaries, most regular troops 'borrowed' for the invasion; they expect a very easy win with their superior troops. The invaders have thought of everything, or have they? 39,100 words.

THE SHUKRA WAR

The country next to Berant has a rebellion funded by the same businessmen who've been attacking Berant for over half a century. Berant offers to help, and gives all it can. 54,200 words.

THE UMAMA WAR

Years after the end of the war Gordon 'Gerry' Mannheim writes a summary of the war against power hungry businessmen. Including the accounts of some significant activities in the last years when he's finally able to take the war to the enemy's own doorstep. 47,100 words.

The books *A Fighting Heritage*, *The Shukra War*, and *The UMAMA War* are also available the anthology *The Berant - UMAMA Wars*.

All these and other stories are available from:

<http://www.lulu.com/ernestbywater>

<http://www.dpdotcom.com>

Ernest Edwards

Also by Ernest Bywater

ROUGH DIAMOND

An Australian schoolboy discovers he can move small objects with his mind. His family moves to Albuquerque, New Mexico, USA and he uses his special skill to 'win' money at casinos. His exceptional skills at winning bring him unwanted attention from some people, including the Department of Homeland Security. He objects to their actions and soon a state of war exists between his family and the DHS (and the people behind them). The odds are heavily in favour of one side - but which side? 57,600 words.

STAR PERFORMANCE

16 year old Hal Smith is a quiet, unassuming teen boy with a bad knee and no dreams. Taught to help people, he does; without thinking before acting. In Year Ten in a new city and school it's a year of living in interesting times as he's often in the wrong place at the wrong time doing the right thing. He'd once dreamt of being an international athlete and had the skills to make them true, but lost them helping a stranger; and delivered a Star Performance greater than most athletes can ever do. 56,200 words.

CHAOS CALLS: LEARNING VISIT

A new Hero is recruited to work on Chaos and is taken on an orientation visit as a Hero Companion. Al, being the person he is, can't help but look to change how things are done, and change them for the better. 42,400 words.

MACK

A young man with a unique heritage that guides his destiny has to deal with many hard issues starting with the murder of his father while 10 years of age. We follow his life for the next decade while he works to survive, protect his heritage, and fight the man he holds responsible for his father's death. He's more than what he seems, and strives to meet all his responsibilities. 123,900 words.