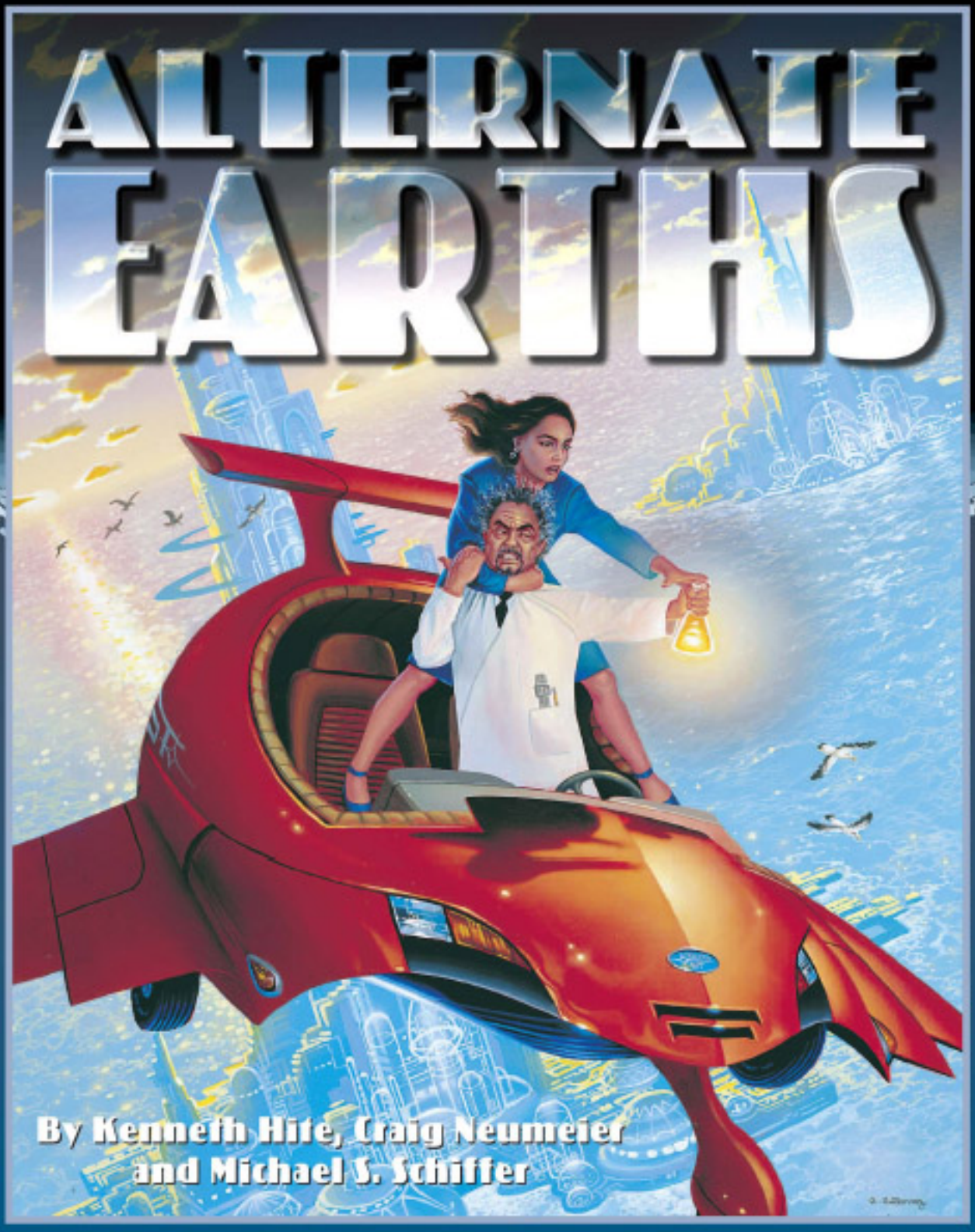
GURPS®

ALTERNATE EARTHS



By Kenneth Hite, Craig Neumeier and Michael S. Schiffer

STEVE JACKSON GAMES

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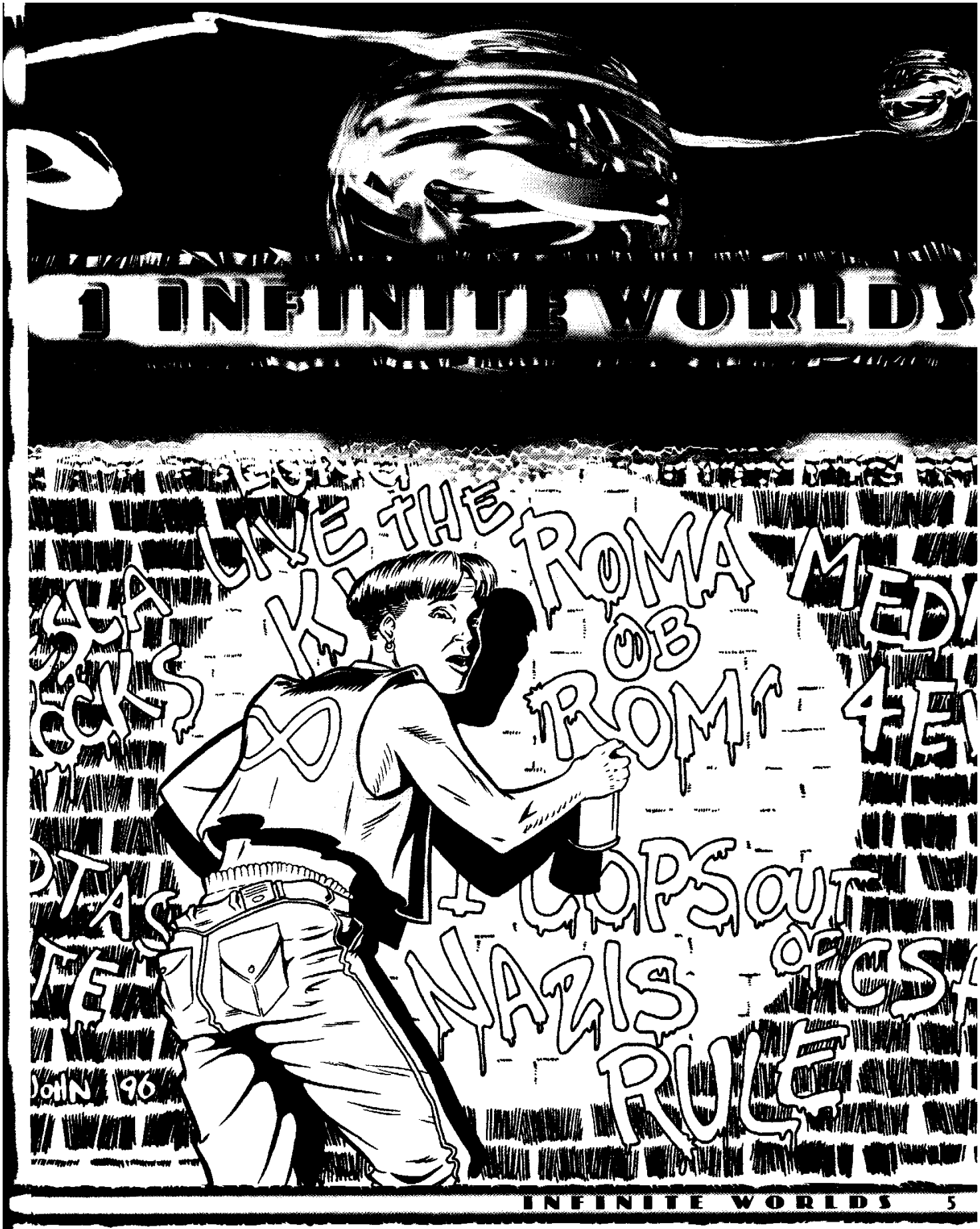
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Campaign Crossovers

For the GM interested in large-scale gaming on a parallel or parallels, ***GURPS High-Tech*** or ***GURPS Ultra-Tech*** will be very useful in determining alternate weapons, medicine, etc. Obviously, any historical campaign setting such as ***GURPS Vikings*** or ***GURPS Swashbucklers*** can be shifted into a parallel history to take away any player knowledge that might benefit their characters ("What do you *mean* Grand Mosque of Rome?"). Of all the historical sourcebooks, ***GURPS Aztecs*** and ***GURPS Imperial Rome*** are the most directly useful for the worlds presented in this sourcebook.

GURPS Alternate Earths can also be used in conjunction with a myriad of other ***GURPS*** supplements for campaigns of a different flavor. The following worldbooks blend especially well with one or more parallel Earths.

GURPS Espionage

All parallels have nations, and all nations have spies. Espionage adventures are a natural for any of these alternate Earths. Dixie, Reich-5 and Shikaku-mon all have enough greedy superpowers, military secrets and geopolitical discord to satisfy any would-be secret agent. In Shikaku-mon, spying is a popular hobby! And if Ernst Stavro Blofeld can't come up with a really bizarre doomsday weapon in Gernsback, he's just not trying.

GURPS Horror

"Seekers after horror haunt strange far places." H.P. Lovecraft said it, and he ought to know. What could be stranger or farther than a parallel world? How would Aztec or Roman investigators deal with Transylvanian vampires? Perhaps the Ahnenerbe in SS Burgundy has called up Something that it can't put down.

Note, too, that adding magic to any of the alternate histories described in this worldbook is far easier if the magic is kept hidden, as suggested for ***GURPS Horror*** campaigns, than if the world must be altered to reflect commonly available magical powers.

Continued on next page . . .

Crossworld Campaigning

This sourcebook presents six worlds designed as adventuring locations for a party of interdimensional travelers. The default campaign, taken from ***GURPS Time Travel,*** casts the PCs as agents of an interdimensional, or parachronic, "police force." Like most neighborhoods the police are sent to, these worlds may not be places most people would want to live.

However, these alternates can be used in many other ways. Some other campaign suggestions are also given below.

The Infinite Worlds Campaign

The six worlds in this sourcebook are specifically designed for use with the the "Infinite Worlds" campaign frame from ***GURPS Time Travel***, and some references only make sense in that context. For GMs seeking to translate into their own campaign backgrounds, Infinity Unlimited, and its subsidiary the Infinity Patrol, or I-Cops, are the PCs' employer. Its policy is to keep its existence a secret from other timelines. Homeline is Infinity's world of origin (identical to our world as it may be in 2015, except for interdimensional travel). Centrum is Infinity's one rival among the dimensions, too "far away" for direct attacks. Quantum numbers describe how far any reality is from Homeline (Quantum 5) or Centrum (Quantum 8).

The Smuggler's Guide to Interdimensional Trade

Any crossworld trading organization that cares about hiding its origins will tend to use similar methods. Groups that don't care as much about keeping themselves hidden – Centrum, for example – will be less inhibited about the use of high technology in pre-scientific worlds. For campaign purposes, it is usually more interesting to require secrecy than to allow the players the crutches of higher technology and parachronics.

In the Infinite Worlds campaign background, Homeliners' trade with parallels, whether licit or illicit, tends to follow the same general patterns. Trade strategies depend upon the type of world contacted. Infinity Unlimited often uses imported wealth to support its local operations, but only where this would

not be noticed. Wherever possible, the local operations of crossworld traders such as White Star double as purely local, profitable business operations with the profits raked off to support the Infinity Patrol and other overhead.

Uninhabited Worlds

Homeline uses these worlds for large-scale mining and retrieval of resources which do not require many Homeline (i.e., expensive) laborers. While White Star sends some of the products directly to Homeline, it uses others for triangular trade with moderately advanced parallels (see below). White Star also rents out space to film crews, to hunters who want to go after dinosaurs, mammoths or aurochs, and to researchers. Infinity Unlimited's lack of concern for its impact on the environments of worlds empty of humans has caused some criticism.

Uncivilized (TL0)

Because bulk resources come from uninhabited worlds, White Star trades with these parallels mainly for curios. In some worlds, White Star exchanges low-tech bulk trinkets (e.g., gold from uninhabited worlds, high-quality but local-TL weapons and tools, etc.) for unskilled labor for the mass production of goods too high above local TL to be comprehensible. However, this practice is not widespread, as White Star is uncertain whether it is entirely safe or ethical. Smugglers often make use of these worlds as bases and as sources of slave labor.

Civilized, Pre-Scientific (TL1-4)

In these worlds, traders often utilize triangular trading, exchanging gold and resources from uninhabited worlds for works of art and for agricultural products. Smugglers have been known to buy or steal duplicates of valuable Homeline artworks. (One enterprising smuggler bought several works by Dixie's van Gogh, unknown and neglected in his home parallel, for practically nothing.) These worlds also attract the would-be conquerors who hope to cow the natives with advanced weaponry.

Civilized, Scientific (TL5-7)

The I-Cops watch these worlds, which they consider potentially dangerous should the locals learn the Secret. Permitted trade includes selling moderate technological improvements and literary ideas, or purchasing artworks and curios for small quantities of portable wealth (e.g., gems or gold). "Parallel works" are particularly prized: unknown Shakespeare plays, Edmund Burke's *Reflections on the American Uprising*, and so on.

Advanced, Scientific (TL8+)

The Infinity Patrol watches most carefully all worlds with science advanced enough to reproduce parachronics; a single unauthorized incursion is punishable by Coventry. White Star uses every available method to discover the principles upon which these worlds' higher technology is based, in order to patent and utilize it on

Campaign Crossovers (Continued)

GURPS Supers

The comic book *Captain Confederacy* is the best example of a superheroic story set in a parallel world (although not, alas, in Dixie). DC Comics' *Elseworlds* stories present parallel versions of their characters in different settings. Of course, superhumans in parallel worlds may not be *heroes*: the mind reels to imagine Übermann's adventures in Reich-5. Also, with the vast powers available to superheroes, the mechanics of dimension-hopping become much simpler.

GURPS Psionics

GURPS Psionics gives portable guidelines for creating a campaign in which psionics play a major role. GMs can also make psionic transfer the basis of a crossworld campaign, perhaps adapting the mental time travel described in Chapter 5 of ***GURPS Time Travel***.

GURPS Riverworld

Farther down the River, perhaps the population is resurrected from another Earth. Or the parallels themselves are just "world rooms" in the Dark Tower (a highly playable variant on the cross-dimensional theme). Given the prevalence of dirigibles on the alternate worldlines, ***GURPS Riverworld***'s complete zeppelin combat rules cannot fail to come in handy.

GURPS Mage: the Ascension

While any of the various creatures of the World of Darkness might inhabit a parallel Earth, the reality-is-what-you-think-it Metaphysic of Magick makes mages particularly suitable for encounter with alternate Earths. These parallels could be a form of Umbral Realm not previously classified. Or perhaps a Marauder Oracle of Time has found a way of changing history despite Paradox. Either way, Gernsback is obviously what happens when the Sons of Ether take control of the Technocracy instead of being forced out.

GURPS Terradyne

GMs can mine this sourcebook for rules, settings and skills for solar system adventures in Reich-5, Dixie, Gernsback or Shikaku-mon. Or, they can run a ***Terradyne*** campaign in which the Terradyne Corporation grew out of a parallel firm on a parallel Earth! And perhaps there might be life on a *parallel* Mars . . .

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Campaign Crossovers (Continued)

GURPS The Prisoner

The unkindest cut: after years of excruciating mental and physical torture, Number Six is finally freed from the Village! He walks out into the bright sunlight, and picks up a newspaper. *CSA Today*? Is this another one of Number Two's stratagems, or was all the history he remembers a lie?

Types of Goals

Lost Causes

The first and still most popular alternate histories deal with making a lost cause triumphant. Examples in this sourcebook are Imperial Rome, the Confederate States of America and the Nazis (obviously, not all lost causes are noble). Others might include Napoleon, Bonnie Prince Charlie or America in Vietnam.

Strengthening the Marginal

Alternate Earths can enhance the importance of any person, idea or nation marginal in our own history. Examples in this sourcebook are the Aztecs, Tesla's electrical inventions and imperial Sweden. Other possibilities are the Celtic Christians, Poland or Roger Bacon's 13th-century scientific method.

Marginalizing the Strong

Variations need not strengthen something. A change can marginalize a nation or even an entire civilization. In this sourcebook, Ezcalli reduces all Western Europe to a barbarian wasteland. One could just as easily remove Genghis Khan and his Mongol hordes, preventing the conquest of China, Russia and Persia, as well as the later spread of the Black Death to Europe. This type of change may require a second, more specific goal.

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Homeline. However, these worlds usually have sophisticated identification and surveillance technologies, and a small misstep might imperil the Secret. Smuggling technology and artifacts from these worlds can carry lucrative rewards, but also dangers from both the alternate's local authorities and the Infinity Patrol.

Para-Scientific (TL?)

The Patrol treats worlds with variant physical laws with extreme care. If magic works, for instance, even a low-technology world becomes a potential danger. GMs must decide if items from such worlds continue to function elsewhere; if enchantments continue to function in non-magical worlds, it's hard to imagine any sanctions which will keep smugglers out. Psis endanger the Secret and offer no obvious profit to smugglers, so interdicts on such worlds are much more likely to hold. Worlds with supers offer similar problems; smugglers have enough trouble dodging ordinary police without having to deal with grim avengers of the night.

Other Crossworld Campaigns

Any of the other campaign frames given in ***GURPS Time Travel*** could also be used with alternate histories. A changed event in the operations of the Order of the Hourglass could lead to some nasty complications when they return to their alternate present. Some doors in the Horatio Club already lead into other worlds. The Cube could shift completely out of our reality and begin bouncing between parallel histories as well as our own – a useful way to cover many dimensions in one campaign, and one that allows visits to these parallels at any point in their histories. Since Eternity's Rangers (from another campaign frame in ***GURPS Time Travel)*** actively try to change history, it should surprise no one when they actually do. Players who are military history experts will have their guns thoroughly spiked by this kind of nastiness.

The Alternate-Based Campaign

Another possibility is to use one of these alternate earths as the home world of reality-hopping PCs. The obvious choice is Gernsback, where bizarre inventions such as parachronics need no further excuse. A Gernsback inventor might enlist PCs from other worlds, combining a legionnaire from Roma Aeterna, a Shikaku-mon secret agent, and others to form a truly diverse party of explorers. Any technologically-advanced reality, however, *could* produce interdimensional travel, or the GM might provide the PCs with psionic or magical means of transportation. Many of these realities are also well-suited to provide world-jumping villains for any crosstime campaign.

Finally, of course, a campaign might be set entirely in one of these parallels, either in its present time or at some point in its past. Each chapter offers suggestions for adventures in the alternate earths, most of which can be expanded to encompass entire campaigns.

Changing History

These parallels can also be used as backups for the GM in a "straight" time travel campaign when he feels that the characters have changed history while in the past. If they were visiting the Civil War, they return to Dixie. If they were touring Renaissance Europe, they could wind up in Shikaku-mon. One shudders to contemplate their fate if they were on a mission during the Second World War. Less-sadistic GMs can have the characters simply caught in someone else's deliberate plan to change history, perhaps by Nazi or Confederate sympathizers. They still wind up in a parallel future, though, and if time travel has not yet been invented, they had better hope they can find the culprits . . . or learn to love their new home while waiting for parachronic invention or outside rescue.

Building Parallel Worlds

The basic structure of an alternate history is simple enough: a historical event happens differently, its changes echoing down the years to a radically changed present. While a single change point is generally considered desirable, the specific reasons for subsequent changes may be obscure.

However, the best place to begin designing an alternate history may not be the divergence point, since this can present an overwhelming number of options as the designer attempts to move forward. Having a goal in mind allows the designer to choose among the many plausible alternatives that will shortly appear. This goal may be a vision of what reality should look like in the present, or at least a few elements to be included (for instance, Irish dominance of England, Egypt the most technologically advanced nation on Earth, North America divided into petty states like medieval Europe – or all of the above). It may even simply involve ensuring that the beneficiaries of the initial change survive and prosper, although this works much better for short periods (one or two centuries) than for longer histories. Don't get too hung up on plausibility: there are enough bizarre twists of fate in real life that *any* event can be made to seem inevitable.

The closer that events stick to actual history, the more historical research is required. Once events move away from reality, the designer must depend more on extrapolation and speculation. Since most players are unlikely to question the likelihood of events close to actual ones, the more distant alternatives require the most attention to what is likely or possible in history. Many designers like their alternates to remain parallel to the real world, so that, for instance, the

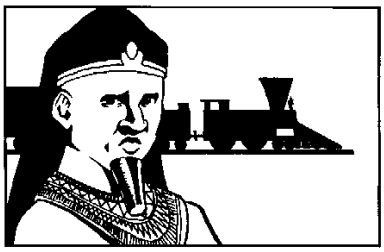
Types of Goals (Continued)

Outliers

Offshoots of real civilizations can allow a trend or characteristic to grow stronger in isolation, as European democracy blossomed in North America. The cosmopolitan aspects of 16th-century Iberia are given free rein in Shikaku-mon's Brazil. The spirit of the French Revolution might have thrived in an alternate French Canada or Louisiana. Or the Vikings might have evolved their own democratic civilization in Vinland.

Displacement

The history of one area can also be changed to resemble some other area; this often makes it easier to design a drastically-changed history. In this sourcebook, the Chinese imperial cycle was used as a model for Roma Aeterna's Empire. Japanese modernization might be applied to Mehmet Ali's Egypt, or the ancient Greeks might have had their own Scientific and Industrial Revolutions.



Reality Seeds

The realities in this sourcebook are only six of the infinite possibilities offered by alternate histories. There are many other points of divergence, some better known than others. Some examples of change-points in history that can be developed into full-fledged alternate worlds are given below. Each includes at least one possible goal for the timeline designer.

Saratoga, 1777

If Burgoyne had won this battle, the colonies would have been cut in half and the American Revolution would probably have failed. This can be treated as the "lost cause" of an enlightened Empire of English-Speaking Peoples – or democracy could be marginalized not just in America but all over the world, so that radical revolutions (and their reigns of terror) would appear in a more technically developed world.

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Reality Seeds (Continued)

Hastings, 1066

A Saxon victory at Hastings would have altered the history of France as well as that of England. This alteration could have strengthened the marginal culture of Languedoc, at the expense of Norman feudalism. With England isolated under Saxon kings, perhaps a stronger Hanseatic League would have faced off against a Provençal monarchy for influence in Europe and expansion overseas.

Glorious Revolution, 1688

Only a chance wind on the English Channel enabled William of Orange to overthrow the Stuart dynasty in England. If the lost cause of the Jacobites triumphs, the Catholic kings of England wield more power over a less-developed kingdom. Perhaps the Puritans, in flight from "popery," could found a theocratic outlier in British North America.

Nanking, 1423

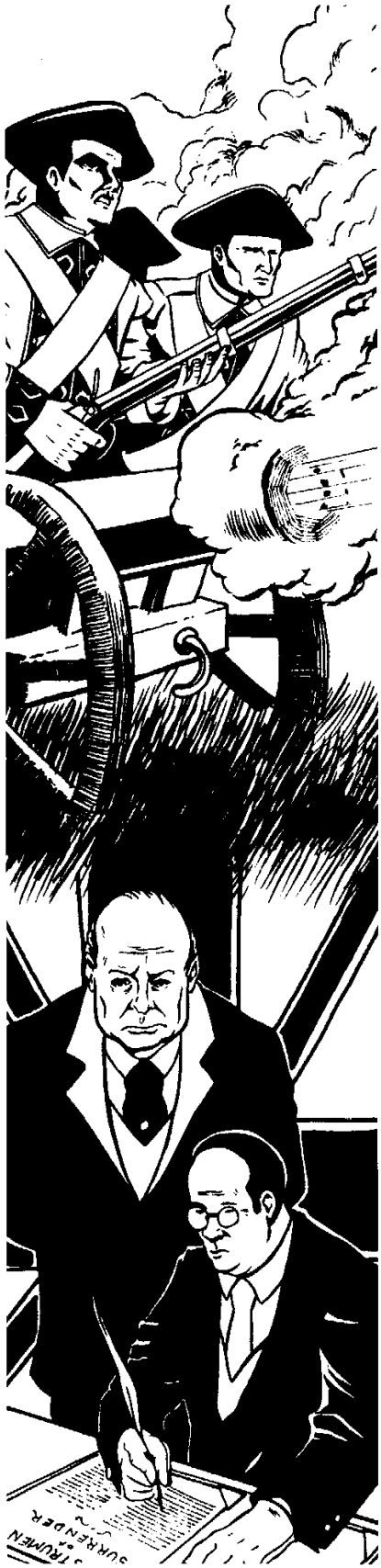
In real history, the Chinese ceased a brief period of naval expeditions in 1423. Cannon-carrying junks many times larger than any European ship had traveled as far as Africa at the command of Admiral Cheng Ho. Had the Ming chosen to continue naval exploration, they could have reached Europe and pre-empted any possibility of European expansion. This might be called strengthening the already-strong, giving China instead of Europe a chance to dominate the world.

Warsaw, 1920

Still in the first flush of Revolution, the Soviets attempted to crush Poland and link up with Communist revolutionaries in Germany and Hungary. Had Warsaw fallen, the Communist Revolution might have spread throughout much of post-WWI Europe. This could be designed as a displacement of the wars of the French Revolution, with Trotsky taking the role of a Russian Napoleon.

Pataliputra, 135 B.C.

Left behind by Alexander's conquests, the Greco-Bactrians played a pivotal role in Indian politics during the 2nd century B.C. Most successful of their kings was Menander, who combined Greek military genius and Buddhist spirituality. Had he established an outlier of the Hellenistic world in northern India by capturing Pataliputra, the former Maurya capital, who knows what cultural blending might have resulted?



Aztecs discover Spain in 1492. This can be entertaining in moderation, but overused it can become trite and silly.

The "great" figures of history raise similar issues. Near the divergence point, in particular, analogous people may play roles of comparable importance. Designers of alternate histories often use real historical figures in roles which resemble their real lives but differ with the changed historical context (the "repertory theater" approach: some actors always get important roles). The timelines in this book are filled with examples of such figures taken from real history. As the timeline moves farther away from actual history, it's often easier to look at broader trends and assume the existence of unnamed geniuses in the background to introduce monotheism or atomic theory when necessary (the "commedia dell'arte" approach: some roles must always be filled).

Natural forces such as climate and disease have great significance to the world designer in limiting possible options. Technological advance is also extremely important, but the designer must keep in mind the tendency, in the absence of obvious pressures, to "rest on one's laurels" and allow rivals to catch up or even pull ahead, like the Ming Chinese, or the Ottoman Empire after the 15th century. A certain level of technology may be necessary for an Industrial or Scientific Revolution, and even then such revolutions may not be inevitable. But if a civilization does attain the self-sustaining growth that these twin Revolutions bring, a period of global dominance is probably inevitable.

It may happen that a goal turns out to be impossible to reach from a particular divergence point. Don't hesitate to find another change point, usually farther back in history. If changing the outcome of the battle of Gettysburg doesn't give the Confederates victory, move back to Antietam (see sidebar, p. 14) and let the Europeans broker a peace, or have the war break out in 1850 instead of 1861.


2 DIXIE
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Other Dixies

Dixie was the first of the "victorious, surviving Confederacy" parallels to be discovered. There are five more known to Infinity, making this Dixie actually Dixie-1.

Dixie-2 and Dixie-3 both diverge at Gettysburg; in Dixie-2 (Quantum 3, local present 1966) the CSA dominates the Caribbean and the U.S. is an appendage of French and Japanese bankers. In Dixie-3 (Quantum 6, local present 1937) both the CSA and the U.S. are poor, corrupt satellites of European powers.

In Dixie-4 (Quantum 4, local present 1954), the Civil War occurred in 1844, the West is still Mexican and the U.S. and CSA are allied against Mexico and Germany.

Dixie-5 (Quantum 6, local present 1943) diverged with Early's Raid in 1864 and turned into a long British quagmire in America that left the CSA an impoverished British puppet and the U.S. a fanatical garrison state between British Canada and the Confederacy.

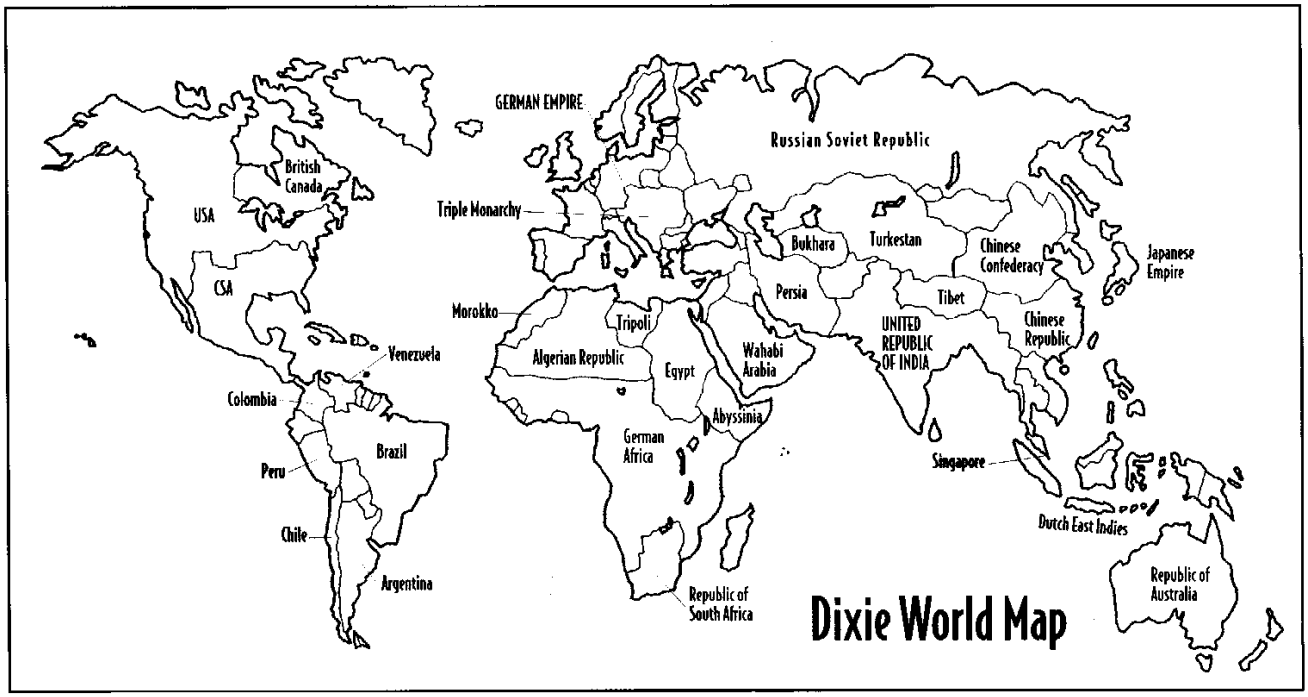
Dixie-6 (Quantum 7, local present 1910) diverged at First Manassas when the CSA pushed on and took Washington; Texas and California have both declared themselves independent, and all four nations are rivals for the Indian West.

For every Southern boy fourteen years old, not once but whenever he wants it, there is that instant when it's still not yet two o'clock on that July afternoon in 1863, the brigades are in position behind the rail fence, the guns are laid and ready in the woods . . . and Pickett himself with . . . his hat in one hand . . . and his sword in the other looking up the hill waiting for Longstreet to give the word and it's all in the balance, it hasn't happened yet, it hasn't even begun yet, it not only hasn't begun yet but there is still time for it not to begin.

–William Faulkner

The United States government takes a particular interest in this Quantum 6 parallel. Its history begins to differ from that of Homeline with the conquest of Nicaragua by the Southern adventurer William Walker in 1856 (see sidebar, p. 13). In Dixie, Walker's aid ultimately led to a Confederate victory in the American Civil War – or, as the Confederates of Dixie know it, the War of Southron Independence. At present, local year 1985, Dixie has achieved TL7, and the Confederate States of America remains locked in a nuclear stalemate with its old rival. Across the Atlantic, the German Empire retains the European hegemony it won early in the century. In southern Asia, the Indian Republic supplies modern weapons to rebels in German Indochina, while the newly industrializing countries of the "Indian Rim" manufacture the cheap electronics which find their way into Confederate dirigibles and Yankee stratojets.

The Confederacy itself retains its particular charms, complete with Southern belles, riverboat gamblers and dashing cavaliers in butternut. Hundreds of well-heeled tourists annually find Southern hospitality all that denizens of Homeline who are (or can act like) "gentlemen" or "ladies" might wish – if they are white or can pass for white, of course. Southern gentility extends only to those who belong to a race eligible for citizenship. Beneath even "white trash" factory workers and smallholders, nearly half the population of the CSA lacks the right to vote, own land, or move across a state line without permission. Indeed, in nine of the 21 states of the CSA, chattel slavery remains legal, if no longer widely practiced, and the tradition of black or Mexican bodyservants continues among the wealthier families.



History

From Secession to Superpower

When the War of Southron Independence began in 1861, the North outweighed the South in industrial power and in population. However, the South had attracted nearly the entire cadre of capable American generals to its cause. Confederate, and especially Nicaraguan, blockade runners proved the Union blockade hollow. Confederate cotton profits bought British rifles and other supplies. When Lee invaded the North in 1862 and destroyed the Union Army at Sharpsburg (see sidebar, p. 14), it opened the way for the capture of Baltimore, the fall of Washington and British recognition of the Confederacy. The prospect of open British aid forced the Union to grant the Confederacy its independence in 1863. President Lincoln resigned and the Union was forever sundered.

Both the CSA and the U.S. spent the next decades weathering the economic shocks of the war and expanding on the continent. The Confederacy picked up the pieces in Mexico after the French adventure there failed, while the vengeful Union dismembered British Canada during the Riel Rebellion of 1869 (the U.S. annexed the resulting Republic of Manitoba in 1911). Bismarck negotiated a U.S.-German Accord to counter the British alliance with the CSA, leaving the two American powers tied into European alliance politics. The Guiana War of 1895 nearly dragged Europe over the edge, as the U.S. and CSA fought to a stalemate in the West and the U.S. and Britain dueled on the high seas.

The Great War of 1914 saw the expansion of trench warfare from Europe to America after the U.S. (counting on promised German aid) declared war on a distracted CSA, whose proud Confederate Expeditionary Force was mired in Belgian mud with its British allies. Once again, Confederate military genius outclassed Union muscle as the Confederate general George Patton repeatedly defeated U.S. forces in the West. When the Russian revolutionaries' surrender to Germany and the fall of France in 1918 ended the war in Europe, however, the CSA was doomed. Without the British fleet to shield its shores and with German arms and gold pouring into the Union, the CSA was forced to sue for peace in 1921.

Both France and the CSA thirsted for revenge and used the next decades to modernize their economies and armies. Under President Huey Long, the CSA emerged from the postwar depression stronger than before with a navy second only to the German Kriegsmarine. Colonel Charles de Gaulle, the "Marshal of the French," mechanized the French armies and then crossed the Ardennes in 1939 while Germany was occupied by revolts in their east European empire. The success of DeGaulle's *guerre-éclair* ("lightning-war") tactics, Italy's attacks on Austria and revolts all over Europe forced Germany to call upon its old ally, the U.S., for assistance in 1940. With its army in Europe, the U.S. was then unable to act when a different surprise attack (by the Japanese on the Confederate naval base at Pearl Harbor) pulled the CSA into a war in the Pacific.

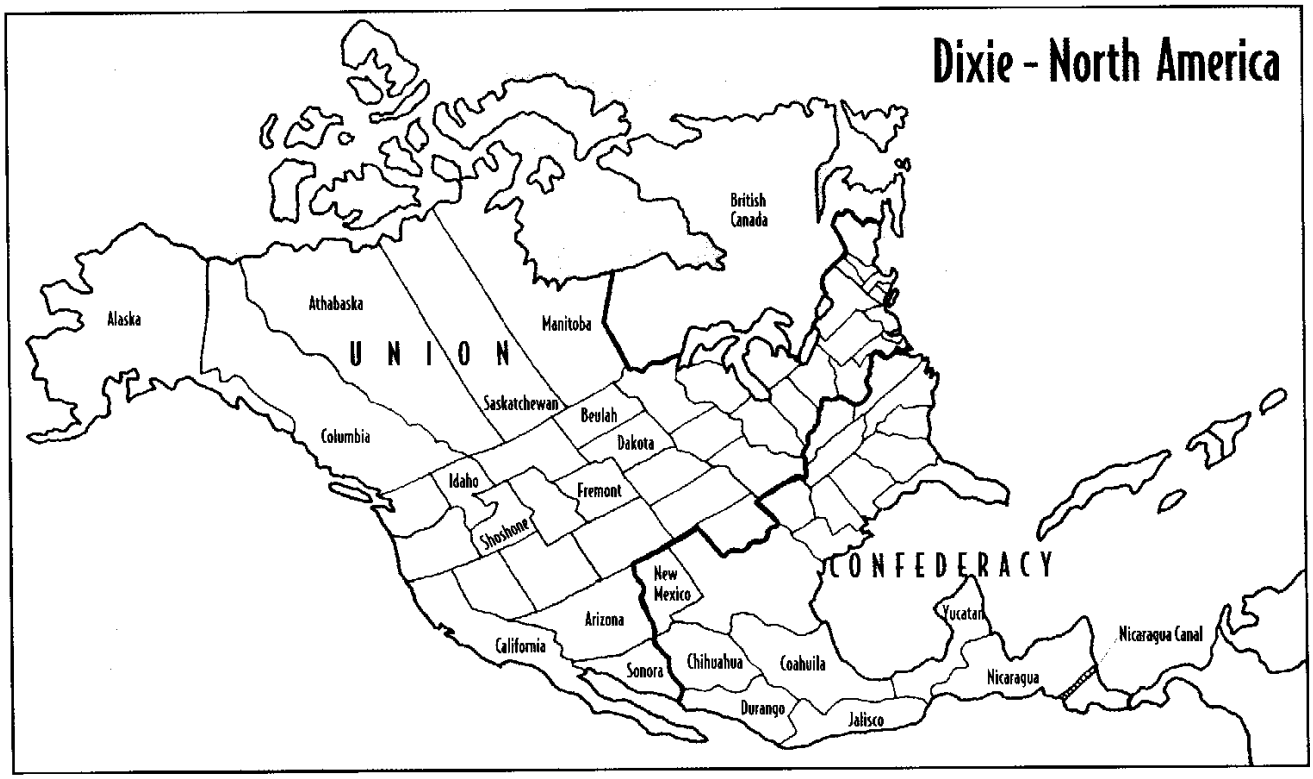
The CSA's allies, Australia and Britain, were hard-pressed by the Japanese onslaught, especially since the British had been mired in Indian rebellions since 1934. The fall of Singapore was the last straw, and Britain pulled out of the Pacific War, leaving the CSA and Australia to fight alone. Confederate Admiral Nimitz pulled the Atlantic Fleet through the Nicaraguan Canal and smashed the Japanese at Samoa. As the Australians island-hopped through the East Indies,

William Walker

Son of a Tennessee minister, William Walker was the most successful of the Southern filibusters (see p. 28) before the American Civil War. Landing in Nicaragua in 1855 with 74 men, he made himself Nicaragua's President in 1856. He then embarked on a campaign of modernizing the country in preparation for a great slave-holding empire in Central America. In Homeline history, he nationalized the Nicaragua Transit Company, owned by Cornelius Vanderbilt. Vanderbilt responded by imposing a blockade on Walker and funding several Central American armies to overthrow him. After fleeing to the United States in 1857, Walker tried twice to reconquer Nicaragua. He was executed by the Honduran Army in 1860 after his capture by the British.

In the Dixie parallel, however, Walker zealously protected Vanderbilt's company, and encouraged British investment in their old lumber holdings along the Caribbean coast. The backing of Vanderbilt and the City of London stabilized Walker's rule and, after taking Cuba, his Nicaragua was the most powerful Latin American nation. Nicaragua immediately recognized the Confederacy, and began to run the patchy Union blockade. Walker's presence in the Gulf meant the Union blockade could not hold, and the Confederacy's lifeline was never cut.

After Southern victory, Walker prospered, conquering the remainder of Central America and much of Mexico while digging the great canal that gave him the monopoly on all trade between the Atlantic and the Pacific. After his death in 1877, the dictatorship that he headed began to fall apart; in 1886 the CSA annexed the Republic of Nicaragua, which had saved it.



Sharpsburg

Called Antietam by the Union, the Battle of Sharpsburg (September 16-17, 1862) was the turning point of the Civil War. Overshadowed in Homeline history by Gettysburg and Vicksburg, Sharpsburg marked the failure of Lee's first invasion of the North. In its wake, the British lost interest in recognizing the South, and Lincoln captured public opinion at home and abroad by issuing the Emancipation Proclamation. Yet it was almost another glorious victory for Lee.

In the Dixie parallel, Lee's men wore boots and ate rations shipped through the Union blockade by Nicaraguan gunboats. Lee was therefore able to concentrate his forces, rather than spreading them out in four groups. This meant that the Union Army did not intercept his marching orders (as happened in Homeline: a Union scout found Lee's battle plans wrapped around a packet of cigars in a meadow). Union General McClellan was therefore totally unready for Lee's attack, and Confederate General Toombs drove McClellan's subordinate Burnside from the field.

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the Confederate Naval Air Force bombarded Japan into a smoldering ruin. The invasion of Shikoku in 1944 took a ghastly toll on the CSA, but it ended the war and left the Confederacy supreme in the Pacific.

The Nuclear Age and the Long Drum Roll

The Franco-German war was ended with the obliteration of Elba on August 2, 1943, by a new German weapon – an atomic bomb. Italy and France surrendered immediately, and Germany regained control of Europe, although the Russian Soviet Republic had escaped the German orbit. The refugee Italian physicist Enrico Fermi helped the CSA build and detonate its first nuclear device in 1945, in southern Texas. German support for the Union forestalled a Southern attempt to regain its disputed territories, and in 1946 the U.S. joined the nuclear club. The years since have seen an economic struggle in North America, proxy wars in South America and Asia and a continual arms race that has impelled both powers into outer space. Both Northerners and Southerners call these years of conflict by a name coined by a Richmond newspaper editor: The Long Drum Roll.

During the 1970s came the "Parade Rest." Tourism between the two countries became relatively common, and younger Southerners began to support granting rights to noncitizens, leading to hopes of broader reforms. However, the Parade Rest ended with the 1980 elections. The Confederacy elected Shadrach Cartwright, a hard-line Plantation senator from South Carolina. That same year, Republican Senator George Knox of Illinois became the first black President of the U.S. Cartwright's bigoted rejection of a summit meeting or Knox's deployment of nuclear missiles to Puerto Rico (depending on who's telling the story) ended the Parade Rest and brought the world to the brink of nuclear war.

Locales

The Confederate States of America

The Confederate States of America comprises 21 states from the Ohio River to the borders of Panama and from Hawaii to Trinidad. The CSA also administers the Philippines, Okinawa, and some other Pacific islands. It is one of the three superpowers, with (by far) the world's largest navy and air force, and is taking the lead in aggressive space exploration. Its 95 million citizens enjoy the world's highest standard of living, with home ownership practically universal, a wide range of specialized agricultural products, and increasingly sophisticated personal electronics and communications equipment.

However, this prosperity is maintained on the backs of 70 million "nonwhites": the 40 million "coloreds" (Indians, mestizos and mulattos) and 30 million blacks, 12 million of whom are slaves. The Confederacy's socioeconomic base rests on the exploitation and subjugation of those deemed racially "inferior" by its white-planter aristocracy and megabusinesses.

Its 3,000-mile-long border with the U.S. is guarded by barbed wire and military checkpoints; the trade and travel that flowered during the Parade Rest have been cut back to a trickle. All Northern contact is not lost, however: any Confederate house with a satellite dish can watch "indecent" Yankee programming like *Rockabilly Hour* and the multiracial soap opera *Vancouver*. For a nation and a culture that prides itself on maintaining traditional values, this is a disturbing development.

Slavery and Segregation

Ever since the Lee administration made slavery a "state's option" in 1868, proper "race policy" has been the defining characteristic and question in the Confederacy. In the nine states which still allow chattel slavery (Alabama, Mississippi, North and South Carolina, Georgia, Louisiana, Cuba, Caribbea and Nicaragua), and in the cities, slaves and "conditionally manumitted" blacks (CMs) labor under the direct supervision of, and often side by side with, their white overseers. Their housing is Confederate government property or, more often, property of the corporation or individual that they belong to.

Elsewhere in the Confederacy, CMs live and often work "across the tracks" or in entirely different towns, segregated and confined. Their land is either the property of a corporation to which they pay crushing rent, or of the Confederate government, which reserves the right to draft them (whether CM or federally-owned slave) for forced-labor projects anywhere in the CSA, such as the Key West-Cuba Bridge, the Atchafalaya Spillway, or the Trans-Mexican Canal. Everywhere in the CSA, there is an 8:00 p.m. curfew for nonwhites.

Agitation for nonwhite rights is a constant in the North, but in the last generations, some Southerners have begun to call for liberalization. Primarily church leaders, students and radicals, these "Abos" are not all the "Yankee agents" that government propaganda calls them, although the Northern Abolitionist Society's generous contribution of funds to their legal defense makes the charge harder to refute. With the increase of tensions since 1980, many Abos have been jailed, silenced or banished to the North.

The Capital at Richmond

Richmond, a modern brick-and-concrete city on the banks of the James River in Virginia, has been the Confederacy's capital since it was moved from Montgomery, Alabama in 1861 over Jefferson Davis' veto. With a population of

Sharpsburg (Continued)

With his left flank gone, McClellan fought gamely until Stonewall Jackson's 25,000 men hit him in the rear and captured nearly the entire Army of the Potomac. Only 5,500 Confederate soldiers were killed or captured, compared to the Union's 78,000.

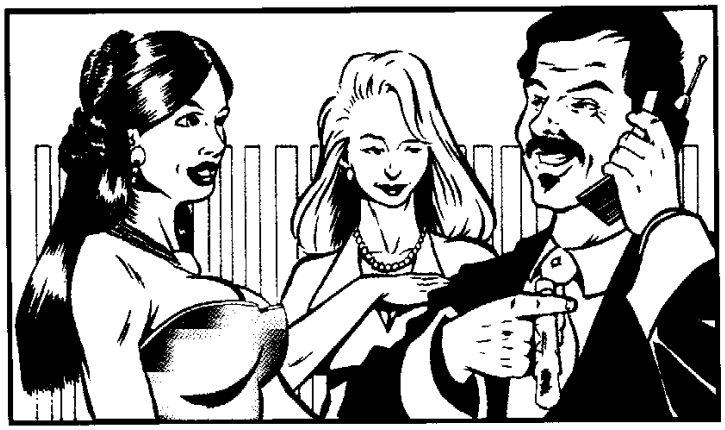
In the wake of this victory, Lee went on to brush Burnside out of his way at Catonville and take Baltimore, guaranteeing British support for the Confederacy and the eventual victory of the South.

How to Be Southern

The Southern, or Southron (pronounced SUTH-run), character will seem more familiar to those used to playing medieval knights than to those who game in modern-day settings. Southrons see themselves as the heirs of the cavalier aristocracy of Britain, redeemed as free Americans by the sacrifices of Washington and Jefferson (both, of course, Southerners). Then, when the teeming hordes of the North's satanic mills attempted to trample the liberties of true men, the greatness that was Lee arose to win again the freedoms of Southern men and women.

Like the knights of romance, the Southron believes in a firm, divinely ordained social hierarchy, the virtue of womanhood, and the codes of honor and of the duel. Also like the knight, he owes his social and economic position to large numbers of unfortunate slaves, serfs, or villeins. The Southerner (in his own mind) is not lazy, he is relaxed. He is not long-winded, he is an orator. He is not fulsome, he is hospitable. He is not violent, he is brave and honorable in combat. To a Southron gentleman, courtesy is mandatory, hospitality is expected, and chivalry is a matter of course – to one's social equals. A gentleman treats his inferiors well, as he does his horse, his pistol, or any other tool.

A Southron belle is deserving of her place on the pedestal. She is not flirtatious or gossipy, she is friendly to both gentlemen and ladies. Unlike the man-hating harridans of the North, she knows how to keep her man happy and how to keep his home beautiful. To a Southron lady, gracious courtesy to all classes is the mark of breeding and family. The few Southron ladies who flaunt social convention by smoking in public, writing books or appearing unescorted in society are insulated by wealth or exalted position; any lesser woman would be "cut" forever.



1 million whites and 500,000 CMs and other coloreds, it is periodically wracked by race riots. Thanks to the presence of foreign diplomats and the world press, these are dealt with less severely here than anywhere else in the South. In addition to government, Richmond is the center of the South's arms industry, with the Tredegar Rifle and Ordnance Works just outside of the city. It is also a center for electronics research, much of it based on "grayware" (pirated or almost-legal hardware and software) smuggled out of India or the Union. By day, wheelers and dealers of business, government or both jam the coffeehouses, bars and fine French restaurants along the broad, brick, tree-lined streets. The combination of official leniency and a booming economy lead to an active nightlife, from swing clubs to marijuana parlors to trendy "Yank-style" nightspots.

Atlanta, the Big Peach

If Richmond is the South's political capital and New Orleans its cultural center (see sidebar, p. 17), Atlanta is its heart in every other sense. Called the "Big Peach" in a derisive *New York Tribune* editorial, the city took perverse pride in the nickname. Now Tredegar Peachtree Center, at 99 stories the world's tallest building, is the emblem of a financial might that has, in most ways, left the Big Apple in the dust. The Atlanta Stock Market is the biggest in the world (followed by New York, Zurich and Calcutta). It is the center for the world's largest corporation, Tredegar Enterprises, Ltd. It is also corporate headquarters for other corporations ranging from Amory Munitions to the Confederate Cola ("CoCola") Corporation. Like Richmond, race riots wrack it periodically. Unlike Richmond, its entertainments are self-consciously Southron: jousts in the horse country for the planter aristocracy, barbecues and Christian concerts for the suburban middle class, and road rallies and strip joints for its patriotic white working class. Blacks stay on their side of the city, unless they want to face arrest or white mob violence.

The United States of America

The United States of America comprises 44 states from Sonora and Puerto Rico in the south to the Arctic islands of Manitoba in the north. The Union makes the world's best hovercraft, automobiles, machine tools, consumer electronics and stratojets. Its farms are the world's most productive, and its 165 million citizens enjoy the highest standard of living anywhere in the world (with the exception of Confederate whites).

New England and the Midwest are much the same as their Homeline counterparts. The West Coast (with the exception of the San Francisco megalopolis) is similar in culture and feel to the American West Coast in the 1940s, with numerous small towns and medium-sized cities thriving on light industry, trade and fishing. The big differences are in Philadelphia, the capital, and in the "black prairies" of the American West.

The Capital at Philadelphia

Once Maryland entered the Confederacy, the Union had to move its capital. Philadelphia was selected as the "temporary capital" for reasons of convenience and tradition. Despite pressure to move the capital westward, eastern interests in the Republican Party and the Constitutional Union Party's appeals to tradition

Confederate Constitution

The Confederate Constitution, written by the CSA's first Vice President, Alexander Stephens, is a close copy of the U.S. Constitution. Interestingly, it does not grant its states the right of secession, although it explicitly recognizes their sovereignty. Other differences include the single six-year Presidential term, the Presidential line-item veto, and the requirement that appropriations be passed by two-thirds of Congress.

Slavery is explicitly guaranteed by the document, although the African slave trade is forbidden. Even after the Lee Amendment of 1868, which made slavery a "state's option," the doctrine of "transit and sojourn" (that slaves traveling through free states remain slaves) is guaranteed.

Secession Day and Other Days Off

December 20, Secession Day, is celebrated in the South with the traditional fireworks and patriotic oratory. Generally, Secession Day marks the beginning of Christmas vacation, which doesn't end for some people until Robert E. Lee Day, the third Monday in January. The South also celebrates July 4, although with less gusto than the Union does.

Sharpsburg Day (September 17) is the traditional day for military parades, memorial services and other martial commemorations in the CSA. There is no Thanksgiving Day in the South (the first Thanksgiving holiday in the U.S. was proclaimed by Lincoln), although they observe Washington's Birthday, Columbus Day and New Year's.

made it impossible to get the Relocation Act out of committee. President Tilden signed the Capital Act in 1878, making Philadelphia the capital of the United States of America.

Now with a population of over three million, Philadelphia is almost entirely devoted to government, with little or no industry (although the Reading-Scranton-Allentown Corridor is one of the Union's major electronics centers, thanks to hefty government defense contracts). Philadelphia is also a major educational center, with four major universities and several research hospitals. Philadelphia nightlife is boring: people come here to work, not play. Congress still meets in Independence Hall, although the majority of its work is done in the large (and horrendously ugly) Tilden-Dirksen Office Buildings two blocks away. The President lives in the New White House, built in the middle of an old city park near the river, and the Supreme Court meets in the former Philadelphia District Court House.

The Wild Black West

In the wake of the War of Secession and Lincoln's subsequent resignation, the Republican Party faced an 1864 election stacked heavily against it. The public viewed it as the party which had lost the South. At the same time, the disorder of the war had allowed abolitionist forces to engineer a mass exodus of slaves from the northern tier of the Confederacy. The problem of resettling these people, uneducated and destitute, in a Union which had never championed the cause of blacks' equality as it had their freedom, seemed insurmountable. In early 1864, the Republican leadership hatched a last, desperate plan to save itself and solve the resettlement problem.

Carved out of the Western territories in an attempt to give the Republican Party a chance in the elections of 1864, the "hollow states" were poor, dangerous and empty. Former slaves were encouraged to go west and homestead with the "40 acres and a mule" supplied to them by the Negro Homestead Act of 1864. Most of them knew no other life than farming, and were eager to settle on their own land, away from the angry mobs of the Eastern cities. Despite Indians, drought and near-total abandonment by the Philadelphia government, the black farmers of the West persevered. Eventually, as cooperatives began to spring up and the Indians were pushed onto reservations, the blacks flourished.

Blacks quickly came to dominate politics in the West just as they had farming. Franklin Bennett of Nebraska became the first black Vice President in 1896. By the Great War, seven Western states had black majorities of population, and after the Dust Bowl, two-thirds of the agribusiness in the country was in black hands.

These states also remain a heartland of popular music. While musical trends enter the mainstream through New York or San Francisco, a disproportionate number of musicians, black and white, come from states like Beulah, Nebraska and Fremont.

Now crisscrossed by hovercraft greenways and boasting the largest stratojet airport in the world (Clay International in Silverton, Shoshone), the West is the center of the United States' transportation industry, with agriculture and petroleum the other major businesses in the region.

Other Confederate Cities

New Orleans is the cultural capital of the Confederacy. Its European heritage, excellent universities, central location, and enormous port facilities make it the center of art, trends, radicalism, and imports (both legal and illegal). It is also widely reviled as the "wickedest city on Earth," and works hard to justify that nickname.

Dallas, the Oil Capital (home of the Marland, PeMex, and Magnolia Oil Companies) and Granada, capital of Nicaragua, both share booming economics and almost entirely white populations. Not so Mexico City, with its acres of mestizo shantytowns, Birmingham and Guadalajara with their steel mills, Tampico and Houston with their refineries. Full of nonwhite workers, mostly CMs, they erupt nearly every summer in rioting and violence.

Vacationers, both from this world and from Homeline, avoid them, preferring the fleshpots of New Orleans, the history of Vicksburg, Charleston or Richmond, or the sand and sun in Havana, Hawaii, Trinidad, or Acapulco. In Dixie, Miami is just another large Florida town without its Cuban refugees and New York City retirees.

How to Be a Yankee

Union citizens superficially resemble U.S. citizens from Homeline, but this makes the differences all the more important. The ideals of racial and sexual equality began earlier in Dixie's U.S. By the 1980s Northerners consider racism and sexism virtually settled matters, on a par with anti-Catholic prejudice in Homeline's 1990s America: it exists, but not as a cause of serious legal or social handicaps.

Full legal equality for women and blacks were both results of the Reform Republican presidencies of Reed, Roosevelt and Stimson from the 1890s to the 1920s. The postwar expansions of the 1920s and the 1950s brought black and female wages, education and job participation up to par with whites and by now, all walks of life are open to any American. President Knox's color became an issue during the 1980 election only because his own party used it to encourage their supporters to put a thumb in the eye of the CSA. Women serve in all branches of the U.S. military, run major corporations, and commit just as many violent crimes as their male rivals, partners and constituents.

Continued on next page . . .

How to Be a Yankee (Continued)

Northerners view Southern ideas of "honor" and "chivalry" as affectations of a fundamentally undemocratic people. The terms "lady" and "gentleman," out of use as Southernisms, are sometimes used as a sardonic comment upon someone who puts on airs. A Northerner generally feels obligated only to the extent of the legal letter of an obligation; lawsuits are much more common in the North than the South. Northerners ("Yankee" being a Southern pejorative) view both the ever-faster pace of life and the spread of civil rights as manifestations of inevitable Progress, which will one day sweep anachronisms like the Confederacy and even the Union's German allies away in favor of industrial democracy.

Political Parties

Both the Union and the Confederacy retain the two-party system. However, the complete absence of a Republican party in the South was soon mirrored by the disintegration of the Democratic Party in the North. In the Confederacy, opposition to President Anderson caused the formation in 1871 of the conservative, agrarian, ultra-racialist Plantation Party. The Democrats, by contrast, are pro-business and interventionist.

In the North, the Constitutional Union Party, a faction that had unsuccessfully run John Bell for President in 1860, elected orator Edward Everett to the White House in 1864 due to public discontent with the loss of the South by Lincoln. The Republicans soon recaptured dominance, but the Constitutional Union Party remains the party of reform and nationalism. The Republican Party in the North is the party of big business, tariffs and aggressive civil rights.

Europe

The German Empire

Ruled by the Prussian House of Hohenzollern, the German Empire is the predominant state in Europe, ruling 110 million people from Alsace to Lithuania. Its allies and satellite states, from Norway to the Ukraine and from Spain to Esthonia, toe the German line in all matters, and in many cases are ruled by junior Hohenzollerns. In addition, Germany controls extensive colonial possessions in Africa and elsewhere. Germany's alliance with the United States, although tenuous at times, is still mutually beneficial.

At home, Germany is a regimented, militaristic society with a strong and complacent sense of order. Germany possesses the world's largest and most experienced army, which is supported by an impressive stratolift capacity and a superior air force. The Stralsund Spaceport sends more rockets into space than any other single launching site (and Kaiser Wilhelm Base in German Uganda ranks fourth). Germany is the world leader in chemicals, nuclear technology, lasers and rocketry. However, Germany suffers from hardening of the arteries as the Russians, Indians and Americans leapfrog ahead technologically and economically. Similarly, it is straining its political muscles to prop up its puppet regimes in Europe and maintain its colonies overseas. The current kaiser, Wilhelm III, is over 80 years old, and the government is correspondingly arthritic.

The Triple Monarchy

If the German Empire is arthritic, the Triple Monarchy of Austria-Hungary-Jugoslawia is practically comatose. Its massively inefficient subsidized industries produce little but pollution, and the current emperor, Franz II, is a congenital idiot. The Hapsburgs remain on their throne due to the open military presence of their German "allies" in Vienna, Prague, Budapest, Belgrade and all the other cities of the Empire. The lesser Hapsburgs ruling in Poland and elsewhere in Eastern Europe are in similar predicaments. The Empire, never a very sturdy construction at best, is the center of intrigue, dissent and fin-de-siècle decadence as its 70 million people prepare for its eventual collapse.

The Russian Soviet Republic

The reforms of Pavel Milyukov, who ruled Russia from 1924 to 1943, left the Russian Soviet Republic unified, socialist, and by comparison with the immediate past, fairly prosperous. During the tenure of Andrei Vlasov from 1943 to 1968, the RSR developed an opposition party, a space program and a consistent foreign policy of undermining German-backed governments in Europe, Africa and Asia. Now, Russia's 160 million citizens have a comprehensive welfare state, a tenuous rapprochement with the United States, and an economy around half the size of India's (see p. 19).

France

France, wedged between Hohenzollern Spain and the German Empire, nurtures a grudge after its three defeats by its Teutonic neighbors. It is a police state, ruled by a nationalist party under continual scrutiny by Imperial German agents alert for any sign of rearmament. Its 45 million citizens are poor and oppressed. Over the last 20 years or so, many of France's best and brightest have emigrated to the Confederacy, particularly Louisiana.

Britain

After the Labour Socialist victory in 1942 led to the independence of India, Britain turned inward, concentrating on domestic income redistribution to the exclusion of any concern with the outside world. It is slowly being left behind by the superpowers as the "industrial disease" of post-imperial malaise takes its toll in high underemployment, a faltering economy and vanished trade. British Canada, its sole remaining colony, has essentially complete self-rule. And Britain's socialist ideology has left its elites disaffected with its longtime ally, the CSA.

The South American Chessboard

In addition to confrontation along the Mason-Dixon Line, the U.S. and the CSA vie for influence in South America. Since the Planter's Rebellion overthrew the anti-slavery Emperor Pedro II in 1889, Brazil's dominant white agricultural interests have kept the Republic of Brazil (and its satellite states, Chile and Colombia) a staunch Confederate ally. This, in turn, has kept Argentina, Venezuela and Peru firmly in the U.S. camp. An endless contest of influence, coups, border incidents and proxy wars has simmered in the continent ever since.

Although the pro-U.S. coup in Bolivia broke the back of one cocaine ring, the Colombian government continues to look the other way as its own drug kingpins process tons of cocaine for Confederate agents to smuggle into the United States. Similarly, Haiti serves as a major training base for infiltrators, guerrillas and agents of the Underground Railroad to destabilize the Confederacy by backing slave revolts and urban unrest by the "free" minorities.

Asia

The Middle East

Germany failed to forestall the collapse of the Ottoman Empire at the end of the Great War. However, most Middle Eastern governments exist on German sufferance, and German corporations operate the region's oilfields for German profit. Germany has also encouraged political consolidation in order to ensure simplicity of administration; however, Russian agents work to undermine this project.

United Republic of India

India's industrial capacity initially grew out of the U.S.-backed military mass production of the Indian War of Independence. With the advent of designs for cheap electronic gear and the growth of an Indian entrepreneurial class, these industries blossomed into the Indian Economic Miracle. The new prosperity probably saved the Indian Union, which had begun to display tension between the Hindu and Moslem sections of the country. Prosperity in the Indian cities has led to acres of hideous concrete constructions, but also to a resurgence

Other Union Cities

Without Texas beef to slaughter, Chicago still grew, but not as large. Black western ranchers slaughtered, packed and shipped their own beef from Omaha and Denver, which grew proportionately larger. Omaha also became to hovercraft what Detroit is to automobiles.

New York City faced new competition both from Southern shippers in Charleston and New Orleans and from the new capital at Philadelphia. It never cornered the financial markets and, although New York is still the largest city in the U.S., it is not the dominant force in so many fields that it has been and still is in Homeline.

Investor panic following the Confederate sack of Los Angeles in 1918 kept all of the region's cities smaller, and Los Angeles, Santa Barbara, San Diego and Tijuana form the Quad Cities with a cumulative population of about 4 million, and a comfortable, bourgeois culture similar to Homeline San Diego's. San Francisco, on the other hand, became the major West Coast metropolis by default, and its suburbs have spread practically to Sacramento. The U.S. annexation of western Canada in 1911 made the Seattle-Vancouver metropolis the coast's Second City.

Baseball

Along with the Fourth of July and the English language, the Confederacy and the Union share a love of "the American game," baseball. Every year, the champions of the CBL and the USBL meet to play the World Series. Although there are some differences between the two leagues (the USBL has the designated hitter, the CBL has no black players), the series is evenly divided. The New York Yankees, Philadelphia Athletics and Brooklyn Dodgers remain strong in the North, while the Richmond Rebels, Atlanta Travelers and Havana Filibusters remain traditional Southern champions. Up-and-comers include the Omaha Black Sox in the Union and the Mexico City Aztecs in the Confederacy. The Chicago Cubs still lose.

Eastern Europe

The various duchies, kingdoms and principalities that make up Eastern Europe are ruled by junior members of the Hapsburg and Hohenzollern dynasties. These rulers are universally hated by their subjects and remain in power only due to German military support. Each of these subject states has an active underground.

The exceptions to the rule are Finland, which instituted a Republic upon the death (without heir) of its puppet duke in the 1950s, and the Kingdom of the Ukraine, where the current Hohenzollern king, Waldemar I, is a Ukrainophile. He genuinely sympathizes and identifies with his subjects; as a result, he is attempting to loosen the German yoke on his country. So far, although the situation remains fluid, all that has resulted is the splintering of the Resistance and the confusion of German policy in the nation.

Italy

Italy never truly recovered from its defeat in the Franco-German War. While the Fascisti remain in nominal control of the country, its corruption and the German-imposed limits on rearmament cripple the central government's power to assert its authority outside the cities. Occasionally the Germans launch search-and-destroy raids against the more aggressive of the warlords (bandits, mafiosi, or rebels) that control much of the countryside.

Thanks to corruption and chaos, Italy serves as a primary entry point and center for most sorts of illegal trade and covert activity in Europe. Sufficient amounts of a reasonably hard currency (such as the Reichsmark or either variety of American dollar) will cause nearly any Fascist official to look the other way.

The I-Cops suspect that Centrum uses one or more regional gangs as cover for various bases and storage depots to aid Centrum's efforts in Dixie. Homeline smugglers, particularly the Mafia, also use Italy as a base of operations. Homeline tourists avoid Italy, since the important sites are virtually identical to their Homeline analogues, the country itself is a tragic shambles, and – despite all government claims to the contrary – the trains *never* run on time.

of traditional Indian styles and tastes in food, music, art and clothing. Indian educational standards have steadily risen over the past half-century, with basic literacy now standing at over 80%.

Today, despite Confederate and German prejudices, Indian microchips find their way into the minitabulators used by Confederate administrators, and into the control boxes for the *Funkmessgerät* dishes which scan the German skies. The secondary effects of India's industrial muscle have vitalized the entire Indian Ocean Rim, and are leading toward naval confrontation with Germany.

Japan

With the surrender of Japan in 1944, the CSA stripped away Japan's colonial empire, scuttled its navy and hanged its surviving military leaders. After the war, no resources remained to rebuild those industries devastated by Confederate bombs. The United States, always willing to discomfit the CSA, provides minimal support to the Japanese government, using it as a convenient base through which to ship supplies and personnel to the Chinese Republic. Thus far vengeful and expansionist military factions have been impotent, due in large part to the personal opposition of Emperor Hirohito. There will probably be a power struggle when the emperor dies, but even if the militarists regain control, the CSA will not allow any improvements in Japanese military capacity to go unchallenged.

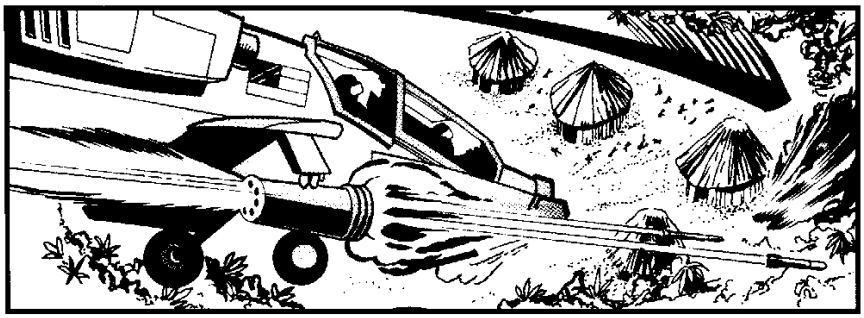
Japan's former colonies are dominated by the CSA, from the immense naval bases on Taiwan and Okinawa to the labor plantations of the Philippines. Korea, still nominally Japanese, is increasingly independent. The CSA built up Korean industry during the war of the Two Chinas (see below), and it continues a profitable trade relationship with its Confederate sponsors.

The Two Chinas

As on Homeline, in the early 20th century Sun Yat-Sen's Republic of China replaced the Manchu Empire in Dixie. This Republic faced the insurgency of rival warlords. Beginning in the early 1930s, as the CSA's rivalry with Japan began to threaten war, Richmond threw its support behind what it considered the most effective military leader in China, Mao Tse-Tung. Maoist propaganda represented Mao as a force for "agrarian democracy," opposing the "plutocrats" behind the government of the Republic. During the Pacific War, Mao's Confederate-supplied and -trained forces succeeded in capturing Manchuria and Northern China from the Japanese. On capturing Peking, Mao declared himself the first president of the Chinese Confederation. In 1947, Mao moved against the dwindling Chinese Republic, still ruled from Nanking by General Chiang Kai-Shek.

The U.S., still recovering from the Alliance War, did not wish to come into open conflict with the Confederacy. Instead, the Union began to funnel money and arms through its ally India. This aid, combined with Indian and U.S. "advisors," saved the Chinese Republic and began a long conventional war. Finally, in 1965, the U.S. and CSA jointly sponsored a cease-fire based on the current military front. The first and largest of the Long Drum Roll's proxy wars ended.

Northern China at present is dominated by its large landowners. (The higher the level of the election – village, provincial, national – the larger the property requirement for the vote.) In Southern China, despite an officially universal franchise, commercial interests wield disproportionate power. Recently, Southern China's economy has neared industrial takeoff like the other "Indian Rim" countries.



Africa

Africa is divided primarily between the independent but weak states, such as Tripoli, Algeria and Asante, and the German colonies south of the Sahara. German satellite monarchies in Egypt and Morokko round out the continent. Tripoli and Algeria are Islamic republics, ruled by coalitions of tribal chiefs and the Muslim clerics known as the *ulama*. They are weak states, thanks as much to their disorganized governments as to German interference in their affairs. The Sultanate of Morokko and the Khedivate of Egypt are monarchies completely under the influence of the German "advisers" who command the military, staff the civil service, and work what little industry the two nations have.

German influence is even more open in its possessions south of the Sahara. Here, German military bases take up vast tracts of land and German mining and agricultural companies extract the resources that keep the colonial machine running. The natives are treated well (as subjects of the emperor) as long as they don't revolt. Since rebellion is punished by mass executions, it is rare.

South Africa

With Brazil and Australia, South Africa is part of the Confederate "white circle" of allies. Its Anglo-African citizens have resigned themselves being restricted to business interests and trade. This leaves the politics and government to the Afrikaners.

The apartheid laws of the Republic of South Africa lead to an even starker situation than that in the CSA, due to the fact that South African nonwhites are the majority. Because of this, even the miniscule rights granted to Confederate blacks are unavailable in South Africa. Blacks remain herded into deserts and shantytowns, bussed for hours to slave in the diamond and uranium mines, and brutally repressed whenever they attempt to revolt.

Technology and Society

Transportation in the Confederacy

A Southron lady or gentleman does not hurry, save when pressed by great need. While the CSA possesses stratojets and a bullet train line from Atlanta to Acapulco (the A-A Express) as fast as any in the Union,, Southerners prefer more leisurely forms of transportation.

Between cities, across the country, or even across the ocean, Confederate dirigibles ply the airways of the world of Dixie. These airships, luxuriously equipped, form the backbone of the CSA's transportation network. The military, while it makes use of hypersonic jets as fighters and bombers, relies on heavily-defended dirigibles as mobile platforms from which to command, gather intelligence, coordinate communications and launch missiles.

German Indochina – Das 'Nam

Although the German Army has never been defeated in the field, it has also never been able to completely root out Indian- and Russian-supported insurgents in Indochina. As a result, the region is a running sore that serves simultaneously as a combat training zone and as a morale depressant for the Imperial Wehrmacht. Although the Vietminh, Pathet Lao, and Freie Khmer are completely helpless in the field against the helicopter gunships and chemical weapons of the German Army, they generally control the entire countryside or can at least move through it at will.

Although it is in the Confederacy's interest to weaken Germany, it cannot ideologically aid a "lesser race" in overthrowing white domination. Conversely, the U.S. is unable to aid democratic rebels against their strongest ally in Europe. This does not, however, prevent covert and non-governmental groups from both sides from intervening on one side or the other (or both). Yankee "John Adams cadres" may be fighting alongside the Vietminh while U.S. Army liaison officers accompany the Germans. Similarly, volunteer Confederate (especially Mississippian) helicopter gunship pilots may fly search-and-destroy missions against the Freie Khmer at the same time as the Confederate CIA is running guns to the Khmer from the Philippines.

The "Indian Rim"

Spurred by the Indian economic explosion of the last two decades or so, other independent countries along the Indian Ocean (Siam, the Seychelles, Malaya, Persia, Singapore, Abyssinia and Wahabi Arabia) have begun to leapfrog ahead, turning out raw materials such as petroleum and lumber at the same time as they begin building semiconductors and television sets.

Naturally, the area is also a magnet for pirates, con artists, profiteers and general financial/political intrigue. German influence enters the area through its African colonies, especially Zanzibar, and Confederate influence is also strong, thanks to its allies in South Africa and Australia.

Currency

The U.S. $5 note and coin have Theodore Roosevelt on them, rather than Lincoln. The penny has an Indian head, and the nickel bears a buffalo. The dime depicts Liberty. The $10 and $20 coins bear eagles.

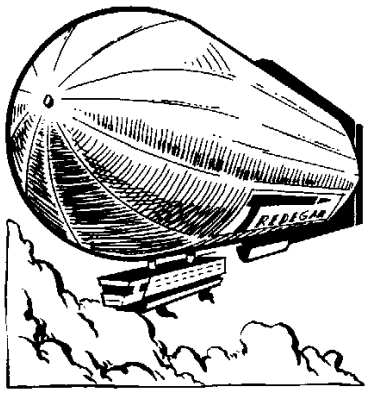
The Confederate coins and bills are denominated thus:

1 cents	Jefferson Davis
5 cents	Thomas Jefferson
10 cents	John C. Calhoun
25 cents	J.E.B. Stuart
50 cents	Thomas "Stonewall" Jackson
$ 1 (coin)	Robert E. Lee
$ 1 (note)	George Washington
$ 5	William Walker
$ 10	Joseph Anderson
$ 20	Augustin de Iturbide
$ 50	Alexander Stephens
$ 100	Judah P. Benjamin

Tredegar Enterprises, Ltd.

The largest corporation in the world, Tredegar took off when it became the sole supplier of worked iron to the Confederacy during the War of Secession. Tredegar's chairman, Joseph R. Anderson, the third president of the Confederacy, oversaw his corporation's expansion into transportation, construction and shipping.

Today, Tredegar is primarily a manufacturer of weapons, electronic gear, ships, trains, airframes and zeppelins. It also has large plantation holdings in Nicaragua and operates the Nicaragua Canal. Its subsidiary, Tredegar Lines operates ships, trucks and cargo airships worldwide. Its net worth is conservatively estimated at $150 billion, and nobody really knows how much it owns both in the CSA and in the rest of the world.



Military airships use helium; civilian "zeps" use hydrogen. In both types, the gasbag is divided into small cells, so that even a large number of punctures will leave the ship serviceable. The hydrogen-filled airships also incorporate a halon fire-extinguishing system and flameproof materials in the gasbag.

Because of the dominance of dirigibles for overland travel, and ships for travel by sea, Confederate rails (aside from the A-A Express) lag behind the Union. Rail speeds average between 70 and 100 miles per hour, and Southron adherence to schedules is spotty.

Confederate cars tend to fall into two types: large luxury vehicles (preferably chauffeured by a servant), and big, fast muscle cars. Those of lesser means buy economy models (generally Brazilian) which imitate one of the two ideals. Driving in the Confederacy may seem an adventure in itself for Homeliners. For example, no true son of the South would ever give serious consideration to the idea of regulating speeds on public roads. The only thing that keeps highway speeds below 60 mph is the uneven roads. Road systems vary from state to state, but except for Georgia's excellent limited-access highways (Atlanta being a major automobile production center), road quality is poor, although better than in the Union.

Transportation in the Union

While Confederates prefer the leisurely pace of dirigibles and ocean liners, the Yankee worship of speed has resulted in the development of an utterly different transportation network. The importance of rail to its military defense has led the U.S. to continually improve its railroad systems; as of 1985, thousands of miles of track crisscross the nation, carrying freight, passengers and automobiles in trains which cruise at between 200 and 300 miles per hour.

As a result of this emphasis, the train is the only reasonable way to travel long distances within the U.S. While local roads are adequate, highways tend to have two lanes, and places to stop are few and far between. However, the limited use of cars has made electric vehicles, with cruising ranges of approximately 100 miles and a two-hour recharge time, relatively practical. Much cheaper to fuel than gasoline-powered autos, "hummers" have captured 40 percent of the U.S. market. Hummers are also popular in Europe, but are virtually unknown in India and almost blasphemous in the CSA.

When Yankees travel, they want to reach their destinations quickly – yesterday, if possible. For this reason, the United States boasts the largest number of commercial stratojets in the world. U.S. aerospace corporations developed stratojets in the mid-1970s from hypersonic fighter technology. Using their scramjet engines, a standard DC-25 travels comfortably 100,000 feet above the ground. It slowly accelerates to speeds up to Mach 15, creating a sonic boom too high up and in air too thin to cause problems below.

Space

Dixie's exploitation of space interests Homeline engineers a great deal. Homeline's discovery of the Secret meant that nearly limitless numbers of Earthlike worlds existed for the purposes of acquiring resources, providing places to colonize, and absorbing Homeline's pollution. Without this escape valve, the rivalry of the CSA and U.S. impelled Dixie to push into space more rapidly, The Johnson Space Center in Houston and Truman Field in Baja are the second and third busiest spaceports in the world, after Stralsund in Germany. Aerospace is one of the few areas where Dixie edges into TL8.

As of 1985, four nations qualify as "spacefaring powers": the CSA, the U.S., Germany and India. The first three of these possess lunar bases for both mining and military purposes. All have personnel-carrying orbital stations. The

U.S. has also begun asteroid mining. Civilian orbital carriers utilize ground-based pulse laser launchers, not chemical fuels, to impart energy to the ships' reaction mass. The major powers' aerospace forces include fighters capable of reaching orbit and conducting anti-satellite warfare. However, because no real prospect for intercontinental nuclear war exisst, defenses against ballistic missiles are largely based on Earth.

Computers and Networks

The evolution of computers followed much the same path as on Homeline. However, North and South diverged in their application of this technology. The Union, home of the "minitabulator" (microcomputer), uses systems similar to Homeline machines of the same era, although naturally the computing languages differ greatly.

In the CSA, computing exists at two levels. Noncitizen office personnel have access only to dedicated systems with hard-wired functions, such as "autotypers" (essentially word processors) and "calculaters" (their name for machines that perform business math, now often including spreadsheets). Networks between machines allow for some information transfer capability, but employers and the law forbid unauthorized use of these. These machines are built sturdily, with more attention paid to cheapness and durability than sophistication or miniaturization. Labor-saving devices have limited value to a culture in which labor remains extremely cheap.

Citizens, however, have access to highly sophisticated minitabulators. Pure computer science is at a high level in the Confederacy, since Southerners have accepted this, like many abstract sciences, as an appropriate avocation for a gentleman. However, the South buys most of its high-level large-scale and minitabulators from India.

The Union has large academic and commercial computer networks, as well as small amateur systems, but home users remain a small minority. Southern citizens have access to interlinked statewide networks on a much wider scale. Nearly 20% of Southern professionals and white-collar workers do some part of their work at home, and the minitabulator network is touted as an opportunity to maintain a modern industrial society while returning to the days when each smallholder could live and work on his own land.

Medicine and Genetics

Medical technology on Dixie is on a par with that of TL7 Homeline – the less efficient computerized equipment is offset by the advances that increased space medicine research makes possible. Transplants are common, as is plastic surgery. Confederate prejudices keep the study of human genetics well behind even the 1970s Homeline level. Genetically-engineered plants and crops, however, are far more common in both the U.S. and CSA than even in 1990s Homeline; agricultural bioengineering is early-TL8 equivalent. Fresh fruit and vegetable stands are open year-round on street corners all over North America. "Hypercotton," a genetically-engineered hybrid, is the newest agricultural development. It is available in countless varieties and functions, from a shiny, waterproof fabric used in outerwear and furniture to an effectively bulletproof, self-sealing multiweave used in zeppelins and GEV canopies.

Placidity Drugs

Confederate social engineers have developed a wide range of drugs to aid in population control and pacification. Most of them must be administered in food over a period of weeks or months to have any effect, but some can be injected or administered in a vapor immediately.

Levellin is the most powerful of these drugs, and is used by corporate slaveowners and the Confederate jailers in the prison camps of the Philippines. One dose creates the equivalent of one level of Weak Will (see p. B37); increased dosages are effective up to -5, with a -1 IQ cost for each additional dose. Another drug, Pacimine, creates the equivalent of the disadvantage Combat Paralysis (see p. B32).

Both of these drugs can only be legally administered to nonwhites. Confederate neurochemists are attempting to create addictive versions of these two drugs as an additional method of maintaining control over the growing nonwhite populations in the South.

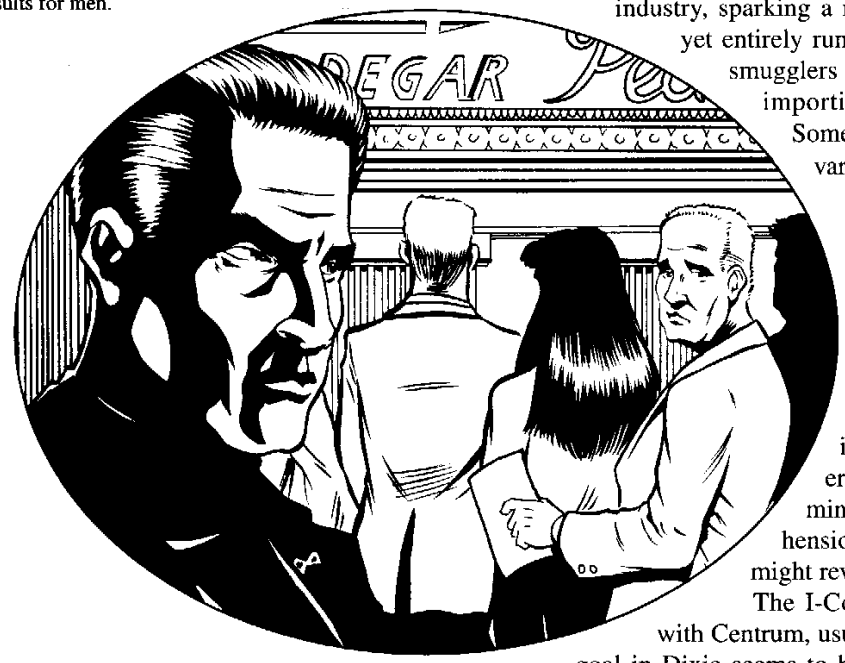
The Code Duello

The Southern gentleman never refuses a duel, and although duelling is technically illegal in most states, the Confederacy has never passed a national law against it. Duels are most commonly with matched pistols or with sabers, although any weapon is permissible. As in the English system, the challenged has choice of weapons. Requests for outré or ridiculous weapons (such as Mark Twain's "axes at 2 paces") will be taken as proof of dishonorable intent. Seconds – commonly boon companions or fellow officers and gentlemen – arrange time and place (generally outside at dawn).

Outtime Penetration

Visiting the U.S.

The U.S. of Dixie is very similar in appearance to its Homeline analog in the late 20th century; from the glass-box skyscrapers of the city cores to the wood-and-brick suburbs, there are few obvious differences between Dixie and Homeline. The major difference – absence of large-scale urban decay – usually passes unnoticed in the flood of details such as automobile styles (tending to be more streamlined), Chinese or Indian fast food rather than Mexican, and the total absence of gray suits for men.



Visiting the CSA

The CSA presents much more risk of culture shock to the Homeline visitor than its northern neighbor. The more genteel pace of life, the more formal clothes (with a distinct military cut to menswear) are only the beginning. Southron architecture strongly resisted modernism and is only just pulling out of a neo-baroque stage which influenced even the relatively few Confederate skyscrapers. The Tredegar Peachtree Center, emblem of Atlanta, has a marble facade decorated with cornices, basreliefs, and ornamental balconies all the way up. The automobiles look more primitive but are distinctly quieter than Northern models, adding to the more peaceful feel of Southron cities.

The Infinity Patrol

The Infinity Patrol's relatively large presence in Dixie faces a wide variety of problems. (Note that "large," given the limited number of Patrol agents available, means a permanent staff of perhaps 20.) Naturally, the bulk of their work lies in observation and in aid to Homeline tourists.

The largest part of their police work centers on ending smuggling operations, largely based in Italy. For example, an information-smuggling operation succeeded in introducing spreadsheet programs to Dixie's computer industry, sparking a revolution in businesses which has not yet entirely run its course. The I-Cops attempt to stop smugglers early on, particularly those involved in importing sophisticated weapon technology. Some of the latter attempts have come from various national governments (see below).

Dixie's popularity among illegal emigrants from Homeline is also notorious. Usually romantic citizens of the southern U.S. states, these individuals will book a tour to Dixie, and then attempt to disappear. The Patrol catches those who make the mistake of doing something obvious, such as introducing "new" inventions. This generally keeps interference by outtimers to a minimum, although there is constant apprehension that one of these Confederate patriots might reveal the Secret.

The I-Cops have also occasionally had run-ins with Centrum, usually within the Confederacy. Centrum's goal in Dixie seems to be to strengthen the CSA and its allied governments with technology and tactical assistance, in order to bring a victory for the CSA's stratified hierarchical system.

According to the consensus of the Infinity Patrol leadership, Homeline must fight a holding action in Dixie for perhaps another two decades. After that, the I-Cops hope, the addition of the strength of India should prevent further progress by Centrum. (Since the revolution, India has enforced church/state separation with the express goal of maintaining egalitarian politics despite the Hindu caste system.) Centrum, its eyes focused on Europe and the Americas, has probably not recognized this yet. However, the I-Cops are watching for a surprise in Germany or Russia which would aid either nation against India; such an event might indicate a secondary Centrum threat.

White Star Trading

In Dixie, the level of world organization is too high to permit the triangular trade used in more primitive worlds. Hence, like smugglers, legitimate traders deal largely in information. White Star primarily exports computer technology and software to Dixie, importing hovercraft designs, hypercotton and intellectual property of all kinds back to Homeline (particularly Faulkner novels and bootleg Janis Joplin CDs).

Homeline National Governments

Homeline's United Nations fears that Dixie lies on the brink of nuclear war, and conducts operations which attempt to defuse the situation. Since four of the five Dixie nuclear powers (the U.S., Germany, Russia and India) have Homeline analogs which refuse to allow large-scale interference in their counterparts' affairs, U.N. interference tends to focus disproportionately on the CSA. The U.N. has so far refused to aid the subject peoples in the CSA in gaining civil rights, on the grounds that this would encourage instability and possibly lead to a civil war within the Confederacy, which in turn might spark a general nuclear war.

Of Homeline's national governments, the U.S., Germany, India, the Russian Federation and South Africa maintain bases known to Infinity Unlimited, usually in the capitals of their Dixie analogs. These serve as de facto embassies, espionage bases and research centers. The Infinity Patrol keeps South Africa's delegation under observation since the delegation mounted an operation to undermine the governments of Dixie's South Africa and CSA to encourage full civil rights for noncitizens. The U.S., under domestic pressure to aid the CSA's minorities, has been sanctioned for similar unauthorized activities

Dixie Timeline

1856 – Walker takes Nicaragua.
1859 – Walker takes Cuba.
1860 – South Carolina secedes, Dec. 20.
1861 – Confederacy recognized by Nicaragua; Walker begins running Union blockade. Confederate victory at Manassas (First Bull Run).
1862 – Lee destroys Union Army at Sharpsburg (Antietam). British recognition of CSA independence.
1863 – Treaty of Baltimore. Lincoln resigns, Hannibal Hamlin becomes President. 13th, 14th, 15th Amendments passed; Fugitive Slave Act repealed.
1865 – France withdraws support for Maximilian after joint CSA-Nicaragua ultimatum.
1866 – Robert E. Lee elected President of the CSA. Abraham Lincoln elected second Governor of Fremont.
1869 – Riel Rebellion in Manitoba; U.S. intervention rapidly overwhelms Canadian Army. Lee rejects Gladstone's plan for joint CSA-U.K. action against U.S;, Britain backs down in Canada.
1870 – Lee dies in office; President Joseph R. Anderson begins industrialization of the Confederacy. Lincoln dies.
1872 – Western Canada becomes independent Republic of Manitoba. Conquest of Mexico completed by Nicaragua and CSA. U.S. annexes Baja.
1877 – Nicaragua Canal completed.
1881 – U.S. President Tilden assassinated. CSA annexes Hawaii.
1884 – U.S.-German Accord negotiated by Bismarck.
1889 – Brazilian Emperor Pedro II attempts to abolish slavery in Brazi;, CSA-backed coup installs Republic of Brazil; beginning of Brazilian-CSA alliance.
1895 – 1897 – Guiana War between Britain and Venezuela. CSA and Brazil enter on British side, U.S. and Manitoba on Venezuelan side. Fighting confined to Guiana, West, and Canada. Naval actions on Great Lakes, Caribbean.
1904 – Guiana war hero Theodore Roosevelt elected U.S. President as "reform Republican": antitrust actions, civil rights programs for blacks, female suffrage, naval expansion.
1906 – U.S. buys Alaska.

Rock 'n' Roll

A musical form that combined traditional white "country" music with black rhythm and blues, rock 'n' roll grew up in the Union West, where whites and blacks mingled with more freedom and frequency than anywhere else in the country. It gained great acceptance in the North as "freedom music," and was correspondingly banned in the Confederacy. Early rock 'n' roll legends such as Bill Haley, Chuck Berry and Carl Yorks gave way to the "Hamburg sound" of the "German Invasion" and eventually to "new rock" music from urban blues styles in Chicago and Latin-influenced music from Sonora. Confederate rock 'n' rollers such as Buddy Holly and Janis Joplin came mainly from Texas, and never found the success in the South of "Christian performers" such as Elvis Presley of Mississippi or Jerry Lee Swaggart of Tennessee.

Dixie's World of the Mind

Throughout the 20th century, Dixie reflects a fundamental conservatism very different from Homeline's experience in that period. In Europe, the Germans took their victory in the Great War as a vindication of Prussian semi-autocracy. Neither communism nor fascism ever posed a major challenge to the status quo. Perhaps as a result of the absence of a totalitarian challenge, governments in Dixie concern themselves primarily with foreign and particularly military affairs. Social welfare legislation is common only in Britain and Russia.

The federalist ideal remains alive in both the U.S. and the CSA, particularly in the latter, and the national governments play a relatively small role in local administration. The Union and Confederate governments make themselves known to their citizens primarily through the military, and in achieving certain national objectives, such as the space program and (in the Union) building high-speed railroads.

Even in the self-consciously modern U.S., Homeliners will tend to view prevailing attitudes as somehow "19th-century": a placid acceptance of a basic code of civilized behavior and a faith in the necessity of material progress. Racism, sexism and other forms of bigotry are still acceptable discourse outside the U.S., although the Confederacy visibly strains to retain its belief in Negro inferiority in the face of the success of blacks in the North.

1911 – Manitoba enters Union

1913 – Civil Equity Act in U.S. leads to total legal equality for all Union citizens.

1914 – Woodrow Wilson elected CSA President. Great War begins in Europe; CSA enters on British side.

1916 – Sinking of the USS *Indiana* by a CSA sub brings U.S. into Great War against CSA. CSA pulls majority of its troops out of Europe. GEV invented in the U.S.

1918 – Germany, Russia sign Treaty of Brest-Litovsk. Germany crushes French and British in Third Battle of Marne.

1919 – Treaty of Versailles makes Germany supreme in Europe and Africa. U.S. purchases Puerto Rico from Spain. South Africa leaves the British Commonwealth.

1921 – Germany aids U.S. until CSA is bankrupt; Treaty of Washington ends Great War. CSA transfers Sonora, Oklahoma, Maryland, Delaware, and D.C. to U.S.

1924 – Lenin dies; Germans purge Stalin and Trotsky, put Pavel Milyukov in charge.

1932 – British Labour government falls after proposing Indian independence; Conservative-Fascist Moseley government implements a strategy of repression; Gandhi martyred in Delhi Massacre.

1934 – Indian war of independence begins. U.S. sends aid and volunteers ("Doolittle's Flying Tigers").

1935 – Charles de Gaulle takes power as *Maréchal des Français* ("Marshal of the French"). Admission of Mexican Territories to Confederate statehood. Assassination of CSA President Huey Long.

1938 – Disputes over Indian war cause Australia and New Zealand to separate from the British Commonwealth.

1939 – French invade Belgium, beginning the Franco-German War. Revolts in eastern Europe. Italy declares war on Germany.

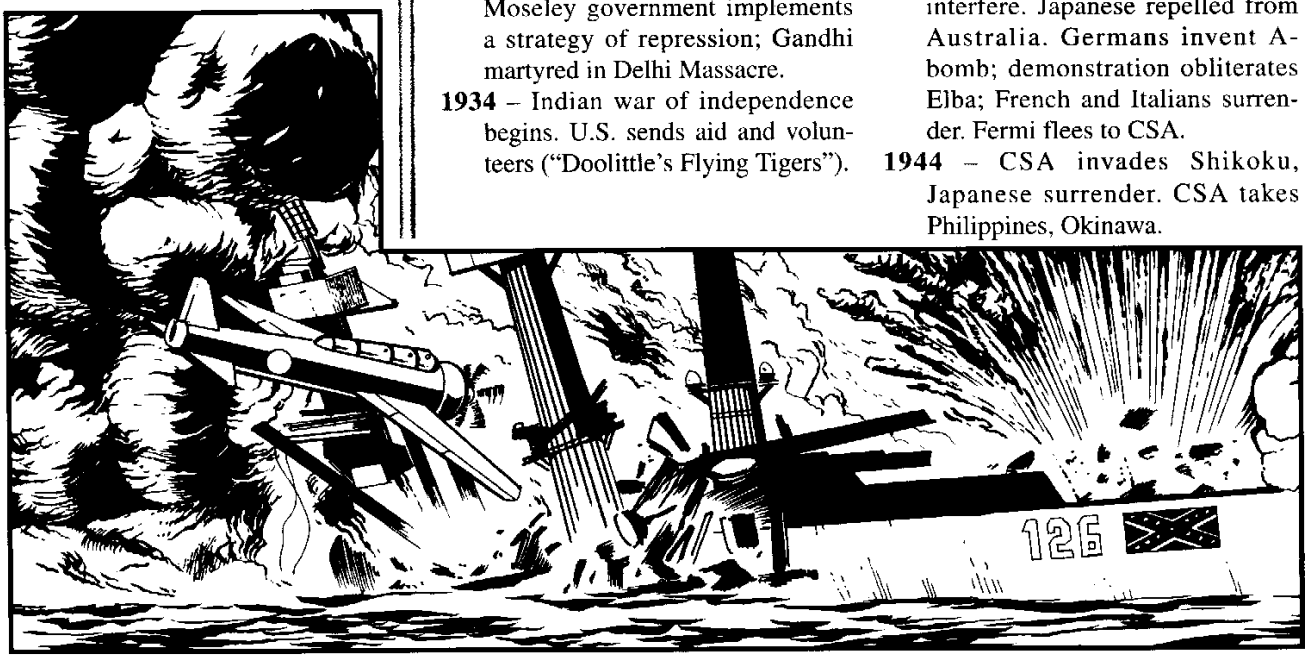
1940 – U.S. President Lindbergh brings U.S. into the war on Germany's side. Ballistic missile invented by von Braun.

1941 – Japanese bomb Pearl Harbor, Hong Kong and Singapore (Dec. 19), declare war on U.K., CSA and Australia.

1942 – Japanese conquer Dutch Indies and Philippines, and invade Australia. Fall of British government; U.K. leaves Pacific War and grants Indian independence. CSA Admiral Nimitz defeats Japanese near Samoa.

1943 – Milyukov dies; Russian Soviets elect Andrei Vlasov President; Germans unable to interfere. Japanese repelled from Australia. Germans invent A-bomb; demonstration obliterates Elba; French and Italians surrender. Fermi flees to CSA.

1944 – CSA invades Shikoku, Japanese surrender. CSA takes Philippines, Okinawa.



1946 – CSA gets atomic bomb. Vietminh revolt against Germany begins.

1948 – U.S. gets the atomic bomb. William Shockley invents the transistor at Atlanta Telegraph and Telephone Laboratories.

1949 – Russia gets the atomic bomb.

1953 – India develops an atomic bomb.

1958 – Transistorized computer invented by Seymour Cray.

1959 – Stratospheric jet (B-20) becomes part of U.S. Army Air Force.

1960 – Vice-President Lyndon B. Johnson shoots and kills President Faubus in a duel and (acquitted of murder by Confederate Senate) becomes President.

1961 – Germany launches the first artificial satellite.

1962 – Ford introduces the "Electro," the first short-range electric car.

1963 – Scott Carpenter, USAAF, becomes first man to orbit the earth.

1965 – Uruguay War between Brazil and Argentina for Uruguay; CSA support Brazil, U.S. supports Argentina. John F. Kennedy becomes U.S. President; Malcolm Little of Nebraska is his Vice President.

1966 – CSA troops invade Santo Domingo to restore oligarchy after a coup; U.S. President Kennedy fails to act. Germany launches first communications satellite.

1969 – President Kennedy involved in scandal; Republican fortunes decline.

1970 – U.S. constructs space station *Freedom;* CSA launches space station *Robert E. Lee.*

1971 – *USS Eagle* lands on the Moon, returns to *Freedom.*

1972 – Germany constructs space station *Kaiser Wilhelm.* CSS *Galahad* lands on the Moon.

1973 – Uruguay War ended in Brazil's favor. Jeanne Orieux develops cancer cure.

1976 – India constructs space station *Gandhi.* U.S. Copernicus Base becomes first permanent moon base.

1977 – Germany constructs moon base at Tycho.

1978 – CSA constructs moon base at Descartes.

1980 – 78-year-old Shadrach Cartwright of South Carolina elected CSA President. George W. Knox of Illinois becomes first black U.S. President.

1982 – Puerto Rico becomes the 44th state of the Union.

1983 – CSS *Ares* lands on Mars.

1984 – U.S. Steel captures the "earth-grazer" asteroid Teutatis for mining purposes.

Campaigning in Dixie

An Infinity Unlimited campaign can use Dixie as a standard "backdrop," with the occasional hunt for white-supremacist would-be defectors or escort duty for important tourists (who just happen to be members of the U.S. Congressional Black Caucus . . .) as interludes in an ongoing storyline. The geopolitical situation in Dixie is highly unstable, and a seemingly "routine" trip to Dixie can suddenly become a race against time to stop a North American nuclear exchange.

Infinity Unlimited can also be the *villain* in a campaign in Dixie, where the characters are transdimensional Underground Railroaders smuggling slaves to an empty parallel where they can be free – or trained in guerrilla warfare. The campaign could evolve from Underground Railroad to Resistance, as caches of advanced Homeline arms, armor and electronics are distributed to slave hostels across the tracks from Richmond, New Orleans and Atlanta.

Obviously, an Underground Railroad campaign would also work well in a game based entirely in Dixie, although any resistance would be less likely to succeed without TL8+ assistance. An Espionage campaign (especially a morally-bankrupt "world of mirrors" sort of campaign) in the courts of Europe or the offices of North America would also work well. Any number of Vietnam campaigns, from Espionage to Special Ops, could be played out in German Indochina.

Dixie-based campaigns can also be set elsewhen than the local present. An Old West campaign set in Dixie's 1880s would make for a whole new kind of range war. Or move Dixie ahead another 50 years and set a grim Cyberpunk game in a world where the proles are *really* enslaved by the megacorps and the Union is guarded against illegal aliens by lasers and forcefields.

For a different set of Wild Cards, toss in a genotech accident that leaves many Southerners (black and white) supers or psionics. Find out what the Illuminati does to its slaves on its secluded plantation in the Everglades. Set a Voodoo campaign in Dixie's Victorian past or its cold-war present. Combine that with awakening Aztec demons in the slave factories in Mexico . . .

Characters

Typical Character Types

Homeline characters can be of any type. Specific types from the ***GURPS Time Travel*** sourcebook that would be appropriate for Dixie include adventurers, agents, expatriates (particularly Homeline royalists, Afrikaners or American racists nostalgic for "the good old days"), fanatics (either pro- or anti-slavery), historians and tourists.

The following are some typical "native" Dixie character types:

Aristocrat/Planter

In Europe, these are members of one of the noble families of Germany, Austria or the East; in the Confederacy or Brazil, owners of family plantations. Naturally sure of themselves and of their position at the top of the ladder, they can either be great leaders or lazy incompetents. Advantages must include Wealth (at least Very Wealthy) and Status (at least +4). A noble family may serve as a Patron, as well. Disadvantages are likely to include Greed, Overconfidence and Intolerance (as well as perhaps a hereditary Enemy). Codes of Honor are nearly *de rigueur*, unless the character has a Reputation as a cad or coward. Skill possibilities are nearly unlimited in scope, although Savoir-Faire is just about unavoidable for European aristocrats and Southron planters may have Agronomy.

Cavalier

The dashing younger son of a Confederate planter, he has nothing but his good name, keen sword and healthy allowance to see him through. The Southern cavalier went to V.M.I. or the Citadel, served in the cavalry (armored, if you must be pedestrian about it), and now is searching for noble action and romantic adventure. Advantages must include Status (at least +2) and can include Wealth, Charisma, Combat Reflexes and Animal Empathy. Any of the traditional "heroic" disadvantages work here, especially Code of Honor (required), Impulsiveness and Overconfidence. Skills should include Riding, Guns, Leadership and Fencing (saber).

Corporate Troubleshooter

The large corporations that are the dominant economic system in both North and South send agents wherever internal corruption or external competition threaten their interests and profits. The corporate Patron is a 20- to 30-point advantage, and the Duty owed to it is a -10- to -15-point disadvantage. Other good advantages include Lightning Calculator and Eidetic Memory. Disadvantages can include Fanaticism, Greed, or Enemy Corporations (5 points less, as a rule, than the Corporate Patron). Languages, Sciences (especially Economics and Research), and Thief/Spy skills are most likely; Accounting is also very common.

Filibuster

In Homeline's 19th century and today in Dixie, the term holds its original meaning of "freebooter" or "soldier of fortune." Such people can be motivated by idealism, greed, or any combination of the two. They can be found in the piratical Indian Rim, the jungles of Indochina, or the confused politics of Eastern Europe or Latin America. Advantages such as Combat Reflexes, Danger Sense and Luck will be useful. Disadvantages can include Fanaticism, Greed, Intolerance, or any of a range of Odious Personal Habits. An Enemy such as a Latin American government (-20 points) or the law enforcement agencies of your home (-20-30 points) are also quite likely. In addition to standard combat skills, Piloting and Escape come in surprisingly handy.

Revolutionary

Not necessarily rebelling against Hohenzollern or Confederate tyranny, the revolutionary can be an agent (witting or unwitting) of Germany or the South, attempting to overthrow a Yankee- or Russian- backed government. Advantages can include a Patron, or be limited to your own Charisma and Strong Will. Disadvantages include an almost mandatory Fanaticism, with either Pacifism or Bloodlust being suitable options. Skills should include Politics (for fomenting insurrections and building covert groups); Bard, Demolition and Streetwise might also help the cause.

Secret Agent

The character can be an agent of I-Cops, Centrum, any Homeline government, or of a Dixie superpower. There is also nothing preventing a spy from being a double agent for any or all of these. Although the "James Bond"-style operative is a possibility, there is also a long tradition in both the German and Confederate intelligence services of using female agents, who are often uniquely placed to gather information. Advantages include a required Patron and perhaps Alertness, Charisma, Danger Sense, and Strong Will. Disadvantages include a required Enemy or Secret, and often Duty and Paranoia. Skills will depend on the spy's cover, though Social and Thief/Spy skills are almost universal.

Slave

Black slaves still exist in the CSA and Brazil. Slaves are possible characters for adventures involving the Underground Railroad or Yankee spy rings in the South. CMs (see p. 15) and minorities of South Africa and

Australia will have similar lives. All slaves have a Status -4, Wealth no better than Poor, and a -15-point Social Stigma. PC slaves are likely to have Secrets, and all slaves could have Dependents. Possible advantages include High Pain Threshold and Strong Will. Skills will focus on manual labor (including Animal Handling and Packing), although the slaves may also have Acting, Fast-Talk, Scrounging, and Holdout or Stealth.

Smuggler

Existing to reconcile supply with demand, the smuggler could be hauling drugs from Colombia to the Union, pirated computer chips from India to Australia, cigarettes from North Carolina to Pennsylvania, or guns from South Africa to Indochinese rebels. Advantages had better include Luck; Absolute Direction, Night Vision and Reputation (for honesty, good quality or skill) are also good investments. You must take a -30-point Enemy (the customs services of your targets), and Compulsive Lying, Greed and Paranoia are likely as well. Skills should include Fast-Talk, Forgery, Holdout, Merchant, Piloting and Stealth.

Soldier

In a military campaign, a soldier can be on active duty in one of Dixie's trouble spots. In other campaigns, a recently-discharged veteran bored with civilian life could become a filibuster (see above) or join any other type of party as "muscle." Advantages include Combat Reflexes; disadvantages can involve your "old war wound" or your military Code of Honor. Skills should emphasize Combat/Weapon skills, plus Leadership, Survival and Tactics.

Underground Railroader

A specialized character type, blending revolutionary, spy and smuggler, the Underground Railroader lives to run slaves out of the Confederacy and north to the Union and freedom. Underground Railroaders generally have a Patron such as the Union's OSS (25 points) or the Abolition Society (15 points). Advantages also include Clerical Investment, Empathy, or Strong Will. Underground Railroaders must take the Confederacy as a -40-point Enemy if they operate out of the Union; if they are "agents in place" in the Confederacy, they should take a -30-point Secret. Other disadvantages can include Fanaticism, Pacifism and Sense of Duty. Useful skills include Acting, Camouflage, Driving, Forgery, Holdout and Seamanship.

Advantages

Animal Empathy see p. B19

Confederate Cavalier types will often have this advantage, to reflect their familiarity with horses, dogs and hunting.

Legal Enforcement Powers see p. B21

Confederate slavecatchers have Legal Enforcement Powers worth 10 points. German Kaiserssicherheitdienst (KSD), Union OSS (Office of Special Services) or Confederate Intelligence Agency (CIA) agents have Legal Enforcement Powers worth 15 points. In the monarchies of Europe and in the CSA, local or regional military units (Bavarian Army or Georgia Militia, for example) have arrest and detention authority in their areas for violent crime or insurrection (5 points). In the Triple Monarchy and in German satellite states, German military units also have such authority (10 points). A similar situation holds in the Latin American satellite states of the Confederacy. Colonial police (5 to 10 points) have no powers outside their jurisdiction, although German national police (equivalent to the FBI in the Union) have jurisdiction in the colonies as well.

Literacy see p. B21

Nonwhite Confederate characters must treat Literacy as a 10-point advantage; it is legal but uncommon for slaves or CMs to be taught to read. These characters will also have as compensation a -10- to -15-point Social Stigma, a campaign disadvantage, which does not count against the -40-point disadvantage limit,.

Military Rank see p. B22

In the Confederacy, state militia ranks run from Rank 0 (Private) to 7 (Major General), and can be purchased for 4 points per level. This is an excellent way to acquire the quintessential Southron title "Colonel" at a discount. As a general rule, characters should not be allowed to purchase state militia ranks above Rank 6.

Unusual Background see p. B29

Unless the campaign will be heavily space-oriented, characters with spaceflight hours must purchase the Unusual Background advantage for 10 points. Similarly, unless the campaign will focus on Europe, characters with European noble blood must purchase a 15-point Unusual Background along with whatever Status and Wealth are appropriate.

Disadvantages

Addiction see p. B30

In the Union, tobacco and marijuana are both illegal, making addiction to either a -10-point disadvantage. In the Confederacy, both are legal, making addiction to either a -5-point disadvantage.

Code of Honor see p. B31

The Gentleman's Code of Honor (see p. B31) is expected of all Southerners of Status 1 or higher.

The Prussian Code of Honor for German nobility: Land ownership is required; never refuse a challenge to arms from any other noble (Status 3 or higher); cowardice is repugnant; a man's word is his bond; the Reich and the Kaiser come first; showing mercy (other than a quick death) is a sign of weakness. -15 points.

Intolerance see p. B34

Almost all white Confederates have this disadvantage already at a -5. Even though the entire society has it, it still causes negative reactions in foreigners, so it retains a point value. In fact, a Confederate character who does not possess this disadvantage must take either a bad Reputation "Soft" or even "Abolitionist" (worth ×1/2 for the size affected), or a Secret worth -5 or -10 points.

Social Stigma see p. B27

In the Confederacy, being Jewish or female is a -5-point Social Stigma; being colored (mixed-breed or dark-skinned Hispanic) is worth -10; and being black is worth -15. Also, being a "Yankee" can be good for -5 to -10 points, depending primarily on the degree to which the Northerner in question expresses convictions of racial equality.

In the German Empire, being of non-German stock is a Social Stigma worth -5 points (if Jewish, French, Japanese, Irish, or Southern European) or -10 (Slav, African, Chinese, all others).

In the Union, almost the only Social Stigma possible is being a "Reb" (-5 to -10 points, depending primarily upon the thickness of the Southern accent).

Skills

Agronomy see p. B59

Plantation Agronomy of the Confederacy and *Scientific Agronomy* as practiced in the Union West are skills that differ from each other as much as they differ from subsistence agriculture. All types of Agronomy default to each other at -4.

Computer Operation see p. B58
Computer Programming see p. B60

Characters from Homeline are at -4 on either skill due to the different systems architecture, software conventions, and non-qwerty keyboards in Dixie.

Tournament Law (Schlägerspiel) see p. CI 147

This skill covers knowledge of the arcane rules and conventions surrounding use of the schläger, or German duelling sword.

New Skill

Overseer (Mental/Average) — Defaults to ST -5, Intimidation -3

This is the professional skill of managing slaves. It is mostly concerned with preventing revolt and maintaining production. Modifiers: -5 if the overseer is dealing with unfamiliar slaves, as appropriate for Loyalty of the slaves.

Economics, Jobs and Wealth

Prices

The Confederate and Union dollars are both pegged to the price of gold, and therefore exchange evenly. The German Reichsmark (RM) is worth three of either. As a general rule, prices will be 20-25% of their 1980s Homeline equivalents. This is due (among other things) to the deflationary tendencies of hard currency and the absence of a single, global Great Depression. Starting wealth for a character in Dixie is $4,500.

.38 revolver	$50
12-gauge shotgun	$100
Barbecue lunch	$0.50
Chicken-fried steak dinner	$1
Excellent steak dinner	$3
Bottle of Confederate Cola	$0.10
Bottle of Kentucky bourbon	$3
Cheap hotel, per night	$1
Atlanta to Acapulco:	
by bullet train (coach)	$15
by airship (1st class)	$90
Work clothes	$10
Wristwatch	$15
Pocket calculater (sic)	$5
Business suit	$50
Riding boots	$5
Minitabulator	$400
1984 Autofabera-Brasil economy car	$600
1984 Tucker 4-door sedan	$2,400
Gasohol (1 gallon)	$0.20
Gasoline (1 gallon)	$0.25
Pack of cigarettes	$0.25
Male slave, trained	$105

Social Status and Cost of Living

Level	*Confederacy*	*Union*	*German Empire*	*Monthly Cost of Living*
7	President	President	Emperor	$7,500
6	State governor, general	Senator, corporate CEO	Other crowned head (subject king)	$5,000
5	CSA senator, corporate CEO	Governor, rock or movie star	General, CEO, duke or count	$2,000
4	Rich planter, colonel	Congressman, General	Lesser nobility, colonel	$1,000
3	Planter, astronaut	Millionaire, big-city mayor	Professor, knight, astronaut	$500
2	Military officer	Banker, mayor, astronaut	Doctor, military officer	$250
1	White citizen	Doctor, military officer	Lawyer, university graduate	$70
0	Poor rural white	Ordinary citizen	Ordinary German	$40
-1	Educated colored	Poor person	Poor German	$15
-2	Educated black, poor colored	Street beggar	Street beggar, employed foreigner	$10
-3	Poor free black	No equivalent	Jobless foreigner	$1
-4	Black slave	No equivalent	No equivalent	0

In the Confederacy, no nonwhite may have Status above -1. State militia ranks are -1 to Confederate Armed Forces ranks. In the Union, National Guard ranks are -2 to U.S. Armed Forces ranks.

In the German Empire, non-Hohenzollern nobility (such as Hapsburg) is Status -1 to Hohenzollern nobility. German social status classes hold roughly for the Triple Monarchy as well, replacing "German" with "Austrian" and "foreigner" with "Slav."

Job Table

This table refers to the CSA. Union jobs, on the whole, pay manual laborers, managers and lawyers more; scientists, academics and policemen less. Obviously, nonwhite characters will not even be considered for jobs above "Struggling," except within wholly non-white areas such as shantytowns or corporate properties. Here, they will primarily work for barter rather than money, since none of their clients will have any.

Job (prerequisites), Monthly Income	*Success Roll*	*Critical Failure*
Poor Jobs		
House servant (no att. below 7), $15 + room and board	IQ	LJ/LJ beaten 1d
Farmhand (ST 10+), $10 + room and board	ST	LJ
Struggling Jobs		
Small farmer* (Agronomy 12+), $50	PR	-1i/-3i
Laborer (ST 10+), $30	ST	LJ/LJ, 5d
Average Jobs		
Policeman (Guns [pistol] 12+, Law 12+), $80	IQ-1	3d/6d
Overseer (Overseer 11+), $70+R&B	PR	LJ/LJ, 5d
Trucker (Vehicle [18-wheeler or GEV] 13+), $100		-1i/LJ, 3d
Oilman (Geology [petroleum] 13+), $120	PR	-3i/-12i
Comfortable Jobs		
Professor (Academic specialty 13+), $250	PR+Status	-2i
Engineer (Engineering [specialty] 12+), $300	PR	-2i/LJ
Wealthy Jobs		
Planter (Plantation Agronomy 12+), $2,000	PR	-1i/-2i
Idle rich cavalier (Status 2+), $1,000	Reaction+8	allowance cut by 20%

* Freelance

Weaponry

Riot Gear

The CSA has had to develop numerous tactics and weapons for controlling large, unruly bodies of men. Since many of the rioters are also valuable property, simply killing or maiming them is not the preferred option. As a result, the Confederacy depends on various types of gas, ranging from simple tear gas (see p. B132) to paralysis gas (roll HT-2 every turn to avoid paralysis), and knockout gases (roll HT-2 or ST goes to 0 and fall asleep).

CSA riot police also use "soapers," weapons similar to flamethrowers in design that shoot a stream of extremely slippery fluid. Shot at streets or rioters, it creates an almost frictionless surface: roll DX-4 to stay upright or DX-8 to regain footing.

Confederate Cuirastek body armor is superior to TL7 Homeline Kevlar; it weighs 3 lbs. instead of 5 lbs. while providing the same protection.

Standard Personal Military Weaponry

The standard arm of the Confederate Army is the Tredegar 5.57mm TR-76 assault rifle. The favored sidearm is the Amory .455 automatic pistol. The Union uses a Sharps 7.82mm M-15 assault rifle and a Luger 9mm parabellum automatic sidearm.

Weapon	*Malf*	*Damage*	*SS*	*Acc*	*1/2D*	*Max*	*Wt*	*RoF*	*Shots*	*ST*	*Rcl*
Amory .455	crit	3d-1	11	3	230	2,200	4.0	3~	9+1	11	-2
Luger 9mmP	crit	2d+2	9	4	175	1,900	2	3~	8+1	9	-1
Tredegar 5.57mm	crit	5d	12	11	500	3,800	10.5	12*	35+1	9	-1
Sharps 7.82mm	crit	7d	14	11	1,000	4,700	11	10*	20+1	10	-1
RC/AP-81 "soaper"	crit	spcl	–	7	–	50	60	1	12	–	-3

Sabers

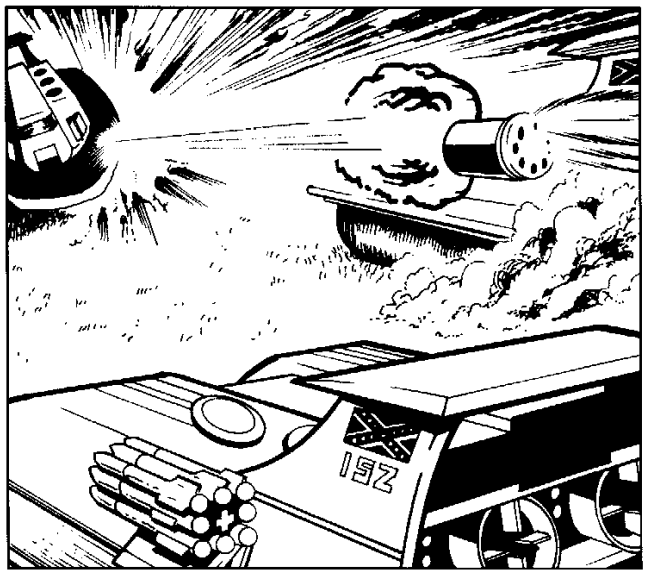
The Confederate cavalry saber and the German schläger are the two most common swords in use in the modern world. Even though neither has the slightest military use, they are still standard issue for all officers in mechanized and armored cavalry units in the CSA and German armies (as well as for German infantry officers). They are mostly used, in fact, in duels. All are *very fine* weapons. Schlägers have a ready time of 1 turn if swung.

Weapon	*Skill*	*Type*	*Damage*	*Reach*	*Cost*	*Wt.*	*ST*
CSA Cavalry Saber	Broadsword	imp	thrust+1	1	$25	3	9
		cut	swing+1				
Schläger	Fencing	imp	thrust+1	1	$40	4	10
		cut	swing+1				
		cr	swing+1				

Heavy Weapons

Armies in Dixie are equipped with armor, artillery and transport similar to that of their counterparts in TL7 Homeline. Tanks, submarines and helicopter gunships are the front-line weapons of most national armies.

One difference between this world and Homeline is the large-scale use of GEVs (hovercraft) as light armored vehicles. The Confederate Stuart MGEV-7, with a top speed that outpaces most tracked armor, carries anti-armor missiles, napalm and a .50-caliber machine gun for use against infantry. Its main defense is its speed, but the advent of cheap, light ceramic/metal alloys has made the GEV much tougher without sacrificing mobility. The CSA and the U.S. have the largest hovercraft forces (deployed almost entirely on the Great Plains), followed by Russia and Germany (facing off across the East European steppes).




REICH-5

Other Reichs

Reich-5 is only one of five known worlds with a victorious Nazi Germany. Reich-1 (Quantum 4, local present 1951) diverged with the destruction of the BEF at Dunkirk. Germany and the U.S. (which easily defeated Japan) are currently fighting World War III; both sides have active atomic research programs.

In Reich-2 (Quantum 5, local present 1954), Germany made a separate peace with Lord Halifax's British government in 1940 and bogged down in Russia until 1943 when the Armistice was signed. The U.S., Japan, Russia, Germany and Britain are all rival nuclear powers racing to put missiles on the Moon.

Reich-3 (Quantum 5, local present 1970) diverged with a Japanese attack on Vladivostok instead of Pearl Harbor. Without nuclear weapons, the U.S. is restricted to "Fortress America" (which includes Canada and Mexico) as the Axis powers prepare for overwhelming victory.

In Reich-4 (Quantum 4, local present 1988), the divergence point came with the successful capture of Leningrad in 1941. Germany and Japan developed atomic weapons in 1945 and conquered the U.S. in the 1950s. In 1979, the two Axis superpowers fought a global thermonuclear war, and although Germany was victorious, it is still trying to impose order on the smoldering rubble of the world.

We, too, shall rewrite history, from the racial point of view. Starting with isolated examples, we shall proceed to a complete revision.
– Adolf Hitler

The mere existence of this Quantum 3 world is a closely-guarded secret. Of the five known parallels with a victorious Nazi Germany, Reich-5 is the most horrifying. The Third Reich (with its Japanese and fascist American allies) firmly controls this world. Worse, TL8 Germany possesses advanced technology that could lead to a Nazi invention of parachronic travel and a blitzkrieg throughout the parallel worlds.

This parallel diverged from Homeline with the assassination of President-elect Franklin Roosevelt in 1933 (see sidebar, p. 35), and the return of the U.S. to isolationism. While America sank farther into depression and despair, Hitler's Germany and Imperial Japan destroyed the Western Allies. This victory emboldened the fascist movement in America, which, under Union Party leader William Dudley Pelley (see sidebar, p. 35), seized control of the United States in 1944.

German troops and atomic weapons crushed American resistance, and the World-Axis of Nazi Germany, Imperial Japan and the fascist United States was established in 1961. Now the world groans under tyranny as the Nazis expand the Reich into space, the Americans develop supercomputers to track their restive populace and the Japanese explore the mysteries of genetic engineering.

Into this bleak world come the agents of the Infinity Patrol, desperately trying to steal Axis technology while giving what aid they can to the few resistance groups that still operate in the margins of this totalitarian hell.

History

Hitler Victorious

The Great Depression spawned demagogues in all the world's Great Powers, from pacifists in Britain to socialists in France and fascists in Germany. All three types were active in the United States. FDR's assassination left the country adrift, and it moved from the well-meaning liberalism of President Garner to the "strong hand" of Republican President Charles Lindbergh, who publicly proclaimed that fascism was "the wave of the future." America's socialists and communists opposed him, and when the Depression continued to deepen, Lindbergh was voted out in 1940 in favor of the socialist Democrat, Henry Wallace.

By then, Hitler's Germany had plunged Europe into war, swallowing Poland and smashing France in *blitzkrieg* attacks. Britain might have survived with American aid but, trapped in isolation and depression, the U.S. ignored the war. With the fall of Britain, Hitler was free to turn on the Soviet Union, and German panzers crossed the Russian border in May, 1941. As Moscow fell, the Japanese picked off the Russian East, since they had occupied the colonies of France, Britain and the Netherlands when the Germans crushed those nations. The fall of Australia in 1943 left Japan's armies grinding away in China and Bengal, with America the only potential enemy left in the Pacific.

America's continuing depression and Hitler's victory had energized the American fascists. William Dudley Pelley, along with the anti-Semitic "radio priest" Father Coughlin and others, founded the Union Party in 1936. Wallace's incompetence and increasing tendency to rule by the mob drove millions of Americans into the Union Party, and Pelley became Lindbergh's running mate in

the 1944 election. A surprise Japanese attack on the U.S. naval base at Pearl Harbor left the Wallace administration in complete disarray, and the assassination of Lindbergh by an unknown gunman swept Pelley into the White House amidst rioting, Japanese bombings and chaos.

Germany's invasion of Canada in 1945 gave Pelley the excuse to declare martial law and seize dictatorial power. Pelley's Union Party thugs, the so-called "Union Army," were more interested in lynching blacks and Jews than in defending the country; only the continuing war in China prevented a full-scale Japanese invasion. Pelley signed an alliance with Germany and invited in the Wehrmacht and SS to "restore order."

Senator Robert Taft of Ohio, who ran on a unified Republican and Democratic ticket in 1948, opposed Pelley. Pelley's blatant theft of the election led to wholesale civil war and the mutiny of the U.S. Army. Germany promptly shipped 40 divisions to America on Pelley's side. Even the slightest chance of success for the anti-Pelley forces evaporated when Werner Heisenberg invented the atomic bomb in 1950. After secret tests in the Reichsostland, the bomb was used on four American cities on June 27, 1950. Resistance collapsed abruptly, and Nazi Germany was the master of three continents when Adolf Hitler died on October 31, 1951.

Deutschland Über Alles

Following a brief behind-the-scenes power struggle, Reinhard Heydrich, the second-in-command of the SS, became the Nazi Führer and set about consolidating Germany's gains, formalizing the division of India with Japan, completing the pacification of America and Russia, and beginning the German conquest of space. When Japan and America signed the Washington-Tokyo Axis in 1961, Heydrich established the World-Axis to cement the three great fascist powers' alliance, increasing the role of fascist America to balance Imperial Japan. In 1965, Canada was transferred to American administration to compensate for the loss of Alaska, Hawaii and the Philippines to Japan. When Heydrich died in 1975, German jackboots had walked on the moon and Mars, and America's dictators were fully integrated into the German alliance.

Resistance to the World-Axis was sporadic, the most serious being the "Uprising of '76" in America, which the SS put down only by levelling five cities and decimating the population in rebel areas. Führer Alchsneiss followed that victory with the destruction of rebels in Afghanistan and Peru; saturation bombing with neutron warheads wiped them out in 1983. Since then, the rule of the Third Reich over an enslaved world has run ever more smoothly with the orbiting of global spy satellites, the invention of sophisticated computer surveillance technology, and the slow but steady expansion of Hitler's dream to the stars.

The Assassination of FDR

On February 15, 1933, at a political rally in Miami, Florida, Giuseppe Zangara fired six shots from a .32 at the dais where Chicago Mayor Anton Cermak and President-elect Franklin Roosevelt stood. In Homeline history, Zangara's bullets hit five people, including Mayor Cermak, who died in the hospital. Zangara claimed he had been trying to kill "the capitalist" Roosevelt, and was executed two weeks later.

In Reich-5, Roosevelt was one of the five people hit, and died instantly. Vice-President-elect John Nance Garner of Texas was inaugurated as the 32nd President of the United States. Previously Speaker of the House, Garner attempted to implement Roosevelt's barely-developed "New Deal," but could neither unify the country nor effectively counter the Great Depression. As a result, American politics followed much the same pattern as European politics – a sense of drift and paralysis that left the country vulnerable to the increasingly vocal demagogues of the Left and the Right.

William Dudley Pelley

In Homeline America, William Dudley Pelley, the Massachusetts-born leader of the Silver Shirts, was just another petty thug and demagogue spawned by the Depression. An occultist and Nazi admirer, Pelley modeled his Silver Shirts after Hitler's S.A. brownshirts. Pelley worked with other American radicals like German agent G.S. Viereck and American Nazis Lawrence Dennis and Seward Collins. The Union Party ran Senator William Lemke for President in 1936 and was swamped in FDR's Democratic landslide. The optimism of the New Deal and the end of the Depression doomed Pelley's fascist dream. In 1942, Pelley was jailed for sedition, and served eight years of a 15-year sentence. He died in 1965, a footnote in history.

In Reich-5, the assassinations of Franklin Roosevelt in 1933 and Huey Long in 1935 left America primed for increasing radicalization. Lindbergh drew the Republican Party to the authoritarian Right while Henry Wallace drew the Democratic Party to the Communist Left. Just as Hitler took an obscure party with no broad popular support to the top of a freely-elected German government, so Pelley was able to maneuver and connive his way to the role of American Führer.

The Nazi Party

The National Socialist German Workers' Party (NSDAP), or Nazi Party for short, is the dominant force in the everyday life of every citizen of the Reich. The Party is one leg of the triad that governs Germany, the others being the SS and the military. The internal Party bureaucracy parallels and dominates the stuctures of the actual government, making the Party the largest single employer in Germany.

Approximately one out of every ten Germans is a Nazi Party member. Subsidiary Party organizations, such as the Hitler Youth, Women's Front, Labor Front and others, include virtually every other German. The Party provides the interface between the citizens and their government. It monitors education, gives rallies, sponsors concerts, organizes "Strength-Through-Joy" vacations for loyal workers and generally attempts to monopolize all activity outside the household or the factory.

The SS

The *Schutzstaffel*, or SS, is the state-within-a-state that has held the balance of power in Nazi Germany since Hitler's death. Formed in 1925 as his bodyguard, it rapidly expanded into an armed force, intelligence service, economic superpower and sole arbiter of justice in Nazi Germany. SS candidates must be 18, pass a series of physical and mental tests, and have certifiably pure Aryan lineage back to the year 1750.

Continued on next page . . .

Locales

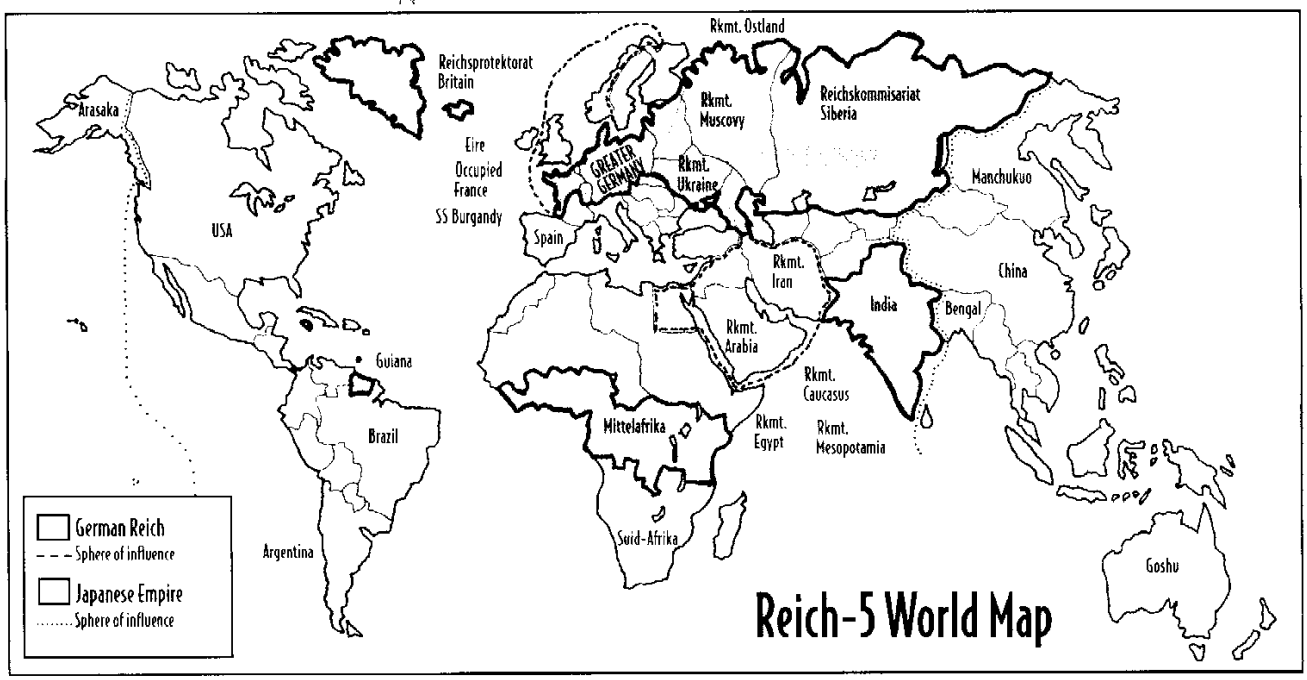
Greater Germany and the Third Reich

Stretching from the mouth of the Rhine to the borders of the Ukraine and from the Baltic Sea to the Alps, *Grossdeutschland* (Greater Germany) adds Denmark, Holland, Switzerland, Austria, Lithuania, Poland and parts of Belgium and Czechoslovakia to prewar Germany. Only "true Germans" may become citizens of Greater Germany, and the 140 million citizens who live in the Nazi heartland lord it over the 35 million Slavs (primarily Czechs and Poles) who perform all the menial labor and household duties in the Reich. German citizens have the highest standard of living in the world, paid for by immense slave-labor factories in the Reichsostland.

Germany's massive autobahns speed agricultural produce, coal and iron from the General-Gouvernment-Poland in the east to the industrial furnaces of the Ruhr in the west. Germany's factories, the cleanest and most advanced in the world, turn out enormous quantities of aircraft, motor vehicles, armaments, chemicals, plastics, advanced composites and optics. The country resembles a gigantic industrial park, with enormous green spaces and forest belts even in the middle of industrial cities like Munich, Düsseldorf, Breslau and Brünn. Wildlife refuges are scrupulously maintained, a cradle-to-grave welfare state is firmly in place, and giant stadiums, hospitals and concert halls dominate the skylines of the clean, orderly cities of the Reich.

Berlin: Capital of the World

Redesigned by Albert Speer in 1938, and constructed at vast expense over the next 12 years, the new Berlin is a monument to German power. Its dominant feature is the three-mile-long, 400-foot-wide *Siegesstrasse* (Street of Victories). The Siegesstrasse begins at the four-story Südbahnhof, the rail hub for official



Berlin, and passes through the Waffenplatz, which is lined with captured weapons, primarily Soviet, British, French and American tanks. The Siegesstrasse then passes under the monumental Heldenbogen (Arch of Heroes), the inner walls of which are carved with the names of the three million German war dead of the World Wars.

The Siegesstrasse passes the Soldier's Hall, which holds the crypts of Frederick the Great and Heinz Guderian, among other military heroes of the Reich. It also passes the Tiergarten, Berlin's great city park, and the enormous Berlin Public Baths. Monumental government buildings line the Siegesstrasse, including the headquarters of the RKA, the *Weltachse,* and the Luftwaffe. Also on the street are the ceremonial barracks of the Grossdeutschland panzer division, which guards Hitler's Tomb on the site of the former Chancellery building. The Siegesstrasse ends in the Adolf Hitler Platz, which is between the Führer's Palace, the new Chancellery and the Reichstag on the east, and the Military High Command (OKW) Headquarters on the west.

At the north end of the Siegesstrasse is the Great Hall of the Reich, the largest domed building in the world. The Great Hall dome, sheathed in green copper, is 825 feet in diameter and covers enough room for 180,000 people to stand. The dome is capped by an swastika-crowned eagle sitting on a globe 987 feet in the air, making the Great Hall the third tallest building in the world (after the Empire State and Chrysler Buildings in New York City).

Across the Spree River from the Great Hall is an artificial lake with the Kriminalpolizei headquarters on the west side and the War Academy on the east side. East of the Reichstag is the Brandenburg Gate, and behind that is the *Siegesmauer* (Victory Wall), erected in 1961 to celebrate the formation of the World-Axis. Fashionable shops line the Unter den Linden, running east from the Siegesmauer. West of the OKW is the 1936 Olympic Stadium, used for rallies and sporting events (the Olympics have been held in Nuremberg since 1948).

The whole city is honeycombed with subways to ease traffic congestion, and the airports are at the edges of the city at Gatow, Tegel and Schönefeld. Tempelhof has been turned into an amusement park, and the area outside the autobahn and railway ring around the city is a forested park, the Grünewald, where Berlin's seven million citizens can enjoy ordered natural beauty.

German Colonies

Following World War I, the Treaty of Versailles stripped Germany of its colonies. After World War II, they were returned with interest. Germany has two main colonies, Mittelafrika and India. Mittelafrika includes the former German colonies of Kamerun, Togo and Tanganyika as well as Nigeria, the Congo, British East Africa and the Gold Coast. Mittelafrika is ruthlessly exploited for its uranium, gold, cobalt and other mineral resources. Slavery has been reinstituted, and order is kept by brutality on the part of the *Reichskolonialamt* (Reich's Colonial Office) or RKA. The RKA is a civilian office under the Party, and its security troops are low-class thugs and bullies who are unfit for either the military or the SS.

India is a much-preferred posting for RKA administrators due to its better climate and more sophisticated urban life. The RKA keeps order through similar terror and brutality, but resistance to the Reich is far less common in India than in Africa. Gangs of Indians work vast textile factories and plantations under native overseers who report to the RKA. There is also a sizable regular military garrison in India, both to keep order and to watch the borders with Japanese-run Bengal.

The SS (Continued)

The SS has five main branches. The *Ahnenerbe* (Ancestral Heritage) branch is dedicated to racial and cultural research, and is directly involved in the administration of Burgundy (see sidebar, p. 41). Many odd, "occult" projects are researched here, including psionics (and possibly parachronics?). The Operations branch includes the *Allgemeine* SS, who continue to serve as bodyguards for high officials, and the Waffen-SS, a 250,000-man elite military unit. The *Totenkopfverbände* ("Death's Head Units," not to be confused with the 3rd Waffen-SS Panzer Division, also called "Death's Head") that guard the camps are also under Operations.

The third branch, the *Rasse und Siedlingshauptamt* (Race and Resettlement Department), or RuSHA, is the ideological and racial purity office of the SS, and handles internal investigations into SS matters. The *Wirtschaftsverwaltunghauptamt* (Economic Administration Department), or WVHA, directly manages the SS-run business empire, logistics and purchasing. The WVHA also administers the death camps (only Auschwitz and Treblinka are still in operation) and slave labor camps, and allocates all slave labor in the Reich.

The fifth branch, the *Reichssicherheitshauptamt* (Reich Security Department), or RSHA, is the most feared in the Reich. Among its branches are the SS foreign intelligence arm, the *Sicherheitsdienst* (SD). The RSHA also controls the *Kriminalpolizei,* or Kripo, and the *Geheimesstaatspolizei* (Secret State Police), or Gestapo. The *Ordnungspolizei,* or Orpo, which handles mundane matters like traffic tickets and firefighting, is under the Party Ministry of Justice. The Kripo investigates crimes from bank robbery to racial mingling to murder. The Gestapo is empowered to investigate all crimes or conspiracies against the state, and maintains a network of informers throughout Europe.

The Gestapo, the SD, and the Abwehr (military intelligence) compete for jurisdiction. Dimension-travelers in Europe will almost certainly be found by the Gestapo; elsewhere they might be uncovered by the SD or Abwehr. Regardless of who finds them or where, they will be extremely lucky to avoid a one-way journey to No. 8 Prinz-Albrecht-Strasse, Gestapo Headquarters.

The Final Solution

Adolf Hitler's overriding goal was the end of Jewish influence on Germany and Europe. By January 1942, deportation and imprisonment had been abandoned in favor of what was called the *Endlösung* (Final Solution). Europe's 11 million Jews were herded to a network of concentration camps, where they were systematically looted, numbered, and gassed to death.

By 1948, the SS was able to declare Europe and the Middle East *judenrein* (cleansed of Jews). With the conquest of Canada and the consolidation of fascism in the United States, North American Jews were penned up in ghettos. The Pelley government was more concerned with rounding up American blacks and deporting them to Africa (usually to Nazi slave labor camps) than with killing Jews. After the Uprising of '76 demonstrated the weakness of the U.S. government, the SS sent specialists to set up concentration camps in the Dakotas. The killings continued through the 1980s, and by 1989 North America was also declared *judenrein*.

Reichsostland

The former Soviet Union (except the Far Eastern provinces annexed by Japan) is under the rule of the *Ostministerium* (Eastern Ministry) of the Reich. The Reichsostland is divided into five Reichskommissariate (Ostland, Ukraine, Caucasus, Muscovy and Siberia), each under a Reichskomissar. Reichskomissars are Party officials, assisted by the military and SS commanders for the district. Over 2 million Germans have settled in the Reichsostland, drawn by the immense supply of free land and slave labor available to German colonists. Many large German cartels maintain immense factories in the Reichsostland, where the strict environmental and worker-safety laws of Greater Germany do not apply. Nuclear, chemical and other wastes are dumped in Siberia, especially in areas that have already been strip-mined of their mineral deposits.

Reichsprotektorate

Reichsprotektorate are nations that exercise some independence in local affairs, but they are garrisoned by Wehrmacht troops and the SS and local secret police keep their internal order. A local official, usually the head of the local fascist party, governs each nation, supervised by a Reichsleiter, a high official representing the German Nazi Party.

The major Reichsprotektorate are Britain, Norway, Egypt, Persia, Arabia and Mesopotamia. Britain and Norway are run by their own fascist parties (Union Fascist and Nasjonal Samling) as national socialist states, with small detachments of Gestapo and large Luftwaffe and Kriegsmarine bases. Egypt, Persia, Arabia and Mesopotamia are all dominated by the German military and by IG Farben, the chemical cartel responsible for oil production.

The Japanese Empire

The Japanese Empire rules nearly half the world's population, either directly or through its network of satellite states, the Greater East Asia Co-Prosperity Sphere. The Empire proper includes the Japanese Home Islands, Korea, Taiwan, Hainan, Sakhalin, Hawaii and the smaller islands of the Pacific from Okinawa to Tahiti. China, Australia, New Zealand and Alaska are the "Outer Empire," which remains considerably more militarized than the Home Islands. Emperor Akihito is the divine embodiment of the sun god, and "rules" the empire through a network of aristocratic bureaucrats, who are interlinked by family and career loyalties with the *keiretsu* cartels and the military.

The Home Islands are slowly being returned to a more traditional economy of small rice farms as the heavy industries move to Korea, Manchukuo or the Outer Empire. Many Japanese have also begun commercial fish farming and whale ranching in the vast waters of the Pacific, operating from huge floating factories. Japan's many research universities, parks, gardens and Shinto shrines draw visitors from all corners of the Pacific Rim. A network of fast maglev trains and hydrofoils connects virtually all cities in Japan, and private use of automobiles is severely restricted. Non-Japanese airlines (Lufthansa, Pan Am, Aerolineas, Alitalia) are restricted to Nagasaki Airport, on the western end of Kyushu.

The Outer Empire

Japan runs China as a military fiefdom, with the Army leasing slave labor and factories to Japan's immense *keiretsu* industrial combines. Japanese rule in China is particularly brutal, with massacres of the Chinese population a matter of routine for the slightest sign of rebellion. Famines are commonplace, since the produce of China's farms is sent to Japan or exported to America and Germany. Japan also tests its atomic weapons in the Kansu desert in northern China and, like the Germans in Siberia, dumps its toxic wastes in the Chinese interior.

Australia, Alaska and New Zealand, collectively known as the *Shinryodo* (New Territories), are being turned into Japanese colonies as millions of native Japanese emigrate from their crowded cities to these wide-open spaces. Following wholesale executions of the military, economic and political leadership, the white population of these areas was deported to America or Britain, where they drifted into crime or joined the security forces. Many emigrated to Suid-Afrika, which was in great need of white settlers to police its newly-acquired African territories.

Daitoa Koei Han'i (The Greater East Asia Co-Prosperity Sphere)

The entire Pacific Rim from Vancouver to Vladivostok and from Calcutta to Tahiti is tied into a vast economic union coordinated from Tokyo. Japanese *keiretsu* power this economy, operating freely throughout the Greater East Asia Co-Prosperity Sphere and selling their manufactured goods to a 1-billion-person captive market behind a maze of tariff and import regulations.

The satellite states provide raw materials and cheap labor for the *keiretsu* – rubber from Malaya, oil from Borneo and Java, minerals from Sumatra and Burma. Some of the satellites, such as Manchukuo and the Philippines, are fairly heavily industrialized, primarily producing textiles, chemicals and steel. Others, such as Bengal, Indochina and Java, remain primarily agricultural. All of the satellite states have extensive bases for the Japanese military, which plays a large role in putting down the sporadic insurrections against the puppet governments.

AMERIKA

The United States of America (*Vereinigte Staaten von Amerika*) has made a seemingly miraculous recovery over the last 40 years. From being an occupied country, decimated by atomic bombardment and civil war, it has grown to be one of the three Great Powers in the World-Axis. This has been due to its large base of educated, skilled labor, to its high level of industrial and technological development before the war and to substantial aid and assistance from Germany, which sees America as a white counterweight to Japanese Asia.

Many German cartels have formed partnerships with American corporations such as BMW-Ford, Farben-DuPont, Heinkel-Boeing and Siemens-Westinghouse. American oil corporations have also gained a powerful role in the German-dominated economy, and American banks are brimming with German investment capital. The Eastern Seaboard remains the heartland of German investment and influence, with Houston and Los Angeles the centers of the American domestic oil and film industries, respectively. Oklahoma City has become a transportation and manufacturing hub, with a spaceplane port (Lindbergh Field) that is a center for high-tech aerospace. The radioactive ruins of Dallas, Omaha and St. Louis are surrounded by newly-built "Ring Cities" that house workers for cartel factories.

America's population, following the mass deportation of blacks to Africa, the deaths during the war and Uprising of '76, and the extermination of the Jews, has stabilized at roughly 220 million (including Canada). The immense

Imperial Tokyo

The city of Tokyo is built around the Imperial Palace, roughly 240 acres of gardens, barracks, offices and palaces ranging from the modernistic concrete Household Ministry to the traditional Phoenix Hall. Gray stone walls and wide moats surround the Imperial Palace, to emphasize the emperor's separation from common mortals. South of the Palace are the Dai-Ichi Building, headquarters to one of Japan's largest financial *keiretsu*, and the Imperial Hotel, designed by Frank Lloyd Wright. Farther south are the main railway station and the Bank of Japan. On the northeast edge of the Palace is the headquarters of the Kempei Tai (see sidebar, p. 43).

To the north is the Yasukuni Shrine, dedicated to Japanese warriors who fell outside the Home Islands. West of the Palace are the Imperial Ministries, and the foreign embassies and corporate headquarters. The *keiretsu* have headquarters in glass-and-steel skyscrapers southwest of the Palace, between the Hibiya and Shiba Parks and overlooking Tokyo Bay. The bridges over the Sumida River are architectural landmarks, and the Nihon-bashi (Bridge of Japan) is the point from which all Japanese distances are measured.

The actual dock areas and the neighborhoods lining the Sumida River are working-class neighborhoods, built of wood and paper and consequently very vulnerable to the fires which often break out there. Chiba and Yokohama, other cities on Tokyo Bay, are more industrialized than Tokyo proper, and are connected to it by maglev corridors and extensive working-class and middle-class suburbs.

Washington, D.C.

Washington looks much as it does on Homeline, although the red-and-silver banners of the Union Party are displayed everywhere, more tanks line the streets and there are concrete barriers in front of all the government buildings. The Pentagon and Iwo Jima memorial are missing, of course. In place of the Vietnam War memorial stands a Unity Pavilion with a statue of an SS soldier and a "Union Army" Silver Shirt standing back-to-back and a duplicate of the Victory Wall in Berlin. Lafayette Park (renamed Model Park after *Feldmarschall* Walther Model, commander of the German forces in America in 1949-1950) is now the barracks of the NBSS First Air Brigade, the elite bodyguard unit of the President.

Even more than most U.S. cities, the streets of Washington are occupied only by scattered clumps of citizens scurrying to work, or home before curfew, under the eyes of the Union Army. Few tourists or other signs of prosperity appear outside the plush brothels that line K Street, the elite mansions of Georgetown, and the occasional BMW limousines on the streets. Around the Japanese and German embassies, specialized shops and restaurants cater to diplomats and other foreign nationals. Native Washingtonians have learned to steer clear of these areas.

Die Weltachse (the World-Axis)

Die Weltachse, the World-Axis, is Reich-5's version of the U.N. It was established in 1961 by Führer Reinhard Heydrich, Premier Tojo Hideki, and President Pelley at a ceremony in the Brandenburger Platz in Berlin. Ostensibly a forum for international cooperation, it is dominated by Germany, Japan and the U.S. Its formal pattern is modeled after the League of Nations, with the exception that the permanent Council members (Germany, Japan, the U.S., Italy and Argentina) can veto measures of the Plenary Assembly (made up of all 44 nations of the world).

The World-Axis allows the Great Powers to gauge relative influence and iron out any frictions between them. Many World-Axis Coordinating Boards serve liaison functions between the Transportation or Health Ministries of various nations. World-Axis offices in the capitals of the satellite nations also provide the Gestapo and Kempei Tai with a useful way to gather information and deploy spies.

job of reconstruction has been taken over by the government, which has put millions of Americans to work on construction jobs rebuilding autobahns and maglevs and clearing the rubble from the cities destroyed during the Uprising. However, with empty shelves common in the few open stores, only the Party elites and some black marketeers are truly prosperous. Most of the brave new America seems threadbare and drab to a German (or Homeline) visitor; sodium lights glare on slipshod concrete constructions, with only the red-and-silver Union Party banners and omnipresent posters of a smiling President David Duke giving a touch of color.

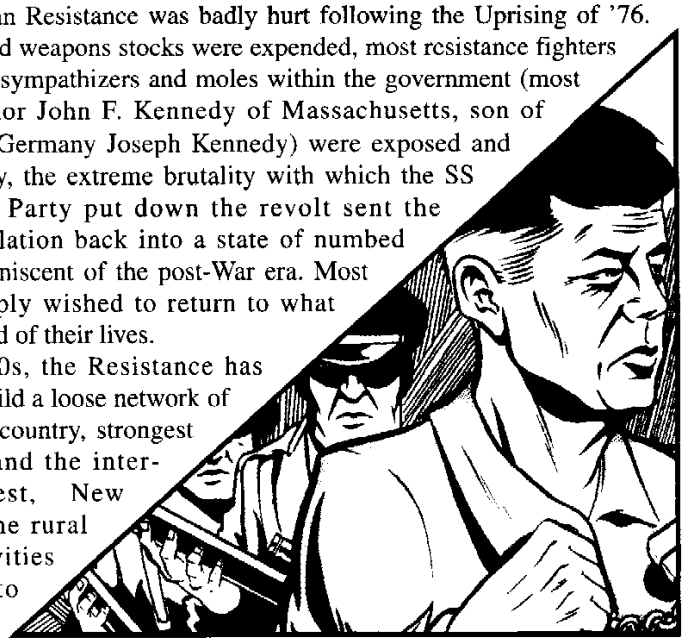
The Union Party

The Union Party (in full, the Union Party for Social Justice) serves the same function in America that the Nazi Party does in Germany or the Communist Party did in the Soviet Union. It runs the schools and oversees ideological indoctrination, staffs the enormous federal bureaucracies that dominate the economy and daily life, and provides the elite for administrative jobs in the Executive Branch. Its paramilitary arm, the "Union Army," exists to maintain security at public events, break up opposition meetings, intimidate the populace and provide an outlet for antisocial types who might otherwise join the resistance or turn to other kinds of criminality. Union Army thugs in their jackboots and rayon "silver shirts" are omnipresent in all neighborhoods except the wealthiest. Party membership is required of agents of the National Bureau of State Security (NBSS), which serves as the American secret police.

The Union Party also serves a social function, sponsoring rallies, Axis Day (June 23rd) celebrations, concerts, social outings, vacation packages, propaganda tours of Germany and public health and fitness drives. The Union Women's Organization (for most women, the only activity outside the home approved by the Party), Union Patriotic Labor Federation, Junior Americans and other organizations seek to involve every citizen in Party activities. Finally, the Party serves as a domestic surveillance and control structure, with Party members reporting strangers coming and going in their neighborhood and "paying a call" on people who show insufficient patriotic fervor.

The American Resistance

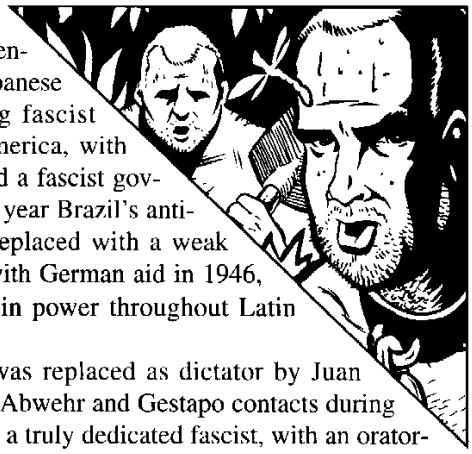
The American Resistance was badly hurt following the Uprising of '76. Carefully-hoarded weapons stocks were expended, most resistance fighters were killed, and sympathizers and moles within the government (most notably Governor John F. Kennedy of Massachusetts, son of Ambassador to Germany Joseph Kennedy) were exposed and executed. Finally, the extreme brutality with which the SS and the Union Party put down the revolt sent the American population back into a state of numbed shell-shock reminiscent of the post-War era. Most Americans simply wished to return to what could be salvaged of their lives.



By the 1990s, the Resistance has managed to rebuild a loose network of cells across the country, strongest in the Yukon and the intermountain West, New England and the rural South. Its activities are restricted to infiltrating the

security apparatus, once again attempting to build up arms caches, hiding the occasional refugee, drug trafficking, and stirring up resentment against the SS "advisers" still present in the country. The Resistance has learned from long experience that any overt action brings massive retribution in the form of hostage-taking and blanket executions. Also, any large-scale action runs the very real risk of being betrayed by NBSS informers or ordinary people who covet the $100,000 standing reward for turning in a Resistance cell.

Latin America



Argentina began the war as a covert German ally, and in 1943 openly joined the Axis. German and Japanese agents began openly encouraging fascist movements elsewhere in Latin America, with Argentine support. Paraguay elected a fascist government in 1945, and the following year Brazil's anti-German Vargas dictatorship was replaced with a weak junta. Argentina conquered Chile with German aid in 1946, and by 1951, fascist parties were in power throughout Latin America.

Argentine President Castillo was replaced as dictator by Juan Perón, who had cultivated valuable Abwehr and Gestapo contacts during the Chilean war. Perón proved to be a truly dedicated fascist, with an oratorical skill reminiscent of Hitler himself. Under his leadership, which lasted until his death in 1974, Argentina became Germany's primary ally in Latin America and the leading fascist state in the Americas after the United States.

Argentina continues to dominate Latin American politics, as sporadic peasant and urban rebellions keep the green-shirted Integralistas of Brazil and the brown-shirted Falangistas of Mexico too busy to take much of an interest in outside affairs. Mexico also has to deal with a large undocumented alien problem, primarily American blacks who escape across the border rather than be deported to Africa. With the final decimation of the Peruvian Communist rebels, Peru's fascist government is a full-fledged Argentine puppet.

The German RKA runs the Guiana colony as a giant labor camp, with a secondary rocket-launch facility at Cayenne and slave-labor bauxite mines in the interior. The Kriegsmarine maintains an enormous base at the Panama Canal. Jamaica and the other West Indian islands are "pleasure stations" for the Kriegsmarine, with slave populations maintained for the crews of the U-boats and aircraft carriers of Germany's Atlantic Fleet. Cuba and Hispaniola were transferred to United States control by Germany in the 1960s after the SS put down rebellions on both islands. The U.S. maintains its death camps in Haiti (left over from the deportation of American blacks to Africa), and uses Cuba as a tourist trap for loyal Party members and their families.

Technology and Society

Reich-5's technology is more advanced than that of the Homeline 1990s, reaching into TL8 in most areas. Reich-5's greatest advances are in areas used by the space program: not only in aerodynamics, metallurgy, physics, radionics and chemistry but in "spin-off" areas as well. Zero-G chemistry, medicine, computers, ecology, biochemistry, materials science and other fields are also highly

Fascist Italy

Italy, which has expanded to include Corsica, Albania, Montenegro, Macedonia and Greece, has prospered as Germany's junior partner in Europe. Its African colonies produce oil and keep the army tied down suppressing rebellions and out of politics. Northern Italy's factories turn out automobiles, clothing and consumer goods for much of Europe, and Milan is the acknowledged style and fashion capital of the world. Italy is also a popular tourist destination for German workers and bureaucrats on Strength-Through-Joy outings.

Mussolini's embalmed corpse in the Roman Pantheon is a popular tourist attraction, as are the colorful Fascist rallies in the fully-restored Colosseum and other ancient Roman buildings.

Vichy France and SS Burgundy

After its defeat in a matter of weeks during World War II, France deteriorated to a puppet state. Paris remains the headquarters of German Army Group West; the French government still conducts business from the city of Vichy in the south. The Resistance was shipped to death camps soon after Britain fell; now most French are resigned to their fate as a defeated satellite.

Heinrich Himmler carved the most bizarre state in Europe out of southeastern France in 1944. Burgundy, with its capital at Bisanz (Besançon), is essentially a feudal fief governed solely by the SS, under SS law, outside government jurisdiction. Himmler's original intent was to provide a pure Aryan homeland for SS recruitment, where from cradle to grave no thought but SS orthodoxy would exist. Himmler's mystical beliefs had full play there, and many castles of the medieval Teutonic Order were recreated stone by stone using slave labor.

Following Himmler's sudden death, Burgundy became a dumping ground for "occult Aryan" mystics that were preventing useful research into nuclear physics and rocketry. Currently, the SS runs Burgundy as a tourist center for propaganda purposes and as a training ground for cadets. Burgundy also holds the secret bank accounts of many high officials of the Reich, who avoid German taxation by paying discreet bribes to corrupt SS overlords.

The Cartels

The economics of the world's powers are dominated by large groups of corporations which hold monopoly or oligopoly positions in every major industry. In Germany and the United States they are called cartels, and in Japan *keiretsu*. Most American cartels are actually junior partners of German cartels, whose only real competitors are each other. Each cartel is tied into the power structure of the state (Party, military, secret police) through a dense thicket of bribery, family and corporate ties, and political alliance.

This results in consumer goods being priced at a premium (except when the government subsidizes their distribution, as with televisions), and in many goods being of indifferent quality in some areas. Technological innovation comes from small companies in local markets, military and space research, and from competing subsidiaries within a cartel. Trade does not cross spheres of influence, so the cartels and *keiretsu* seldom compete directly.

Japanese Bioweapons

Japan's biological warfare corps, known as Unit 731, is based in a network of research laboratories and military bases in the Chinese hinterland. Unit 731 has come a long way from its beginnings in the 1940s, due to unrestricted use of human subjects for testing. Headquartered in Chengtu, Unit 731 has developed numerous genetically-engineered strains of anthrax, botulism, plague and smallpox which can be "tailored" to attack a specific target population. The Unit 731 scientists are currently working on tailoring retroviruses which can lie dormant for up to 10 years in the host and thus spread undetectably through an enemy population.

advanced. The benefits of these advances are, of course, restricted to German and Japanese cartels and citizens and to the elites of America. Most of the rest of the world remains mired in TL7 or lower.

TRANSPORTATION

Axis Transportation

In Germany and America, the personal automobile remains king, at least for middle- and upper-class citizens. Advanced computer-controlled carburetors, ceramic and polymer engine parts, and multistroke engines allow smaller, lighter cars such as Fords or Volkswagens to retain the "feel" of a V8 muscle-car while drastically lowering the gasoline usage and pollution of the vehicles. Higher-class citizens still drive pure V8 and V12 Mercedes and Cadillac sedans, and the multilaned autobahns have no speed limits in the lefthand lanes. Porsche sports cars are also quite common, as are Ferraris and Mitsubishis. Automobiles are routinely equipped with satellite location systems for navigation, cellular telephone/TV systems and computer route-and-speed controls and mini-radar for night and all-weather driving capacity.

Over longer distances, maglev trains have almost totally replaced the old-fashioned *Kugelbahnen* (bullet trains) of the 1960s and 1970s, thanks to warm-temperature superconductors developed by the German space program. The rail network covers virtually the entire Northern Hemisphere thanks to close coordination between the Axis powers. The Berlin-to-Capetown and Pan-American Railways extend the network to the southern ends of the Earth.

In the air, giant suborbital Lufthansa scramjets cross oceans and continents in two or three hours. More conventional superjumbo jets carry tourists and business travelers who are not as well-off or well-connected, and many vacationers still ride the ZLF helium airships that make the tourist runs from Germany and the United States to Brazil and Spain. Such trips take four or five days, but the airship lines can successfully compete with ocean liners in luxury and romance.

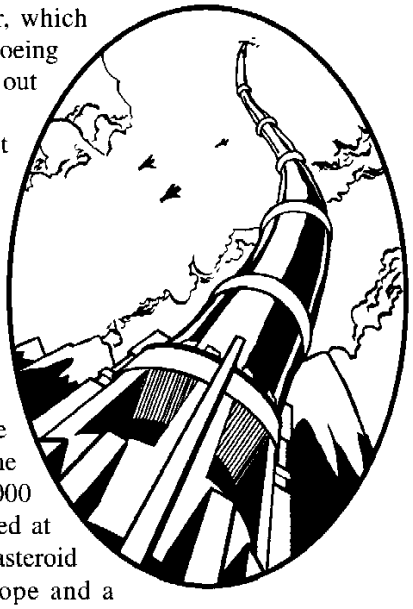
Resistance Transportation

The American Resistance is greatly hampered by the lack of free travel in the United States. All rail and air passenger tickets have the holder's identity card number on them and all travel is entered into NBSS computers, which use increasingly-sophisticated AI software to spot suspicious travel patterns. Automobiles can be similarly tracked through their satellite positioning beacons and cellular-phone links. Thus, Resistance travel is by horseback in rural areas, barges along rivers, or automobiles old enough to be suspicious in themselves. The Resistance also uses regular "convoy" routes – by establishing an agent as a trucker or business traveler, substitutions or passengers can be sent on a route that won't show up as "suspicious" on the NBSS computers.

Space

Axis exploration and exploitation of outer space began with von Braun's rocket experiments in the 1940s. When the military and security applications of satellites became fully understood, Germany immediately launched a full-fledged space program. The first space station, *Hitler*, now a permanent orbital settlement in geosynchronous orbit, was orbited in 1959 by the Luftwaffe. The Luftwaffe has maintained control over the German space program ever since, although many cartels and *keiretsu* have launched their own satellites or added research or engineering modules onto *Hitler*. Japan, Italy, Germany, Argentina and the United States have all launched LEO (low Earth orbit) stations. Activity at *Hitler* now

centers on mining the asteroid Neuruhr, which was moved into Earth orbit by Heinkel-Boeing and Krupp in 1979 and is being hollowed out into a large space colony.



Military transport from Earth to orbit is still handled by spaceplanes taking off from Oklahoma City, Lublin, or Tsitsihar. Cargo transport, formerly launched in high-payload orbiters from Kamerun or Singapore, is being rapidly transferred to the just-completed *Bifrost* skyhook. *Bifrost*, named for the bridge connecting Asgard to Earth in Teutonic myth, is a 50,000-kilometer-long cable which serves as a giant "elevator" from the Earth to an orbital station, *Asgard*, 35,000 km along its length. The cable is tethered at its far end to Eisengard, another mining asteroid which holds the Kepler Space Telescope and a Luftwaffe base. *Bifrost* is anchored to Mt. Kirinyaga, Kenya, which has become the center of a huge Luftwaffe research station and is connected to the Berlin-to-Capetown maglev line. The security of Kirinyaga is so important that the SS oversees the slave laborers who maintain the facility. Bulk cargo and passengers travel up and down *Bifrost* in "elevator cars" which take five days to go between *Asgard* and Kirinyaga.

The bases on the Moon and Mars theoretically belong to the *Weltachse*, and many Italian, Japanese, Argentine, Croatian and British scientists work at Tycho or Descartes bases on the Moon or at the Cydonia research station on Mars. However, all base security and access is controlled by the Luftwaffe, and German scientists and cartels have priority in all research or mining activities. The German colony on Mars is currently beginning *Projekt Ymir*, which involves terraforming Mars into a livable world by the end of the next century, expanding the *Lebensraum* of the Master Race to a whole new planet.

Computers and Networks

Computer technology, which began in the 1940s in England and America, continues to be an English-speaker's field. Many German and Japanese firms have mastered the most state-of-the-art hardware requirements for supercomputers or handheld minicomputers, but in software engineering Americans hold the lead. The German cartels consistently refused to invest in software improvements, believing in large, centralized mainframe systems modeled after the German state economy. American companies, desperate for a competitive edge against the overwhelming power of the cartels, took more risks. Also, the destruction of much of the American mainframe network in the Uprising of '76 led almost by accident to the advent of the minicomputer and the development of redundant computer networks.

The security forces and the cartels shared the need to transfer vast amounts of data to widely-scattered sites. The computer network of fiber-optic cables that grew up in the late 1970s and early 1980s soon linked universities, the space program and research corporations. In 1984, the *Völkische Beobachter* established an informational service by computer link, and the *New York Times*, *Asahi Shimbun* and others soon followed. The Information Ministries of the various Axis powers strictly control access to computer accounts, and transmissions are monitored by secret police forces armed with increasingly sophisticated and

Nazi Interrogation

The pharmaceutical chemists of the Third Reich, armed with a virtually limitless supply of human test subjects, have developed a series of very powerful drugs capable of inducing a range of behaviors (Berserk, Bloodlust, Cowardice, Gluttony, Paranoia and various Phobias, for example) by altering the user's brain chemistry. Some drugs simply brutalize the brain into psychosis while others "turn off" centers of the brain involved in vision, memory, or physical coordination.

The most common Nazi drug is NTS89, a powerful "truth serum" that reduces the user's IQ by 2 and creates the equivalent of Gullibility (see p. B33) in the user. Interrogation rolls are at +8 against someone injected with NTS89. All Nazi drugs are resisted at HT-4.

Nazi interrogators use many techniques to break a subject. Interrogators in a hurry use pain, electrical shock and NTS89. Those with more time, or facing more delicate subjects, use a battery of advanced brainwashing techniques including sleep pattern alteration, drugs, hypnotism, sensory deprivation, pheromone therapy and subliminals. This system has been honed over decades by the Gestapo. Prisoners undergoing thorough Gestapo interrogation (Interrogation-12 at a *minimum*) resist at IQ-1 the first week, IQ-2 the second week, IQ-3 the third week, etc. If the prisoner resists more than a week or two, a more skilled interrogator will be brought in. *Anyone* will crack if the Gestapo has him long enough.

The Kempei Tai

The Kempei Tai, or Japanese military secret police, engages in both counterintelligence and intelligence and operates both at home and abroad. Its particular tasks are the maintenance of an immense network of informers and the close monitoring of all foreigners in Japan. Consolidating all Japanese intelligence services into one branch has made Japan's espionage apparatus one of the most formidable in Reich-5.

The Kempei Tai has a strong sense of *ésprit de corps*, and the cream of the Japanese elite ruthlessly compete for positions in it. Before agents earn the right to wear the chrysanthemum emblem of the Kempei Tai, they must live disguised for a year in their home towns undetected. The Kempei Tai is rumored to have the best assassins in the world, and is especially active in North America and India. Its interrogation techniques are comparable to those of the Gestapo.

The National Bureau of State Security

President Pelley created the National Bureau of State Security, or NBSS, by using the Emergency Powers Act to combine the FBI and Secret Service in 1946. It exercises special powers of entry, search and seizure. During the Mutiny of '48, the NBSS was assigned special military units and responsibility for foreign intelligence.

The NBSS is also in charge of "election security," border control, narcotics investigation, and the national communications and computer networks. It cooperates with the Eugenics Board of the Health and Agriculture Department, and handled the deportation of blacks to Africa from 1949 to 1958. It also assisted in North America's Final Solution in the 1980s.

The NBSS works hand in glove with the Gestapo and the SD, and benefits to some degree from their tutelage. It maintains a large network of paid informers and gets a great deal of information from the Union Party cadres that monitor neighborhoods for suspicious activity. It is strongest in computer-assisted intelligence analysis and weakest in covert operations and counterintelligence. Caught famously unaware by the Uprising of '76, it was thoroughly purged afterward, which eliminated some of the omnipresent corruption. The Resistance has penetrated it less thoroughly now than before the Uprising, but neither the Gestapo nor the Kempei Tai trust its security.

powerful expert systems. Most private citizens still do not own personal computers due to the expense and to the delays in getting clearances. Even powerful cartel executives or scientific personnel usually lease their computers from the cartels or universities that employ them.

Computers in Reich-5 range from the Complexity 2 personal computers of the cartel vice-presidents to the Complexity 5 mainframes in the telemetry centers of Von Braun Spaceport in Kamerun and the cellars of the Gestapo in Prinz-Albrecht-Strasse.

Medicine and "Genetics"

Although medical progress has been accelerated (like most other scientific progress) by the German space program, the official ideology of "race science" has left German genetic technology peculiarly retrograde. Although German biologists have perfected the full cloning of human beings, such research is being carried on under the tightest possible security by scientists vetted by the SS for Party loyalty. Currently, cloning techniques are restricted to military hospitals and trauma centers for "regrowing" limbs and organs, including eyes and hearts (generally a period of weeks for major regrowth). Brain tissue can be regrown if damaged, but the patient must undergo physical therapy and reeducation to "relearn" skills and memories.

The greatest advances in genetic engineering have come from the laboratories of the Japanese *keiretsu*. Japanese scientists and engineers have already created petroleum-eating bacteria to clean up oil spills, disease-resistant strains of rice and corn, and new breeds of tuna, bluefin and salmon for their fish farms. Genetic alteration of humans is becoming more common as well, although it is still too expensive for "cosmetic" purposes. Some small, elite Kempei Tai units are composed of "enhanced" soldiers (with Night Vision, Acute Senses, Absolute Timing and Direction, Combat Reflexes, High Pain Threshold, Peripheral Vision, Rapid Healing, Toughness) called *tenshi.* These "heavenly warriors" are trained from birth to serve the Emperor. Japanese obstetricians routinely test for genes tied to birth defects, hemophilia, retardation, or homosexuality, and genetically alter fetuses that show any of these.

The German medical community has not yet begun genetically altering fetuses due to a shortage of trained personnel, preferring to simply abort "imperfect" fetuses. German obstetricians also abort fetuses showing "Jewish" genes such as the Tay-Sachs marker. The American Eugenics Board also encourages abortion of "undesirables," but has far too few trained geneticists to engage in any wholesale testing policy. All Axis nations routinely practice euthanasia on mental patients, the terminally ill, Alzheimer's victims and elderly slave populations. The American Eugenics Board and the SS also sterilize criminals, especially Resistance members. In Japan, sterilization is reserved for the Chinese and Korean populations. Women are routinely sterilized by the Japanese after the first child (in China) or the second (in Korea). The Germans similarly sterilize the Slav populations of Greater Germany and the Reichsostland.

Outtime Penetration

Infinity Unlimited tries to keep a very tight rein on this world for a number of reasons. First, of course, strangers traveling to this world face more than the usual dangers inherent in crosstime jaunts. Second, the totalitarian nature of almost all the governments in Reich-5 makes it very difficult for strangers to escape detection, let alone operate on a large scale. Third, and most disturbingly, Homeline parachronic engineers have theorized that given a working conveyor, German science on Reich-5 could duplicate parachronic technology.

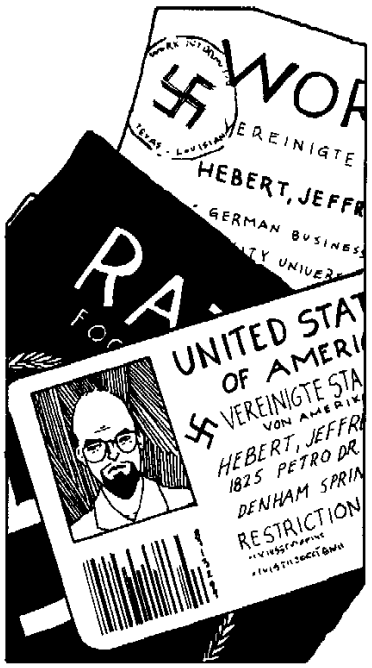
The Infinity Patrol

The Infinity Patrol, stretched as thin as it is, concentrates on preventing other Homeliners from reaching Reich-5. With Reich-5's computer networks more centralized and governments more powerful, the I-Cops do not have the resources to mount a major operation here. Those few I-Cops operatives who have gone to ground here concentrate on infiltrating German and Japanese technical laboratories to steal technical secrets for Homeline and to sound the alarm should Reich-5 researchers get too close to the parachronic Secret.

Another headache for I-Cops working in Reich-5 is the occasional attempt by Homeline racists or fascists to steal a conveyor and bring it to Reich-5. The I-Cops work closely with the FBI, South African CID, Japanese PSIA and German BfV to infiltrate any fascist group that seems to be planning a parachronic theft. Most fascist groups, fortunately, have neither the resources nor the acumen to mount a conveyor theft, much less to sneak into Reich-5. A more serious threat is the possibility that radical terrorists such as the Hezbollah or the PFLP might steal a conveyor and attempt to elicit Nazi aid in destroying Israel on Homeline. So far, these threats have been more potential than actual, since personnel cleared for parachronic access go through stringent loyalty examinations. Additionally, the parachronic coordinates of Reich-5 are known (in theory) only to high-level Infinity personnel and to one or two people in the major national intelligence services. However, a rogue group with a conveyor *could* find Reich-5 by random hunting – that is, after all, how Infinity found it in the first place.

Homeline National Governments

The United States, Russia, Israel and China have all made attempts to mount covert operations on Reich-5. The four nations launched more and more ambitious plans, which were opposed by I-Cops operatives both on Homeline and on Reich-5. Most of these ventures were stopped, but a Russian *Spetsnaz* special forces team got through I-Cops security and was loose in Reich-5 for four days before it was wiped out by the Waffen-SS near Vorkuta. This "near miss," and the possibility that the SS is now aware of other timelines, has led to a reduction in scale of national operations. For now, a tentative arrangement has been worked out between the I-Cops and the CIA, the GRU, Mossad and the Chinese CCI. The I-Cops allow "dead drops" of gold, personal weapons and microelectronics to Resistance forces in the U.S., China or the Reichsostland on the condition that their source be untraceable and unknown even to the recipients. In return, the U.S., Russia, Israel and China refrain from mounting any further operations in Reich-5.



"Your Papers, Please"

The police can stop any citizen for identification on any or no grounds. All German citizens carry national identification cards (with racial type, blood groups, I.D. number, fingerprint, home address, etc.). Japanese citizens carry similar cards, and papers identifying their employers. Americans carry I.D. cards, travel passes, ration books and work permits. Most other nations have ID cards at least. The police and secret police maintain the information on these cards in computerized databases.

Automobile drivers without proper license and registration papers are usually arrested on suspicion. Curfews are in effect in most American cities. Members of subject races (such as Slavs or Chinese) carry papers similar to those of American citizens. Japanese and Germans are experimenting in some areas with subcutaneous implants, which can give a computer I.D. readout and send a steady signal to track the location of each implant.

Assume that for German and Japanese citizens, the Control Rating, or CR (see p. B249), is 4; most citizens are law-abiding and many are actually patriotic. Propaganda and indoctrination, not overt terror, keep the citizenry in line. In America and most other nations, the CR is 5; the government is too inefficient or the population is too restive for citizens to enjoy even the limited freedoms of good Germans. In Reichsostland, China, the colonies or other subject nations, the CR is 6 for the subject population and 3 for the "master race."

Reich-5's Life of the Mind

Anything that could lead to independent thought in Reich-5 is directly or indirectly controlled. Although the *Los Angeles Times* or *Berliner Tageblatt* are not run by the government, they are censored by the Justice Department or the Propaganda Ministry. Similarly, censors inspect books to be published, schoolbooks are state-produced, and films and television must be government-approved if not actually government-controlled. Hence, the life of the mind is extremely sterile. Some quasi-underground Reading Clubs exist in higher Party circles, but even they merely recycle the opinions of forbidden writers like Sinclair Lewis, Franz Kafka or Alexis de Tocqueville.

German thought has been frozen in irrational models from the 19th century, and even the works of officially-approved writers like Nietzsche or Heidegger are censored. German society has also been immobilized in the straitjacket of Nazi ideology: race and service to the Party are exalted, and women are expected to restrict their attentions to *Kinder und Küche*, "children and kitchen." (*Kirche*, church, is no longer encouraged.)

Japanese thought has been turned into pure introspection under the formalistic weight of "official Shinto." Contemporary Japanese now attempt to recreate an imaginary Tokugawa utopia, imprisoning *burakumin* and other lower castes in servitude, and women in the formalized roles of wife and *geisha*.

America has simply attempted to eliminate intellectualism as an acceptable pursuit, glorifying the "practical can-do spirit" at the expense of mental progress. The artificial propaganda of optimism, prosperity and family life contrasts jarringly with the reality of rationing, work gangs and atomized society.

Reich-5 Timeline

1933 – FDR assassinated; John Nance Garner becomes President.

1936 – Charles Lindbergh (R) elected President easily over Garner. William Dudley Pelley, Father Coughlin and other American fascists form the Union Party, which endorses Lindbergh.

1939 – World War II begins in Europe; Neutrality Act sails through Congress, outlawing any aid or transfer to any belligerent party in Europe.

1940 – Fall of France and Britain to Germany; Edward VIII made Protector of German-occupied Britain after King George V "commits suicide." Spain joins Axis. Canada occupies British West Indies and Bermuda using "Free British" troops. Japanese take Malaya, Singapore, and Hong Kong. Henry Wallace narrowly defeats Lindbergh.

1941 – Germany and Japan invade USSR; Balkans placed under German "protection." Rommel sweeps through Egypt and Middle East. Fall of Moscow. Japanese conquer East Indies; civil wars in India.

1942 – Fall of Leningrad; SS "mops up" in Ukraine; Russia west of the Urals becomes the Reichsostland. Japanese annex Russian Far East, Mongolia, and complete conquest of Chinese coastal provinces. Depression returns to U.S. due to Wallace's economic policies; Union Party elects 19 congressmen and two governors.

1943 – Japan conquers Australia, New Zealand, Ceylon, Burma. Suid-Afrika (South Africa) joins Axis after Afrikaner coup. Gestapo and SS break back of underground in Europe; slavery reintroduced in Nazi-occupied Africa. Bread riots in U.S. cities; veterans' march on Washington led by Pelley's "Union Army"; Wallace urges workers "into the streets" to break up marchers; order restored by U.S. Army after three weeks of chaos and looting. Lindbergh begins run to retake the Presidency.

1944 – Rommel executed for treason. Japanese sweep over Philippines and Hawaii in a surprise attack; U.S. Navy obliterated. Wallace government in disarray, unable to rearm and mobilize. Lindbergh picks Pelley as his running mate. German and Canadian navies clash in Caribbean and Arctic. Draft riots in major American cities. Lindbergh assassinated in October; Pelley swept into office. Japanese take Alaska, skirmish with Canada.

1945 – German invasion of Canada. Chaos in U.S. as Pelley declares martial law, suspends Bill of Rights; Pelley uses "Union Army" to break up food riots and protests; Japanese begin using biowarfare in China and India; Japan attacks Vancouver; Germany develops jets, V-2 rockets.

1946 – Canada surrenders; disorder in U.S. increases as refugees pour across the border; Pelley proposes Emergency Powers Act, effectively suspending the Constitution. When Senator Taft filibusters against it, Pelley dissolves Congress. Japanese bomb Seattle, San Francisco, Los Angeles. National Guard units mutiny when ordered to crush anti-Pelley riots; Union Army armed from military arsenals. Japanese offensives stall in China and India. Germany seizes Panama Canal to "assure its continued operation."

1947 – Pelley invites Germany to "help restore order" in U.S.; Pelley signs Berlin-Washington Axis; SS and Wehrmacht occupy Chicago, Boston, Washington; mass desertions and mutinies in U.S. military.

1948 – Taft runs against Pelley while Wehrmacht and SS aid Union Army with "peacekeeping and order" in all major cities; Wehrmacht completes pacification of Central Asia, Siberia, and Canada. Germany takes India from "Free British" garrisons; execution of Gandhi. "Polar bomber" (stratojet), V-4 intercontinental rocket invented. Japanese biowarfare meets some success in China. blatant theft of U.S. election by Pelley triggers Great Mutiny of '48 under Eisenhower; U.S. Army attacks Union Army.

1949 – 30 Wehrmacht and 10 SS divisions under Model shipped to America to support Pelley. Deportation of American blacks to Africa begins.

1950 – Heisenberg invents the atomic bomb. It is used on Denver, Dallas, Omaha and St. Louis. American Resistance shatters; remnants take to the Tennessee hills, under Patton, or to the Rockies, under MacArthur.

1951 – Death of Hitler; after sudden deaths of Himmler and Bormann, Reinhard Heydrich becomes Führer. Japanese completes conquest of China after plagues sweep Szechwan, Yunnan.

1952 – Pelley elected President-for-Lif;, handpicked Congress reconvenes.

1953 – Germany orbits first communication satellite; construction begun on Hindenburg Rocket Base in Douala, Kamerun.

1954 – Purge of Union Army follows show trials by the House Comittee of Un-American Affairs.

1955 – Lufthansa begins suborbital commercial flights. Death of Mussolini.

1958 – "Clean America" campaign of deporting blacks to Africa officially declared a total success.

1959 – Space Station *Hitler* orbited by Luftwaffe.

1961 – German troops mostly withdrawn from U.S. except for one SS division. Die Weltachse founded with Washington-Tokyo Axis signings; Victory Wall erected in Brandenburg Plaza; President Pelley declares, "Ich bin ein Berliner" at the dedication.

1963 – Colonel Wulf Göring, Luftwaffe, becomes the first man on the moon; Donar orbital laser network begun.

1965 – Pelley dies; George Lincoln Rockwell elected President-for-Life.

1968 – Canada (except Japanese Vancouver) turned over to USA for administration.

1973 – Jeanne Orieux develops cancer cure.

1974 – *Kondor II* expedition lands on Mars.

1975 – Führer Heydrich dies, succeeded by Reichsführer-SS Viktor Alchsneiss.

1976 – "Uprising of '76": revolts all across North America; redeployment of SS troops after U.S. Army is paralyzed; SS levels Pittsburgh, Atlanta, San Antonio, Salt Lake City, Calgary; Uprising crushed.

1977 – Hindenburg Rocket Base renamed Von Braun Spaceport.

1978 – Japanese scientists at the Harbin Military Institute develop genetic engineering.

1979 – First asteroid captured for mining purposes.

1983 – Afghan and Peruvian rebels finally exterminated by neutron warheads on howitzer shells.

1988 – Death of President Rockwell; David Duke elected President-for-Life.

1989 – North America declared *judenrein*.

1990 – First fusion reactors go on line in Dusseldorf.

1994 – Bifrost skyhook completed.

Campaigning in Reich-5

An Infinity Unlimited campaign that includes Reich-5 can be a subtle "war of nerves" as the I-Cops thwart one attempt after another to enter Reich-5, while dodging the Gestapo the entire time. After a few sessions of that, it may even seem like a relief to have the Germans stumble on the Secret and plunge the campaign into a three-cornered Dimension War as Homeline fights on two fronts against the Third Reich and Centrum. Or the I-Cops may decide that their best bet is to provoke a German-Japanese war which will kill millions but distract both sides from pursuing parachronic research.

Other Infinity-based adventures could include a simple rescue, saving the quintessential absent-minded professor from the Gestapo interrogation center at Sachsenhausen, or a more serious "damage control" mission of tracking down and destroying an Ahnenerbe psionic experiment in Burgundy that has begun to read the minds of dreamers – *in Homeline*.

A campaign set totally in Reich-5 is a Resistance campaign, either of Russian partisans in the frozen wastes of Reichsostland or the American Resistance hiding out in the Appalachians and the Rockies. An American Resistance campaign could be set in 1974, with the Axis tech level at 7, and perhaps have a happier ending.

Or the GM could move Reich-5 ahead another 50 years and have a full-fledged Cyberpunk campaign where the SS hunts down hackers and the Japanese really *do* own half the world. Another interesting future Resistance campaign could be one in which the PCs are dissident members of the Luftwaffe Space Command, trying to free a partially-terraformed Mars from Nazism.

A different variant is an Illuminated Resistance campaign, in which the PCs work *for* the Illuminati as it tries to undermine its fellow Bavarians and create the final anarchy. Farther along that spectrum, a Horror campaign in which the PCs are magicians (Indian shamans? Druids? Taoist sages?) battling the occult powers of the Ahnenerbe-SS would be an even more unusual twist on the Resistance theme.

Characters

Typical Character Types

Homeline characters will be almost entirely agents of the Infinity Patrol or scientists brought in to study advanced Reich-5 technology. Playing a tourist in Reich-5 is not advised.

Here are some typical "native" Reich-5 character types.

"Criminal"

Not a formal member of the Resistance, but an "enemy of the state" all the same. "Criminals" include black marketeers, drug runners, abortionists and unlicensed computer programmers. Criminals get the police (Orpo, New York's Finest, etc.) as a -20-point Enemy. Disadvantages can also range from Odious Personal Habits through Bloodlust. Advantages can include a street gang as an Ally Group, a "crooked" cop as a Contact, or the almost-mandatory Luck. Skills should include Streetwise, of course.

Guerrilla Partisan

Russian, Indian, or Chinese, the guerrilla partisan fights for his homeland against fascist invaders. The SS or Kempei Tai is a -40-point Enemy, the NBSS or other satellite secret police is worth only -30. The rest of your guerrilla band could be an Ally Group worth 10-40 points, depending on the campaign. Luck is the advantage most needed for guerrilla characters. Skills to consider include Camouflage, Stealth, Survival, Tactics and Tracking as well as Combat/Weapon skills.

Son of Liberty

Members of the organized American Resistance, Sons of Liberty (both male and female, despite the name) can be based anywhere from rural Arizona to the corridors of Washington, D.C. The NBSS is a -30-point Enemy (appearing on 9 or less) for an open Son of Liberty. An undercover member has a -30-point Secret instead: if the NBSS finds out, it will regard him as a spy, and spend much more effort on tracking him down – the Enemy then appears on 12 or less, and is worth -60 points! Other disadvantages could include a Code of Honor, Fanaticism, or even Pacifism. Paranoia is a survival skill; Overconfident members of the underground don't last long. Advantages should include as many Contacts as possible, Luck and Strong Will. Useful skills might include Administration, Computer Hacking, Forgery, Intelligence Analysis and Streetwise.

Non-Player Characters

Although the "faceless Nazi" is a stereotype (and a goal of the Party), personalizing the villains can add depth and complexity to an ongoing Resistance campaign.

Axis Military

The military forces of the Axis will be opponents of guerrillas or I-Cop intruders. Their advantages include the military as Patron (30 points) and as Ally Group (variable). Physical advantages will be common. Physical disadvantages will be very uncommon, but Bloodlust, Overconfidence and similar mental disadvantages may be appropriate. Military skills can range from Piloting (spaceplane) to Survival (Arctic) to Underwater Demolitions. For elite Waffen-SS or Kempei Tai soldiers (especially *tenshi* – see p. 44), ***GURPS Special Ops*** character creation offers useful guidelines.

Party Official

Party officials include the bureaucrats who keep the machinery of state grinding away, the neighborhood watch keeping an eye out for suspicious strangers, and the minor officials who make life a misery for everyone unfortunate enough to be in contact with them. Advantages include the State as a 25-point Patron. Disadvantages begin with a -15-point Duty to the State, but can also include Bully, Fanaticism, Greed or even Honesty. Skills will center on Administration, Computer Operation, Languages, Law and Research.

Secret Police

Secret policemen (Gestapo, NBSS, Kempei Tai) are the classic villains of Reich-5. The leather trenchcoats and snap-brim hats are almost clichés – why not have a crack Gestapo agent who looks like TV's Columbo? The advantages include the Secret Police as a 30-point Patron and Legal Enforcement Powers (see below), and can include Alertness, Intuition, Language Talent, Night Vision or Voice. Empathy seems less likely, but would be highly useful. Disadvantages include the -15-point Duty to the Secret Police, along with Fanaticism, Overconfidence or Sadism. Skills could include Interrogation, Acting and other Thief/Spy skills.

Advantages

Legal Enforcement Powers see p. B21

Orpos or other local police have 5-point Legal Enforcement Powers. Kripos or military police (within the military) have 10 points. The "Union Army" silver-shirts (10 points) in America and similar thugs in other countries are generally able to harass any ordinary citizen who gives them an excuse, and to kill obviously antisocial types. Colonial Police, such as the RKA, have 15-point powers, but only within their colonial jurisdiction. The Gestapo, NBSS or Kempei Tai (15 points) are legally allowed to covertly investigate a citizen, arrest him without a warrant, torture and kill him, anywhere within their various empires.

Military Rank

see p. B22

Military Rank is very respected in Germany and Japan (an automatic +1 to Status for enlisted men and +2 for officers), but not in America, where the military is suspect. Titles for the ranks are given below for the SS, Wehrmacht, Japanese military, and U.S. Army:

Rank	*U.S. Army*	*Wehrmacht*	*SS*	*Japanese*
8	General	Generaloberst	Oberstgruppenführer	Taisho
	Lt. General	General	Obergruppenführer	Chujo
	Maj. General	Generalleutnant	Gruppenführer	Shosho
7	Brigadier Gen.	Generalmajor	Brigadeführer	
6	Colonel	Oberst Standartenführer	Oberführer	Taisa
5	Lt. Colonel	Oberstleutnant	Obersturmbannführer	
	Major	Major	Sturmbannführer	Shosa
4	Captain	Hauptmann	Hauptsturmführer	Taii
	1st Lt.	Oberleutnant	Obersturmführer	Chui
3	2nd Lt.	Leutnant	Untersturmführer	Shoi
2	Master Sgt.	Feldwebel	Oberscharführer	Socho
	Staff Sgt.			
	Sergeant	Unteroffizier	Unterscharführer	Gunso
1	Corporal	Gefreiter	Rottenführer	Gocho
	PFC	Oberschütze	Sturmmann	Jotohei
				Ittohei
0	Private	Schütze	Mann	Nitohei

For Japanese naval ranks, add the word Kaigun, e.g., Kaigun Taisa (Navy Colonel).

Disadvantages

Addiction

see p. B30

Tobacco and marijuana are illegal in Germany; tobacco and marijuana addictions are both -10-point disadvantages. Marijuana is illegal in the U.S., but not tobacco; chain smoking is a -5-point disadvantage in America.

With the defeat of the Peruvian Resistance, the supply of cocaine on American streets has dried up, making cocaine addiction a -30-point disadvantage in both America and Germany. Some black marketeers have stepped into the gap with homemade drugs like methamphetamines; addiction to "homecrank" is a -20-point disadvantage due to its lower cost.

Code of Honor

see p. B31

German Wehrmacht and Luftwaffe officers will have the *Prussian Code of Honor* (see p. 30).

The SS Code of Honor: Cowardice and race-mixing are shameful; the Fürher, Reich, and race are things to kill or die for; orders are to be obeyed without question; the only mercy to give is a quick death. *-15 points.*

The Code of Bushido: For Japanese military personnel, including the Kempei Tai. The Emperor's will is paramount; orders are to be obeyed without question; only suicide can wipe out failure; surrendered enemies have no honor; an honorable person owes *on*, or loyal service and duty, as follows: *oya-on* to one's family, *nushi no-on* to one's superior, and *ko-on* to the Emperor. *-20 points.*

Intolerance

see p. B34

Intolerance to "lesser orders" or "lower races" is universal in Reich-5. Therefore, the Intolerance disadvantage can only be taken in its -10-point form (intolerance of anyone not of one's own race *and* class). Open tolerance of Koreans in Japan, blacks in America or Jews in Germany will give one a bad Reputation ("Sentimental," -2 for -10 points, or "Race Traitor," -4 for -20 points).

Secret (Jewishness)

see p. B238

Despite the claims of the RuSHA and the Propaganda Ministry, some Jews survive in the Thousand Year Reich. Like the *Marranos* in 16th-century Spain, they live as Christians, eating pork and hiding in the conformist middle class. Needless to say, being a secret Jew is worth -30 points.

Social Stigma

see p. B27

In Germany, non-Aryan Western Europeans carry a Social Stigma of -5; women and devout Christians carry a Social Stigma of -10; and Slavs carry one of -15. In Japan, foreigners and lower castes carry a Social Stigma of -5; women are "valuable property" worth -10; Koreans, Chinese, Australian whites or other "subject races" carry a Social Stigma of -15. In the United States, non-WASPs (including Italians, Irish, and Poles but not Germans) carry a Social Stigma of -5; women and religious minorities (Catholics, Mormons) carry a Social Stigma worth -10; ethnic minorities (Hispanics, Chinese or Indians) carry the -15-point version.

Skills

Computer Hacking see p. B245
Computer Operation see p. B58
Computer Programming see p. B60

Characters from Homeline are at -4 on these skills due to the different system architecture, software conventions, and such in Reich-5.

Occultism (Aryan) see p. B61

Many occult beliefs became an official part of early Nazi Party doctrine, although the hollow-earth and ice-moon theories of Hans Hörbiger have been quietly dropped from the Party handbooks in the last decades. The Party does, however, encourage "Teutonic beliefs" instead of Christianity, and the Ahnenerbe continues to actively research the occult, including Grail legends, theosophy and Atlantis. Normal Occultism defaults to the bizarre theories of the Aryan Occult at -2.

Economics, Jobs and Wealth

Keep in mind that Nazism is National Socialism; the variety (and average quality) of goods and services available even in the heart of Berlin will be less than that in a better-than-average Homeline American shopping mall. The German "master race," the Japanese middle and upper classes, and the American government and cartel elites are virtually the only people on Earth with what a Homeliner would consider an "acceptable" standard of living. Average starting wealth for a German Reich-5 character is RM 1,000, or about $40,000, although he will be significantly better off than an American. An American Reich-5 character will have starting wealth of $30,000. As usual, only 10-15% of this should be available for "adventuring" gear, with the rest tied up in apartment, car, furniture, etc.

Currency and Prices

The most common currency in the world of Reich-5 is the Reichsmark (RM). One hundred pfennigs (p) equals one RM. The U.S. dollar is generally inflated to between $30 and $45 per RM. Hence, dollar prices for American goods are about 120% to 150% of Homeline 1990s American prices. The Japanese yen is stable at around 10 yen to the Reichsmark. American goods are generally of lower quality than German or Japanese goods.

Goods listed here are listed at their open store price in America – if you can find them. Black marketeers may have these goods available for sale, but customers must pay five times the listed price (or triple, if they have Reichsmarks). A RM2 hat would cost $100 in an American store, but would probably not be available. A black marketeer would sell it for RM 6 or $500. Illegal goods (narcotics, guns, photocopiers, computer equipment, shortwave radios) cost *ten times* their Homeline 1990s equivalent, and can only be obtained from black marketeers.

Average meal (pork chops and beer)	$15
Poor meal (hot dog and root beer)	$4
Cheap hotel, per night	$60
Cheap rayon suit	$100
Cartel VP suit (from Milan)	$2,500
Work boots	$100
Volkswagen 2-door auto	$15,000
Gasoline (1 liter)	$1
New York-to-Chicago train fare	$200
Cheap wristwatch	$40
Pack of cigarettes	$3
Paperback novel	$9
Folding knife	$100
Cellular telephone	$500

Social Status and Cost of Living

Level	*German*	*Japanese*	*American*	*Cost of Living*	*Cost of Living (U.S.)*
8	Führer	Emperor	No equivalent	RM 50,000	–
7	Reichsführer SS	Premier	President	RM 10,000	$400,000
6	Reichsminister	Household official	Cabinet secretary	RM 5,000	$200,000
5	Cartel CEO	*keiretsu* CEO	Governor	RM 3,000	$120,000
4	Cartel VP, Gestapo	Lesser noble	Cartel exec. VP	RM 1,000	$40,000
3	Party official, Kripo	*keiretsu* VP	Cartel VP	RM 400	$16,000
2	Doctor, Professor	manager	Party official	RM 160	$6,400
1	Party member, Orpo	*keiretsu*	Party member	RM 100	$4,000
0	Ordinary German	Ordinary Japanese	Cartel staffer	RM 60	$2,400
-1	Poor German	Poor Japanese	Ordinary American	RM 35	$1,400
-2	Thug or criminal	Low caste Japanese	Poor American	RM 10	$400
-3	Pole	Korean	Minority, hobo	RM 5	$200
-4	Russian	Chinese	Black	RM 1	–

Job Table

Job (prerequisites), Monthly Income	*Success Roll*	*Critical Failure*
Poor Jobs		
Dole recipient (citizens only), $400		
Struggling Jobs		
Laborer (ST 10+), $600	ST	LJ/LJ, 2d
Thief* (Streetwise 11+, DX 11+), $800	Worst PR	-2i, arrested/sent to labor camp
Average Jobs		
Clerk (Accounting 11+, Computer Op 10+), $1,800	best PR	LJ
Skilled laborer (Mechanic 12+), $2,500		LJ/1d
Camp guard (ST 11+, HT 11+), $2,000	HT	LJ/LJ, 5d
Comfortable Jobs		
Party bureaucrat (Administration 12+), $5,000	PR	-1i/LJ
Black marketeer* (Streetwise 13+, IQ 13+), $8,000	worst PR	-5i/sent to labor camp
Doctor (Physician 14+), $9,000	PR-1	-2i/-10i
Software engineer (Computer Programming 12+), $6,000	PR	-2i/LJ
Wealthy Jobs		
Cartel VP (Administration 13+, Status 2+), $20,000	IQ+Status	-2i/LJ
Film star (Acting 12+, Attractive or better), $35,000	HT+1	-3i/Status -3, LJ

* Freelance

Weaponry

German Weaponry

German weapons are the best in the world by far. The Wehrmacht soldier of the 1990s wears a bulletproof composite *feldgrau* camouflage uniform (PD 2, DR 16) and helmet (PD 4, DR 18) and is armed with man-portable guided-missile launchers. The helmet is fully sealable against chemical attack, has a multichannel communicator, night-vision visor, rangefinder and glare suppressor. He travels into battle on an 8-wheeled (independent drive on each wheel), all-terrain amphibious *Panzerkampfwagen* mounting a pair of computer-targeted recoilless Gatling cannon and a Gauss flechette gun, and is supported by "stealthed" combat support Stuka-110 ground-attack fighters or FW-80 *Walküre* helicopter gunships. The standard German infantry weapon is the Sturmgewehr 89 7.92 mm Mauser assault rifle, with dual 30-round magazines, built-in laser sights and a grenade launcher. The StG "Stig" 89 can also be vacuum-proofed for use in space.

The infantry is supported by panzers made of ceramic-metal blends. This makes them half as heavy and twice as fast as all-metal models while affording even better protection. The armor is sloped, and the main tank guns and antipersonnel Gauss flechette guns use computer-targeting. The Waffen-SS is similarly armed and equipped, although top-of-the-line divisions such as the 1st SS Panzer *Leibstandarte* division battle-test experimental weapons, such as personal combat armor made of monomolecular weave (PD 2, DR 24), linear-accelerator howitzers, maser and laser cannon on tanks, and advanced chemical weapons. Kept in battle trim by antipartisan operations in Reichsostland, Turkey, Mittelafrika, Central Asia and the Balkans, the 2,000,000-man Wehrmacht could easily cut any Homeline army to shreds.

Resistance Weaponry

The American Resistance is badly armed even compared to the U.S. Army, which is overmanned and underarmed by Axis standards – precisely because the Resistance so often uses Army sympathizers to get weapons. The distrust between the Army and the Union Party goes back to the Mutiny of '48. Unlike the Nazis in Germany, the Party never made any great attempt to win the loyalty of the military, .

In their rare combat operations, Resistance units use cheap, easily-built mortars usually firing chemical weapons such as regurgitant gas. Napalm is another common Resistance weapon, as are pipe bombs and other easily-brewed explosives. Resistance firearms are restricted to shotguns, bolt-action rifles, and other "legitimate hunting weapons," with the very few stocks of German StG 65 surplus assault rifles (the standard arm of the U.S. Army) carefully cached. The Federal penalty for unauthorized possession of automatic rifles or handguns is 20 years in a labor camp.

Weapon	*Malf*	*Type*	*Damage*	*SS*	*Acc*	*1/2D*	*Max*	*Wt.*	*RoF*	*Shots*	*ST*	*Rcl*	*Cost*	*LC*
StG 65 7.92mm	crit.	cr.	6d	12	11	1,000	4,000	10	12*	30	10	-1	RM 300	0
StG 89 7.92mm	ver.	cr.	6d	12	13	1,000	4,500	7	12*	30/30	9	-1	RM 750	0

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INTRODUCTION

About GURPS

Steve Jackson Games is committed to full support of the ***GURPS*** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid. Our bimonthly magazine includes new rules and articles for ***GURPS,*** as well as information on our other lines: ***Car Wars, Toon, Ogre Miniatures*** and more. It also covers top releases from other companies – ***Traveller, Call of Cthulhu, Shadowrun***, and many more.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

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Illuminati Online. For those who have home computers, Illuminati Online supports SJ Games with discussion areas for many games, including ***GURPS***. Here's where we do a lot of our playtesting! It's up 24 hours per day at 512-448-8950, at up to 28.8K baud (28.8 users should dial directly to 512-448-8988) – or telnet to io.com. Give us a call! Visit us on the World Wide Web at http://www.io.com/sjgames/. We also have conferences on Compuserve, GEnie, and America Online.

Page References

Rules and statistics in this book are specifically for the ***GURPS Basic Set,*** *Third Edition, Revised.* Any page reference that begins with a B refers to the ***GURPS Basic Set*** – e.g., p. B102 means p. 102 of the ***GURPS Basic Set,*** *Third Edition, Revised.* TT refers to ***GURPS Time Travel;*** CI points to pages in ***GURPS Compendium I: Character Creation;*** UT cites ***GURPS Ultra-Tech,*** *Second Edition, Revised.*

History is not merely what happened: it is what happened in the context of what might have happened. Therefore it must incorporate, as a necessary element, the alternatives, the might-have-beens.

– Hugh Trevor-Roper

I think of the things that might have been and were not.

– Jorge Luis Borges

Whatever happens, it always seems that just that event was foreseen and decreed.

– Leo Tolstoy

One side effect of time travel is the possibility of alternate Earths. If the past changes even a little, the present can easily be altered beyond recognition. Long a classic theme in science fiction, coexisting alternate histories are also the basis of the Infinite Worlds campaign frame from ***GURPS Time Travel.***

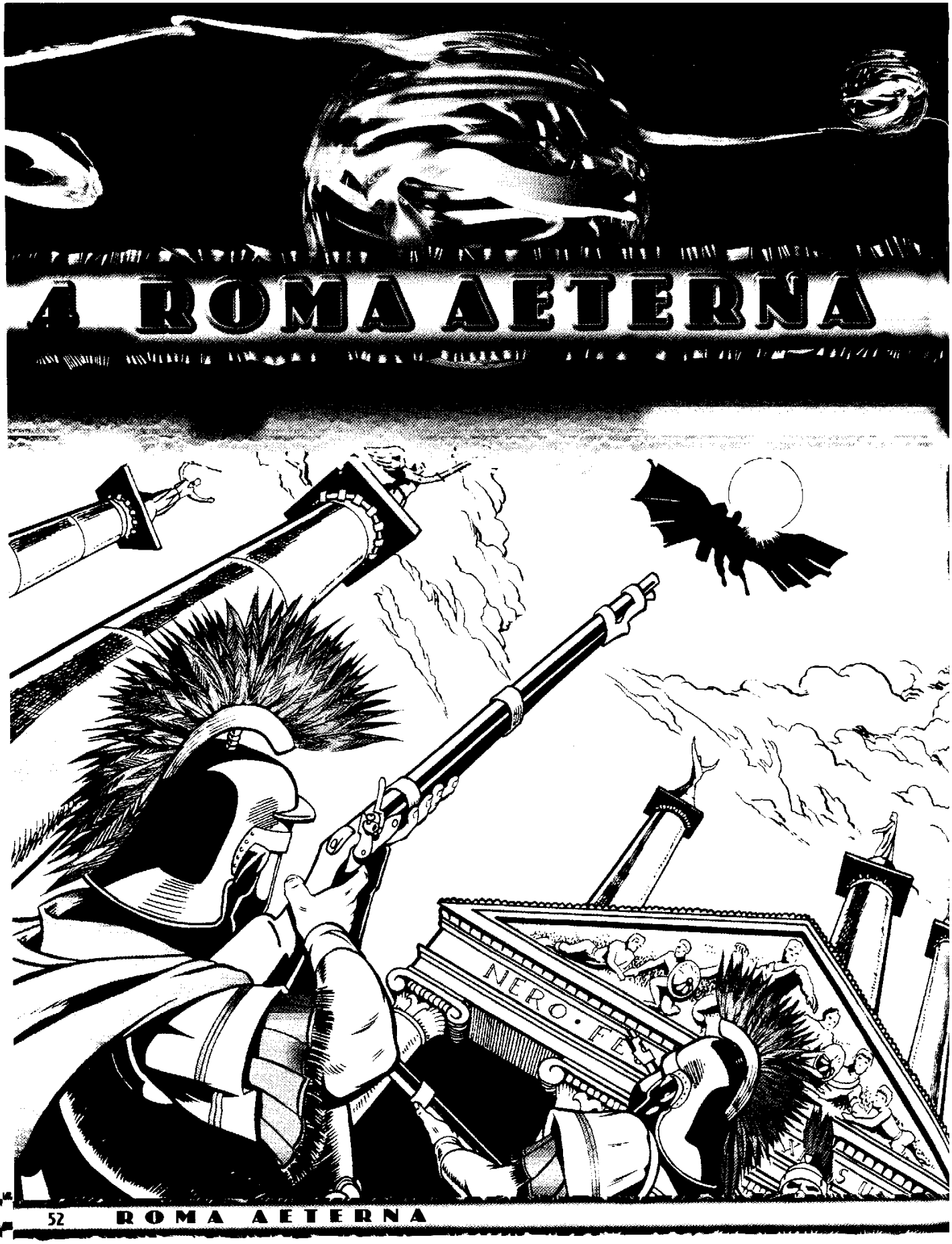
GURPS Alternate Earths presents six fully-developed parallel worlds, including points of divergence, altered histories and hooks for crosstime campaigning. Each world description contains political and cultural background, as well as details from the rhythm of the street to the life of the mind. This sourcebook also includes weapons, gadgets and other necessities for the postmodern cross-dimensional adventurer. ***GURPS Alternate Earths*** also incorporates character types, skills, advantages and disadvantages specific to each Earth. These guidelines can be used to flesh out local NPCs, or to construct entire campaigns based in one parallel world.

About the Authors

Kenneth Hite has been roleplaying since 1981, and reading science fiction, horror and history since well before then. He is a published cartographer and comics writer, and is the author of the ***Secret Societies*** supplement for Chaosium's ***Nephilim*** occult RPG. Ken also has an M.A. in International Relations from the University of Chicago, which never fails to come in handy. He is an honorary Southerner, born and raised in Oklahoma, but is happy to live and write in Chicago with his wife, Sheila, who puts up with a lot.

Craig Neumeier got a history degree and rules-writing collaborators at the University of Chicago, and has not regretted either (yet). He is quite proud of having been born, like Swamp Thing, in Houma, Louisiana. He has been roleplaying since 1980. He is currently a graduate student in history at the University of Minnesota, and wonders how the department will react to his spending time on this little project.

Michael S. Schiffer has been roleplaying since 1979. Unlike his collaborators, Mike has no ties to the South (or to Swamp Thing), but like Craig he has a B.A. in history from the University of Chicago. He, Ken and Craig began constructing alternate histories in 1989 while all three were at the U. of C. After a brief sojourn in Ann Arbor, Michigan, to pick up a law degree, Mike moved back to Chicago. He remains happily in the Windy City with his (very tolerant) wife, Linda.


ROMA AETERNA
NERO

Romulus shall call
That people "Romans," after his own name.
I set no limits to their fortune and
No time; I give them empire without end.
– Jupiter, in Vergil's ***Aeneid*** *1:276-279*

This Quantum 6 parallel takes its name from the ancient city which dominates it. The Roman Empire has had its ups and downs over the millennia, but its hold on human minds has always remained strong. Periods of fragmentation, successful barbarian invasions, and even centuries of dry rot never quite destroyed the Imperial ideal. Now, in local year 2631 AUC (1878 A.D.), the Third Empire has recently renewed and extended Roman rule over most of the world. Only the Andean fortress state of Huaraca and the decadent eastern principalities that fringe the Pacific remain, for the moment, beyond the sway of the Eternal City.

Infinity Unlimited refers to this parallel as "Rome-3" in its official correspondence. In everyday use, however, even its agents use the "Roma Aeterna" name that Time Tours, Ltd. invented and popularized. Ironically, Time Tours had to cease travel to this parallel about a year and a half ago, when a group of their employees discovered that Centrum had infiltrated the ruling circles of the Empire. Centrum apparently intends to gain covert control of the Empire and then complete Imperial conquest of the world. Infinity still isn't certain just how much control Centrum has already achieved over the Empire, but the Council keeps revising its estimates upwards.

History

The First Empire

Roma Aeterna diverged from Homeline history in 9 B.C., when Augustus' son-in-law Nero Drusus, instead of dying while on a campaign in Germania, returned to Roma in triumph. He and the succeeding Julio-Claudian emperors gave Rome stable borders in Europe and, with their patronage of the Heronian Academy in Alexandria, primitive industry as well. The adoptive Antonine emperors who followed the Julio-Claudians graced the Empire with three centuries of remarkably able rulers, whose brilliance masked real decline until the first succession war in 400 years finally broke the illusion of permanence. Civil war and barbarian invasions fractured the Empire.

The Second Empire and the Long Night

It took two centuries for successive dynasties, using the sea power of North Africa, to reunite a shrunken empire. New machines of war enabled the emperors – more often from their second capital at Alexandria than from Roma itself – to reconquer the East and push into India. New ships discovered the Hesperides, two continents across the Atlantic Ocean that were not at first known to be linked. The rich lands of the Maiae were first conquered and then colonized.

Where the First Empire collapsed dramatically, the Second Empire instead had a slower, more painful decline. The new capital at Alexandria met disease and invasion with increased centralization, buying a respite at the cost of cultural petrification. Imperial control over the fringes eroded, passing to local military or barbarian immigrants. The 13th-century Mongol invasions broke the last pretensions of Imperial unity.

GURPS Imperial Rome

This supplement is an invaluable resource for games set in Roma Aeterna, particularly for those set at some point in this timeline's long alternate history. Whenever Roma Aeterna appears to contradict it, remember that this parallel has been evolving for 1,400 years beyond the historical fall of Rome. The contemporary Romans are trying to follow the models of the past, but they can't get *everything* right.

Other Romes

Infinity Unlimited's official designation "Rome-3" means that this was the third Roman-dominated parallel discovered. Rome-1 is on Quantum 5, local year 954; there, the Emperor Justinian succeeded in reuniting the empire and his successor has moved the capital back to Rome from Constantinople. Rome-2 is Johnson's Rome, a decadent tourist trap on Quantum 4; see p. TT92.

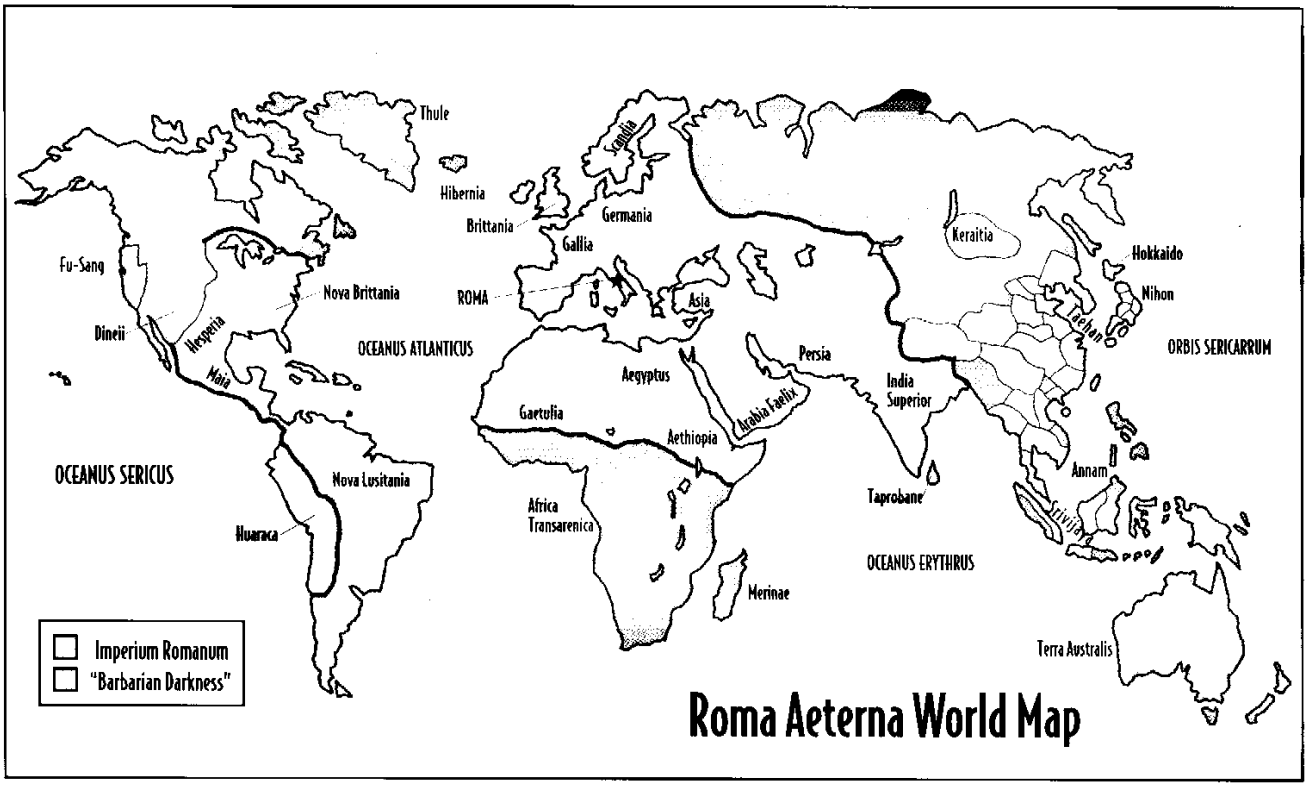
Note that the proper Latin for both the city and the Empire is "Roma." In this chapter, "Rome" usually means the Empire, and "Roma" the city at its heart. Don't worry about confusing the two; Romans do it all the time.

Roman Dating

The years in Roma Aeterna are dated *ab urbe condita*, AUC, "from the founding of the city" of Roma. To convert A.D. to AUC add 753; thus, the current year in Roma Aeterna, 1878 A.D., is 2631 AUC. Dates in this worldbook are given in the A.D. system of Homeline scholars.

Christianity

Christianity never appeared in Roma Aeterna. Homeline scholars are still uncertain whether Jesus of Nazareth ever lived in the parallel, although they have been searching the archives to find out. The only clue they have found so far is the Empire-wide celebration which followed Germanicus' accession as emperor in 29 A.D. Palestinian records indicate that the celebration included a general amnesty for Roman prisoners. No list of prisoners has yet been discovered to indicate whether the amnesty included a certain Galilean preacher.



Roma Aeterna World Map

The Julio-Claudians

Although the dynastic name is the same, the Julio-Claudian emperors after Augustus himself are entirely different from Homeline's. Drusus replaced his older brother Tiberius as Augustus' successor. Drusus' son Germanicus, who in Homeline history died in his thirties (apparently poisoned), survived to succeed him. These two proved to be rulers almost as good as the historian Tacitus believed they would have been; Germanicus, in particular, was beloved by the people.

Germanicus' eldest son Nero (not the same as the Homeline Emperor), instead of dying after imprisonment by Tiberius, received the name Britannicus after his conquest of Britain, and eventually followed his father to the throne. The line continued for two generations more before Nero Drusus, the last of the line, died without issue. Thus, Roma Aeterna was spared the reigns of the mad emperors Caligula (a younger son of Germanicus) and Nero, son of Germanicus' daughter Agrippina. It also had no "Year of Four Emperors" or Flavian dynasty.

The main exception to the darkness of the Long Night was across the ocean. The Roman colonies in the Hesperides found new sources of vitality after the end of the Atlantic trade. Finally a modest intellectual revival blossomed into a full-fledged cultural awakening, with new art, new philosophy, and new Heronian Academies that rediscovered the steam engine.

The Hesperian leaders who won the contest for power, however, were animated by an idealized view of the Roman past rather than an appreciation of innovations. The great Proconsul Gnaeus Iamasius even re-instituted the adoptive tradition in imitation of the great age of the Antonines, passing over his son as heir in favor of the tribune Marcus Livius Varus.

The Third Empire

On the Ides of October, 1721, the Hesperians were thrilled by the news of contact with the Romans from across the Atlantic: a ship had arrived from Britannia. It did not take long for the Hesperians to decide that the Britannians had departed too far from Roman ways. It took somewhat longer to copy Britannian oceangoing ships, and only a fortuitous hurricane saved the capital at Heracliopolis (where Homeline's Veracruz would be) from a Britannian attack. For several decades, trade and diplomacy between the Romans on either side of the Atlantic appeared to indicate that a war over the Imperial title might be avoided.

Then, 50 years after the first contact, the Hesperians launched a full-scale transatlantic invasion. General Corineus Junius Selauchis led Hesperian forces into Europe: first into Hispania, whose people greeted them as liberators, and then into the other European provinces. Superior Hesperian technology combined with the ideological appeal of a rebirth of Roman glories to make the conquest irresistible. Following his systematic conquest of Western Europe, Junius, now Proconsul, entered the city of Roma in 1806 and was proclaimed emperor by his followers. The Third Empire had officially begun.

After claiming the Eternal City, the new rulers often found their progress as much a triumphal march as a military campaign. Egypt, whose rulers still claimed the Imperial title, joined the new Empire without fighting after a show of Imperial force in the harbor of Alexandria. Even before the reconquests in Europe and Africa had been assimilated, the third of the new emperors turned his attention to Persia, and his successor went one better by inaugurating the reconquest of India. Today, the Empire has at least duplicated or surpassed its former maximum extent on every front, and its star is still rising.

Locales

The Roman Empire

The Empire is an authoritarian state in which the emperor is the peak of the two pyramids of military power and civil authority. The legal and customary checks to his power cannot really restrain him, so that an emperor without self-discipline would be utterly ruinous. The emperor is succeeded by his adoptive (never biological) son, chosen from among the most capable generals and governors. As yet, the Third Empire has been ruled by able men who subscribe to Roman ideals of conduct.

In the provinces Caesar is pleased to allow local government structures to remain intact with the Imperial system simply added on top. The Third Empire recognizes the citizenship of the reclaimed provinces, and typically grants high status and official positions to local notables in order to incorporate them into the Imperial system. Each province is governed by two proconsuls, one always appointed by the emperor and the other chosen by the provincial *comita*, the assembly of Roman citizens. The proconsuls have limited authority under the law, but they speak with Caesar's voice – in practice, they rarely have to issue formal commands, usually relying on conveying their wishes informally to the local magnates.

Citizenship and Politics

Rome is a deliberately hierarchical state, with social classes defined by law as having distinct privileges and, theoretically, duties. The highest class of citizens are the senators (purely a social title now; there is no longer an actual assembly called the Senate). Senators are supposed to devote themselves to the public good, and most high officials must be drawn from their ranks. Below the senators, equestrians and *urbani* (a class dating from the 14th century) also belong to the higher classes of citizenship. Lower-class citizens, or plebeians, are more numerous than the upper three ranks put together. However, about two-thirds of the Empire's inhabitants do not possess citizenship of any class, and thus have fewer legal rights and no vote in the local assembly. Only citizens, for example, are allowed to carry weapons. Finally, slaves (about 10% of the population) have no rights of any sort under Roman law.

Females of any rank are legally under the control of their fathers, husbands, or other designated guardians. However, daughters share in inheritance and a wife's property is separate from her husband's. Citizen women usually control their household and its staff. Even the wealthiest woman of the senatorial rank is not supposed to engage in politics (though of course some have covert influence), but business pursuits – seen as vulgar by most upper-class Romans – are acceptable.

There are routes open to the upper ranks through civil service or the accumulation of wealth, but the social ladder may easily take generations to ascend.

How to Be Roman

The Romans think of themselves as a people fit for rulership. Unlike the barbarians, they submit to the law, and devote themselves to the service of the state. Unlike the "soft" peoples of ancient Greece or modern Serica, they practice the stern virtues of courage, duty and *gravitas*, seriousness. Artistic and scientific achievements are valuable, but not as essential to Rome as mastery of government and war. Roman emphasis on virtue is at odds with their sometimes luxurious lifestyle, though contemporary Roma Aeterna is not in a decadent phase.

Decadence, of course, is a relative term. Social functions are very important to the Roman elite, and only the miserly would fail to provide food and entertainment suitable to the station of the guests. A major dinner party for Roman senators will certainly include a feast with as many as 40 courses, each of which costs more than the slaves who serve them. Exotic delicacies such as larks' tongues or pickled armadillo win admiration for their lavishness. Similarly, music is positively required, and the ambitious are likely to entertain their guests by retaining a theatrical troupe for a private performance of a classic or contemporary Latin play.

The typical ambition of a high-class Roman man is to accomplish a memorable deed, a public display of honor or valor. The greatest accomplishments – usually on the battlefield – may be rewarded by a *triumph*, a procession of honor through the streets of Rome. However, individualism should not be allowed free rein: Romans believe firmly in a social hierarchy that allows a certain motion within it but must remain basically stable. A Roman owes reverence and obedience to his superiors, under his primary duty to the law, and proper treatment to his inferiors. Equals are to be treated with honor and respect.

Female Romans have equally high expectations placed on them, but these center around motherhood and the home rather than public achievement. A Roman woman's primary loyalty lies to her family and household rather than to the state, but she is expected to be every bit as grave and single-minded as her husband in serving them.

Roman Names

Romans today have altered ancient naming conventions slightly. Nonstandard names are still found in parts of the Empire where Hesperian influence has so far been weak.

Everyone has at least two names. The *praenomen*, or personal name, is used informally between acquaintances. Families customarily assign these names in a fixed pattern; for instance, the first son gets the paternal grandfather's *praenomen*. The *cognomen*, or family name, follows it – except for slaves, who don't have them.

Citizens have a *nomen* inserted between personal and family name. This once identified the *gens* or clan to which a person belonged; now it is just a second family name. The *nomen* of a citizen of the upper ranks is supposed to end in "-ius"; *nomina* of plebeians end in "-ianus." Thus Marcus Licinianus Varro would be a plebeian citizen of the Varro family.

Women adopt the *cognomen* and *nomen* of their husband when they marry. All their names are given feminine endings; Marcus' wife might be named Aemilia Liciniana Varro. If a female citizen marries a male noncitizen, he is considered to be adopted into her *gens* at the time of marriage and adopts her *nomen*. A new citizen is always given the *nomen* of his or her sponsor, although it is changed to a lower-class version for slaves freed by a member of the upper ranks.

A Roman may have an *agnomen*, an epithet or nickname, placed after his other names. An *agnomen* may be formally bestowed by a citizen assembly as a mark of honor; it is often adopted as a family name by his descendants.

In practice, the most common route of social mobility in the current era is illegal: simply moving to a different part of the Empire and claiming higher rank to the Imperial authorities. Since the government still has not been able to hold a census of many recent conquests, this ploy often works for anyone wealthy or daring enough to attempt it.

The expansion of the Third Empire has been fairly popular, since most peoples have been taught to look back longingly on the ancient Golden Age. Furthermore, the material benefits to the lower classes of advanced Hesperian techniques and the massive building projects of the new Empire have won much support. Since the upper classes have usually been absorbed into the Roman system, the small middle class of merchants and artisans is the only group that has generally been displeased by the reuniting of the Empire. Superior Hesperian methods have been displacing them, creating dissatisfaction while making them superfluous.

Roma, The Eternal City

The center of Roman Europe and the Mediterranean world, Roma is still recovering from the crash modernization program the Hesperian emperors instituted when they reclaimed it as their capital. Although smaller than the three largest Hesperian cities, it is the largest city in the eastern hemisphere and will become the most populous in the world within a few more decades.

The emperors have poured vast sums of money into Roma in order to make it appropriately magnificent and to avoid riots by the urban masses. As a result, Roma is not just a center of government; most of the 700,000 inhabitants are noncitizens who, while poor, earn a living wage in the ring of factories that now encircles much of the city or the huge public-works projects which Caesar is always commanding. A brand-new aqueduct carries water for the revived public baths, where thousands of citizens meet daily to gossip, tryst and conspire. The jade-and-gilt façade of the Temple of Jupiter-Chacmool beams down from the summit of the Palatine hill.

Contemporary Roma is a bustling metropolis, a center of trade, industry and government. Since the reconstruction, Romans from all corners of the empire crowd the broad thoroughfares that slice through the city center. The city's sewer system, still under construction, keeps much of the city surprisingly clean. Most buildings are plastered brick-and-wood tenement houses (some as high as six stories) with shops on the lower floors. Public buildings and monuments, preferably marble, grace most of the plazas where main streets join. The buildings are typically painted, usually in gaudy colors, making the visual shock of the city as intense as the noise (and smell) of the crowd. Hesperian cornbread and chilis have displaced wheaten bread and garlic as staples of the upper-class Roman diet, although wine still holds its own against chocolate and pulque. The daily horse races in the Circus Maximus make and lose fortunes for the Nemertna (Comanche) jockeys, Parthian horsebreeders and Greek bookies.

Heracliopolis, Queen of the Hesperides

The first Roman city founded in the New World (in 821), Heracliopolis (on the site of Homeline's Veracruz) is the cultural center of Hesperia and capital of Maia Province. One of the most important Hesperian industrial cities, it is also the primary port of contact with the overseas parts of the Empire and therefore the hub of the Hesperian road network. Modern philosophical, legal and Heronian studies are most vigorous here, sometimes leading to scuffles between factions. It has become the administrative center of the Roman Empire in the Hesperides. Its million inhabitants make it the largest city in the world.

Unlike Roma, but like most other cities in the Hesperides, Heracliopolis has few large tenement buildings. The wealthy live in villas built around one or more open courtyards (preferably with fountains), the whole surrounded by a walled compound. The elite districts of Heracliopolis are patrolled by private police, clients of the wealthy, who keep out the riffraff. The poor usually live in one- or two-room cottages jumbled together in slums that sprawl around the city center. Severe Roman temples built on ruined pyramids look down on mazes of disease-ridden alleyways. Jai alai contests, the unspeakable humidity and often-violent district politics are the standard topics of conversation in the markets and wineshops.

Hesperia, the area of Homeline Mexico and Texas, has been the foundation of the Renewed Empire, the economic heart and the origin of most of the new ruling class. Half or more of the new Imperial officials in the Proconsular staffs are Hesperians. Similarly, the officers in the legions are almost all Hesperians.

Nova Britannia (North America), north of Hesperia proper, is still very much a frontier, with small cities strung along the rivers and the Atlantic coast. Most of the continent is gradually filling with small agricultural settlements, often populated by former legionnaires. The *castrae* forts of the legions guard Roman settlements, especially in the area above the Serpens (Ohio) and the still-unpacified Campania Magna.

Alexandria and Nearer Asia

Roma does have one competitor for importance in the Mediterranean basin, although it is considerably less than a third of Roma's size: the city of Alexander, capital of Egypt, "second Roma" since the emperor Basil a thousand years ago. Alexandria has a dual reputation in the Roman world, for wisdom and for decadence. On the one hand, many Romans believe it holds the hidden knowledge of the ancients. Ongoing researches into the library and some important private collections are uncovering ancient works of philosophy and literature that had long been thought lost. On the other hand, Alexandria also has a reputation as a center of luxury and debauchery. Official disapproval coexists with clandestine fascination with the seamier side of Alexandrian life.

Roman Africa and Nearer Asia (from the Mediterranean to Persia) tend to focus on Alexandria as their central city. Its Imperial heritage has made it a center of the road network, and its port facilities, especially after the re-opening of the Nile Canal in 1869, make it the logical center of the eastern Mediterranean and the India trade. As a result, Alexandria bustles with Indians, Greeks, Aethiopians and even the occasional Arab, as well as its native Egyptians. The severe white togas of Roman officials and the brightly-colored garments of merchants stand out in throngs of laborers who wear only loincloths or tunics the color of the desert sands.

Roman India and the East

India is the most recently reclaimed of the old provincial areas. Never as thoroughly Romanized as Europe or Nearer Asia, India is the most exotic part of the Empire, with different styles of architecture, gods that were never fully

Stereotypes

Stereotypes are no more accurate in Roma Aeterna than in Homeline, but the Romans are a lot more public about them. There are two important types of stereotypes: class and ethnic. Among the former, every Roman "knows" that freedmen retain a slave mentality, and their children are likely to as well. Senators may be industrious in the service of Rome, but never for their own profit (maybe the least accurate stereotype in Rome.) Equestrians are ambitious and more likely to be flamboyant than senators. Urbani tend to be subservient toward their superiors, clever but deceptive and greedy. Plebeians are less clever but solid and virtuous.

Ethnic stereotypes abound: Greeks are clever but frivolous; Egyptians are mysterious, decadent, and rather servile. Germans are brave and industrious but require discipline; Indians are frugal, mystical, sharp-witted, and not entirely trustworthy. The *Aereii* (see p. 58) are proud, courageous, impatient and individualistic. And so on. While Hesperians are very aware of their own differences, in the rest of the Empire all Hesperians are seen in the same way: idealistic, stern, rather arrogant, and disturbingly capable.

Magic

Romans accept as a matter of course that magic is real and powerful. In the popular mind, Heronians and chemists are magicians, not very different from astrologers. The real sorcerers, however, are believed to be secret orders of priests, or hermits somewhere far away. Infinity has encountered several parallels where magic functions, so although they don't believe that any real magic exists in Roma Aeterna, there is still a nagging doubt . . .

Religion in Roma Aeterna

Roma Aeterna has none of the religions that a Homeline resident would consider "advanced." There was no Jesus or Muhammad. Furthermore, the Parthian invasion of Central Asia in 57 A.D. apparently disrupted the evolution of Mahayana Buddhism. Even the Jews have not concentrated on the rabbinical path, and the teachers in the synagogues compete in authority with hereditary priests who perform sacrifices on stones carefully preserved from the Temple.

Existing religion in Roma Aeterna has little to do with metaphysics or even with ethics. To a Homeline observer, it seems more like superstition than anything else, concerned particularly with omens and avoiding the wrath of the gods. Indeed, much religious activity centers on the *numinae*, the little spirits of nature to whom agricultural workers give sacrifices of bread, fruit and wine. Every household has its shrine.

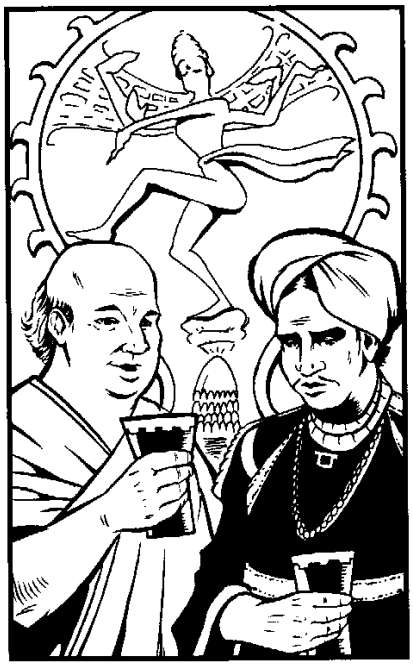
On a more public level, the patron goddess Roma and the guardian deity, or *genius*, of the emperor are considered protectors of the entire Empire; all citizens are expected to participate in public sacrifices in their honor. Since the Romans do not worship any gods who demand a monopoly on faith (except for the Jews, who have a dispensation from public sacrifices), this requirement causes no difficulty.

Most cities have at least one divine protector whose temples are subsidized by the local governments. All these have a place in the polytheism of the Empire. Although the Greco-Roman gods remain at the core of the pantheon, the conquests of the legions introduced the gods of dozens of other cultures. Typically, native gods merge with one of the Olympians over the centuries. Among the more popular figures so produced are Mercury-Culculcan (patron of Heracliopolis), Mars-Rama (popular with the legions), Vulcan-Serapis (god of the Heronians), and of course Jupiter-Chacmool. A few poets have attempted to reconcile the inconsistent mythologies, but most Romans are content to leave the various contradictory stories side by side.

Roman religious tolerance does have its limits and some cults have been driven underground. The Hesperian governors have long tried to suppress the old bloody native religions, which continue to reappear from time to time. The Third Empire has suppressed several cults on the grounds of human sacrifice or orgiastic practices.

assimilated into the Olympian pantheon, and strange, ancient languages.

Modern India is adapting well to life under the Renewed Empire. With the wholesale absorption of higher castes into the ranks of Roman citizens, the social system fits the Roman standard although it provides less class mobility. Since India is the most densely populated area of the Empire (except for central Hesperia), Roman officials willingly assist them in keeping their society static – to do otherwise would invite social disorder.



The Kingdoms of the East

The Romans call China "Serica," the land of silk. The independent kingdoms which ring the Pacific Ocean are the most civilized on the parallel outside of Roman control. Most of these kingdoms are inhabited by the peoples of the Serican cultural sphere, and the Romans therefore call the area the *Orbis Sericarrum*, the circle of silken lands.

This name is not wholly accurate. The Sericans are the preponderant ethnic group in the Chinese states, in Fu-Sang on the other side of the ocean, and on many of the islands in between. The Serican influence south of Annam is mixed, with a culture influenced by Indian refugees who fled the first Roman conquest of the subcontinent centuries ago. This hybrid culture dominates the islands of Southeast Asia.

Serican culture is much like that of ancient Homeline China during its disunited periods; Confucianism has altered to accommodate the division of sovereignty. The Romans admire the Sericans for their artistic achievements and the perceived stability of their society, but believe them to have become too soft to appreciate the hard Roman virtues.

Taehan

The Korean peninsula is home to a united kingdom, powerful by the standards of its neighbors. The last few kings of Taehan have rejected Confucianism and revived the ancient Legalist school of thought that was professed by the first emperor of China some 20 centuries ago. The result is a completely militarized society which actually takes pride in the harshness of its laws.

Taehan's army and navy are both larger than its size would seem to make possible, and as professional and disciplined as any force on the planet – possibly the equal of the legionnaires man for man, though not armed as well. They have conquered Kyushu from the disunited Nipponese, made wide gains in Manchuria, and are now ready to expand further. Taehan and Rome are barely aware of each other; as the Taehanese discover more they will surely institute a crash program of military modernization.

The Kingdoms of the Hesperides

The Romans call the natives of the Hesperides *Aereii*, the bronze people. They long ago replaced the Germans as the quintessential barbarians, at least in the minds of the Hesperians. Romans admire their bravery and simple honor

even as their "savage" customs inspire contempt. There are only two states in the Hesperides that the Romans recognize as political entities instead of mere tribes.

Fu-Sang

Fu-Sang is a Chinese kingdom on the western coast of Nova Britannia centered on the golden city of Haifeng (the site of Homeline's San Francisco). It is really a part of the *Orbis Sericarrum* more than the Hesperides. In many ways the closest approximation to the Confucian ideal in the parallel, it is unified, peaceful, inward-focused, highly cultured and traditionalist. The mandarins of Fu-Sang are used to being protected from Roman expansionism by the deserts and mountains, and by a small navy that has usually been the technological equal of the Romans. Since the Romans began building ironclads the Fu-Sang fleet has become dangerously obsolete, a fact that they do not yet fully recognize.

Huaraca

The native empire in the Andes is the only state in Roma Aeterna which still worries the Romans. In the days before the Renewed Empire, Huaraca was a match for any state in Roman Hesperia. Half a dozen legions have been lost over the centuries during invasions of the Huaracan mountains: even if outsiders can manage to reach the high plains which are the center of the kingdom, they find that the Huaracan soldiers are superior to legionnaires weakened by the unaccustomed altitude.

Huaraca today allows no visitors from outside its borders. The stories circulating in Hesperia about the "forbidden kingdom" have to be heard to be believed; minor samples include a race of men with feathers instead of hair, volcanoes controlled by a mixture of black magic and hydraulics, and the inevitable streets paved with gold.

The more prosaic truth is that Huaraca is a moderately wealthy authoritarian state that controls the lives of its citizens more thoroughly than Caesar would ever dream of attempting. They believe their emperor to be the son of the sun, literally divine, and he has the power of life and death over every subject.

Technology and Society

Roma Aeterna is peculiar in that it has attained a fairly advanced technology, in some areas, without a scientific revolution. TL ranges from 4 to 6, depending on the field: Roman arms include armored vehicles and poison gas, but their agricultural methods are no better than those of Homeline Europe in the 1500s. When defining the TL of some particular item for game purposes, it should be considered TL5 unless obviously above or below that.

From the Homeline perspective, Roman technology is a strange mixture of advanced and antiquated. They have fewer inventors, and have often failed to spot the most "obvious" applications of scientific discoveries for hundreds of years. For example, chemists have used electricity from batteries since the tenth century, first for electroplating base metals with gold and then for driving other

Roman Holidays

Although the Roman calendar does not feature a day set aside for religious observation or leisure, there are almost 70 holidays scattered about the calendar every year, some of which last more than one day. On holidays, many businesses close to give the Romans a chance to enjoy themselves. (Others stay open to cater to the vacationing throngs). The more important holidays include the emperor's birthday, the Lupercalia fertility festival (Feb. 15) and of course the Saturnalia, December 17-24, during which the whole society turns upside down, with masters waiting on their slaves, fathers obeying their children, and the temporary "rulers" commanding revels of all sorts.

Other Cities

Nova Aurelianum (New Orleans) and Thediguacanum (northeast of Mexico City) are the other cities of the Hesperides that are of the same order of size as Heracliopolis and Roma; both have 800-900,000 people. Thediguacanum is a more purely industrial center, producing more than half of Rome's autosteamers. Nova Aurelianum is the great port of Nova Britannia and was for many years the political center of Hesperia.

No other city in the Empire is larger than 200,000, the size of Alexandria. Even most provincial capitals do not get beyond 50,000. Although the Roman population is overwhelmingly rural, the cities are the true life of the Empire: culture and politics are exclusively urban and city-dwellers view the countryside as a source of food and little else.

Africa Transarenica

Sub-Saharan Africa, like the far north of Asia and Hesperia, is unclaimed by Rome or any other state that they recognize as civilized. The Romans do not care greatly about these areas and pay little attention to them beyond trading for some raw materials and slaves. Rome assumes it will expand over them as time passes.

The natives in some areas of Africa have formed kingdoms that are more civilized than the Romans credit; many of them have cities and their own forms of art. The Romans may negotiate with these groups but only as they would deal with tribal confederacies such as the Dinei.

Secret Societies

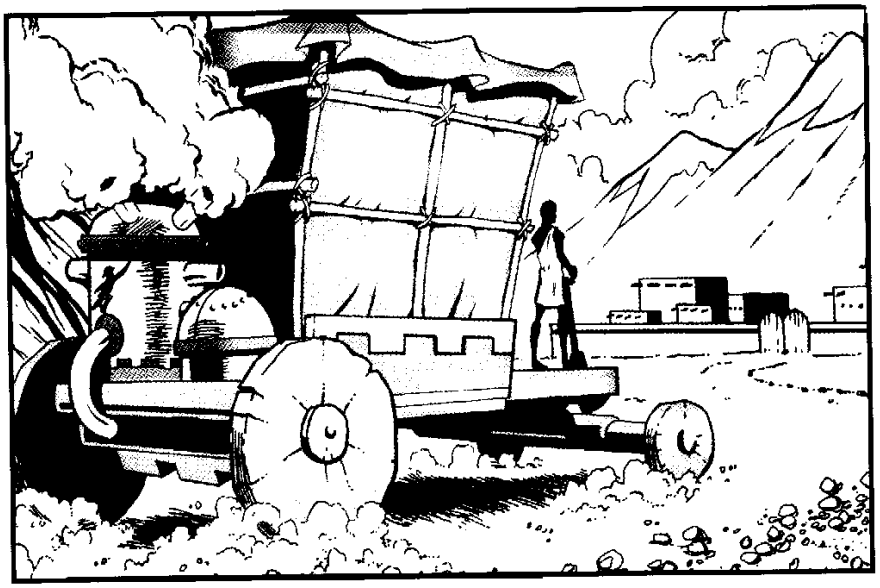
A great many organizations in Roma Aeterna have restricted membership and claims to hidden knowledge or power. Many are religious groups known as mystery cults, which promise divine wisdom to their initiates. Some, such as those of Mithra and Isis, survive from ancient times; others are of more recent vintage. At the moment, the most popular cults are those of Itzamna, Maian solar deity and culture hero, and an obscure Roman goddess named Angerona. Even the more secular societies, without explicit connection to one or more gods, typically claim to provide occult wisdom to the initiate. Ritualism is universal.

Secret societies seem to be important primarily as a power structure: the higher-ranking initiates typically know and support each other's ambitions, while lower members can be commanded to do nearly anything. A really successful secret society serves as a political faction with goals that are unknown beyond its membership and therefore difficult to defend against. Such was the calculation of Centrum when they decided that the societies were a convenient road to power in Roma Aeterna.

Science in Roma Aeterna

Homeline historians are uncertain whether the Romans developed the scientific method during the great age of invention in the Second Empire. It is quite certain that they do not possess it now. What passes for scientific explanation in Roma Aeterna is a mishmash of superstition that uses such concepts as the four elements. The Romans believe in natural laws of a sort, but usually explain phenomena as aspects of the inherent nature of things; thus objects fall because it is their nature to fall, not because there is anything called "gravity." The idea of mathematical models and controlled experiments has never entered their heads.

Chemistry is the best example. The Romans know about the periodic table of the chemical elements. But their explanation of it classifies the columns on the basis of differing mixtures of "philosophical" earth, air, and water. All elements are believed to have the same inherent mass; the lesser weight of the upper rows is due to a greater amount of "philosophical" fire – now identified with electricity – which possesses a natural lightness. Romans have no concept of isotopes or radioactivity, and have never thought to measure the masses of the elements exactly.



chemical reactions – but it never occurred to the Romans to use electricity for anything else until the invention of the telescriptor in 1783. The Romans also have frequently put great effort into refining technologies that a scientific parallel would have long since discarded; the favorite example in Homeline is the *jactavolans* (see sidebar, p. 62).

Roman Industry

Heavy industry is concentrated in central Hesperia. The Romans use the factory system, concentrating workers in one location, with poorly-thought-out mass production techniques. Steam power is used extensively in production, while electricity remains rare and mysterious. Infinity estimates that Roman production of industrial goods and energy consumption is approximately the same as that of Homeline Britain in 1850 – less technically advanced, but on a much larger scale.

Transportation

Land Transportation in the Empire

The most sophisticated transportation in Roma Aeterna is powered by steam: steamships on the ocean, autosteamers (similar to trucks but more cumbersome) on the land. Railroads never developed in this parallel.

However, steam technology is still fairly rare except in some parts of Hesperia. Even the servants of the emperor must often make do with horses most of the time, and the average Roman peasant has never even seen a steam-powered vehicle. The Roman roads, most of them lost to quarriers and plant growth long ago, are being reconstructed by the Magistracy of Public Works.

Sea Transportation in the Empire

Steamships are replacing sailing vessels, but so slowly that sailing ships will continue to be important for as long as anyone can foresee. Small merchants still transport most of the shipping of the world by sail, although the great Hesperian shipping lines are eroding their lead. Roman sailing ships are equivalent to 16th-century Homeline galleons. The government, especially the legions, uses steam for reliable transport across the sea.

Transportation Outside the Empire

Steam power is unknown outside Roman lands. Transport in East Asia and Huaraca is by horse (with stirrups) and sailing ships (junks) – TL4. The Chinese (as well as the Romans) could theoretically build hot-air balloons, but no one has ever actually done so. Most parts of Africa don't even have an effective riding animal and are not seafaring; transport TL is 1.

Roman Medicine

Medicine in Roma Aeterna is quite advanced for a nonscientific parallel. Aesclepians (Roman doctors) make widespread use of inoculation, for instance, with procedures which kill most of the bacilli injected. They know that some insects can carry some diseases, and try to control mosquitoes in their tropical possessions. They even understand the value of cleanliness in surgery, and try to treat wounds antiseptically.

However, even their advanced techniques are expressed in the language of superstition. Their explanation of insect-borne diseases is magical and even mythological, with a minor goddess of fleas and mosquitoes appealing to the demons of plague to help her take vengeance upon humanity for failing to honor her. Prescriptions of useful medicines accompany chemicals that are useless or even harmful, and ceremonial appeals for protection from the disease spirits. In general, their effective methods are mixed in with useless nonsense, and no effort is made to separate the two.

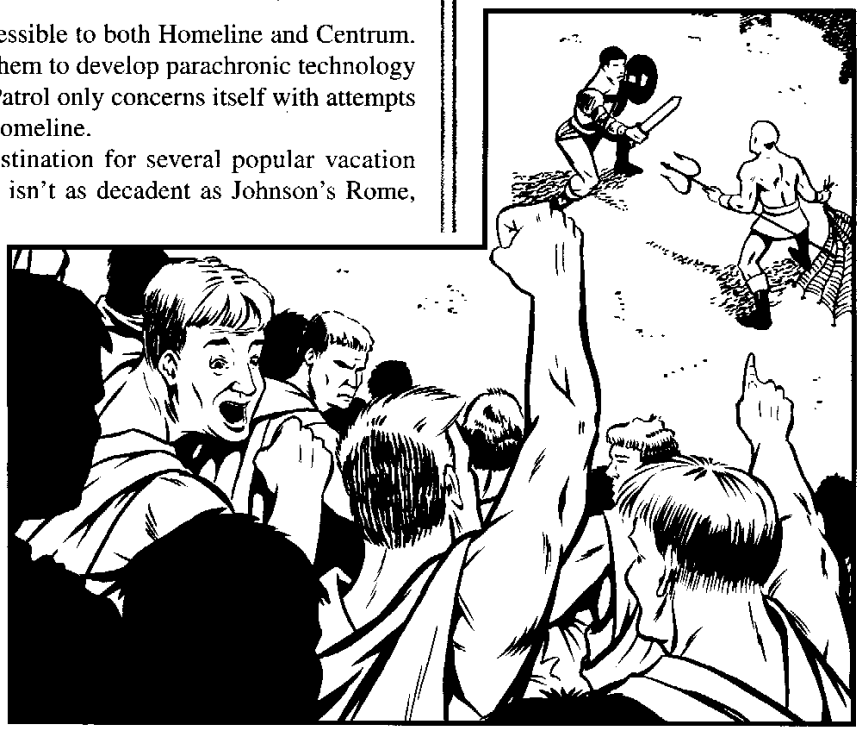
As a gruesome footnote, there is no concept of anesthesia anywhere in Roma Aeterna. Even during surgery, there is no means save alcohol and opium to relieve pain.

Outtime Penetration

Roma Aeterna is on Quantum 6, accessible to both Homeline and Centrum. Their electronics is far too primitive for them to develop parachronic technology in the foreseeable future, so the Infinity Patrol only concerns itself with attempts to exploit the parallel from Centrum or Homeline.

Roma Aeterna was formerly the destination for several popular vacation packages offered by Time Tours, Ltd. It isn't as decadent as Johnson's Rome, but it is also a good deal safer to visit. Moreover, there was a clientele that preferred to see a world based more around Roman ideals than Roman decadence; Time Tours had no difficulty maintaining their operations in Roma Aeterna.

All of that went by the wayside after a group of Time Tours employees stumbled upon Centran agents in Alexandria. Before managing to get their group to safety, they found evidence that Centrum had thoroughly infiltrated the local power structure. The parallel is no longer considered safe for tourists, and access is restricted.



Telescriptors

The telescriptor (telegraph) is revolutionizing communications on land, but it is still very uncommon. Hesperia has a fairly complete network between its central industrial cities. Telescriptor lines carry messages from most European provincial capitals, and the most important ports, to Roma. African and Eastern telescriptor lines converge on Alexandria; there are none yet east of Persia.

The Roman Roads

The Renewed Empire is restoring and extending the network of paved roads which was one of the great accomplishments of the older Empire. Road construction has changed little in the intervening years: they are still made by digging a ditch, filling it with several layers of gravel, and paving the result. Bricks or pebbles are still used for pavement in many areas; asphalt is popular in Hesperia and for major arteries around the Mediterranean. The roads are 3-12 yards wide, depending on importance. At the moment, Hesperia has the densest road network, but all the major cities of Europe, Africa, and Nearer Asia are connected by the road network.

Jactavolantes

The parallel's sole method of acrial transport is the *jactavolans*, or rocket glider, a paradigm of the bizarre technologies of Roma Aeterna. Originally borrowed from the Chinese, rocket technology has been used by the Romans for almost 800 years. Gliding wings, apparently in imitation of birds, first appeared on multi-stage rockets in Hesperia about 350 years ago. History does not record the name of the madman who first decided to make a gliding rocket large enough to carry a man aloft.

The modern *jactavolans* which developed out of these efforts is a large glider that is launched by attached rockets. As it exhausts its fuel, it jettisons the launch rockets and automatically deploys glider wings. It then glides back to earth, landing in what is essentially a controlled crash. On some of the long-range models, smaller rockets can be used in spurts to kick the *jactavolans* upward as it travels. *Jactavolantes* have traveled some hundreds of miles under the best conditions.

Jactavolantes are hideously inefficient and deadly by Homeline standards. They are expensive, not fully controllable, vulnerable to weather conditions, and dangerous even in the relaxed judgment of Roma Aeterna. Nonetheless, the advantages of air travel are so great that military reconnaissance, exploration and important communications use them extensively (although communications are increasingly by telescriptor wherever the wires have been laid). The pilots are slaves of the Imperial government who are automatically manumitted and granted citizenship if they survive a five-year term of service.

A *jactavolans* has a maximum velocity of about 100 mph (Move 50) while the rockets are firing, and usually glides at 2-10 mph, the exact speed depending on the weather and the skill of the pilot. Their wooden frames are PD1, DR1.

Autosteamers

Roman autosteamers (*pneuma-plaustra*) are large ungainly machines for transporting cargo or artillery pieces. A large steam engine, usually coal-fuelled and decorated with an image of Mercury, rests in the back on a pair of wide metal wheels. The cargo space is in front of the engine, protected only by canvas on a wood frame. The driver stands in front steering with a tiller attached to the smaller front wheels.

Continued on next page . . .

Centrum

Infinity Unlimited originally thought that Centrum would have to work through the usual linguistic barrier in Roma Aeterna. This was a serious error. Although English is the only living language on Centrum, classical scholars study Latin and Greek in that world just as they still do in Homeline. Centrum was able to field agents capable of working in Roma Aeterna without difficulty, and they did such an effective job that the I-Cops still aren't sure how far their control extends.

At least a dozen powerful Roman senators and equestrians are now known to be Centran agents, mostly wealthy merchants but including an important general and the governor of the province of Libya. They do not appear to form a political faction – indeed, they publicly oppose each other on several issues. The Infinity Patrol doesn't know exactly what their plan is, except that they do seem to be attempting to place agents at court.

Centrum exercises influence through secret societies as well. The mystery cults of Horus Regnans (in Egypt) and Angerona (in Italia) appear to have fallen under their full control. They have also introduced their own secret society, the Order of the White Way (Ordo Albae Viae), a magical sect prominent in the industrial centers of Hesperia. On a few occasions, they have simulated magical powers, including "miraculous" cures through antibiotics, within these front organizations.

The Infinity Patrol

Having been caught flat-footed, the I-Cops are trying to recover. Activities in the Empire have recently been limited to intelligence operations, trying to discover the scope of Centran influence and its ultimate purpose. The Patrol is building a power base of its own among the Chinese traders who sail to the Indian Ocean from the Pacific, which Centrum would have extreme difficulty infiltrating. Plans to form a secret-society front organization of their own are under consideration.

Roma Aeterna Timeline

9 B.C. – Drusus pacifies Germania to the Albis (Elbe).

14 A.D. – Augustus dies; Drusus becomes Emperor.

29 A.D. – Drusus dies; Germanicus becomes Emperor.

75 A.D. – Germanicus' great-grandson Gaius Drusus conquers Armenia; becomes patron of Hero of Alexandria.

85 A.D. – Agricola conquers Caledonia and Hibernia.

95 A.D. – Emperor Gaius Drusus dies without issue; the Senate selects Nerva as Emperor. Nerva adopts the general Trajan as his successor.

101 A.D. – Trajan completes the conquest of Germania to the Viadus (Oder).

121 A.D. – Hadrian uses Heronian steam engines to dredge the Nile-Red Sea canal.

173 A.D. – Commodus executed for treason, Marcus Aurelius adopts the German tribune Vitigius as his successor.

234 A.D. – Emperor Junius Persicus crushes Sassanians at Susa; Persia and Parthia become Roman provinces.

256 A.D. – The Great Plague hits the Empire; death of Junius Persicus.

307 A.D. – Emperor Maxentius begins annexing Scandian, Gothic client kingdoms.

395 A.D. – Emperor Titus the Cruel assassinated; civil wars break out.

433 A.D. – Attila invades the Roman Empire, ending Imperial control over the provinces; Romanized successor states under "proconsuls" emerge in Europe.

527 A.D. – Ephthalite Hun ruler Mihiragula sacks Alexandria, burns its library; scholars rebuilding the collections rediscover the works of the Heronians.

532 A.D. – Anthemius invents the paddle-wheel steamboat.

565 A.D. – Eastern Turks invade China, sack Chang-an, disrupt growing power of the Northern Chou (Sui). China remains disunited.

610 A.D. – Proconsul Heraclius of Carthage takes Roma, declares himself first Emperor of the Second Empire.

742 A.D. – Gasparus Victor, first of the Arabian Emperors, begins the reconquest of the East.

767 A.D. – Aianus Gebir invents mustard gas.

788 A.D. – Capture of Pataliputra ends the hollow Gupta Empire; India Superior made a province.

794 A.D. – Discovery of the Hesperides by Magnus of Scandia.

813 A.D. – Conquest of the Maiae begins with the fall of Citenitsa (Chichén Itzá).

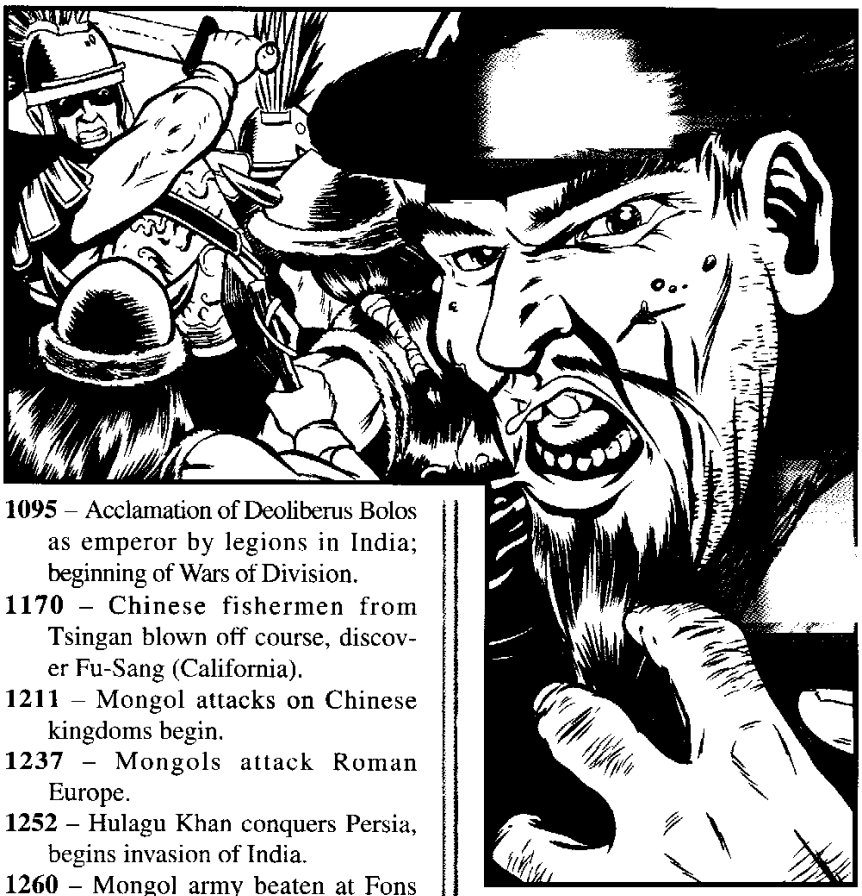
816 A.D. – Fall of Copan; colonization of Maia province begins.

848 A.D. – Conquest of Taprobane (Sri Lanka) completes Roman conquest of India.

867 A.D. – Emperor Basil begins the Macedonian dynasty, moves the capital to Alexandria.

906 A.D. – Magyar invasions ravage northern Empire, many European farmers flee to the Hesperides.

920 A.D. – Based on a misunderstood report of acupuncture, Rasis of Ctesiphon accidentally invents vaccination.



1095 – Acclamation of Deoliberus Bolos as emperor by legions in India; beginning of Wars of Division.

1170 – Chinese fishermen from Tsingan blown off course, discover Fu-Sang (California).

1211 – Mongol attacks on Chinese kingdoms begin.

1237 – Mongols attack Roman Europe.

1252 – Hulagu Khan conquers Persia, begins invasion of India.

1260 – Mongol army beaten at Fons Golias by Alexandrian forces under Rucinus Ardalus.

1265 – Hesperian traders contact Fu-Sang following Aerii Domesticii (Anasazi) trade routes.

1274 – Mongols sack Roma, destroy Atlantic ports; Long Night descends on the Empire.

1435 – Gaius Mocatesimus raids Haifeng (San Francisco), captures a paper-maker; paper begins to replace reed papyrus.

1453 – Pertinax Dinaeus invents decimal notation and algebra at the Library of Thediguacanum (Teotihuacán).

1471 – First new steam engine built in Heracliopolis.

1535 – Roman contact with Huaraca.

1552 – Autosteamer invented in Thediaguacanum.

1573 – Aetius Sirichis defeats the Dinei (Apache).

1579 – First Roman invasion of Huaraca fails.

Autosteamers (Continued)

Autosteamers move at about 20 mph on the Roman roads. They are PD2, DR6 but offer no protection to driver or passengers. A typical autosteamer weighs about 13,000 lbs. and can transport 2-3 tons of cargo or 22 passengers besides the driver. They are equipped with shock absorbers but are definitely not comfortable.

Touring Roma Aeterna

Roma Aeterna is a vibrant society in which local differences coexist with a universal ideal. The cities are of many styles, almost all featuring lavish and impressive public buildings set in a sea of urban poverty. One thing that always surprised the tourists (when tours were still allowed) was the color: public buildings are almost never bare stone, and in modern times gaudy paints are increasingly popular for even the poorest urban dwellings. The upper classes dress in togas no matter what the climate; everyone else still wears the traditional garb of their area.

Roma Aeterna's Life of the Mind

Roma Aeterna seems very primitive to Homeline natives despite its technical achievements. Many ideas thought of as "typically Western" simply do not exist in Roma Aeterna. For example, there is no idea of equality. Although Romans take pride in their law's incorruptibility, it deliberately treats each rank of citizen differently; the lower classes receive more severe punishments, and their testimony carries less weight. Women are held to be inferior to men and the law so treats them.

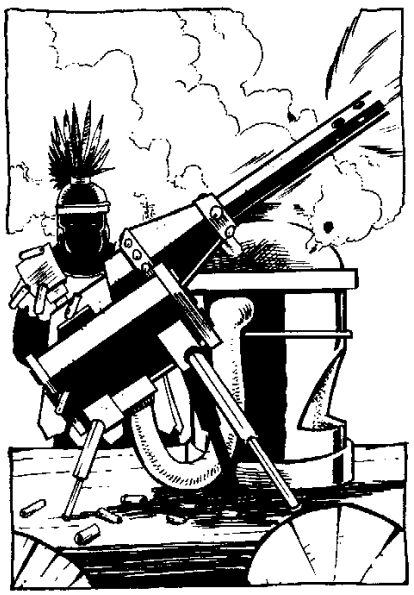
The peoples of Roma Aeterna also broadly agree on the insignificance of the individual. The notion of the sanctity of human life is foreign to Roma Aeterna, where slavery remains common and death, even death by torture, is an everyday penalty of law. Individualism is a philosophical position, but not a very influential one; on the contrary, service to the state is considered to be the most honorable path a man can follow – as a soldier among the lower classes or as an official among the upper.

Campaigning in Roma Aeterna

Infinity Patrol missions in Roma Aeterna will concentrate first on uncovering the extent of Centran control over Roman institutions and then on countering it – in other words, espionage, with a technological advantage over the locals but against an unusually shadowy enemy.

A pure Roma Aeterna campaign can take several forms. A military campaign might be built around expeditions against the Aereii ("Legions and Indians"). Or, Rome might bog down as it tries to invade Viet Nam in a few years. Demoralized, drug-addled legionnaires "fragging" incompetent equestrian officers are not very Roman, but could make a bizarrely interesting game. Perhaps the emperor could create an elite troubleshooting team similar to ***GURPS Special Ops*** – it would have less firepower, but so would their enemies.

Military campaigns are hardly the only option; intrigue is a way of life in the Imperial capital. A campaign might also focus on the mysterious side of the Roman world. Political cabals and mystery cults are very common in Roma Aeterna, and it would not be too much of a stretch to incorporate the conspiratorial mentality of ***GURPS Illuminati***. If Centrum is present in the campaign world, there really *is* a secret group with mysterious powers (parachronics and TL8 equipment) trying to gain control of the world!



1582 – Reinvention of the paddlewheel steamboat in Novum Aurelianum (New Orleans).

1588 – Aetius Sirichis sacks Cahoccea, taking the Magnus (Mississippi) valley for Nova Aurelianum.

1606 – Heracliopolis calls for assistance from Novum Aurelianum against Thediaguacanum.

1610 – Thediaguacanum and Heracliopolis annexed by Novum Aurelianum, founding "Hesperia."

1643 – Steam-powered machine gun invented in Heracliopolis by Maximus.

1660s – Britannian sailors add lateen sails to deep-draft oceangoing ships.

1704 – Britannians conquer Hispania.

1721 – Britannian expedition sails to Heracliopolis. Hesperians reject Britannian rule and prepare for war by seizing and copying a Britannian ship.

1726 – Britannians defeat Hesperian fleet, but are destroyed by hurricane before sack of Heracliopolis can be mounted.

1778 – Hesperian general Corineus Junius Selauchis defeats Britannians at Olisipo. Hispania welcomes Hesperians as liberators.

1781 – Corineus Junius Selauchis becomes Proconsul of Hesperia.

1787 – Junius adds Hispanians to his legions; Hesperians strike north through Gallia as Junius and Hispanians land in Britannia.

1788 – Junius takes Londinium; Britannia, Gallia and Scandia added to Hesperian sphere.

1791 – Junius takes Colonia Drusa (Magdeburg); Germania added to Hesperian sphere.

1806 – Junius acclaimed emperor in Roma; Third Empire officially begins.

1808 – Emperor Junius steams into Alexandria harbor and accepts the allegiance of Egypt.

1809 – Junius dies in Roma; his appointed successor Marcus Caelius Tarascus becomes emperor.

1810 – Tarascus puts down Germanian revolt, conquers Dacia, Sarmatia and Asia Minor.

1817 – Hesperian scholars recatalog the Library of Alexandria, rediscover chemical secrets.

1830 – Alexandrian Heronians construct the first handguns.

1841 – Tarascus dies in Roma, having recentralized the Imperial administration and accepted the allegiance of Africa and eastern Europe, succeeded by his appointed heir, Marcus Claudius Aeris.

1844 – Claudius launches the reconquest of Persia.

1850 – Steamship expedition up the Nile ends by conquering Aethiopia.

1857 – Claudius orders the reconquest of India.

1868 – Claudius dies in Roma; the general Gnaeus Septimius Aquileus becomes emperor.

1872 – Aquileus completes conquest of India, adds the name Indiacus.

1876 – Hodenosavanian Confederation attacks across the Serpens (Ohio).

1878 – Roman conquest of Hodenosavania completed, Romans begin moving across the Campania Magna (Great Plains).

Characters

Typical Character Types

GURPS Time Travel character types most likely to be found in Roma Aeterna are the agent, criminal (especially looter), fanatic, historian, soldier or, before the Centrum infiltration was discovered, tourist. Visitors may be of any ethnic background (except Far Eastern) and pass unnoticed in the cities of the Empire. Female visitors typically pose as high-ranking citizens for maximum freedom of action. Agents (of either sex) can also pose as slaves in order to be ignored by most Romans.

"Native" character types in Roma Aeterna include:

Barbarian

Any non-Roman – even one from so ancient a civilization as China – is considered a barbarian by the average citizen. In practice, the Romans do make distinctions between "barbarian kingdoms" such as Huaraca, and tribesmen such as the Dinei. Romans will expect all barbarians to be uncultured and childlike. The stereotypical ferocious barbarian – once a German, now probably a native of the Hesperides – might have Acute senses or combat-oriented advantages such as Combat Reflexes, Danger Sense, or High Pain Threshold. Skills include Combat and Survival skills. Disadvantages for all barbarians will include a Social Stigma (-15 points) and probably Primitive: for purposes of this disadvantage, consider Rome TL5, a Serican state or Taehan TL4, Huaraca TL3, and other groups TL1 or TL0.

Gladiator

Gladiatorial games are not common in the Third Empire. They did not exist at all in Hesperia but some provinces, notably Hispania and Persia, have retained them. Gladiators are slaves, although the more successful may earn enough to purchase their freedom and give up the arena. Good advantages are Combat Reflexes, High Pain Threshold, Rapid Healing and Toughness, as well as a Reputation for those who survive. In addition to Combat/Weapon skills (including martial arts – see p. 67), Gladiators should have Performance and perhaps Bribery.

Heronian

A Heronian is a combination philosopher and engineer, as close as Roma Aeterna comes to a research scientist. The generic term is used for most areas of study, but students of matter are called chemists (although alchemist might often be more accurate). Heronians are attached either to one of the dozen Academies or to someone rich enough to support them. Heronians may be devoted to practical experimentation, mystical alchemy, or anything in between. Or they may be total charlatans! Literacy is required, and either a Patron or enough Wealth to support themselves. Absent-Mindedness and Stubbornness are traditional disadvantages. Heronians will know Philosophy and at least one Science at an effective TL of (usually) 3.

Legate

Originally, a legate was a type of official; in contemporary Roma Aeterna, the term has been broadened to include anyone who is an official representative of some organization. The most common type of legate is an employee of one of the great families. They may be found almost anywhere, serving their employer's needs. Legates must have a Patron; other useful advantages include Charisma, Danger Sense, Intuition, Language Talent and Reputation. Disadvantages should include Duty and probably Sense of Duty. Legates should have Administration, Research and Writing, are likely to have Social skills, and Detect Lies is very useful.

Legionnaire

Legionnaires are trained and disciplined soldiers. Military stereotypes from modern armies may be transplanted to the legions. Advantages should be obvious, remembering that Military Rank, Status and Wealth usually come as a package. Duty is a required disadvantage; the Roman Code of Honor (see p. 67), Sense of Duty and Fanaticism are common. Modern legionnaires will know how to use Black Powder Weapons and Spears (the *pilum fulgurale* as firearm and with bayonet), and the gladius (Shortsword). Auxiliary troops may use any kind of weapon. They must learn Latin, and frequently know Scrounging, Tactics, Survival in one or more terrains, and Engineer (fortifications).

Senator

Senators are the highest class in the Empire. A senator is expected to serve Rome in the military and administration to the limits of his ability; high officials must be drawn from this class. They are expected to be educated, cultivated, and of exemplary character. Female senators do not serve the Roman state; instead, they look after the interests of their husband and family; in modern times, they often direct the family landholdings and businesses. Senators must have Status 5+ and Wealth (or possibly a Patron for younger senators with living fathers). They are always Literate, and may have an Ally Group, Charisma and Strong Will. Senators are likely to have Reputations, good or bad. Disadvantages for proper senators are the Roman Code of Honor (see p. 67), Sense of Duty and Honesty; less ideal types may have Greed, Bully, Gluttony, Lecherousness and Jealousy. Skills include Bard, Administration, Leadership, Literature, Philosophy

and Savoir-Faire. Men will have Politics and military skills; women will have Economics, Diplomacy and Merchant.

Slave

The Third Empire is not as slave-dependent as the older Empire, especially in Hesperia, but it is seeing a large influx of slaves from the campaigns of reconquest. Conditions of life vary widely for slaves: some are highly skilled and can accumulate substantial wealth in their own right; others are laborers with short brutish lives. Slaves can buy their freedom or be freed by their masters; slaves freed by Roman citizens automatically become citizens themselves (of the plebeian order, no matter what their master's rank.) Slaves always have a Social Stigma and Status of -1 or lower. The "clever slave" stereotype of the stage should have Acting, Fast-Talk and Savoir-Faire.

Advantages

Literacy see p. B17

Literacy is common in the Roman Empire, especially in the Hesperian provinces, but illiteracy is still the norm for the society. Any male or female Roman of Status 1+ or Hesperian origin may purchase the Literacy advantage for 5 points. Barbarians and other non-Romans must pay the full 10 points to be literate.

Military Rank see p. B22

Tribunes, prefects and consuls have civilian administrative duties as well as military ones.

Rank 8: Consul or Emperor
Rank 7: General, Prefect
Rank 6: Tribune, First Cohort; *Primus Pilum*; Prefect of the Camp
Rank 5: Centurion, First Cohort; Tribune; Prefect (Auxiliary Troops)
Rank 4: Centurion
Rank 3: Decurion
Rank 2: Signifier
Rank 1: Principales
Rank 0: Legionnaire; Auxiliary Soldier

Patron see pp. B24-25

Patronage is extremely important in Roma Aeterna. Although the law recognizes a patron/client relationship, informal patronage remains more common than formal. Ideally, clients are supposed to give their patron respect and support his interests, while patrons protect their clients and give them occasional gifts. It is quite common for loyalty to one's patron to outweigh loyalty to the Empire.

A rich merchant, military official or young member of a senatorial family is worth 10 points as a patron. A senator, army commander or tribune costs 15 points. A typical

secret society would also be a 15-point advantage. A very high-ranking official such as a consul or a member of the Imperial family, or a truly influential secret society, would be worth 25 points. The emperor is worth 30 points as a Patron. Generally, more important people will have lower frequencies of appearance.

Having Centrum as a Patron in Roma Aeterna costs 35 points: they are a very powerful organization (the equivalent of an influential secret society) with access to superior technology. If any of the secret societies really do have access to magical secrets, they would be worth a similar amount.

Reputation see p. B17

Reputation is very important to the Romans. If a citizen acquires a strong bad Reputation (Cowardly, for instance), he may turn all efforts to regaining a good name – or may commit suicide to wipe out the blot.

A special reputation is Imperator, "worthy to command Romans," awarded by legionnaires to their commander after a particularly brilliant military success. This is worth a +4 reaction from the legions (a large group), for a 10-point advantage.

Wealth see p. B16

Romans accept vast disparities in wealth between the social classes. To fit the Roman situation better, starting wealth should be modified by social class: determine starting money using normal Wealth level and an "average" of $2,000. Then double the result for Status 3, multiply it by five for Status 4, and by ten for status 5+.

Disadvantages

Code of Honor — see p. B31

Any true Roman male should have the *Roman Code of Honor:* Prefer death to dishonor; always respect your father and your superiors, and require respect from your inferiors; never show fear or behave in a cowardly manner; take care of your own; the first duty is to serve the Empire. *-10 points.*

The woman's version is: Prefer death to dishonor and insist that your relatives do the same; always respect your father and husband; look after your children and servants, and see that they behave properly; avoid immodesty and public emotion. *-10 points.*

Social Stigma — see p. B27

All women, freedmen (former slaves) and noncitizens are second-class citizens, and have a -5-point Social Stigma. Slaves, of course, are valuable property: -10 points. Barbarians have a -15-point Social Stigma in Roman territory, as do escaped slaves and deserters from the army if known as such (if not, this is a -20-point Secret).

Skills

Bard — see p. B47

Oratorical skill is very common and highly prized among the upper classes of the Empire. Almost any Roman man (and many women) of Status 3 or higher should spend at least 1/2 point on it.

Driving (Autosteamer) (Physical/Average) — Defaults to other Driving-4

Skill in driving a Roman steam-powered "car." Although autosteamers exist in other timelines, they are usually more advanced than the Roman model: apply tech-level penalties for operation and repair as if the Roman autosteamer were TL5.

Languages — see pp. B54-55

Latin, the government language of Roma Aeterna, remains very close to classical models in its written form. However, its pronunciation is odd to a Homeline Latinist, who is at a -1 when trying to communicate orally with a native of Roma Aeterna. Several months of experience are necessary to remove the penalty.

Almost no one except government officials and merchants actually *uses* Latin in everyday life. The Empire is a welter of tongues, many of them descended from Latin, Greek or Persian and few being spoken over any great area. In Hesperia, the spoken *lingua franca* is a native-influenced Latin dialect they call Maian, the language of Heracliopolis and Novum Aurelianum.

Martial Arts

For GMs with only the Basic Set, Boxing and Wrestling (pp. B242-243) should be available to Roman characters. GMs with ***GURPS Martial Arts*** may include Pancratium. Other forms of martial arts exist in the East but will not normally be available to Romans; GMs can decide for themselves which types to include. Cinematic skills may be appropriate as mysteries restricted to the initiates of a secret society, but should never be publicly available.

Overseer — see p. 30

Piloting (Jactavolans) (Physical/Hard) — Defaults to other Piloting-6

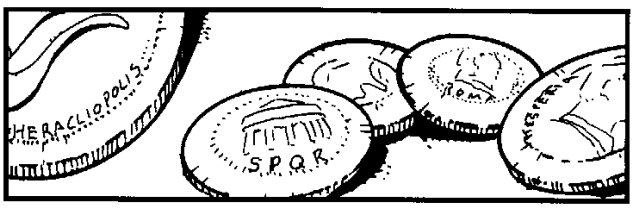
A *jactavolans* pilot must make a skill roll on both take-off and landing, as well as in any hazardous situation. Failure on a landing indicates a rough landing that damages the craft; a critical failure means a crash. Failure by 1 on a take-off indicates that the glider does not successfully become airborne and must land at once; failure by more than 1 means that the rockets have malfunctioned and set fire to the vehicle. If the pilot has expert skill (15+), he may re-roll a take-off failure or a critical failure on landing; a successful second roll averts disaster. A critical failure on take-off or during flight, however, means the rockets have exploded and crippled the craft; no re-roll is possible.

Economics, Jobs and Wealth

Currency and Prices

The basic unit of currency in Roma Aeterna is the *sesterce*, a silver coin here symbolized "$." Because of their very different levels of development, it is impossible to compare the sesterce with the Homeline dollar. The gold *aureus* is worth 20 sesterces; a copper *as* is worth one-25th of a *sesterce*. Coins are minted to commemorate new emperors, important victories and other events.

Because central Imperial rule is such a recent development, there are many, many local coins in circulation. Although roughly equivalent to the official currency, they are often debased and rarely valued as highly as the official



sesterce; bargaining is indispensable for getting full value for such coins. In many areas of the Empire, especially among the poor, barter is still the most important method of exchange.

Hired cart, per day	$1
Autosteamer	$85,000
Bread, sausage, and vegetable dinner	$0.5
Three-course dinner	$10
Plebeian tunic	$15
Toga	$50
Expensive toga	$1000
Tenement room, per month	$20-60
Luxury apartment, per month	$2,000
House or country villa	$750,000+
Printed scroll	$5
Telescriptor message	$25
Unskilled slave	$500
Price of manumission	$5,000

Social Status and Cost of Living

Level		*Monthly Cost of Living*
8	Emperor	$150,000+
7	Emperor's heir	$90,000+
6	Proconsul, general, high magistrate	$60,000
5	Senator	$40,000
4	Equestrian	$20,000
3	Urbanus	$5,000
2	Plebeian, freedman civil servant	$1,500
1	Wealthy plebeian	$800
0	Plebeian, freedman	$400
-1	Noncitizen	$100
-2	Provincial	$50
-3	Poor noncitizen or recently-liberated freedman	$30
-4	Slave	none

Job Table

Job (prerequisites), Monthly Income	*Success Roll*	*Critical Failure*
Poor Jobs		
Beggar* (no requirements), $30	10	-1i/3d
Tenant farmer (Agronomy 12+, ST 10+), $40	PR	-1i
Street thief* (Pickpocket or Stealth 10+), $40	Best PR	2d/3d
Struggling Jobs		
Factory laborer (ST10+), $125	10	-1i/1d, LJ
Street vendor* (Merchant 9+), $150	PR	-1i/2d
Average Jobs		
Gladiator* (slave) (Combat Skills 13+), $600	PR	3d/7d
Legionnaire (Latin, Black Powder Weapons, Spear, Shortsword 10+), $300+board	PR	1d/-1i,3d
Minor civil servant (Administration 12+, Law or Accounting 11+), $750	Best PR	-1i/LJ
Comfortable Jobs		
Civil servant (Administration 14+, Accounting or Law 12+, Politics 13+), $2,000	Best PR	-1i/LJ
Heronian (Philosophy 13+, a Science or Fast-Talk 14+), $2,500	Best PR	-1i/LJ
Legate (Status 0+, Diplomacy 14+, Law 12+), $5,000	PR	-1i/-3i
Wealthy Jobs		
Large land owner(Administration 10+, investment of $2,000,000+), 1% of investment	12	-2i/lose $3d×20,000
Provincial Governor (Status 5+, Adminstration and Intimidation 13+), $75,000	Best PR	-1i/LJ and Reputation lowered by 1

* Freelance

Weaponry

The Empire has no radio, so they have limited ability to coordinate a battle. The army uses black-powder muskets, steam-powered armored vehicles, mounted flamethrowers, and rocket launchers which can fire explosive rounds or poison gas. The Roman navy is ironclad and armed with large artillery and rocket launchers. They have no air power except for the *jactavolantes.* Due to their superior weaponry, training and discipline, the legions can defeat any barbarian army and most civilized armies with ridiculous ease. Only Huaraca might be able to field an army that could stand off the Romans, owing as much to their mountains as to their adoption of some Hesperian military techniques.

The legions are infantry forces; Rome no longer makes extensive use of cavalry. All Roman soldiers volunteer for a 20-year term of service. The job pays poorly, but on retirement the survivors get a plot of land and a generous monetary award ($40,000). A legion is 5,000 men, divided into 10 cohorts of 500, each made up of five centuries. One cohort per legion is devoted to armored vehicles and artillery; the rest are infantry, armed with rifles and bayonets. At present, there are 100 legions. Auxiliary troops – less-well-trained irregular forces, sometimes cavalry – are raised as necessary for a specific purpose. During the conquest of India, auxiliaries outnumbered the legions three to one.

The Roman navy is relatively small, consisting of only 90 ships of the line (plus transports). Since those ships are ironclads armed with cannon, however, no other power in the parallel can seriously challenge them.

Roman Arms

Gunpowder was only applied to firearms in 1830, so personal firearms are still relatively primitive: use the Black Powder Weapons skill. A standard-issue legion *pilum fulgurale* is a musket armed with a bayonet since its fire is not reliable or fast enough to serve as the exclusive means of attack. Modern legionnaires carry a powder flask and 50 lead balls.

The Roman gladius, or shortsword, remains a common sidearm. With a cutting edge added sometime over the centuries, the modern gladius resembles a larger version of a Homeline Bowie knife.

Roman legionnaires, with a monopoly on gunpowder, are equipped with chain hauberks (PD 3, DR 4 for areas 9-11, 17-18) over a quilted cotton tunic (PD 1, DR 1 for areas 6, 8, 12-14). They wear steel pot-helms with face guards (PD 3, DR 4 for areas 3-4; PD 2, DR 3 for area 5). Quetzal feathers have replaced the traditional horsehair crests.

Artillery and other heavy weapons are much more advanced than personal firearms. Two hundred years before the discovery of gunpowder, the Hesperians invented a steam cannon and even a steam-powered machine gun that takes three people to operate.

Chemical Weapons

Long before the invention of the steam cannon, Romans were using catapults to launch shells filled with dangerous substances. The chemists of the Second Empire invented "Greek fire," a form of napalm which cannot be extinguished with water, and created a type of poison gas used extensively on the campaigns in India in the eighth and ninth centuries. Although many of the secrets of the Greek chemists were forgotten during the Alexandrian era and the Long Night, they are now being rediscovered at a brisk pace. Both Greek fire and poison gas are in use – for the latter, use the rules for mustard gas on p. B132.

Weapon	*Malf*	*Type*	*Damage*	*SS*	*Acc*	*1/2D*	*Max*	*Wt*	*RoF*	*Shots*	*ST*	*Rcl*
Pilum Fulgurale	14	Cr.	3d	19	1	100	600	15	1/60	1	11	-3


SHIKAKU-MON

Four temple gates –
under one moon,
four sects.
– a haiku of Basho (1644-1694)

The history of this Quantum 3 parallel apparently diverged in the early 16th century, when the heir to Ferdinand and Isabella of Spain survived to ascend the throne as John III. Without the dynastic union of Spain and Austria under the Hapsburgs, European history took a different shape during the crucial era of the Reformation. On the other side of the globe, the Jesuits were successful with their campaign of Christian proselytization in Japan. Under the Oda chancellors, Japan began the adaptation of Western culture that was eventually to give it dominance in the Far East.

Today, the name for the parallel itself comes from the local version of Japanese: *shikaku-mon*, from the native word for "square" and their French loan-word for "world," is a common term for the quadripolar balance established in the 20th century. Japanese control of the eastern half of the globe is balanced by the economic power of Brazil, the frightening totalitarian Swedish Empire, and the technological achievements of the Kingdom of France, risen from the ashes of military defeat to seize the high ground of space. Despite technology superior to Homeline's in many areas, societies cling to archaic aristocratic forms that no longer function in the modern world. Social tensions between the haves and the have-nots have disrupted society in much of the world and are still increasing.

Shikaku-mon history is less strongly parallel to Homeline history than most other known parallel worlds. After the breakpoint, events changed in unexpected ways, and relatively few important people from Homeline history have counterparts in Shikaku-mon. Could this be an indication that Shikaku-mon is "special" in the same way as Homeline? Even worse, Shikaku-mon is in local year 2015, *precisely* the same as both Homeline and Centrum. Taken together, Infinity thinks there is a strong possibility that full parachronic technology, including projectors, would function in Shikaku-mon. The prospect terrifies the Council.

History

The Rise of Sweden and Japan

The most important change of the 16th century was the unification and conversion of Japan under the Oda chancellors. This was not widely recognized in Europe at the time, where the Protestant Reformation absorbed their attention. Although its course differed in many subtle ways, the decisive shift in the timeline came only in the 17th century, in the Fifteen Years' War (1618-1633). Gustavus Adolphus firmly established Protestantism in northern Germany under Swedish domination, beginning the rise of Sweden to great-power status.

The French Bid for Hegemony

From the mid-1600s to 1861 France, the greatest power in Europe, struggled for complete dominance, most notably in the War of Austrian Succession (1701-1720), when Louis XIV and Charles XII of Sweden defeated England, Spain, and the Dutch. It was a violent era, but its political turmoil was ultimately less important than the ongoing changes in economic and intellectual life.

John III Trastámara

The 1469 marriage of Ferdinand of Aragon and Isabella of Castile set their two kingdoms on the path to unity. When they conquered Granada in 1492 – the same year Columbus sailed – Spain became a reality for the first time, one of the most powerful realms in Europe. In Homeline, the death of their only son John threw the Spanish inheritance to their daughter Joanna and her Hapsburg husband and son. By the time Ferdinand died, Joanna's husband Philip was dead, she herself was insane, and her son Charles inherited the Spanish crowns – and the imperial title from his father. For the first half of the 16th century, Charles V was the most powerful monarch in Europe.

In Shikaku-mon, however, John did not die and the Trastámara dynasty continued in Spain. The effects of this change on European politics were innumerable. Charles V, still Holy Roman Emperor, lacked the resources to fight France, Turkey and the Protestants effectively. Charles and John forced the Pope to call the Council of Verona, which reformed the abuses of the Church somewhat earlier than Trent in Homeline would. France gained influence, but squandered its power in civil strife. In the 17th century, the improved position of the German Protestants and the French crown produced decisive changes in European history.

Closer to home, the kings of neighboring Portugal, fearing the influence of Spain under a monarch more focused than Charles V, resisted popular calls for the establishment of an Inquisition. Eventually, Sebastian I reluctantly gave up his wild dreams of crusade, which in Homeline led to his death in Morocco and the temporary takeover of Portugal by Spain. As prince and king, Sebastian instead sublimated his energies into support for missionary activity, especially in the Far East.

The Conversion of Japan

In 1549, the Jesuit St. Francis Xavier arrived in Japan to inaugurate the most successful mission his order would ever have in Asia. Forty years later, there were perhaps 150,000 Japanese Christians; by 1614, despite intermittent persecutions under Hideyoshi, there may have been as many as 300,000. This success worried the rulers of the newly-reunited country. The Tokugawa shoguns attacked Japanese Christians ferociously as part of their policy of isolation. The 1637 Shimabara rebellion sealed the fate of Christianity in Japan, which by the end of the century was reduced to a tiny underground remnant.

In Shikaku-mon, however, St. Francis Xavier survived his fever of 1552 (apparently because of a Portuguese companion not present in Homeline), returned to Japan and led the mission for another 20 years. His letters persuaded the Pope to establish an archbishopric in Nagasaki independent of the Portuguese archbishop in Goa, and he personally ordained the first native Japanese Jesuit just before his death. Later Jesuits continued to draw heavily on the talents of Japanese converts.

Contemporary Shikaku-mon historians do not accept the legend that a Japanese Christian saved Oda Nobunaga from assassination in 1582, but Homeline is not so sure. In any case, Nobunaga's longer life in this parallel forestalled the rule of Hideyoshi and the rise of the Tokugawas. The Odas' benevolent neutrality toward Christianity, as well as their continued interaction with European powers, allowed the Church to continue its explosive growth. By the time the pro-Christian Westernizer faction fought the Traditionalists at court in mid-century, Japanese Christianity probably could not have been destroyed no matter the outcome. The victory of the Westernizers ensured the complete evangelization of the empire.

The Industrial Revolution brought Britain and France an economic world dominance that was only challenged by later arrivals in the 19th century. The Rationalist movement, parallel to the Enlightenment in Homeline, expressed and created a new outlook on the world. In Shikaku-mon, however, although the Rationalists did bring a decline in traditional religion, they failed to create an era of revolutionary politics.

France suppressed the Republican movement everywhere except in Portugal, and managed to maintain its dominance in Europe, as well as a leading position overseas. But the strain of maintaining itself increased dangerously. Finally, in the War of Prussian Succession (1856-1861), a grand alliance – including Japan, fresh from the victory over China which had given it unrivalled hegemony in East Asia – defeated France and broke up its empire.

For two-thirds of a century, the victorious powers occupied themselves with expanding their influence through colonies, trade, and industry. But gradually they came into competition, drawing each other into a complex, unstable system of secret alliances that virtually guaranteed a general war.

Modern Times

The Pyrrhic War, 1927-1932

The immediate cause of the war turned out to be Brazilian and French activity in India – which brought both powers to war with Britain and Japan, the established powers there. British alliances brought in Sweden and some minor powers in Europe and America. On the other side, the Coalition Agreement between France, Brazil and Russia, originally a commercial arrangement, now became a military partnership.

Advanced technology rendered the war far longer and far more destructive than anyone had predicted. The Allies slowly broke the Coalition in Central America and along the Rhine trenches, but at the peace talks the Allies found themselves preoccupied with domestic trouble. The rigors of war had led to increasing civil unrest in the conquered lands of the Allied empires . . . ultimately resulting in Indian risings, joined by rebellions in China, Poland and Ireland. The Treaty of Amsterdam reordered a few colonial lines, but the Coalition powers escaped the expected punishment. Even the war indemnities largely went unpaid. The name "Pyrrhic War" became current in the immediate postwar period when the Allies found themselves mired in colonial rebellions and economic depression while the Coalition powers recovered.

Synarchism

Sweden and Britain were hit hardest by the post-war depression. Britain remained trapped in economic stagnation for most of the 20th century, spending its scant resources on a futile attempt to retain control over most of India. The Swedish response to depression and growing civil unrest was somewhat different: Edvard Bagare's Synarchist Party won control of the Riksdag in 1934 and proceeded to create the first totalitarian state the timeline had ever seen. At first, many were predisposed by the horrors of the war and economic collapse to listen to the synarchists' proposed solutions. (The outside world usually denied the terrors of synarchist rule in the Swedish Empire, since they were so far outside all modern experience.) Directed from Stockholm, synarchism dominated the political landscape for three decades, winning support especially in the less-developed regions of the West, until Sweden belied its supposed idealism by stumbling into a major war.

The Bombing of Britain

In 1962, the Swedes decided to support a *coup d'état* by the British Synarchist Party, calculating that the other major powers would not be willing to intervene militarily and risk another Pyrrhic War. Although correct in this judgment, covert aid prolonged British resistance and slowly turned the tide against the Swedes. In the face of defeat, Sweden used the experimental atomic bombs it had been developing in the far north of America.

Nuclear strikes destroyed the four major British industrial cities. Electromagnetic pulses destroyed most of the island's electronics, fires swept upper England, and hordes of irradiated refugees shattered the transport system. London and the other surviving cities found themselves starving. Despite aid from a world which only gradually realized the full extent of the tragedy, civilization collapsed in most of England with unbelievable speed.

The Silent Struggle

The use of atomic weapons during the Britannic War inaugurated the current era of covert struggle between the powers. A case could be made that the so-called "Silent Struggle" did not actually begin until the following year, when Brazil exploded its own fission bomb. In any event, the era has seen continuous tension between the powers, with occasional flare-ups into proxy wars where spheres of influence overlap – most violently in Persia and southern Africa.

The threat of an atomic "Last War" is no more popular in Shikaku-mon than it was in Homeline. But so far the quadripolar balance, backed by the CEM (see sidebar, p. 80), has been able to surmount even such crises as the Swedish defiance of France's ban on orbital travel, and the collapse of Brazilian domestic authority during "Red Tuesday" (see p. 77) shortly after the millenium.

Britain

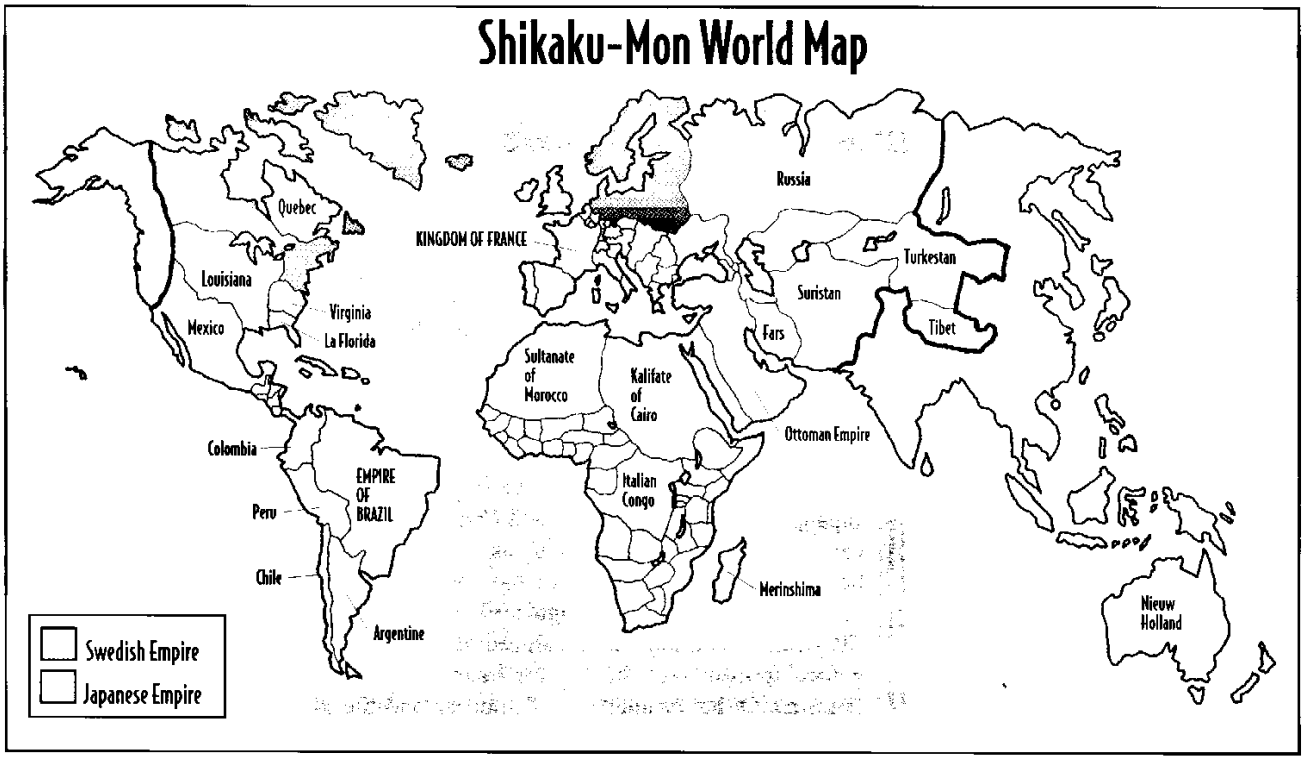
Britain, the most tragic area of Europe, never recovered from the Britannic War of the 1960s. The island's population, reduced by 60% during the chaos after the nuclear attack (principally from famine and disease), still numbers no more than 25 million.

Perhaps the most repressive Synarchist Party in Shikaku-mon controls contemporary Britain. State terror destroyed insurrections, often funded by displaced English; guesses about how many people were killed to establish the regime range into the hundred thousands. The government still seems to be trying to keep a file on *everyone*, and the cowed population fears and hates the Directorate of Internal Security.

The English Diaspora

With the collapse of the social fabric in England, many of the English who were able to get to the ports fled the island to Europe, America and their former colonies in Africa. Most large cities of the Atlantic world now have an English section, self-consciously cultured and cool toward outsiders. The diaspora is particularly evident in Virginia, Germany and the African states, where the English control large sectors of the African states' economies and the government of the Cape Republic.

Shikaku-Mon World Map



Who Really Rules the Empire?

Everyone knows that the emperor of Japan has had no real power for centuries. The Imperial Advisory Council ran the country for many years, but is now so decorous that it has become a rubber-stamp body. So who *does* rule Japan?

The startling truth is: nobody. The chief civil and military officials and the heads of the *zaibatsu* spend most of their time negotiating with each other, usually along lines set by interfamily politics. Policies somehow emerge out of these countless off-stage discussions and battles.

Official position so rarely corresponds to substantial power in Japan that it is often hard to tell who really sets policy on any given issue. Grain prices may be set by an Admiralty staff officer, if he happens to have the proper connections. The Agriculture Ministry may determine policy in the East Indies. And the two probably won't consult each other.

This method of ruling produces the curiously hapless Japanese foreign policy. Without agreement on what is to be done, Japan usually wastes its strength pursuing half a dozen different, often incompatible, objectives. If the governing class does agree on a goal, the whole empire suddenly becomes an alarmingly efficient tool for its achievement, as in the Indian War or the atomic program.

Being Shikaku-mon Japanese

Homeline Japanese find their counterparts in Shikaku-mon similar enough to be familiar but with very disturbing differences. They are more Westernized: the great change of Christianity matches other pervasive adaptations such as the use of the Latin alphabet in place of Chinese characters or Japanese *kana* and the habit of placing the personal name before the family name, rather than after. Portuguese personal names are still fairly common.

Without the experience of the Tokugawa shogunate, Shikaku-mon Japanese are more outgoing and publicly self-willed. They value intense personal religiosity and are among the world's more devout Christians. Still, very few Japanese believe that religious scruples should be allowed to stand in the way of more worldly loyalties.

Continued on next page . . .

Locales

The Japanese Empire

The dominant power in Shikaku-mon, the Japanese are said to rule "half the world." This popular phrase is too generous geographically: the empire extends across about 40% of the globe, and contains less than a third of its land surface. In human terms, however, it underestimates: the six and one-half billion subjects of Emperor Yasuhiro make up 65% of the Earth's inhabitants, mostly in East and South Asia. The 750 million ethnic Japanese hold all political power.

The sheer size of the empire frightens the rest of the world. The Japanese navy is as large as those of any two of the other superpowers, and its army (only about one-quarter ethnic Japanese) larger than all of the three together. When the empire pursued economic autarchy, their great family-owned *zaibatsu* corporations, exploiting only the domestic market, grew larger than any other companies except the very largest Brazilian megacorporations. Since they decided to enter the world economy in the 1980s, Japanese companies have been overwhelming markets around the world.

The empire is basically aristocratic, structured around the great families. The gigantic *zaibatsu* are family holdings, and the *nouveau riche* who control them were given equal status with the older landowning *daimyo* after the emperor began ennobling them. The great families continually intrigue against one another and even have private wars in some outlying territories of the empire – but these struggles are kept quiet. All know that they must present a united front if they are to retain control. Communication is maintained and alliances created by an informal network among the women of the families, whose role in setting policy has never been appreciated by their men. Lesser citizens enter service to the great families or, best of all, the central government, hoping to climb the social ladder – rising to the upper ranks is extremely difficult but not impossible.

The Japanese state has comparatively weak control over its Japanese citizens, even though the legal rights of the emperor are almost unlimited in scope: for Japanese, the Control Rating is 4 in the islands and 3 in other areas of the empire. The Imperial Advisory Council is the ruling body of the empire, but it has grown so large that all its important business is done in informal meetings between members outside the Council chambers. The central government provides a focus for public sentiment and a rallying point for the imperial elite.

Chukyo

The "central capital" is by far the largest metropolis in Shikaku-mon and one of the largest on any known timeline, with over 64 million inhabitants. Chukyo was once an alternate name for Nagoya, the city from which the Imperial Advisory Council controls Japan and the empire. However, after the completion of the "lightning rail" systems between Nagoya, Kyoto and Osaka/Kobe, the whole became a single urban sprawl stretching across central Japan, with the Shining Mountain arcology complex (see below) on the northeast shore of Lake Biwa serving as a fourth center in the urban chain. "Chukyo" became the common name of the entire agglomeration in the 20th century, a custom legitimized when Nagoya's old name was officially restored.

Chukyo is a hideous urban sea of concrete and wood. A few estates, often garden spots of great beauty, are maintained by the government or by the great families. Ordinary apartment buildings and the private homes of the wealthy exist in the shadow, often literal, of arcologies (gigantic single buildings which

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MAPS

house up to a half-million inhabitants each). In recent decades, most residents have seized on virtual reality as an escape from the grimness of urban life, disappearing into fantasies of medieval samurai adventures in the vanished wilderness, romantic adventures among the 18th-century nobility, and epic battles between armadas of gleaming starships

Chukyo is the center of almost everything important in Japan, including politics, industry, education and entertainment. However, the regimented routine of the average citizen never touches the towering offices or walled estates where the handful of Japanese elites determine every aspect of his existence.

The Conquests

For many centuries, the Japanese divided themselves from subject peoples by language, customs and religion. (The government discouraged Christian evangelization among non-Japanese without ever admitting it.) This system broke down in the 19th century as fairly large groups, especially among the Koreans and Malays, converted to Catholicism and became conversant with Japanese customs. Rather than admit such groups into Japanese society, the rulers of the empire turned to race.

Today, the subject peoples are held to be born inferior to Japanese, with innate incapacities that neither religion nor custom can mend. The Japanese do consider Europeans superior to common Asians, but during the last 50 years they have begun to rank themselves above Europeans as well. Intermarriage between Japanese and outsider – except the occasional European – is not illegal but is unthinkable.

Thus non-Japanese find assimilation into the ruling classes of the empire almost impossible, and at this late date they seldom bother to try. The Japanese are experts at making the local elites dependent on them, dividing the population from their leaders. Without loyalty to the empire or hope for liberty, apathy is widespread among the subject peoples.

Japan blatantly exploits all its conquests for economic gain, with large segments of the population coerced to grow crops that the government wants or to labor in factories for substandard wages. Their standard of living is kept deliberately low in order to discourage political activism by focusing attention on survival. The Control Rating is 5 for non-Japanese subjects.

China is better off than most of the other conquered areas, as the Japanese feel some lingering sentiment toward the country they thought was the center of the world for so many centuries. Resistance movements are strongest in Korea, Vietnam and the parts of India conquered in the 20th century.

Aoteara

The islands called "New Zealand" in Homeline are the only group of Japanese-settled outer lands with cultural independence, apparently because large-scale settlement began when communications were still slow. They now have a population of about 160 million – all Japanese; the last Maori died more than a century ago. The Aotearans are more individualistic and less aristocratic than the Japanese of the home islands. A disproportionate number of the Japanese artistic and scientific accomplishments of the last several decades have come out of Aoteara.

Japanese America

Japanese America is more typical of the overseas Japanese populations than Aoteara. Despite its large population (about 250 million, four-fifths Japanese), its separate administrative units all focus back toward the home islands. Underdeveloped in high culture and education, the provincials send their best and brightest back across the Pacific for their education. Some of them return.

Being Shikaku-mon Japanese (Continued)

Many familiar aspects of Japanese culture do not exist in Shikaku-mon: the samurai ideal is no more influential than medieval knighthood is in Homeline, and the *yakuza* never came into existence at all. (Organized crime in the empire is mostly Chinese). Ninjas still play a role in pop culture, but no contemporary Japanese assassin would dream of using medieval weapons.

Japanese society is preoccupied with etiquette. Custom, never publicly questioned, dictates everything from the use of stainless cutlery with shellfish instead of silver, to the requirement that a married woman avoid regular salaried employment. Curiously, freelance professions are considered acceptable for citizen women, despite the general condescension toward them. Japanese men believe that women are shallow and foolish, which leaves them vulnerable to the many female spies of the other powers as well as to their own relatives.

Japanese society is not the monolith that outsiders sometimes perceive. Although conforming elitists devoted to the imperial structure dominate the empire, dozens of groups wish to change contemporary Japanese culture. Some are religiously motivated: sometimes Buddhists, or even Shintoists, who believe Christianity was a mistake, more commonly Millenialists who have shifted their apocalyptic expectations to 2033. Synarchism (see sidebar, p. 77) is not a religion but sometimes acts like one. Reactionary nobles and their admirers have never reconciled themselves to the opening of the upper class to wealth and talent; a few of them even want to give real power to the emperor. Brazilophilia has declined since Red Tuesday (see p. 77); the same events have encouraged groups opposed to Western "decadence and disorder" and agrarian Luddites who dislike the "new" urban Japan. Such groups often blur with the antisemitic movements, which are remarkably popular considering that there are almost no Jews in Japan.

Other Cities

Edo was never the capital of Japan and was never renamed Tokyo, but since it is the center of the Kanto plain, it still has a population of almost 13 million. Other large cities in Japan include Fukuoka, Hiroshima, Kawasaki, Kitakyushu, Sendai and Sapporo. All have more than a million people and aspire to be smaller copies of Chukyo. The only city of Japan with serious pretensions to cultural independence is Nagasaki, with about 750,000 people due to strict zoning. Its Cardinal-Archbishop is the Primate of the Church in East Asia. It is the site of the University of Nagasaki, the only top school in Japan not run by the government.

The rest of the empire has almost 500 cities with a population of more than a million: one-third in China, two-fifths in India and Southeast Asia, and the rest mostly in the other Japanese lands. On the surface these are usually debased copies of Japaneses cities – some seem to be all slums – with only religious buildings and interior decorations expressing the culture of the people who live within.

Nieuw Holland

Dutch Australia is the only land in the Japanese half of the world that does not owe allegiance to the empire. It is a smaller exception than maps imply. Though physically large, the country has a population of only 30 million, outnumbered five to one by the Japanese inhabitants of Aoteara alone. Although its economy is advanced, it depends on Brazil for high technology. The *zuiderlingen* are very anti-Japanese and individually well-armed. Most Japanese think the difficulty of pacification would outweigh any gains from a military conquest.

The Swedish Empire

The Swedish Empire is a totalitarian state, the first in its timeline, devoted to the synarchist ideology (see sidebar, p. 77). It controls the European lands around the Baltic Sea and much of North America. It invented the atomic bomb and briefly seemed to threaten world domination. The inhabitants of Shikaku-mon are so used to thinking of Sweden as the great threat that they have scarcely noticed its slipping power and grave internal tensions. The Poles and Danes have always been restive under Swedish control, and recently the Russian subjects of the empire have also become insubordinate.

Of its 280 million inhabitants, about 100 million live in the European provinces. Sweden has a navy about the size of Brazil's and the largest army in the Western hemisphere. The Swedish economy is not very efficient and cannot really afford to maintain such a large military establishment; the cost has been dragging Sweden down year by year.

Even now, 81 years after the synarchist takeover, many people cannot bring themselves to believe the horrific reports that have circulated since the 1930s. Since synarchist doctrine revolves around the importance of ideas, thought control has been the explicit goal of the state since its inception. The logical extreme of isolating or exterminating those attached to "erroneous" ideas was reached during the 1940s, and has remained a permanent feature of Swedish society. Its Control Rating is 6, of course.

Six "Directorates" govern the Swedish Empire. The First Directorate administers the basic functions of government in policy and foreign affairs. The dreaded Second Directorate is supposed to collect and provide information; it is really the secret police – the world's largest and most feared covert operations agency. The Third Directorate handles culture, education and propaganda. The Fourth Directorate attempts to manage the economy. The Fifth Directorate controls the armed forces. Finally, the Sixth Directorate is the judicial system. In practice, the Second, Third and Fifth Directorates form a sort of balance of power, with the Third Directorate playing a role similar to the political parties of the old Homeline totalitarian states. (All political parties have been abolished as inappropriate to the new order.)

Sweden gives the impression of being frozen while in the process of crumbling. Every other city block seems to contain a half-completed repair project, as if the workers lost the energy to continue. Shortages, breakdowns and impossible bureaucracy, which elsewhere cause a simmering unrest among the lower orders, here seem to produce only a crushing gray apathy. The population is relentlessly pressured into mimicking authorized views that nobody believes any longer, so that increasingly they pay no attention to *any* public pronouncement. Only the small opposition groups, under constant threat from the Second Directorate, show any life.

Swedish America

The Swedish Empire's holdings in North America have two parts. The lower continent is densely settled, focusing on the Atlantic seaboard south of Newfoundland and the area around the Great Lakes. Inhabited by millions of European immigrants and their descendants, this area is culturally similar to Sweden proper.

The rest of Swedish America, the north of the continent, is the region of internal exile, much of it under direct control of the Second Directorate. Its estimated population in 2015 is ten million, almost all prisoners in the "Black Constellation" of Second Directorate labor camps.

The Empire of Brazil

Stretching from the Orinoco to the Salado/La Plata rivers, from the Andes to the sea, the Empire of Brazil dominates South America on a map almost as totally as it dominates it in the real world of politics and economics. While Spain and France treated the Americas as a source of minerals and grain, the Brazilians pursued their own development from an early stage, and entered the 19th century beholden to no European master. They passed through the Industrial Revolution a little later than Britain and France, inventing mass-production techniques on the way, and found themselves economically dominating the Americas almost by accident.

Although Brazilian economic dominance has eroded, the 530 million subjects of Sebastian IV still enjoy the world's highest average standard of living – albeit with extreme variation between rich and poor. Brazil's small army and large navy are very professional, and are backed by a large aerospace force and the world's strongest nuclear arsenal.

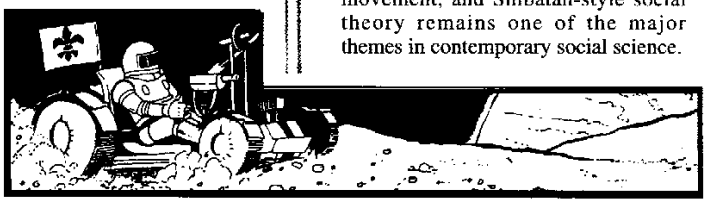
In most other ways, however, Brazil is barely a state at all (its CR is 1). The Brazilian multinational corporations always had a tendency to act semi-independently. The government was able to retain their support until the religious movements around the millenium. In Brazil, they inspired revolutionary violence, growing in power throughout the 1980s and 90s. The government's crude attempts to maintain order only made it an increasingly ineffectual object of hatred from all sides. Matters finally came to a head in 2002, when waves of violence reached the proportions of civil war in most of the major Brazilian cities. On "Red Tuesday," corporate security forces bloodily intervened, decapitating most of the revolutionary organizations and forcing the rest underground. The courts legitimized the quasi-independence of the megacorps over the next few weeks and the national government lost effective control of its own territory.

The cosmopolitan natives of Rio de Janeiro, Recife, and Porto Allegre took the collapse of civil authority in stride. Even ordinary Brazilians approach life with reckless abandon, making it a point of pride to dismiss the occasional car bombing or running gun battle as trifles beneath their notice. Distractions like these only add spice to the challenge of free enterprise. When Brazilians relax from the press of business, they spend their profits with equal gusto. Fads in recreational drugs and body cosmetics seem to sweep society on a weekly basis, while the samba is fresh forever.

Brazilian society is extraordinarily tolerant by Shikaku-mon standards. Brazil has the most complex racial mix on the planet, but its society is not racist. The Catholic majority lives peacefully with small Muslim and Protestant groups and Jews that number almost a third of the population. Even sexism is rare. Toleration is in part an achievement of history, and in part due to a gulf between rich and poor that dwarfs all other considerations.

The Kingdom of France

France is a small nation which looms disproportionately large in the world. Scarcely larger than the Homeline nation, France has built itself into a world power on the basis of cultural influence and technological superiority in the key areas of space and computer programming (although they lost out on the last generation of computer hardware). France's 125 million citizens have the highest educational level and per capita GNP in the world, and are almost unbearably smug about their past and present achievements.



Synarchism

Kiyoshi Shibata was a Japanese expatriate with no known counterparts in other parallels. Shibata's studies in Cologne brought him into contact with the self-named Rationalist philosophers who sought to restructure society according to the dictates of pure reason. Shibata reworked their theories into a grand scheme of "sociodynamics," which appeared in a dozen books from 1849 until Shibata's death in 1884. These works claim a definitive scientific explanation of all of human society.

Shibatan analysis is based on cultural elements which he called "sympathies" in the individual mind and "factions" in society (the debate over the precise relation of these two terms continues in theoretical synarchism). These create individual and collective opinions through a dynamic competition. To a sweeping and subtle analysis Shibata added a utopian call: although in the past "factions" had evolved only by their own inner logic, the time had come to remake them according to the dictates of reason, and so impose at last true order on the ungoverned chaos of human affairs. Shibata thought this process was the basic story of history: the natural evolution from primitive anarchy to *synarchy*, the final society in which every institution and every thought work in harmony for the greater good.

Despite simplifications and fundamental errors in Shibatan theory, its hybrid of "scientific" social analysis and revolutionary utopianism proved a potent blend. Its persuasiveness was enhanced by evolutionary theory, which Shibata helped introduce to Europe. The whole Rationalist movement was virtually hijacked by Synarchists, and Shibatan theories emerged as perhaps the dominant strain in intellectual life during the 19th and 20th centuries. Even today, it is more natural for most theorists in Shikaku-mon to think in terms of culture than, for instance, economics. Synarchist parties became the most significant radical political organizations in most European countries.

Synarchists in countries outside the Swedish sphere of influence had already reclaimed much of their independence by the time the Britannic War finally put an end to Swedish pretensions. Nevertheless, synarchism remains alive as a utopian/radical movement, and Shibatan-style social theory remains one of the major themes in contemporary social science.

Louisiana

The King of Louisiana ruled Central North America from Nouvelle Orleans. Squeezed between Japanese and Swedish territory, the kingdom was economically dominated by Brazil and culturally a satellite of France even after its independence in 1861. Its natural wealth in agriculture, oil and minerals enabled it to play the four superpowers off each other in a continuing war of influence. Everyone was reasonably happy with the arrangement except for the Louisianans themselves.

In 2013, Nationalist revolutionaries seized control of the kingdom and, with broad popular support expressed in a National Estate, declared their intention of opting out of the world system as completely as possible. They proceeded to nationalize all foreign possessions in the country, raise tariffs, and cut themselves off from the Tapestry to show they meant it.

As they had gambled, Brazil was restrained from reasserting its traditional hegemony by the other superpowers, who considered invasion but were unable to agree on the division of the spoils. Brazil is not at all happy at this loss of influence in "its" hemisphere and has toppled at least one government (in Cuba) that seemed to be considering following Louisiana's example.

The Commonwealth of Virginia

Virginia is the only large overseas settlement Britain ever produced in Shikaku-mon. Its culture reminds Homeline natives of early-20th-century United States, but a smaller nation that grew up under siege. Its society prizes dynamism and is much less aristocratic than Europe, but with a more defensive attitude than Homeline's USA; there is a common feeling that Virginia has to move twice as fast as the rest of the world just to keep up with the larger powers.

Every Virginian – since the Pyrrhic War, even women – trains as a soldier for two years. The martial virtues, including discipline but not unthinking obedience, are celebrated in local culture. Virginia produces both extreme patriots who think the country ought to follow Louisiana, and expatriates prominent in the service of the Brazilian megacorps and sometimes even in the *zaibatsu*.

France does not maintain a large army or navy, nor does it possess nuclear weapons. However, its aerospace force is the most advanced in the world, and its superior position in space serves as a military deterrent.

France is officially a monarchy (the current king is Louis XXVI) with an advisory assembly, the Estates. Its true rulers are the interlocking elites of the political and business worlds. The easiest entry into the elite is through graduation from a handful of important schools; working up through the ranks is possible but uncommon. Officially France does not discriminate, but somehow women, immigrants, Protestants and Jews never seem to make it into the higher offices.

Paris

Paris is the nerve center of France, and the home of the King, all the government bureaus and most of the large corporations. With 19 million people in its metropolitan area, it is by far the largest city in France and, in fact, the largest in Europe. It is still the most important cultural center in the world and the most international of the great cities. Putting the headquarters of the CEM (see sidebar, p. 80) anywhere else was scarcely considered.

Unfortunately, the "City of Light" does not really deserve its reputation for beauty on this timeline; apart from a few areas maintained as enclaves for tourists or the wealthy, the city is a typically grimy 21st-century agglomeration. The city center was renovated for tourism in the last century at enormous expense, but urban pollution and street crime reach even here and much of the effect of ancient buildings like Notre Dame or the Palais is lost in the looming presence of the arcology complex to the northeast.

French Luna

The key to French power, now that they have lost their monopoly on orbital space, is their control over the moon. Lunar manufacturing is less profitable than that done in orbital space, but mass drivers offer a cheap method of export to Earth. The mass drivers also serve as the French contribution to the balance of power, capable of doing as much damage as a nuclear strike – admittedly, only over a greater period of time, but then their arsenal is much larger. The total population of Luna is about 900, of which about 100 have physiologically adapted to low gravity; the rest rotate back to Earth regularly.

The Rest of the World

Europe

Europe has both Swedish and French blocs. Contest for influence has not flared into open warfare since the Britannic War, but shady politics and the occasional assassination remain the order of the day. Life isn't bad for the ordinary citizen in Europe, at least by comparison with most other areas, but they have circumscribed freedom of action. The CR is 4 or 5 in most areas.

Italy and Russia have the most independent spirits of the European states. Though traditionally intimidated by Sweden, Russia has recently been encouraging nationalist sentiments among the Swedes' Russian subjects. Italy vigorously contests French and Brazilian cultural influence, with more success in academic high culture (such its Republican political thought or the neo-Visionist

school of art) than on the popular level. The German states, by contrast, are subservient and spiritless, giving the impression that they have never recovered from the Pyrrhic War.

Asia

Most of Asia is Japanese or Russian, with thinly populated states in the interior retaining nominal independence because they are not worth the effort, or the diplomatic costs, of conquest. In the southwest, the Ottoman Empire still pretends to be the natural leader of the world's Muslims, hurling anathemas at the revisionist sect that now controls Egypt and the Holy Cities in Arabia. Oil wealth has done little for its backward position, thanks to the corruption of its elite and its continuing technical inferiority.

Africa

Africa was divided by the European powers in the late 19th century. About a century later, they lost interest in controlling it and awarded independence to most of their colonies. Today, the continent is a patchwork of poor, backward and insignificant states. Not one person in a hundred could name more than half a dozen of them, or even knows that African-born whites still rule three states in the south (Boer State, Mozambique and the Cape Republic). The only regions the world as a whole cares about are Cairo, Morocco and the large piece of central Africa that the Italians have refused to give up despite world condemnation.

Technology and Society

Shikaku-mon technology is comparable to that of Homeline or Centrum: near-future from the perspective of 20th-century Earth, or, in ***GURPS*** terms, TL8 with some TL9 devices. Aerospace and most forms of electronics are somewhat more advanced in Shikaku-mon than in Homeline; medicine is less developed. Shikaku-mon has a "cyberpunk" mentality and seems to be in transition to the usual cyberpunk technology – while computers are everywhere, cyberwear is rare.

The French are still the world leaders in aerospace and the Swedes in nuclear technology, although their leads have been eroding. The Brazilians invented mass production and led the development of computers; they still produce the best consumer goods. The Japanese invented plastics and have recently taken the lead in heavy industry.

Shikaku-mon is not as dependent on oil and coal as Homeline is. The developed regions, particularly Sweden and Japan, have made extensive use of nuclear fission plants to supply electricity. Japanese researchers recently developed commercially-feasible fusion power, and the first fusion power plants are in the process of being built. Europe depends more on fossil fuels, although French and Italian magnetohydrodynamic generators are more efficient than the usual Homeline power plants. Brazil is similar to Europe, with limited use of nuclear energy; it is also the only country in the world to make large-scale use of solar power.

Transportation

Within the huge cities, public transportation, usually light rail, has become the only method of transport. Due to extreme congestion, private transport is neither legal nor possible in huge areas of most urban centers. In Swedish terri-

The Holy See

In Homeline the Pope is the sovereign of Vatican City, the smallest state in the world. In Shikaku-mon the Holy See is treated as an independent state which owns no territory at all. The constitution of the Italian Republic gives the Church special legal privileges in Italy, including the equivalent of diplomatic immunity for Pope Innocent VII and his staff.

The Holy See has considerably more wealth and power in Shikaku-mon than in Homeline or most other developed timelines, in large part because Catholics make up almost half of the world's population and at least 90% of its elites. The influence of the Holy See in the world of diplomacy is considerable, and all important governments (except the Swedes) pay attention to it. It has a permanent (nonvoting) observer on the High Council of the CEM, which it helped design.

But while the Holy See is wealthy and influential, it is not very *holy*. It often seems to act more like a multinational corporation than a religious body. Many Catholics are quietly scandalized by the seemingly exclusive concern of the Holy See for worldly affairs, and are considering it increasingly irrelevant as a religious authority.

Incidentally, Vatican II never happened and the reforms of 20th-century Homeline never took place. Mass is still said in Latin throughout the world.

Pollution

Driven by the pressure of ten billion people on the environment, pollution is worse in Shikaku-mon than it ever was in Homeline. Air quality is noticeably bad in most of the world's cities, and even in stretches of Japanese and European countryside. Air pollution is actually life-threatening in the average industrial center about 20 days in the year.

Many large lakes, the Mediterranean, and the Baltic are virtually dead areas, and the oceans themselves have suffered massive extinctions of larger organisms. There is no organized environmentalist movement in Shikaku-mon. Some activists believe that humanity is destroying itself, but few people have the time to listen to them.

The CEM

The *Communauté des Etats du Monde*, or CEM, is the Shikaku-mon version of the United Nations. Established at the instigation of Brazil and the Pope during the Britannic War, its purpose is to prevent war, especially between the superpowers. The CEM Assembly has representatives from most of the world's nations, including several of those contained in the Swedish and Japanese Empires. The High Council, on the other hand, comprises one representative from each of the four superpowers, three other members selected from the Assembly, and a nonvoting delegate from the Holy See. Resolutions of either body are considered binding on all nations *including nonmembers*. Each of the four superpowers has veto powers.

The CEM is really just a shouting platform unless the superpowers collectively want to accomplish something. However, it has proved its value: it was used to sponsor the Atomic Restriction Treaty, which prevented nuclear proliferation beyond the superpowers, and the Earth Orbit Disarmament Treaty, which demilitarized orbital space with CEM inspection teams. Most of Shikaku-mon credits the CEM with forestalling the Last War in 1977 and probably 2006 as well.

Launching Lasers

A method of attaining Earth orbit that leaves the engine on the ground, launching lasers create a reaction on the underside of a capsule in order to propel it into space. The Japanese Empire, the only nation to use them, has been constructing a network of launching lasers in their tropical possessions – the home islands are too far off the equator for the system to be practical there yet. The system is comparatively cheap, and can support many more launches than have yet been required.

tories, light rail systems are considered the most efficient means of transportation within and between cities.

Private automobiles are still the basic form of short- and medium-range transportation in Brazil and some other parts of the Americas, at least for anyone with money. Modern cars are heavily computerized, some of them even capable of driving themselves on highways. More and more, luxury cars are armored.

Over longer distances, aircraft are the usual means of travel. Every country in the world is accessible by air, and in fact several less-developed regions have tried to use aircraft rather than construct an expensive rail or road system. Trips of thousands of miles usually involve sub-orbital scramjets.

Space

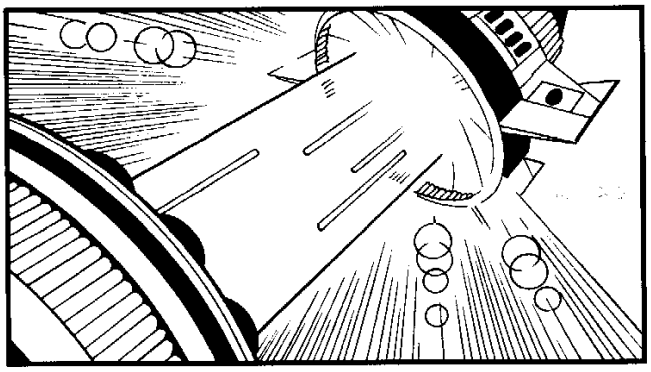
Space technology is highly advanced in Shikaku-mon, but the French own the moon and have shown no desire to venture beyond it except with a few unmanned probes. The only region of space that has really been exploited is that around Earth itself. Orbital space hums with activity. Hundreds of unmanned satellites coexist with a dozen space stations: there are an estimated 1,200 people in orbit at any given time. Almost four-fifths of them live in Archangel Station, a huge complex of satellites in geosynchronous orbit over the Amazon basin.

Archangel Station is the site of most of the zero-gravity research and industrial production in Shikaku-mon space. It gets its energy from an array of solar power satellites, beaming the excess to northern Brazil. The station presents itself as a city in space. However, people rotate in and out so quickly that there is almost no sense of community. As in other space stations, the technology that keeps everyone alive is so delicate that civil rights and privacy have to be ignored when they conflict with safety. Furthermore, since the Earth Orbit Disarmament Treaty of 1977, CEM inspectors have had the legal right to go anywhere, regardless of sovereignty, in ensuring the absence of weapons systems from space.

Computers and Dataweaves

The computer in Shikaku-mon is even more prevalent than in Homeline. Its evolution followed a similar path, although personal computers appeared slightly earlier. They have become very popular and very cheap, with a new generation appearing every five or ten years. The obsolete micros of a decade or two back are common even in the less-developed nations.

The modern "octavo" personal computer weighs about two pounds and can run for a year on internal power. TL9, Complexity 3 "quantum-wire" machines are just hitting the shelves from a few Brazilian and Japanese producers. All executives carry "sextodecimo" personal assistants (10 ounces) which can keep appointments, record a diary, run spreadsheets and access the Tapestry (see p. 80). Governments, corporations and research institutes use massively parallel mainframes (TL9, Complexity 6) with architecture superior to anything in Homeline. "Megacomputers" are not available, however, and despite years of artificial intelligence research, no one has yet succeeded in constructing a true AI.



Programming assumptions in Shikaku-mon are different from those in Homeline, and have always paid more attention to security. Even so, standard policy for the superpowers and multinational corporations is to keep really sensitive data on physically-isolated systems.

The Shikaku-mon term for computers linked together is *dataweave*. There are a lot of them, including huge amateur systems that are some of the more popular recreations in the developed world, from virtual-reality games to television shows with special electronic bulletin board allowing response from the fans. Most of the dataweaves link together somewhere (except for the deliberately isolated systems); the entirety is usually called "the Tapestry." The Euro-Brazilian complex is the largest segment of the Tapestry; the Japanese and Swedish systems are somewhat smaller and have relatively few connections to the larger complex. There are small, obsolete dataweaves scattered throughout every less-developed nation; except for the Louisianan Weave, which their Nationalist government has isolated, these link up to the larger Tapestry. (And even in Louisiana covert connections still exist.)

Surveillance

Surveillance technology is very common and usually less regulated than firearms. In Sweden such devices are not available to private citizens; in Brazil they can be bought over the counter. The technology is also highly advanced. Any of the TL8 surveillance devices in ***GURPS Ultra-Tech*** are available at double efficiency and one-quarter the weight. The equipment used by professional spies is surely even better than that.

Medicine and Cybernetics

Medical techniques in Shikaku-mon are, on the whole, somewhat less developed than their counterparts in Homeline – in some areas Shikaku-mon is still back in the 20th century. Organ transplants are still risky, and effective cloning techniques are far away. On the other hand, doctors can cure almost all infectious and parasitic diseases.

Although local electronics are easily good enough to make cybernetic implants, the technology has remained experimental because of the less-advanced biology and materials science: without regular immune-suppression treatments, which have side effects of their own, the subject will eventually reject the implants (see *Rejection Syndrome*, p. 87).

Outtime Penetration

The Council's Nightmare

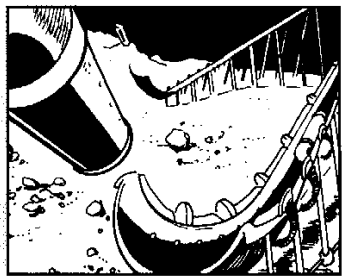
Since the first days of parachronic travel, the Infinity Council has been worrying about the day when a timeline capable of building projectors would be discovered within reach of Homeline. Since Shikaku-mon is at the same local time as Homeline and Centrum, a majority of theorists believe that it represents such a threat. It does not help matters that Shikaku-mon technology is slightly more advanced than Homeline's, nor that the parallel is dominated by corrupt, paranoid elites. The only bright aspect to the Shikaku-mon headache is that it is beyond the reach of Centrum projectors; thus, the only way Centrum might gain access to the timeline is through agents in Homeline or world-jumpers.

The Infinity Patrol

The Infinity Patrol is the only Homeline organization allowed to operate in Shikaku-mon, and it is being *very* cautious about its investigations. Overall policy toward Shikaku-mon is still being debated at the highest levels of Infinity

Mass Drivers

Another non-rocket means of space transport is used exclusively for sending freight from the moon. The lunar mass drivers use a long row of electromagnets to accelerate a metal-jacketed package to escape velocity, in essence *throwing* it into space. With lighter gravity and no air, the lunar mass drivers are sometimes less expensive to use than rail transport. Mass-driver packets are sent to land in the ocean (usually the North Atlantic) for retrieval. While mass drivers could theoretically be used for passenger traffic, existing technology would probably kill anyone who attempted to hitch a ride. In any case, packets sent by the mass drivers contain no life support.



Nuclear Pulse Drive

It is possible to propel a *carefully*-shielded spacecraft with exploding nuclear bombs. This method is obviously dangerous and also wasteful. Nuclear pulse drive ships are not very long-lived; the vibrations cause components to break down rapidly despite shielding.

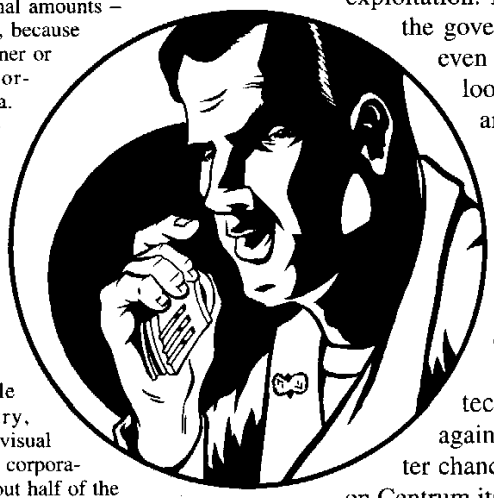
Sweden is the only nation that has used them, when they broke the French lockout on Earth orbit by lifting the armed satellite *Edvard Bagare* directly into orbit. The Earth Orbit Disarmament Treaty made nuclear pulse drives illegal – but the Swedes are believed to retain two or three nuclear pulse drive ships in case they ever want to lift a lot of mass into space *fast*.

Direct Interfacing

The *concept* of direct links between a human brain and a computer has only recently been invented in Shikaku-mon, and it is very far from being realized. In fact, many theorists believe that direct interfacing is impossible. Virtual Reality does exist, and some people have tried to adapt it to a computer interface, but most programmers find V.R. environmental interfaces distracting rather than helpful.

Entertainment

Virtual Reality sets have moved into the home over the last decade, and interactive V.R. is now perhaps the most popular form of entertainment. V.R. scenarios are available over the Tapestry for nominal amounts – some of them free, because of a quixotic designer or because they incorporate propaganda. The most popular V.R. designs come from Brazil and, recently, Aoteara, but the most artistically impressive designs are Italian and Mexican.



Many other forms of entertainment are available over the Tapestry, interactive or not, visual or text-based. Big corporations dominate about half of the entertainment market; the other half consists of thousands of tiny niche-marketed productions. The entertainment conglomerates deliberately try to shape mass culture, although much of the time they end up following rather than leading.

Censorship is common in Shikaku-mon: governments manipulate the mass media to suit their political and cultural ends, while the Catholic Church forbids blasphemy and "immodesty." While sex is off-limits to the legal market, violence is a staple element of pop culture.

Fashion

Modern businesswear in Shikaku-mon has been heavily influenced by the Japanese. The contemporary excutive wears a jacket of black silk (or artificial fibers) embroidered with the emblem of his corporation or, if sufficiently exalted, his family. The jackets have hanging rectangular sleeves which can hold keycards, a sextodecimo computer, saints' medals and/or ceramet stilettoes. Formal dress in France, still the arbiter of style, currently favors brocaded capes and metallic wigs for men and women. Street dwellers ape the fashions shown in Brazilian V.R. shows, currently pastel cotton jackets and pants for both men and women (although women's styles show more skin), with hair dyed to match. Synarchist Sweden stands apart from outside trends, requiring uniform coveralls at every level of society.

Unlimited (there are rumors that Van Zandt himself is involved). So far, Infinity operations have only tried to set up corporate front organizations in the Americas.

Infinity desperately wants to find out if a projector can function in Shikaku-mon, both to test parachronic theory and to open up further quantum levels to exploitation. However, the timeline is pervaded by spies working for the governments, secret agents working for the corporations, and even "peepers" (see p. 85) spying as a hobby. Anything that looks interesting is sure to attract attention from some group, and even amateurs have surveillance technology equal to the best Homeline equipment. The I-Cops get ulcers imagining what the professionals must use, but they have not yet been able to get samples of classified technology. They have already had to send several too-inquisitive natives to Coventry, and the ongoing missing-persons investigations are yet another focus of anxiety for Patrol operations.

It has not escaped the I-Cops' notice that Shikaku-mon technology might give crucial advantages to the struggle against Centrum. Agents so equipped would have a much better chance of gathering useful information and passing undetected on Centrum itself.

Unauthorized Visits

The temptations of Shikaku-mon to Homeline governments and corporations are very strong, given the advantages that would accrue to any group that duplicated their superior computer or surveillance technology. More dangerous yet, it might be viewed as offering a possible "balance" to Infinity Unlimited's monopoly of parachronic technology.

Since the timeline was discovered by a Japanese research team, the Infinity Council has not been able to keep its existence secret. Travel to Shikaku-mon is severely illegal; Infinity has declared that they will punish unauthorized incursions by revocation of access to all parachronic technology from the offending group.

Shikaku-mon Timeline

1497 – John Trastámara survives accident.

1516 – John III ascends Spanish throne.

1539-1547 – The Council of Verona reforms worst Church abuses, condemns Protestant doctrines.

1552 – St. Francis Xavier returns to Japan after being refused admittance to China.

1570 – Archbishopric of Nagasaki established. First Japanese Jesuits ordained.

1582 – Oda Nobunaga survives assassination attempt.

1589 – Oda Nobunaga unifies Japan, appoints himself *kampaku* (Imperial Chancellor), abolishes shogunate. Formal alliance of Portugal and Japan; Japan provides garrisons to Portuguese Asian possessions.

1601 – Manuel II takes the Portuguese throne. Large-scale emigration of "converted" Jews to Brazil.

1618-1633 – Fifteen Years' War in Germany.

1638 – First Swedish settlements in North America.

1642 – Charles I of England crushes rebellion; Puritans migrate to Virginia.

1652 – Westernizer faction wins court struggle in Japan, creates Imperial Advisory Council.

1679 – Samurai rebellion crushed by ruling Westernizers in Japan.

1681 – Austrians begin Turkish Wars, expansion over southeastern Europe, and partnership with Hungarians and Romanians.

1690 – First Japanese settlement of Aoteara [New Zealand].

1701 – War of Austrian Succession begins. Death of James II of Great Britain without heir; crown passes to William of Orange.

1704 – Louis XIV of France allies with Charles XII of Sweden; they begin combined operations in Germany and, later, Russia.

1711 – Treaty of Cologne (signed by all parties except Britain) recognizes French candidate in Austria, Swedish rule of Baltic region. Holy Roman Empire dissolved. France gets Argentina, Louisiana, Florida from Spain.

1718 – England revives Grand Alliance against Louis XIV; war breaks out again in Germany.

1720 – Charles XII invades Britain; Treaty of Lincoln ends the war. Sweden acquires New England.

1742 – Sweden annexes Denmark and Norway.

1743 – Japanese establish first colony in America [Anchorage, Alaska].

1755-1763 – Colonial wars in Indian Ocean, collapse of Portuguese power. Japanese take official control of archipelago and Malaya. Accords of Goa partition India between British, French, Dutch, Japanese, and native Marathi.

1779 – Oda line extinct; Japanese Council moves capital to Nagoya; militarists take power.

1781 – Japanese emperor formally converts to Christianity.

1786-1789 – Louis XVI's reforms in France.

1792 – Virginian republicans win independence with French, Brazilian backing.

1800-1804 – Revolutionary republicans in Italy put down by French.

1807 – Republicans take power in Portugal; royal family flees to the "Empire" of Brazil.

1822 – Abolition of slavery in Brazil. Restrictions on slave trade in French America, moving to eventual abolition.

1839 – Kiyoshi Shibata comes to Europe.

1840-1855 – Japanese conquest of China.

1848 – Toshio Abe publishes *The Evolution of Living Creation.*

1851 – Shibata founds the first Synarchist Party in Bavaria.

1856-1861 – War of Prussian Succession: France and Austria vs. Sweden, Britain, Brazil, Japan. Central Germany and Paraguay region devastated. Treaty of Strasbourg breaks up French possessions.

1871 – First ennobling of *zaibatsu* families in Japan.

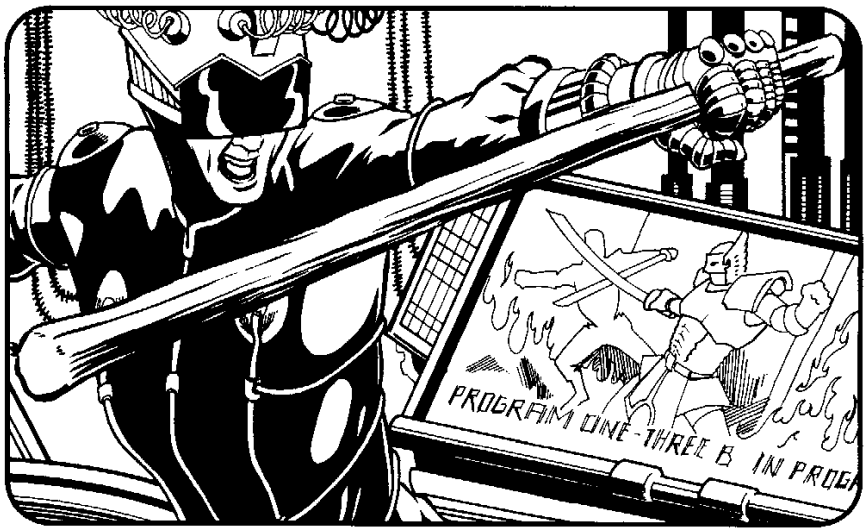
1880-1900 – Partition of Africa.

1897 – Mahdist (messianic) movement captures the Holy Cities in western Arabia, sweeps Egypt. Suez canal project terminated.

Shikaku-mon's World of the Mind

Shikaku-mon has a peculiar mentality from a Homeline perspective, an odd mixture of advanced but alien ideas and archaic survivals. Because of a different intellectual history (there never was an Enlightenment in Scotland, and Adam Smith never wrote), Shikaku-mon natives are less ready with economic explanations of human behavior. "Self-interest" is typically defined in ways that sound more psychological than material to a Homeline native. Because of Shibata's influence, it is common to talk as if ideas manipulated the people who hold them: "Do you really think her loyalty to the corporation can defeat her communal orientation?" "I'm afraid Millenialism has overpowered him." Most people judge ideas in terms of their utility, without respect to their accuracy. One important example: almost everyone agrees that religious faith is necessary to social order, but actual *belief* is rare.

Most of Shikaku-mon moved from an aristocracy of birth to an aristocracy of wealth and talent without ever going through a phase of popular democracy. Remnants of the old nobility are still present and socially powerful. People tend to talk about redefining the aristocratic tradition and trying to purge it of corruption instead of replacing it with a more egalitarian ethos. After all, "everyone knows" that public order and progress depend on hierarchy. Authority may depend on consent of the governed in some abstract sense, but most Shikaku-mon natives believe that people can so easily be manipulated into giving their consent that the concept is almost meaningless.



Campaigning in Shikaku-mon

Shikaku-mon has obvious potential for high-stakes Infinity Patrol missions. Agents must prevent the natives from discovering the existence of other timelines – and, when they find out anyway, must somehow prevent them from revealing the Secret. If Homeline intruders are seduced onto the timeline by the possibilities of its high technology – which has already happened more than once – they must be stopped from either taking any Shikaku-mon technology back with them or, worse, leaving Homeline technology behind.

The Infinity Patrol has the goals of keeping Shikaku-mon from developing parachronics, and of preventing them from destroying themselves. One frightening possibility: could Shikaku-mon have a counterpart of Paul Van Zandt, the man who invented parachronic technology? In Homeline, his family was from northern Germany and emigrated to New England, which would make him a Swedish citizen in Shikaku-mon. Relatively few Homeline natives have doubles in Shikaku-mon – but if Van Zandt were one of the few the results might be disastrous.

Or maybe the reason history has diverged so far from the Homeline standard is that some unknown force has been manipulating world events secretly – magic, psionics, the Illuminati, or even true time travel. Infinity hasn't even considered this possibility.

A straight Shikaku-mon-based campaign will be weird cyberpunk, in which some of the standard features (Japan dominates the world . . .) take peculiar forms (. . . militarily). The opportunities for political and economic struggle are manifold, and several technological innovations – like cyberdecks – are just waiting to happen. Shikaku-mon could be an interesting setting for Cthulhupunk or Illuminati campaigning, as well. Other Shikaku-mon campaigns (which will, to be sure, all have a strong cyberpunk flavor) could include Special Ops campaigns in the wilds of Africa or the frozen Swedish north, Espionage campaigns (with the Corporation in lieu of "the Company"), or even Horror of a peculiarly urban kind.

1903-1905 – British-Japanese war over India further divides the subcontinent.

1913 – Coalition Agreement between Brazil and France; Russia joins later.

1926 – Transistor invented in Brazil.

1927-1932 – Pyrrhic War: Allies (Britain, Sweden, Japan, minor powers) vs. Coalition (France, Brazil, Russia). Treaty of Amsterdam restores status quo.

1934 – Synarchist Party seizes power in Swedish Empire, begins creation of totalitarian state.

1937 – Brazil orbits the first satellite.

1938 – Secret nuclear program begun in Sweden.

1940 – Collapse and division of Austria.

1942 – French astronaut Jean-Marie Duchamp first man in space.

1952 – British financial crisis, general strike, growth of Synarchist Party.

1957 – French space station *Oriflamme*. Computer chip invented in Brazil.

1958 – British forced out of India; British government collapses; India falls into civil war.

1959-1963 – Japanese conquer the rest of India after civil war threatens to spread to their possessions.

1960 – French land on the moon and lay claim to it.

1961 – First successful atomic bomb test in Swedish North America.

1962-1967 – Britannic War after attempted synarchist coup.

1964 – Nuclear weapons destroy British industrial cities; collapse of British society. English scatter throughout the world. CEM established.

1965 – Brazil detonates a fission bomb. French build moonbase.

1968-1975 – Persian War proxy conflict of France, Japan and Sweden ends with division of area into three puppet states.

1970 – Japan gets the atom bomb. Atomic Restriction Treaty through CEM allows nuclear weapons only to Brazil, Japan, Sweden.

1971 – France refuses to allow Sweden to construct a space station, and threatens lunar strikes against launch sites.

1977 – Swedish armed space station lifted into orbit with nuclear pulse drive. France and Sweden cosponsor Earth Orbit Disarmament Treaty through CEM.

1980 – Shift in Japanese economic policy from autarchy to integration with the world market.

1983 – Polish uprising suppressed by Swedes; estimated 30,000 killed.

1987-1991 – Most African states become independent.

1995 – Archangel Station completed in orbit by Brazil.

1996-2001 – Millenialist religious movements, especially among the young.

2002 – "Red Tuesday" events establish Brazilian corporations as quasi-independent.

2006 – Angola Crisis proxy conflict of France, Sweden, Brazilian corporations.

2013 – Revolution in Louisiana.

2015 – The present.

Characters

Typical Character Types

The only Homeline characters who should be in Shikaku-mon will be agents of Infinity Unlimited. They will need to be trained in Savoir-Faire and Acting, and will probably also have Combat and/or Thief/Spy skills. All will have a Duty, and the I-Cops will prefer Fanatics in this critical timeline.

"Native" character types include:

Activist

A lot of people don't like the system in Shikaku-mon, and plenty of activists are trying to force changes. Examples might include Polish or Vietnamese freedom fighters, synarchist true believers (pro-Swedish or independents), guerrilla environmentalists, or Brazilian nationalists who want to restore real power to their government. Advantages may include a Patron, or personal Charisma. Strong Will is almost a requirement – and so is Fanaticism. Shikaku-mon activists will probably be skilled at practical Sociodynamics (see *New Skill,* p. 88) and are likely to have Bard, Politics and Savoir-Faire or Streetwise.

Assassin

Assassination is a common tactic in Shikaku-mon, especially in Japan and Brazil. Assassins are usually enforcers working for a government, corporation, or criminal organization. It's not a bad job, unless you decide you want to quit. Freelance assassins exist, but are much rarer than Shikaku-mon pop culture would indicate. Good advantages might include Night Vision, Combat Reflexes, Alertness and either a Patron (for an enforcer) or Reputation (for a freelance). Common disadvantages are Bloodlust, Enemies, Overconfidence, Paranoia and Sadism. Combat skills are almost universal, although Poisons might be the specialty of an assassin who likes things quiet, or Demolitions for the opposite sort. Area Knowledge and all sorts of Athletic and Thief/Spy skills may also be useful.

Bodyguard

With all the assassins around, bodyguards are a necessity for the rich and powerful. Although bodyguards must be trained in Combat skills, their function is not so much to protect their clients in dangerous situations as to prevent them from ever being in danger. Once weapons are drawn in this highly lethal world, it may be too late. Thus Alertness is a critical advantage, and Danger Sense, Empathy and Peripheral Vision would all be helpful, as well as Combat Reflexes. Good disadvantages, besides their Duty, might be Appearance (style is *everything*), Fanaticism, Sense of Duty or Vow, and perhaps even Paranoia.

Cyber-samurai is a special type of bodyguard; see below.

Corporate Troubleshooter

Generally working for one of the *zaibatsu* or Brazilian megacorporations, the troubleshooter is sent wherever the corporation's interests and profits are threatened, either by internal corruption or external competition. The corporate Patron is a 20-30-point advantage, and the Duty owed to it usually a -15-point disadvantage. Effective troubleshooters may well have Reputations, good or bad. Other disadvantages include Greed and Enemies. Troubleshooters may have almost any skills, but Languages, Social and Thief/Spy skills are especially common.

Cyber-Samurai

Cyber-samurai are specialists loaded with cyberwear and trained as highly visible bodyguards for important people. They are common subjects in Japanese popular culture. In reality, however, no one employs a cyber-samurai who cannot also afford much more discreet and effective methods of ensuring their personal safety. Cyber-Samurai are really nothing more than a status symbol for Japanese executives – more impressive than having an icon from the 17th-century Sapporo school, but not quite as good as getting yourself photographed with a member of the imperial family. Cyber-samurai always have cybernetic enhancements and therefore suffer from Rejection Syndrome (see p. 87); otherwise they are much like ordinary bodyguards.

Hacker

Alhough it has no cyberspace or direct interfacing, Shikaku-mon depends as much on computers as any cyberpunk world. Hackers are experts at penetrating computer security and hostile forms of programming. Many are employed; others, often the best, are freelance. Really successful hackers are targets for assassination if their victims can identify them. Although French programmers are the best in the world, Brazil seems to produce the best hackers. They may be idealists (possibly overlapping with the Activist character type), mercenaries, or simply thrill seekers. All computer experts but the youngest learned on TL8 machines, but anyone who can has also learned the TL9 ones. Hackers often have physical disadvantages, including Youth. Advantages frequently include Eidetic Memory or Mathematical Ability. Reputations with other hackers count as a small group of people, for 1/3 value. Computer Hacking and Computer Programming are mandatory skills.

Peeper

Peepers are a character type unique to Shikaku-mon. They are essentially amateur spies, experts in modern surveillance technology who do not work for a government,

corporation, or other organized group. Peeping is a popular hobby – their subculture overlaps with the hackers – and there are even a few freelance professionals, similar to Homeline private eyes but depending more on technology than personal interaction. Peepers frequently have Social disadvantages and Shyness. Peepers must have several specialties in Electronics and Electronics Operation: Security Systems, Sensors and usually Communications. They are often skilled at Cryptography, Intelligence Analysis, Lip Reading, Lockpicking, Photography, Research, Stealth, SIGINT Collection, and Traffic Analysis.

Peepers, and those hackers who are outside the normal power structures in Shikaku-mon, are particularly suitable for recruitment by the Infinity Patrol.

Secret Agent

Shikaku-mon is particularly congenial for spies, because there are so many possible Patrons. All the governments have their own intelligence agencies; the Swedish Second Directorate is the largest in the world, with the Japanese Internal Secret Police a close second. Apart from the superpowers, the Italian Secret Service and the Ukrainian Intelligence Agency are noted for professionalism. In addition, several hundred private corporations and radical groups probably run covert operations.

Secret agents come in many types: they may specialize in infiltration, hacking, electronic surveillance, or theft. Skills will depend on function and cover, but the advantages of Patron, Alertness and Alternate Identity are common to all. Duty and Enemies are the usual disadvantages.

Triad Member

Organized crime is common and powerful in Shikaku-mon, but the major players are different. The Mafia is restricted to Italy. The yakuza (which began in the 1600s or 1700s in Homeline Japan) never appeared at all. The most powerful criminal organizations, which set the tone much as the Mafia did in early 20th-century Homeline, are the Chinese Triads. Their name has become generic, so people refer to, for instance, the "Colombian Triads." Obviously, all Triad members have a Patron (usually about 20 points) and a Duty to their Patron. Enemies are common disadvantages. Triad members can have any sort of skill.

Advantages

Clerical Investment see p. B19

Roman Catholic clergy retain certain legal privileges in most countries, including the right to be tried by ecclesiastical rather than civil courts. They must also buy a 5-point Legal Immunity (see p. B237). However, there are no laws against double jeopardy.

Legal Enforcement Powers see p. B21

Most police forces in Shikaku-mon are local bodies run by some level of government. They are typically much less concerned with civil rights than were Homeline police, making this a 10-point advantage. The exception is Brazil, where the government's police powers are more restricted – but corporate police also have legal privileges. Either may take a 5-point advantage. Japanese private enforcers do not have any special legal status; their Patrons are supposed to take care of them. Agents of the Second Directorate in Sweden or other secret police forces have Legal Enforcement Powers worth 15 points.

Patron see pp. B24-25

Patrons at all levels of influence are very common in Shikaku-mon. "Deniability" and scapegoating are almost universal concerns for powerful Patrons, so that frequency of appearance should generally be low. Infinity is considered a 20-point Patron in this setting: caution about keeping the Secret here is so great that only small amounts of their vast resources will ever be used.

Unusual Background see p. B23

Two possible Unusual Backgrounds are spacemen, who have logged time in orbit or on Luna, and aristocrats from a European or Japanese line.

Enhancements

For cybernetic enhancements, see ***GURPS Cyberpunk*** or ***GURPS Ultra-Tech***. However, note that Shikaku-mon cybernetics are less advanced than in a typical cyberpunk world. There are no brain implants, and any other enhancements may be disallowed by the GM as too advanced. In addition, anyone with cyberwear is subject to Rejection Syndrome (see p. 87).

Disadvantages

Addiction see p. B30

With the exception of alcohol and tobacco, most drugs are illegal in Shikaku-mon. However, the laws are not normally enforced, especially on the lower classes. In the Swedish Empire and among the upper classes (Status 1+) in most countries, all drugs except tobacco, alcohol and marijuana are illegal. In Brazil and among the lower classes, poor enforcement means that all drugs are effectively legal.

Code of Honor see p. B31

This disadvantage is depressingly rare in Shikaku-mon. The samurai's code of *bushido* is dead and gone. Street-level characters may have the Pirate's Code of Honor (p. B31), but even that is not very common. "Won't sell out employer" is worth a base -10 points, but the +1 reaction bonus it carries brings its value down to -5 points. In Shikaku-mon, betrayal is a way of life.

Social Stigma see p. B27

Women are *second-class citizens* in most of the world. Female professionals are actually fairly common in the non-Japanese half of the world, but so far this reality has made no impression on the parallel's ingrained assumption of female inferiority – except in Brazil, where sex, race, and religion are all irrelevant compared to wealth. In Japan, women are treated as a *minority group* (-10 points): salaried employment is very rare among the classes that don't require a second income to survive, and women largely form connections with their own kind.

Japanese citizens disdain all outsiders: being non-Japanese in the Japanese Empire is worth -10 points, or -5 points for Chinese or Europeans. Africans or Middle Easterners (but not East Asians) have a -10-point Stigma in Europe or the Americas outside Brazil. Note that Hispanics are considered "white" throughout Shikaku-mon.

Being non-Catholic is worth -5 points in Italy, Spain, France, and their former colonies; it is not a problem in Brazil or the Japanese Empire. In the Swedish Empire, being obviously religious is worth -15 points, and runs the risk of getting you arrested – religious sympathies are considered dangerous.

Anywhere in Shikaku-mon, being obviously lower class is a -5-point Social Stigma in addition to the penalties for low Status.

New Disadvantages

Cyber-Rejection -10 points

Your immune system automatically resists any cybertech implant – your body spontaneously rejects such things as *foreign*. In Shikaku-mon, where cyberwear is uncommon, this is a -10-point disadvantage.

Rejection Syndrome -5 points

Even if you don't have Cyber-Rejection, anyone who has cyberwear in Shikaku-mon must pay the price for a state of the art that can't quite manage the problem of immune rejection. If you have cyberwear, you *must* take this disadvantage. Every month, roll against your HT, with a penalty assigned by the GM for the amount of cyberwear you have. Failure indicates that you have developed a problem; medical treatment will cost $1,000 and put you out of action for 1d days. Until treatment, roll against your basic

HT every day, and lose 1 point of HT and 1 point of either ST or DX (determined randomly) every time you fail.

Only regular drug treatments will help you avoid Rejection Syndrome. These treatments are both expensive ($300/week) and addictive, but legal. They constitute a -5-point Addiction. You may take both Addiction and Rejection Syndrome; this means that you have developed an immunity to the drugs – but are still addicted to them!

Skills

Anthropology (Sociodynamics) (Mental/Hard) Defaults to (other Anthropology)-5

This is a specialization of the Anthropology skill (p. B59); specialization is required, not optional. It is the study of culture and its transformation. In Shikaku-mon, under the influence of Shibata and his followers, this field is well-developed, although nowhere near as "scientific" as its practitioners sometimes claim. A successful skill roll will let you understand the cultural assumptions of a society. The default applies only if you learned Anthropology in Shikaku-mon – outsiders have no default.

Computer Hacking see p. B245
Computer Operation see p. B58
Computer Programming see p. B60

The Homeline and Shikaku-mon versions of computer skills are separate specializations (see p. B43) which default either way at -4. However, the best Shikaku-mon computers are TL9 to Homeline's TL8, so Homeliners have an extra -5 to use them (total -9), per p. B185. Most Shikaku-mon computer experts will have both TL8 and TL9 skills; the young hotshots who haven't bothered to learn about obsolete equipment have an extra -1 (total -5) when trying to use Homeline's systems.

Languages see pp. B54-55

The languages of Shikaku-mon are similar to those of Homeline. Of those of the four superpowers, French and Portuguese are essentially the same; a Homeline speaker will merely have an accent, and even that can be shed with a few weeks of practice. French is still the language of diplomacy and the most common second language in the world.

Swedish has evolved somewhat differently due to increased influence from German and the Slavic languages. Speakers of Homeline Swedish may attempt to understand or communicate in Shikaku-mon Swedish with a -2 penalty.

Japanese in Shikaku-mon has almost no loan words from English, but many from French and Portuguese; it defaults to Homeline Japanese (and vice versa) at -3. It also uses the Roman alphabet exclusively instead of *kana* and ideographs.

Martial Arts

GMs with access to ***GURPS Martial Arts*** may choose to make some available in Shikaku-mon. The most popular forms in the Japanese Empire are Korean in origin, such as tae kwon do. However, the most popular martial art as a spectator sport and in pop culture is capoeira, used by secret agents and daredevil heroes in Brazilian V.R. dramas.

Economics, Jobs and Wealth

Currency and Prices

The international currency of choice is the Brazilian *escudo*, symbolized "$" here. The current global inflation rate is about 15% – higher in Japan and the Americas, lower in Europe. Shikaku-mon has experienced frequent heavy inflation during the last two centuries. In 2000 the Brazilians responded by knocking three zeros off the escudo; the other powers have not followed suit. The contemporary "new" escudo is equal to about 6,000 French livres or 3,500 Japanese yen. The Swedish mark trades at an official government rate of 500 to the escudo; the black market rate is around 2,500.

Shikaku-mon characters have a starting wealth of $12,000. Only 20% of this money should be available for "adventuring" equipment, although part of the other 80% of total assets can be used for a computer.

Processed yeast meal	$1.5
Fresh fish dinner	$10
Dinner at good restaurant	$70
Working-class coat and trousers	$90
Embroidered formal suit	$3,000
Monocrys protective suit (DR 6)	$1,200
Public transit ticket	$2
Four-door car	$25,000
Transcontinental flight, 1st class	$800
Quantum-wire octavo computer	$1,800
Obsolete octavo	$600
V.R. set	$1,200
Programmable bug	$250
Bug detector	$400
Digital camera	$350

Social Status and Cost of Living

Level		*Cost of Living*
7	Emperor, pope, prime minister	$30,000
6	Megacorp CEO, cabinet minister	$20,000
5	Governor, noble, bishop, media figure	$10,000
4	Corporate VP, parliamentarian, general	$7,500
3	Corporate junior VP, millionaire, mayor	$4,000
2	Middle manager, priest, military officer	$2,400
1	University graduate, doctor, monk, nun, engineer	$1,200
0	Ordinary citizen	$800
-1	Poor citizen	$300
-2	Street dweller	$200
-3	Helpless poor	$100

In Japan, native Japanese are +1 on the above table (except for the Prime Minister). In Sweden, no one but Directorate employees can have a Status above 1. Monks and secluded nuns have no cost of living.

Job Table

Job (prerequisites), Monthly Income	***Success Roll***	***Critical Failure***
Poor Jobs		
Beggar* (no requirement), $100	11	-1i/4d
Street vendor* (Streetwise 10+, Merchant 10+), $250	Worst PR	-1i/-2i, 2d
Struggling Jobs		
Activist* (Bard or Writing 12+), $400	Best PR	-1i/-1i, arrested
Priest, urban parish (Theology 10+, Bard 9+), $300+board	Worst PR	-1i
Thief* (Streetwise 11+, any Thief/Spy Skill 11+), $600	Worst PR	-1i, 1d/-2i, arrested, 3d
Average Jobs		
Bodyguard (Combat Skill 12+, Sense roll 13+), $1,500	Sense	-1i, LJ/-1i, LJ, 4d
Detective* (Criminology 12+, Law or Streetwise 12+), $900	Worst PR	-1i/-1i, 4d
Programmer (Computer Programming 12+), $1,200		-1i/-1i, LJ

Job (prerequisites), Monthly Income	*Success Roll*	*Critical Failure*
Comfortable Jobs		
Cyber-samurai (Combat Skill 14+, Sense roll 13+, 0 Savoir-Faire 12+), $8,00	Worst PR	-1i/-1i, LJ, 4d
Executive (Administration 12+, Leadership 12+), $12,000	Best PR	-1i/-1i, LJ
Slumlord (Administration 12+, own property), $15,000	PR	-2i/-2i, lose income for 1d months
Wealthy Jobs		
Celebrity* (Status 3+, performance skill 14+), $75,000	[illegible]	2i/-2i, Status and Reputation -1
High executive (Status 3+, Administration 14+, Savoir-Faire 13+, Diplomacy or Merchant 12+), $75,000	Best PR	-2i/-4i, LJ
Major politician (Status 3+, Politician 15+, Bard 13+, Charisma or Voice), $50,000	Worst PR [illegible]	-1i, -1 Status or Reputation/ -1i, LJ, -2 Status and Reputation

* Freelance

Weaponry

Shikaku-mon weaponry is TL8. Offense, however, is superior to defense in this parallel. Personal armor is an inferior grade of monocrys. Use the TL8 personal armor from ***GURPS Ultra-Tech*** or the ***Basic Set***, p. B211, but reduce the DR values by one-quarter. Thus, personal monocrys armor gives PD 2, DR from 6 to 18, and a soldier's Combat Infantry Dress gives DR 30 to the torso, DR 9 to most other areas.

Standard Personal Weaponry

The most common personal weapon in Shikaku-mon is the Bandeirante flechette pistol. The Japanese equivalent, the Shimabara 9T, has similar statistics. Both are gauss needlers, although that name is not used since Gauss never lived in Shikaku-mon. Assassins and soldiers typically carry laser rifles (p. B209 or pp. UT47-49).

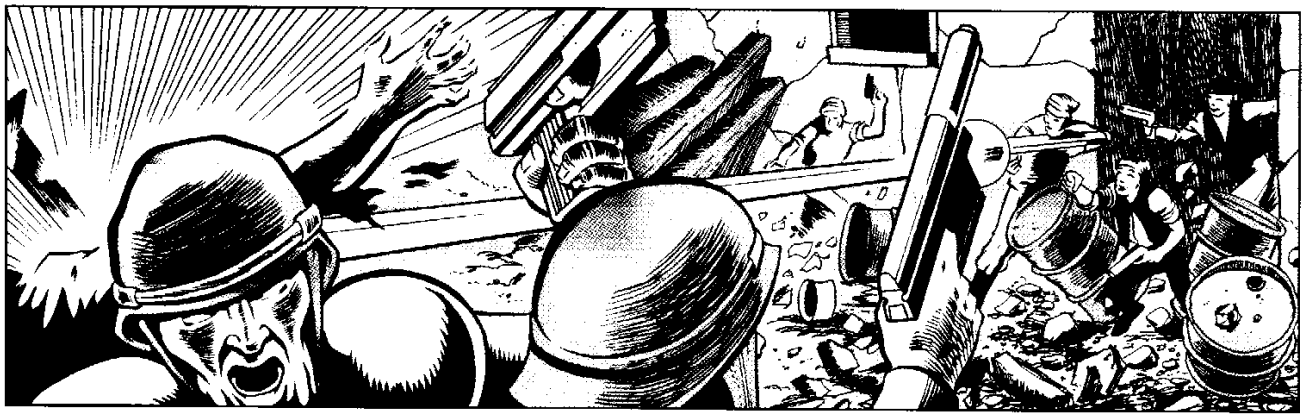
In theory, Shikaku-mon nations restrict weapons exactingly (the average theoretical Control Rating is 4 or 5), but practice varies widely. Most European nations, especially Sweden and its satellites, really are serious. American nations, however, typically have strong gun control laws that are not effectively enforced; in Brazil, private security forces carry military-grade laser weaponry: official CR 4, effective CR 0. In most of Africa and the Middle East, guns are illegal except in the hands of the military, although insurrectionists seem to have little trouble acquiring them. The Japanese Empire requires licenses for any citizen to go armed; such licenses are very difficult to acquire on the home islands but common in the rest of the empire.

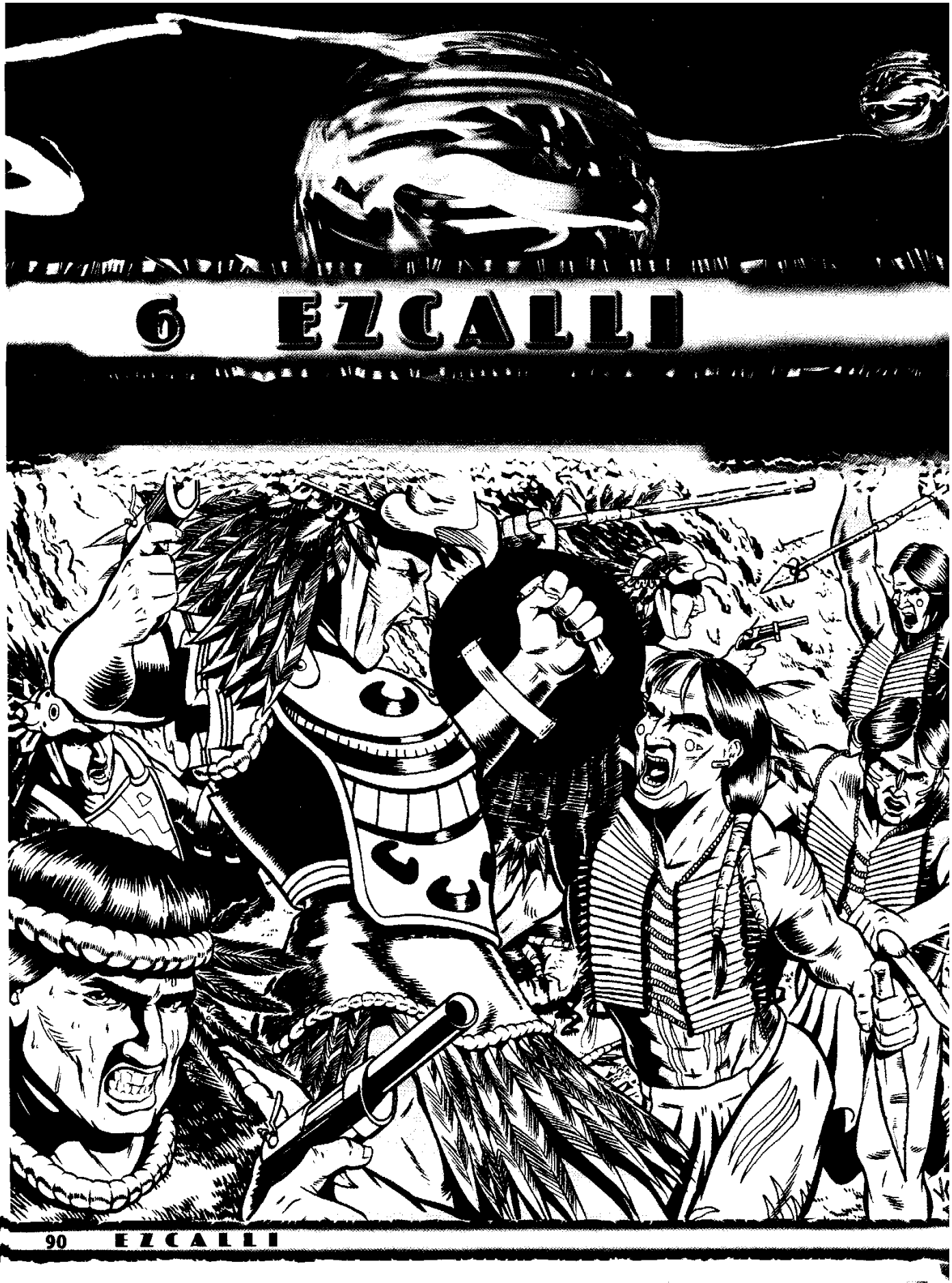
Finally, note that most of the world retains the traditional ban on bringing weapons into the presence of a reigning sovereign.

Heavy Weapons

Shikaku-mon armies use a variety of lightly armored, fast-moving artillery and transport vehicles. Heavy tanks have come back into common use since the development of effective laser shielding. Weapons of mass destruction include nuclear arms and artificial meteor strikes from the lunar mass drivers. Such weapons are too powerful to bother describing with exact statistics – and anyway, they have not been used since the Britannic War.

Weapon	*Malf*	*Type*	*Damage*	*SS*	*Acc*	*1/2D*	*Max.*	*Wt.*	*RoF*	*Shots*	*ST*	*Rcl*	*Cost*
Bandeirante	Ver.	Imp.	2d-1	10	4	150	500	1	8	120/B	–	0	$800
Shimabara 9T	Crit.	Imp.	1d+2	10	5	200	600	1.5	10	120/B	–	0	$1,000




6 EZCALLI

Where shall I go?
Where shall I go?
The road of the god of duality.
– Tenochca funeral chant

Here, the Pyramid of the Sun continues to smolder with the burning blood of human sacrifice. Here, slave ships groaning with human cargoes cross the seas from Europe to México. Here, the harsh tropical sun beats down on Tenochtitlán's lakes and factories, shining through the haze on the Place of the Cactus, the greatest city in the world. Here, the Aztecs rule an expanding empire of blood and glory.

This Quantum 6 world is dominated by the Tenochca Empire, known to Homeline historians as the Aztec Empire. Its divergence point from Homeline begins with the Carthaginian discovery of the New World and the Columbian Exchange of foods, diseases and ideas occurring two millennia early. Now, in local present 1840 (10 Flint according to the Tenochca calendar), Europe and Asia lie somnolent under the placid, orderly, static rule of the Mongol Khaghans. Rome lies in ruins, its legacy preserved in the West African Songhay Empire. The Tenochca navies are taking colonies overseas as they battle their rivals, the Hotinohsavannih League, for dominion of North America. Steam-powered industry is common in Africa and the Americas, and the first tremors of the scientific revolution are stirring the Tenochca elite.

The Pan-American research team that recently discovered this TL5 world named it "Ezcalli," from the Náhuatl for "house of blood." The Infinity Patrol has reason to know how accurate this name is. Although Tenochca technology is far from the Secret, Centrum agents have also found this world. Their exact plans here remain mysterious, and provide the I-Cops with an incentive to study this world more closely.

History

When Worlds Collide

The gale that blew Belsalem of Carthage to the New World in 508 B.C. also blew down the greatest civilizations of both the New World and the Old. The Carthaginian trade with their new colony of Suradast (on the island of Cuba) brought iron, horses, the alphabet and a series of terrible plagues (see sidebar) to the city-states of Anahuac and Mayatlán. Later Carthaginian colonies spread along the coast of Kinadast (northern South America), and native Kinadastim soon dominated the region's trade. When the Romans, and later the Celts, followed and planted their own colonies, they brought concrete, the legion and still more diseases with them. Their galleys and cogs brought gold, maize and potatoes back to Europe.

Rome dissolved into civil wars following the assassination of the Emperor Nero. The Western Empire was no longer dependent on Egypt for food (see sidebar, p. 92), and looked across the Atlantic rather than back to Asia. The Roman Mediterranean economy was split, and the Empire split as well. Germans, Persians and Huns completed the work the civil wars had begun and Rome fell into pagan chaos. Only in North Africa was Roman rule maintained, by vigorous Christian Caesars and cunning diplomacy. Avars, Langobards, Khazars, Magyars and Slavs poured into Europe, building unstable kingdoms that lasted until the next barbarian invasions. Some, like the Visigoths, Vandals, Vikings and Irish, were driven as far as the New World, and settled in its islands and river valleys.

GURPS Aztecs

Any GM planning to run an adventure, much less a campaign, set in Ezcalli should pick up this sourcebook. It gives massive amounts of detail about the Aztecs and their ways, with special attention to such vital details as the social classes, calendar, magic and mythos of the Aztec empire. Much of that material will hold true for Ezcalli's Tenochca empire, although discrepancies are bound to creep in after two millennia of European contact and an industrial revolution. But the spelling in this chapter follows ***GURPS Aztecs.***

The Carthaginian Discovery of the New World

In Homeline, the Carthaginians were the greatest explorers of the ancient world. Their ships visited Britain and the Azores, and explored West Africa as far south as modern Cameroon.

As the voyages of the Vikings prove, primitive vessels could easily reach the Americas given sailors who were hardy and bold enough. The Carthaginians of Ezcalli took advantage of the same currents and winds that Columbus used in Homeline. When Belsalem of Carthage was blown off course by a gale in 508 B.C., he opened a new world for the oligarchs of Carthage and changed the history of Ezcalli.

Disease and the New World

American Indian cultures survive in so few parallels because of the terrible logic of disease. The New World was settled by groups too small to bring Old-World diseases with them, and few new diseases would appear in a mere 30,000 years. Thus, when the New World meets the Old, whether in Homeline 1492 or Ezcalli 500 B.C., the American Indian population has no immunities to any of the Old-World diseases. Ordinary childhood diseases like chickenpox or measles, as well as the more serious smallpox, become deadly pandemics and kill 80% or more of the defenseless population.

In Ezcalli, however, the 2,500 years since Belsalem's first voyage have given the New World time to recover from the pandemics and rebuild a population that now possesses the same immunities as its Old-World counterparts.

Potatoes and the Old World

Europeans depended on wheat (and, to a lesser extent, barley and rye) as their primary dietary staple from the third millennium B.C. to the 18th century. Wheat is not easy to grow in northern Europe, which is why in Roman times the population density centered much farther south than it is in modern times. It is also hard to feed a family on wheat grown on a small farm. Small farmers depended on large-scale agriculture (in Roman times, Egyptian wheat plantations) which in turn led to centralized economy and government.

With the coming of the potato, a small farmer can easily feed his family on the harvest of a small plot. In Homeline, the change to the potato in the 18th century had little political effect because authority was already effectively centralized. However, in Ezcalli, the less-stable Roman political economy fragmented as the provincials depended less and less on Roman wheat for their seed grain and their survival.

The Founding Father Speaks

Thus spoke the great reformer Tlacaelel, who set the Tenochca ideology of blood sacrifice and continual warfare to feed the gods and strengthen the Empire:

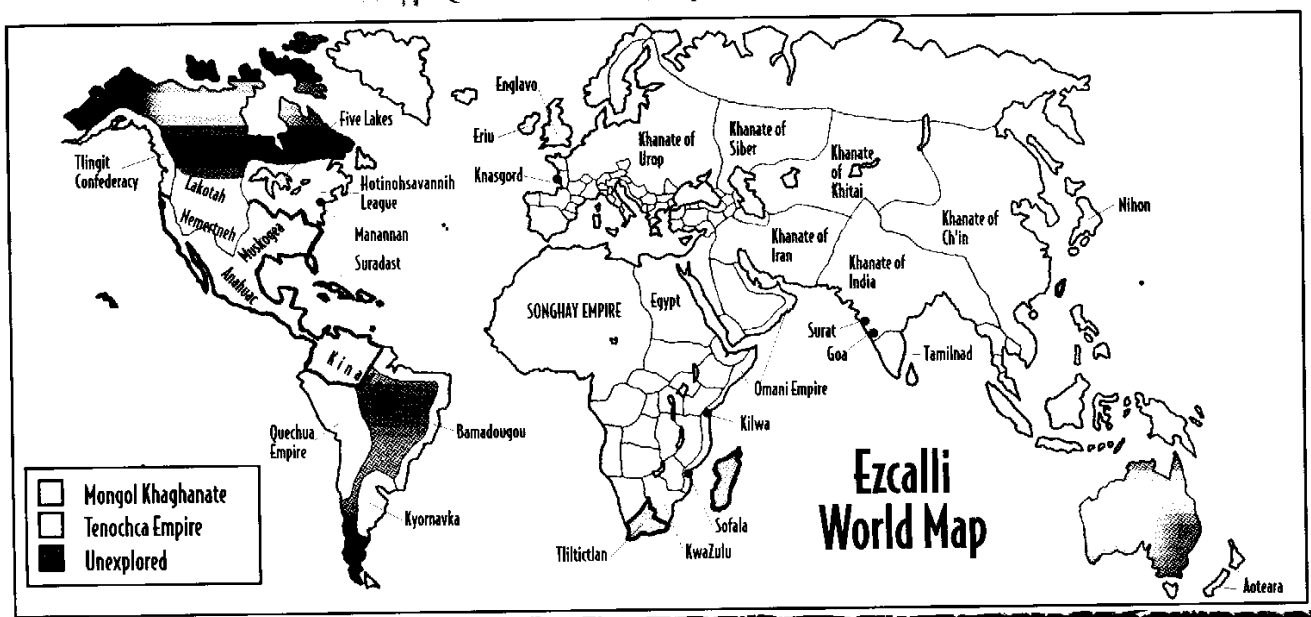
And this should not be a real war: we must not destroy those people but they must be left standing, so that each time our god wishes to enjoy himself and to eat warm tortillas, we can go to those cities, as one goes to the market to obtain foodstuffs.

In the New World, the great empire of Teotihuacán, stretching between the Orinoco and Illini rivers, fell to its own barbarians, the Siouans and Toltecs, and to new plagues from Asia. As the Maya rose and fell and rose again, other barbarians like the Athapaska, the Tsalagi and the Chichimecs smashed into the kingdoms of Anahuac and the northern empires of Cahokia and Tuscagi. Even in Asia, the barbarians reigned supreme, as the Turks destroyed the Persians and then fought among themselves, building petty emirates on the ruins of greatness. Only in Africa did civilization prosper as the Christian kingdom of Ghana was supplanted by the Empire of Mali, centered on the great Romano-Christian trading city of Timbuctu.

The final barbarian wave brought peace and one last great plague to the warring states of Eurasia. The Mongol chief Temujin (later known as Genghis Khan) united the Mongols and invaded China in 1213. The Mongol armies raced through Central Asia and poured into Europe. They crossed into North Africa, taking Roman Carthage and ending the last Roman kingdom in 1240. The death of Ogetai Khan forestalled a Mongol invasion of Englavo and Ériu but left the Mongols supreme from the Sea of Japan to the Atlantic. Ogetai's successors added Persia, China, Japan, India, Indochina and finally Java to the great Mongol Khaghanate. The Black Death swept through Eurasia, depopulating the Mongols' enemies, and left the Pax Mongolica supreme over two continents.

The Rise of the Tenochca New Sun

In the New World, another barbarian tribe from the fringes of civilization founded a great empire. The Tenochca, a desert tribe from the fringes of the Toltec Empire, moved into the Valley of México and founded their capital, Tenochtitlán, in 1325. After the Black Death hit Anahuac in 1361, the Tenochca were able to overwhelm their demoralized neighbors and establish a powerful kingdom. Under the leadership of the political genius and reformer Tlacaelel, the Tenochca confederacy grew into an empire based on military skill, economic diversity and religious bloodthirstiness. One after another, the rivals of the Tenochca fell to the Jaguar and Eagle Knights of the Empire. Under Moctezuma II, the Tenochca conquered Suradastia and Oaxaca, and opened up direct trade with Urop and Songhay, the successor to Mali in West Africa. The conquest of the Maya, the alliance with the Deneh (Apaches), and the intervention in the Quechua civil war (see p. 95) left the Tenochca southern flank secure.



A 300-year war against the Muskogea kingdoms of Cahokia and Tuscagi has left the Tenochca supreme in the southeastern forests and ready to expand into the Great Plains. Their only obstacle is the Hotinohsavannih League, another expansionistic confederacy centered on Onondaga in the northeast. The Hotinohsavannih have conquered the Algonkins, Irish, Powhatans and Ojibway, and face the Tenochca across the Sangamon, Ohio and Rappahannock rivers.

Simultaneously, the Tenochca have been sending their *pochteca* merchants across the oceans to bring back European slaves for the fields and mines, and gems, spices and silks from the Mongol East. The Tenochca Empire is on the verge of its greatest wave of expansion – if it can beat back its Hotinohsavannih and Songhay rivals for the rich spoils of the aging Mongol Khaghanate and the unclaimed riches of Africa and North America.

Locales

The Tenochca Empire

The Tenochca Empire extends from the edges of the Great Plains to the Orinoco River, and from the Pacific coast to the Rappahannock. Of its 60 million people, 80 percent are subject tribes, who are drafted for forced labor and harvested for human sacrifice. Another 7 million are European slaves who work the fields and mines of the Empire, and sometimes feed the gods as well. The remaining 5 million people are the Tenochca elite, who make up the armies, priests and rulers of the Empire. The middle classes of merchants, craftsmen and scholars are often drawn from the elites of the subject tribes, especially the Maya, Mixtec, Kinadastim (see p. 91) and Muskogea. Often, a successful merchant or craftsman from a subject tribe will marry into a Tenochca family and raise his status and that of his children.

The current *Huei Tlatoani* (literally, "Great Speaker" or Emperor) is Moctezuma V. From his capital at Tenochtitlán in the center of the Valley of México, smooth roads run to the fringes of his empire, carrying the iron, coal, gold and silver that keep the imperial machinery running. Although his armies press northwards and his ships take new lands, the Empire is not entirely stable within. The subject tribes and slaves are always fomenting rebellion. The new inventions have called forth those who question the wisdom of the gods. So far, both of these problems have been handled in the ancient ways of the Tenochca, with blood sacrifice on the pyramid temples and with clever exploitation of divisions in the enemy camp. However, there have been bad omens and rumors of demons and gods in the Empire – one can never be too careful.

Tenochtitlán

Tenochtitlán, the ancient capital of the Tenochca, sits on an island in the middle of Lake Texcoco. It long ago swallowed up its partner and rival, Tlatelolco, located on the northern end of the same island. It is connected to the mainland by a number of causeways and aqueducts, and much of the lakebed has been raised for the myriads of *chinampa* gardens that help feed the city's 500,000 people. The temple district in the center of the island holds the immense 160-foot pyramids that serve as sacrificial platforms for the Tenochca gods and dominate the adobe and stone city beneath. The Emperor's palace is an eight-acre compound just south of the temple district. Near that is the royal zoo, with people and animals from all corners of the Empire on display.

The Tenochca

The Tenochca tribe founded the Tenochca Empire, much as the Roman tribe founded the Roman Empire. The Tenochca are the center of the México Confederacy, which includes allies such as the Tlalteloca, Texcoca, the Deneh and the Tlacopana. The México serve as the ruling class of the Tenochca Empire.

The term "Aztec," which is the most common term for the Tenochca in Homeline, is a coinage of the German ethnologist Alexander von Humboldt in 1813, who took the term from the Tenochca mythical homeland, "Aztlán." Neither in Homeline nor in Ezcalli did the Tenochca ever refer to themselves as "Aztecs." The term "México" refers to the central valley where Tenochtitlán is situated; the larger country is known as Anahuac. The Tenochca speak Náhuatl, the "beautiful language."

The Gods of the Tenochca

The Tenochca worship over 1,600 gods, although most are thought to be other names for the main pantheon of deities. The chief god of the Tenochca is Tezcatlipoca, god of darkness, evil and warfare. The special patron of Tenochtitlán is Huitzilopochtli, god of the sun. Quetzalcóatl, god of knowledge, Yacatecutli, god of merchants, and Tlaloc, god of rain, are also very important. Molochtli, the god of metalsmiths, is a form of the Carthaginian god Moloch, and is primarily worshiped by the Kinadastim, Suradastim and Mixtecs.

All of these gods are honored by regular human sacrifice, in which the heart is carved out of the living victim on the temple altar. Tezcatlipoca and Huitzilopochtli demand thousands of sacrifices each year, and as the Tenochca build more temples and found more cities, tens of thousands of victims are killed to dedicate the sites properly. Tlaloc and Quetzalcóatl are less bloodthirsty, demanding human sacrifices only on major feast days, and even then only 10 or 20. Following the sacrifices, the flesh of the victims is consumed by the Tenochca priests and nobles, as the blood is poured out to feed the gods.

The gods prefer sacrifices of worthy victims, so European slaves are seldom sacrificed (unless they fight well during a slave revolt). Most sacrifices come from the subject tribes of the Empire, from frontier enemies like Lakotah, Hotinohsavannih or Zulus, or from piratical raids on China and Japan.

How To Be Tenochca

The ideal Tenochca man or woman is self-controlled, disciplined, reserved and clean. Courtesy, responsibility and respect (especially for elders) is highly valued. The higher the class, the more reserved and moderate one should be; boorish, loud or vainglorious behavior is suitable only for ill-bred buffoons. Women, for example, only use cosmetics if they are courtesans. Manners are reflected in meticulous respect for rank, proper use of the language (there are polite and informal forms of Náhuatl: "Your lordship sees" is, for example, the formal form of "You see") and weeping at the proper times (begging for forgiveness, losing a battle or hearing a moving poem).

The Old Ball Game

Throughout the Tenochca empire, the ancient ball game *ollamalitzli* is played both as sport and ritual. The long court, or *tlachtli*, is shaped like a capital letter "I" with oversized crossbars. The central section is 200 feet by 30 feet and flanked with 15-foot walls where the spectators sit. On both of these walls a small stone ring is mounted about 10 feet off the ground.

Two teams of six players, who can hit the six-inch rubber ball with their elbows, hips and knees only, knock the ball back and forth, scoring one point if they drive it into the crossbar of the enemy court, and winning the game outright by knocking it through a ring. A player who puts the ball through the ring is traditionally rewarded with royal honors and the clothing and personal possessions of all the spectators. In modern times, this is mostly replaced with a substantial grant of money. On important ceremonial occasions, the losing team is sacrificed to the gods.

Dozens of canals crisscross the city, and canoes are the most common method of transportation. The *tiangui*, or great market, is in Tlatelolco, which every day attracts 50,000 traders bringing merchandise from all corners of the world. Chinese silk, Indian rubies, African ivory and European slaves are all bought and sold here. The neighborhoods of Tenochtitlán are called *calpulli*, each the property of a different clan. Each *calpulli* centers on a temple and a *tecpan*, or community center. Each *calpulli* also holds a boys' school and a girls' school. Ball courts, smaller markets and libraries dot the sea of adobe and soft stone houses, which usually hold small garden plots on their roofs. Flowers, gilt, purple banners and jade-inlaid skulls add yet more color to the crowds of nobles and priests in their feathered capes, food-vendors, gamblers, running children and naked, sweating European slaves.

The ring of cities surrounding Tenochtitlán holds another 1,000,000 people. These cities are filled with steam-powered factories which burn the plentiful coal of Anahuac. On warm, still days, the factories produce a sun-blocking haze which rivals the smoke from the 18,000-foot-high volcano Popocatepetl, on the southern edge of the Valley.

Tezcatlipoca Rules the Waves: The Tenochca Overseas

The Tenochca are rapidly expanding their empire overseas, using ironclad gunboats to sieze strategic points or islands from which to dominate the sea lanes. Tenochca trading posts like Surat and Goa in India, Knasgord (La Rochelle) in Akkitain, or Sofala on the east coast of Africa are fortified centers bristling with cannon, holding their own pyramidal temples, slave markets and warehouses for the loot or trade brought in by the *pochtecas* (merchants).

The Tenochca have also conquered larger areas such as Formosa, Madagascar and the Xhosa country on the south coast of Africa. These serve as bases for the navy and forward posts for the military. Colonies of transportee farmers and craftsmen support the bases, which sport one or two cities in the Tenochca style with factories, temples and ball courts.

The conversion of the Tenochca navy to steam ironclads has resulted in the need for coaling stations, which are generally islands like Tahiti, the Azores, Tonga or Guam. These desolate spots hold only the drydock and refueling posts for the ships and bored garrisons whose commanders have grievously offended their superiors.

The Rest of the New World

The Hotinohsavannih League

The Hotinohsavannih League is the nation that in Homeline history was called the Iroquois. It is also the sole serious rival to the Tenochca in North America. The Hotinohsavannih League is made up of the Onondaga, Seneca, Ganiengahaka (Mohawk), Oneida, Cayuga, Tuscarora and Tsalagi (Cherokee) tribes, collectively called the Seven Nations. The Seven Nations have a combined population of around 10 million, with another 13 million people in various conqered, tributary or allied tribes. The League was founded by Deganawidah in 1570 and is based on a written constitution centered on a semi-democratic assembly of the tribes. Any adult male of the Seven Nations can vote in the tribal assembly, which sends delegates to the League assembly at Onondaga every year. The women's assembly (elected by women of the Seven Nations) has the power to veto acts of the tribal assembly, and property is passed through the female line.

The League has a thriving iron and steel industry, which has an output equal to that of the Tenochca Empire. This is due to a more fluid economic system and to the huge iron mines north of the Five Lakes. The Seven Nations are an indus-

trious culture of engineers, hunters and traders who depend on subordinate tribes like the Ottawa, Lenape or Illini to grow the potatoes and maize for the many small cities of the League. Subordinate tribes have the right of appeal to the League Assembly, but do not have the vote. Cities of the League are spread out and divided by parks, aqueducts and streambeds into neighborhoods run by the various clans of the Seven Nations. Often, after a night of dancing, drumming, drinking whiskey or *octli* (similar to tequila) and watching wrestling matches, young men and women of different clans will meet in running battles with fists and sticks that blend gang warfare and courtship ritual into a dangerous but exciting spectacle.

The Tlingit Confederacy

The Tlingit Confederacy is a purely defensive alliance of a number of tribes along the northern Pacific coast. These tribes, totalling perhaps 6 million people, have a general understanding that the Tenochca must be prevented from expanding farther north. Their culture is highly developed, with colorful sculpture and well-designed sailing ships for fishing or piratical raids on the Tenochca. However, they have little or no industrial base, and depend on Hotinohsavannih traders for guns and cannon. So far, only their bravery and naval skill have kept them independent of the distracted Tenochca Empire.

The Quechua Empire

Following the civil war that ended the Inca Empire in 1534, the Tenochca placed a puppet ruler on the throne at Cuzco and left. Ever since this display of Tenochca power, the Quechua Empire has withdrawn into itself, maintaining contact with the outside world only at the border posts with the Tenochca where it pays its tribute in silver. It has virtually no industry.

The Quechua Empire, 17 million strong, runs the length of the Andes mountains from the Tenochca border in the north to the Araucana desert in the far south. The high plateau that is the key to the Empire produces hundreds of varieties of potatoes, the staple crop of the Quechua. Other major agricultural products include coca and quinine. Coca sustains the couriers who travel the mountain roads, and keeps the priests of this increasingly theocratic nation in communion with their god.

The Mongol Khanates

Rulers of Eurasia for five centuries, the Mongols divide their great Khaghanate into six khanates, each ruled by a descendant of Genghis Khan. The Khaghan rules the Khanate of Ch'in, and subordinate khans rule Urop, Sibir, Iran, Khitai and India. The khans are rotated between provinces to prevent them from building up power in any individual khanate and rebelling against the Khaghan. The laws, coinage, roads, and postal rates are standardized throughout the Empire, leading to a stable, if static, rule. Rebellion, which is infrequent, is punished by the total destruction of the rebellious city or the decimation of a rebellious province. The external trade of the Khaghanate flows through its more energetic neighbors like Egypt, Oman, Tamilnad and Englavo. All religions are tolerated within the empire (Buddhism and Zoroastrianism dominate) except the human-sacrifice religion of the Tenochca, which appalls the civilized Mongols.

The Khanate of Ch'in

The Khanate of Ch'in, where the Khaghan of the Mongol Empire reigns in his capital of Khanbalik near the ancient city of Peking, is the largest, most civilized area of the world. Its population of 400 million (three-quarters Chinese)

Coacamactli and Cahokia

Coacamactli and Cahokia are the greatest Tenochca cities outside of Anahuac. Coacamactli is a bustling city of 100,000 at the mouth of the Huciatoyatl ("Great River"), the site of Homeline New Orleans. Slave labor and steam dredgers keep its harbor open. Since 1567, Coacamactli has served as the main link between the northern section of the Tenochca Empire and Anahuac (land travelers face inhospitable deserts). It has the largest *tiangui* (see p. 00) in the Empire outside Tenochtitlán and Cempoala (which has the Empire's largest slave market). Coacamactli is a center of the *pochteca* guilds, and its main industries are shipbuilding and cotton-weaving. Subject tribes of the Tenochca who want to get ahead, and find the social (and moral) codes of the capital too stifling, often wind up as river traders, gamblers, con men or speculators in Coacamactli's markets.

Farther up the Heuiatoyatl lies the ancient city of Cahokia, across from the site of Homeline St. Louis. Founded around 600 A.D., at its height between 1050 and 1250 it controlled a vast trade empire across all of North America. The Tenochca's rival, the Muskogean Confederacy, eventually eclipsed it, but it was still a mighty city when it fell to the Tenochca in 1614. They turned it into the base of their campaigns against the Muskogea, and faced its 100-foot earthen Pyramid of the Sun with stone, converting it to a temple to Huitzilopochtli.

Cahokia also became the jumping-off point for Tenochca expeditions against the Lakotah. Now, Cahokia lies at the center of a network of factories turning out artillery, ordnance and *ayotololohtli* (see p. 98) for the Tenochca armies that face the Hotinohsavannih across the prairies of Illinitlán.

eats rice and maize, weaves silken cloth, and slumbers under the benevolent rule of its Mongol overlords. Recently, the Tenochca have begun to raid the coasts for human sacrifices and loot. This has impelled the Khaghan to slowly increase the navy, which is composed of immense lumbering junks crewed by Japanese and Korean subjects of the Khaghan. Unfortunately, these junks are horribly ill-equipped to fight a modern sea battle against a Tenochca ironclad fleet, a fact which was demonstrated when the Tenochca conquered Formosa three years ago.

The Khanate of Urop

The Khanate of Urop, ruled from the enormous, sprawling tent city of Warszawsarai (on the site of Homeline Warsaw), stretches from the center of Gaul to the edges of the Siberian steppes. Its fringes have been eroding since the 16th century, as minor European kingdoms have pulled away from direct Mongol control. Often, they still send tribute to Warszawsarai but are independent in all other respects. The Mongols retain control of 40 million people in the north European plain and in Hungary and Transylvania, but the Alps and Balkans pose too many obstacles for easy reconquest. The culture of Urop is heavily Chinese-influenced, but is easily the most "barbaric" of any of the Mongol khanates.

The Fringes of the Khaghanate

Around the edges of the Khaghanate are numerous tiny kingdoms, most of which still pay a regular tribute to the Mongols. These kingdoms are now the target of predatory Tenochca imperialism, which is seeking new sources of treasure, sacrifices and slaves. Europe in particular is the source for Tenochca slave traders, who buy slaves from the petty princes of Gaul, Italy and Spain. Slave trade routes run from the Balkans and Urop through the trading cities of northern Italy and into the great Tenochca factory at Knasgord on the coast of Gaul. Other trade routes carry silk, spices, gems or metalwork out of the Khaghanate and potatoes, steel, maize and peppers in.

Africa

Called *Tlitictlán* (Land of the Blacks) by the Tenochca, Africa holds the only rivals to the Tenochca in energy, sophistication or ferocity. Fuelled by trade and competition with the larger kingdoms on the north and south, many native kingdoms have grown up between the Kalahari and the Congo in the last century. These smaller kingdoms generally play Songhay, KwaZulu and Egypt off each other while scrambling to build the steam-factories and cannon that will make them independent powers in their own right.

Songhay

Songhay is the most powerful state in Africa, and the only major Christian power in the world. Its capital at Gao is a modern brick city of 200,000 that becomes thoroughly unlivable during the summer thanks to the boiling sun and omnipresent coal smoke. Its greatest city, Timbuctu, is much more ornate than Gao thanks to its Roman-influenced whitewashed brick basilicas and high, arched stone market buildings. Other great cities in the Empire include Gades in Spain, Carthage in north Africa, and the thriving port city of Olon at the mouth of the Niger River. Songhay serves as the protector of Bamadougou, the African colony in South America, and of the remnants of Kinadast north of it. Songhay's ironclad navy patrols the Strait of Gibraltar to keep Tenochca ships out of the Mediterranean.

The Free City of Manannán

Manhattan Island was the main post for Irish traders in North America as early as 200 AD. The earliest Irish mistook the Indian name for the name of their sea god, Manannán, and named the stockaded fort they built on the island Manannán in his honor. After the fall of Rome and Teotihuacán left only the northern sea routes dependable, Manannán became the most important port in the New World. The post became the de facto capital of the Irish colony of Tír Tairngire in the New World following the mass Irish migrations in the 9th, 10th and 11th centuries. Manannán survived attacks by Vikings, Visigoths, Creeks, Natchez and Algonkins, and never fell to a beseiger. This was due as much to the willingness of the city fathers to bribe attackers to go away as it was to the navy of Tír Tairngire.

Following the Hotinohsavannih conquest of Tír Tairngire in 1664, Manannán withstood a seven-month siege that was broken by a plague in the Hotinohsavannih camp and the payment of a large tribute. Now, the 150,000 citizens of the Free City of Manannán grow rich buying and selling Hotinohsavannih steel and lumber, Tenochca gold and cotton, and European slaves and silks.

Manannán has a well-deserved reputation as an "anything goes" metropolis, full of pirates, mercenaries, thieves, courtesans and spies. The taverns serve Egyptian coffee, Lenape beer, Tenochca chocolatl, Irish whiskey, and Englavoski vodka. Although Manannán is the city's patron god, Thor, Buddha, Wakantanka, Christ, Ormazd, Yacatecutli, and Mithras all have many worshippers here. Much of Manannán's food is grown on Inis Logha, the long island east of the harbor.

Songhay's 30 million subjects meet in local assemblies with power to determine purely internal matters. Provincial governors are responsible for taxes and law enforcement. The Ogusto, or emperor, of Songhay commands the armies and serves as head of the Christian church as well. Other religions are heavily taxed. Songhay's industry lags behind Hotinohsavannih and the Tenochca but is very widespread. Irrigation projects and improved agricultural techniques have increased the crop yields of yams, maize and beans so much that Songhay exports food to Europe and to the Hotinohsavannih.

Egypt

The Ajabite maliks (lords) of Egypt preside over a kingdom of 11 million people from their capital at Iskandaryah, the ancient Alexandria. Egypt is Zoroastrian, and has remained prosperous as a crossroads for trade between Songhay, Europe and the Khaghanate. Its primary crops are cotton, beans and sugar. Egypt is also a center of learning, although its industry lags behind Songhay.

KwaZulu

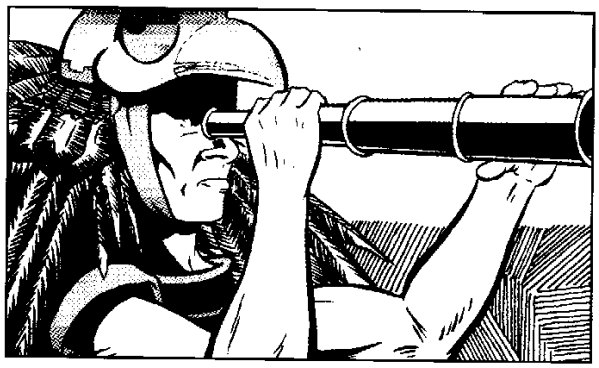
KwaZulu, the smallest of the major African nations, has a population of only 2 million. However, it is intensely militarized, with an army of virtually all adult Zulu males. Men of conquered tribes tend the cattle that are the basis of the Zulu economy. The Zulu factories, devoted primarily to guns and steamcars, are usually managed by foreigners, often Englavoski or Kinadastim. The Zulus are constantly skirmishing with the Tenochca colonists on their western border as both expand their rule northward into the lands of other African tribes.

Technology and Society

The Tenochca Empire is in early TL5, with steam ironclads and factory production. The Tenochca use the Mayan zero and vigesimal, or base 20, counting system. The empire does not yet have electricity but it does use the printing press (all New World cultures use alphabets based on the original Phoenician). The greatest impact on Tenochca society, however, may have come from the invention of the telescope only a century ago.

Tenochca astronomy, based on Mayan astronomy, was very sophisticated. The invention of the telescope was not only a valuable military tool, it also allowed the Tenochca priests to examine the heavens far more thoroughly. These observations, combined with calculus (invented independently by Tenochca artillery designers interested in the fall of shot) led the Tenochca priests to the concept of heliocentricity.

By itself, this concept was not threatening. The Tenochca had always recognized the central place of the Sun God, Huitzilopochtli, in the universe. When the orbits of the five planets were calculated to be elliptical, the other foci of the ellipses were theorized to be earlier suns, now dark and cold. However, the discovery of a sixth planet (Uranus) has left Tenochca theology riven with discord. The legends and cosmology which are central to the ideology of blood sacrifice developed by the great Tlacaelel speak of only five planets. The arguments between those priests who hold to the old ways and those priests who can no longer accept them threaten to disintegrate the religious and political core of Tenochca society.



Englavo

The only organized European state of any size, Englavo is governed from London by the Yaroslavich monarchs along with their noble council of boyars. The occasional boyar rebellions, continual Irish troubles, and meddling in continental politics keep the Englavoski army and navy fit and capable. The current Knyaz, Aleksandr V Yaroslavich, is attempting to modernize the country with steam factories and ironclads. Due to the great expense of this project, he has raised taxes on artisans and peasants, and dissent is becoming a serious problem for the monarchy.

Many successful artisans or kulaks (wealthy peasants) emigrate to the colony of Kyornavka at the southern end of the New World, which the exiled boyar Boris Glasgovo founded in 1746. The Hotinohsavannih attempt to support the Yaroslavich dynasty with loans and ships, since if Englavo slides into chaos it will be a prime target for Tenochca conquest.

Technology of the Khaghanate

The Khaghanate is TL4 in the prosperous cities of Ch'in and India, TL3 in Iran and Khitai, and shades to TL2 in Urop and Sibir. The armies of the Khaghanate, overwhelmingly composed of cavalry armed with muskets, pistols and recurved bows, are uniformly TL4. Artillery is mostly immense bombards in fixed defensive positions around cities. Siege trains of artillery, mostly mortars and rockets, also exist.

The fully-rigged junks of the navy are TL4, but the coast of Urop is defended only by TL3 cogs and lymphads. Medicine might approach the lower end of TL5 in the eastern cities, using opium anesthesia, acupuncture and a sophisticated knowledge of pharmacology and anatomy. Watermills and windmills grind grain, but all other power is from human or animal muscle.

Medicine, Chemistry and Agriculture

Medicine in Ezcalli has taken an immense leap forward with the discovery of the microscope; the tiny demons of disease can actually be seen and combatted through ritual purification of the wound with alcohol or carbolic acid. Vaccination has been developed in the Tenochca empire, and knowledge of anatomy is (unsurprisingly) excellent. Public health has always been good in Tenochca cities; wastes are used as fertilizer rather than being flushed into the city's water supply.

Tenochca chemistry remains almost purely experimental, although it is very advanced in the development of dyes, solvents and fertilizers. Explosives are also highly developed, with guncotton the most common one. Solid rocket fuels are also quite advanced.

Agriculturally, the Tenochca are making their greatest strides in scientific agronomy. The systematic breeding and cross-breeding of every conceivable crop has produced a plethora of strains of maize, cotton, cactus, potatoes, tomatoes, beans and hemp, as well as peppers, cacao and other specialty crops. The variety of the Tenochca farmer's market puts even modern Homeline to shame.

The Tenochca Calendar

The Tenochca use two calendars. The secular calendar is made up of 18 months of 20 days each, with a final period of five unlucky days, the *nemontemi*. The sacred calendar is made up of 260 days, each with a number from 1 to 13 and one of 20 daysigns from Reed to Grass. The sacred day at the beginning of the secular year can be used to denote the year; the present year (1840) is 10 Flint.

The two interact to produce a cycle of 52 secular years (and 73 sacred years). This cycle, known as the Calendar Round, is very important in Tenochca cosmology, since at the end of each Calendar Round the New Fire ceremony must be carried out to preserve the world from the *tzitzime* demons of the night. For more details on the fascinating Tenochca calendar, see ***GURPS Aztecs,*** pp. 77-84.

As always, since Homeline observers automatically translate foreign dates into standard Gregorian rendering, dates in this chapter are left in recognizable form.

Transportation

On Land

The most common method of transportation in Ezcalli is the horse. Both the Khaghanate and the Tenochca depend heavily on swift teams of mounted couriers to knit their vast empires together. The small, wiry horses bred by the Deneh in the deserts north of Anahuac are the best horses in Ezcalli, and are much prized in the markets of the Khaghanate's border states. For military transport, especially on the northern plains, the Tenochca use cavalry outriders around a convoy of *ayotololohtli*, or steamcars. *Ayotololohtli* are very uncommon elsewhere in the Tenochca lands, except for the brightly-decorated ones that are used in religious parades. Songhay also uses steamcars, similar to Tenochca models. The Hotinohsavannih are building Ezcalli's first railways, to carry iron ore and coal from the Mesabi mines north of the Five Lakes to the industrial cities of the Seven Nations.

By Sea

The Tenochca have the most advanced navy in Ezcalli. Kinadastim, Suradastim and other coastal subject races provide the Empire with its best shipwrights. The great ports of Cempoala and Coacamactli bristle with both *tepozchimalacalli*, or ironclads, and wooden coasting craft and trading ships.. The *tepozchimalacalli* are steam-powered and carry guns fore and aft. Some of the largest also have swivel guns. Coal-fired barges push up the rivers of the Tenochca Empire to reinforce the border garrisons. *Pochteca* traders usually travel overseas in *hueiacalli*, multi-decked heavily-armed wooden sailing ships similar to Homeline's 17th-century galleons. The Tenochca use the compass, astrolabe and sextant as well as a very accurate geared chronometer. Tenochca naval vessels and heavily-armed *pochteca* trading craft are a common sight in the ports of Europe and southern Asia, and often mount piratical raids on the coasts of the Khaghanate or Europe.

Songhay's ships are less-advanced copies of Tenochca models, except for a large fleet of paddlewheel ironclad steamers which guard the coasts and sail up the rivers of Africa to fulfill the commands of the Ogusto.

The Tlingit raiders and fishermen sail two-masted outrigger ships which can outrun any other ships afloat. They are lightly armed, generally with only two or three cannons, and depend on their speed to evade the Tenochca navy.

The Hotinohsavannih build shallow-draft, heavily-armored steam gunships for defense against the Tenochca, and depend for their overseas trade on fast steam packets with auxiliary sails. The Hotinohsavannih ships primarily sail the North Atlantic trade routes, since the Tenochca navy dominates the South Atlantic.

Engineering and Architecture

The Tenochca are similar to the Romans in their love for monumental architecture and engineering works. Most of the massive temples, aqueducts, causeways and fortresses of the Empire are built of concrete or of the soft stone known as *tezontli*. Tenochca monumental buildings have smooth exteriors of closely-joined stone, often whitewashed. The edges of the buildings and walls are decorated with bas-reliefs and sculpture, usually of a religious nature – serpents, jaguars and human head motifs dominate. Often these sculptures are brightly painted or inlaid with colored glass, metal or semiprecious stones.

The houses of the Tenochca are similar to Roman villas, with a number of rooms built around an open patio or courtyard with a garden. Among the poor, one family will live in each room; among wealthier families, houses will have

more than one patio connected with shaded breezeways and corridors. Most houses are built of adobe, although richer houses are built of *tezontli*. Roofs are either pitched, and covered with straw or rushes, or flat, and covered with gardens. The wealthier houses have running water, pumped through ceramic pipes from the main reservoirs at the ends of the aqueducts; the poor get water from the many public fountains.

Outtime Penetration

This Quantum 6 parallel was discovered so recently that Infinity and other parties on Homeline are still trying to decide on a policy toward it. Since no one is worried about anyone in Ezcalli developing parachronic technology, debate is over exactly what form covert intervention ought to take. While there is a broad consensus that *something* should be done to curb the Tenochca, no one can agree on exactly what to do or how to do it.

Infinity Unlimited

Infinity's main worry is coordinating the activities of the groups that want to "better the lot" of the natives so as to avoid revealing the Secret.

White Star Trading is interested in some of the unique artistic and cultural artifacts of Ezcalli cultures, but they really don't want to have to disguise themselves as *pochtecas* and participate in local religious practices.

Miracle Workers, Infinity's non-profit altruistic branch, normally concentrates on relieving the effects of natural disasters. It frowns on political intervention except for the prevention of wars, but in this case many of their employees are urging them to make an exception.

Centrum

Centrum's intervention in Ezcalli is even more recent than Infinity's discovery of the timeline; the first reports of what sounds like Centran activity have only just appeared. Reports of a visitation of babbling demons at the Tenochca colony in Knasgord sound a *lot* like parachronic travelers disrupting the sacrifice . . . and Infinity is quite certain that there were no visits from Homeline. Because of the suspicious timing, Infinity suspects that Ezcalli's parachronic coordinates were leaked to Centrum by some source inside Infinity itself.

Ezcalli Timeline

508 B.C. – Carthaginian explorer Belsalem discovers the New World.

500 B.C. – Carthaginians plant Suradast (New Tyre) colony on Cuba, begin transatlantic trade; ironworking, horses, wheeled vehicles, alphabetic script filter into Mesoamerica.

207 B.C. – Romans take Carthaginian Spain. Carthaginian monopoly in New World broken; Suradast completely independent of Carthage.

The Macauitl

The *macauitl* is the ancient weapon of the Tenochca, predating their arrival in México. It consists of a heavy wooden shaft studded with razor-sharp blades of obsidian. A single blow from a *macauitl* can behead a horse or snap a soft iron or poor steel blade. Although it is less efficient than good steel blades, the use of the *macauitl* differentiates the Tenochca warrior elite from all other nations inside or outside of the empire.

Macauitli come in one-handed and two-handed varieties. A *macauitl* can take 60 points of damage before the blade is completely useless; it suffers 1 point each time it strikes flesh or cloth, 3 points for hitting wood, and 5 points for hitting metal. Parries use the wooden flat; a critical failure on a parry smashes the blade.

Ezcalli's World of the Mind

Although the scientific revolution has occurred in the Tenochca Empire, it has not yet had a major impact on the thoughts of the common folk. Their lives, and the lives of virtually everyone else in the world, are governed by a fatalistic belief in destiny, a capricious hierarchy of nobles and gods, and pervasive superstitions regarding omens, foreigners and luck. The regular cycles of the calendar and the rebirth of the sun give a strong cyclic "birth-death-rebirth" tenor to poetry, philosophy and even some sciences.

Continued on next page . . .

Ezcalli's World of the Mind (Continued)

The Tenochca priesthood's view of their many gods, as forms of the twin gods of duality Ometecutli and Omecihuatl, the Lord and Lady, has more nuances than that of the commoners. The priests are also consumed with the staggering implications of the scientific method for their society, and only bottlenecks in the Tenochca theocracy have prevented more of these revelations from emerging. The common people do, however, share in the sense of unease and confusion caused by their priests' discord and by the increasingly rapid changes in what was, until recently, one of the most traditional and stable societies in the world.

Homeline Historians React

Although most Homeline visitors to Ezcalli are simultaneously amazed by the grandeur of the Tenochca empire and revolted by its homicidal religion, Homeline historians respond with overwhelming skepticism. "Not only an Amerind-dominant, which is even *less* likely than the saurian-survival parallels, but one in which the Aztec culture has been recreated, virtually unchanged, despite historical breakpoints literally 2,000 years in their past? Who are you trying to kid?"

The most conservative Homeline historians simply refuse to believe in it at all, considering it a mass hallucination like the Bizarro world or a tasteless hoax by Infinity Unlimited. Others consider it proof of the "law of very big numbers" and argue that if Ezcalli exists, there must be tens of thousands more parallels than current quantum theory predicts – possibly in a "dimension" perpendicular to the standard quantum array.

Still others argue that some agency, perhaps time travelers or an unknown dimension-hopping group, has meticulously *built* Ezcalli for an unguessable purpose. If any of these suppositions were proved true, it would dramatically alter the Infinity worldview, which is why Infinity generally ignores Homeline historians and goes about the business of exploring this strange new world.

200 B.C. – As Carthaginian refugees swell Suradast, Suradastians colonize Kinadast (South American mainland); colonies slowly hybridize into native states with Punic elites. Celtic trading post of Manannán (Manhattan Island) becomes permanent colony.

130 B.C. – Hopewell culture at its height. Hopewell-Europe trade carried on by Celtiberians, Britons, Nervii; potato, maize, tobacco reach Europe.

51 B.C. – Caesar conquers Gaul; Celts flee to Britain, New World.

68 A.D. – Nero's death causes splitting of the Empire. Gaulish and Hispanian maize and potatoes replace Egyptian and Sicilian wheat as staples of Western Empire.

77 A.D. – Judea, Britain win independence from Romans as the Empire splits into three (Rome, Pergamum, Alexandria).

85 A.D. – Teotihuacán adopts Roman legion organization for its army, begins rise to empire.

300 A.D. – Collapse of Hopewell trade network leaves Celts in control of trade between Teotihuacán and Europe. Arius converts Germans to Arianism, which eventually is subsumed back into polytheism.

315 A.D. – Shapur of Persia conquers Roman empire in the East and replaces Christianity with Zoroastrianism.

400 A.D. – Augustine of Hippo preserves Christianity in North Africa.

451 A.D. – Attila conquers Gaul, Italy and Gothic Greece; Roman kingdoms of Thrace and Africa survive Hunnish onslaught.

502 A.D. – Teotihuacán takes Kinadast; at its height, it rules from Lake Michigan to Orinoco Valley and from Baja to the Potomac.

600 A.D. – Plague hits Teotihuacán. Siouans migrate south. Saxons overwhelm last British kingdoms. Irish maintain northern routes to New World. Cahokia founded.

635 A.D. – Teotihuacán sacked and burned by rebellious Toltecs. Byzantium sacked by Persians under Khusru Parvis; refugees flee to Roman Africa.

900 A.D. – Irish refugees arrive in Tír Tairngire (New England).

987 A.D. – Norse freebooter Herjulfsson conquers Markland (Newfoundland) from Irish and Algonkins.

1013 – Karlsefni and Eiriksson conquer Markland and found Vinland.

1152 – Sviatopulk the Conqueror defeats Saxons near Lincoln. Podols conquer Britain, found Kingdom of Englavo.

1161 – Riordan O'Rourke overthrows Danish kings of Ireland, becomes High King of Ériu. Kurdish mercenary Daraush Ajab conquers Egypt, founds the Ajabite dynasty.

1200 – Tenochca enter Anahuac. Iroquoians move north, driving Algonkins into Irish and Norse.

1216-1240 – Mongols conquer Central Asia, Northern China, Europe, North Africa; Romano-African flee to Timbuctu and Mali.

1241 – Death of Ogotai Khan ends Mongol plans for an attack on Englavo.

1260 – Mongols defeated at Ayn Jalut. Ajabite Egypt survives.

1276-1295 – Kubilai Khan conquers Japan, Sung China, Burma and India.

1320 – Ogusto Musa of Mali unifies West Africa, subjects Berbers to tribute, and sends expeditions to colonize Bamadougou (Brazil).

1325 – Founding of Tenochtitlán.

1336-1352 – Black Death sweeps Eurasia.

1340 – Uzbeg Khan forms Khanate of Urop. Gunpowder first used in New World by Marklanders.

1361 – Black Death hits New World; Toltec Empire and Mississippian cultures devastated; México Valley becomes battleground.

1405 – Mongol Khan Timur dies conquering Java.

1420 – Songhay begins trade with Muskogea, Natchez, Suradast.

1428-1440 – Reign of Itzcóatl, beginning Tenochca Empire. His chief minister Tlacaelel reforms Tenochca religion, ritual, army, court and commerce.

1464 – Gulo Ber of Songhay takes the title Ogusto after conquering Timbuctu; Songhay expands to African coast, begins dredging harbors.

1500 – Pressures from Englavo, Songhay, Egypt and Mongol Iran begin to shrink Urop; petty states (mostly Turkish, Berber, German or Slavic) form around the European fringes of the Khanate.

1520 – Tenochca invent weilekih (arquebus).

1525 – Death of Moctezuma II; accession of Cuáutemoc I; Tenochca supreme in Anahuac.

1534 – Civil war in Inca Empire; the Tenochca intervene, set up puppet empire of Quechuetl. Deneh (Apache) become members of México Confederacy as allied tribe.

1570 – Deganawidah and Hiawatha found the Hotinohsavannih League (Iroquois).

1607 – Tenochca discovery of quinine makes European slavery in Tenochca empire practical; slave trade with Urop begins.

1640 – Hotinohsavannih begin wars of expansion.

1680 – Tenochca seize Surat and Goa in India.

1695 – Songhay invents steam engine; it filters from Songhay to Tenochca.

1700 – Flintlock weilekih invented by Hotinohsavannih.

1704 – Mongols under Uruganzbec Khan massacre Tenochca army in India; Tenochca retreat to Goa.

1730 – Flintlock weilekih made standard arm of Tenochca armies.

1734 – Tenochca begin expanding north up Pacific coast with foundation of Xochiquetzalatl (Los Angeles).

1740 – Tenochca invent telescope and microscope.

1750 – Hapuram of Kinadast invents the steamship for the Tenochca navy.

1751 – Tlingit Confederacy founded to halt Tenochca expansion up Pacific Coast; Tenochca found Ciuacóatlán (San Francisco).

1752 – Chickasaw block Tenochca conquest in Southeast.

1761 – Tsalagi (Cherokees) move north and join Hotinohsavannih after Tenochca defeats their ruler, Oconostota.

1764 – Tenochca begin exploration of the Pacific Ocean, begin conquest of Polynesia.

1773 – Tenochca conquer Xhosa, found Tliltictlán (Cape Colony).

1795 – Tenochca stopped by Zulus.

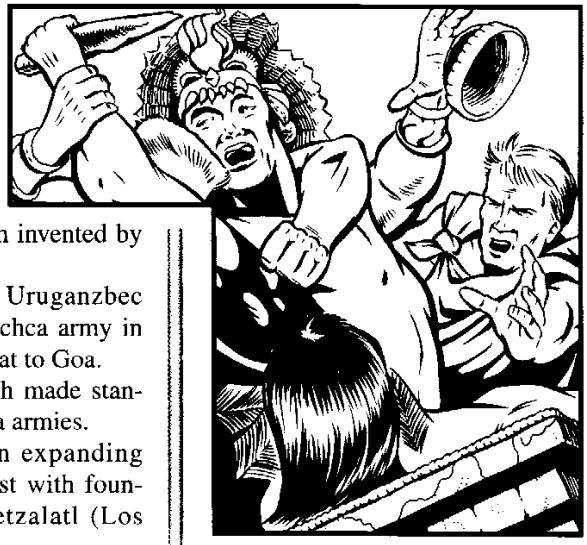
1820 – Tenochca develop steamcar, begin conquest of the Great Plains from the Nemertneh (Comanche) and Lakotah.

1822 – Tenochca priests of Quetzalcóatl discover Uranus.

1837 – Tenochca take Formosa from Mongols.

1838 – Last Muskogea nation conquered by Tenochca, boundary between Tenochca and Hotinohsavannih set at Ohio-Rappahannock line.

1840 – Lakotah defeated by Tenochca at Missoula.



Campaigning in Ezcalli

Infinity Unlimited campaigns in Ezcalli can begin with exploration – there are a lot of corners of this world where the I-Cops haven't gone. Unscrupulous Homeliners will be constantly stirring up trouble, looting gold, gunrunning, accidentally spreading diseases, trying to rescue human sacrifices, and generally making life difficult for the I-Cops.

With Centrum taking an increasingly-visible hand in Ezcalli, perhaps the I-Cops can be drawn into a four-way struggle over Englavo among Centrum, Infinity, the Tenochca and the Hotinohsavannih. Sufficiently radical GMs might decide to let the characters be mercenaries from Homeline who try to replicate Cortez' feat of conquering the Tenochca Empire with blasters and machine guns! GMs should keep in mind, however, that white strangers in Ezcalli are more likely to be considered escaped slaves than the returned Quetzalcóatl.

Purely Ezcalli-based campaigns can include Western "Indians-and-Indians" (Tenochca vs. Lakotah), Robert E. Howard-style weird adventure in darkest Africa or the decadent Khaghanate, or swashbuckling piracy on the high seas. Any of the campaigns in ***GURPS Aztecs*** could be set here, from the historical campaigns of Eagle Knights and *pochteca* through mythic campaigns where the bloodthirsty gods of the Tenochca battle the manitou of the Hotinohsavannih and the crusading priests of Songhay.

Magic and Horror campaigns would both work well in Ezcalli (and might even end up indistinguishable), as would standard swords-and-sorcery in the alleys of Manannán or the jungles of Mayatlán.

Characters

Typical Character Types

Homeline characters can be of many types. Specific ***GURPS Time Travel*** character types well-suited for missions in Ezcalli would be adventurers, agents, criminals (especially looters and meddlers), ghost hunters, investigators and scientists (especially epidemiologists, agronomists and linguists).

The following "native" Ezcalli characters are primarily Tenochca, although they can be adapted for any nationality.

Knight

Professional warriors of the Tenochca, working as trainers or bodyguards when not at war, the Eagle or Jaguar Knights are the cadre of the Tenochca military. The knighthoods are open to any Tenochca or México who shows valor in battle, and the sons of commoners who become knights are elevated to *pilli*, the lowest order of gentry. Advantages include High Pain Threshold, Military Rank and Status. Disadvantages include Bloodlust (since promotion is determined by how many prisoners you take), Code of Honor, Duty and Overconfidence. Skills encompass not only Combat/Weapon skills like Black Powder Weapons and Broadword (Macauitl) but Area Knowledge, Leadership, Strategy, Tactics and Running.

Noble

Nobles hold all the top positions in the Tenocha Empire, and can thus have a wide range of characteristics. Advantages include Wealth, Status (mandatory 4+), Literacy, or a Patron even higher up (the Emperor is a 30-point Patron, for example). Disadvantages might include Code of Honor, Honesty and Sense of Duty . . . or Bully, Greed and Megalomania. Skills should include Broadsword (Macauitl), Dancing, Heraldry, Leadership and Savoir-Faire along with possible Administration, Ball Game, Bard, Law and Politics.

Pochteca

The *pochteca* merchants are a special blend of trader, explorer, spy and diplomat. Unlike the military, the ranks of the *pochtecas* are open to men and women alike. Elevated to quasi-noble status by Moctezuma II, they keep to themselves and form a third road to success along with the army and the priesthood. For more details on the *pochtecas*, see ***GURPS Aztecs***, pp. 85-93. *Pochteca* advantages include Contacts, Language Talent, Literacy, Merchant Rank (see *Rank,* p. 103) and Wealth. Disadvantages can range from Miserliness to Spendthrift, or include a powerful Enemy. Accounting, Acting, Carousing (the richness of the party determines social status), Detect Lies, Diplomacy, Gesture, Languages, Leadership, Merchant, Packing, and Seamanship, among myriads of other skills, will prove useful.

Priest

The priesthood encompasses not only the religious hierarchy of the devout Tenochca society but also the elite of the scientists and theoreticians who are advancing the frontiers of knowledge. Priests also act as administrators and judges in many cases. Both men and women can serve as priests. Advantages necessarily include Clerical Investment and Literacy; Patron (the religious order), Religious Rank (see *Rank,* p. 103), Status, Voice and Wealth are also common. Priestly disadvantages range from the required Chastity to other Vows, and could include Fanaticism, Intolerance, and (of course) Bloodlust. Skills will include Theology (Tenochca Cosmology), Singing, Dancing, Poetry and Bard. They may also include Astronomy, Mathematics, Physician and Research.

Scout

A scout, or *quimichin*, is usually recruited from a sub ject tribe and sent into unexplored lands or lands that th Tenochca intend to invade. Scouts combine traits o explorers and spies, but are not attached to the *pochteca* Most scouts are currently in southern Africa, Europe an the Great Plains. Advantages can include Acute senses Combat Reflexes, Danger Sense, Language Talent an Luck. Disadvantages usually include Duty an Dependents (scouts' families are kept safe at home in th Tenochca Empire to discourage treason). Skills ca include Area Knowledge, Boating, Combat/Weapon skill Thief/Spy skills, Gesture and Riding.

Advantages

Ally Group — see p. B232

Most people of any status in the Tenochca Empire (and many people of lower status) have an Ally Group. Most often this group is the *calpulli*, priestly order, *pochteca* caravan, or knightly order that the character is a member of. In the character's home city, his *calpulli* is a 20-point Ally Group. Knightly or priestly orders are 20-point Ally Groups throughout the Empire. If the character is of lower rank or status, then the group is better bought as a Patron.

Clerical Investment — see p. B19

Clerical Investment in the Tenochca priesthood is worth 5 points. Each priestly order has its own prerequisites for investment; Huitzilopochtli requires Broadsword (Macauitl) at 18+, Quetzalcóatl requires a Knowledge skill at 18+, Tezcatlipoca requires a Weapon skill at 15+ and Disguise at 18+, etc. All priests must have Theology (Tenochca Cosmology) at 14+. See ***GURPS Aztecs,*** pp. 66-70, for more details on Clerical Investment, including appropriate spells for a magical campaign.

Literacy — see p. B21

Literacy is fairly common in the Tenochca and Songhay Empires and in the eastern provinces of the Khaghanate. Any Mongol, Chinese, Tenochca, Songhay or Indian of Status 1 or higher (including Tenochca women) may purchase Literacy for 5 points. Europeans and other barbarians (including the Hotinohsavannih) must pay the full 10 points to be literate, as must non-Tenochca women.

Strong Will — see p. B23

The Tenochca culture, as well as Hotinohsavannih, Mongol and Roman-influenced Songhay, put a strong emphasis on the virtues of stoicism. This advantage will be commonly bought by nobles or those who aspire to nobility in any of these cultures.

Disadvantages

Code of Honor — see p. B31

Tenochca warriors should follow the *Knightly Code of Honor:* Follow orders exactly; disobedience or attack without orders is shameful; never turn your back on a foe. *-5 points.*

Pochteca merchants have their *Pochteca Code of Honor:* Follow the orders of your superiors; show humility and deference to nobles, priests and warriors; display wealth lavishly only in private; never give a sucker an even break. *-10 points.*

Cowardice — see p. B32

Cowardice is the most shameful trait in Tenochca society (and in Hotinohsavannih and many others). Cowards suffer -2 to all reaction rolls; lose *at least* 1 point of effective Status, and are sometimes sold into slavery – even the gods don't want them. Cowardice is a -20 point disadvantage in Ezcalli.

Phobia (Squeamishness) — see p. B36

The extreme bloodiness of the Tenochca religion, ritual cannibalism (including human limbs sold in the markets on feast days) and the *tzompantli* skull racks outside every temple and square make this phobia worth double points (-20/-40) in campaigns centered here. Normal functioning in Tenochca society is simply impossible for severely squeamish characters.

Rank — see p. B22

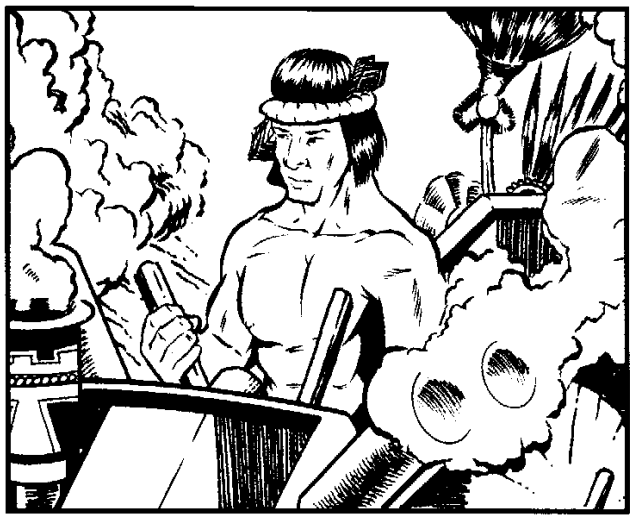
There are three classes of rank in Tenochca society; military, religious and merchant.

Rank	*Military*	*Religious*	*Merchant*
7	Commanding General	High Priest	Supreme Merchant Chief
6	General	Vicar General	Merchant General
5	Great Captain	Vice-Vicar	Slave Dealer, Disguised Merchant
4	Sharer, Veteran	Keeper of Ornaments	Surrounder of the Enemy
3	Leader of Youths	Temple High Priest	Caravan Leader
2	Leading Youth	Songmaster	Independent Merchant
1	Captor	Deacon	Apprentice
0	Warrior	Novitiate	Youth

See ***GURPS Aztecs***, pp. 34-35 for more details.

Primitive — see p. B26

European characters will range from -5 to -15 Primitives, as will nomadic tribes in Africa or North America, some of which are still at TL1 (consider the urban Tenochca, Songhay, Egyptians and Hotinohsavannih TL5 for purposes of this advantage).



Social Stigma — see p. B 27

Being unmarried after the age of 22, or being female, is a Social Stigma worth -5 points. Being non-Tenochca inside the Empire is a Social Stigma worth -10 points for subject tribes and worthy barbarians (Hotinohsavannih, Songhay, East Asians, Quechua, Zulus) and -15 for lesser barbarians (Europeans, Lakotah, Tlingit, Arabs, other Africans). There are no Social Stigmas attached to religion in the Tenochca Empire, unless the person attempts to desecrate or denigrate the Tenochca religion.

Skills

Driving (Steamcar) — see p. B68

Defaults at -3 to other steamcars, whether Homeline or those of another parallel. Defaults at -5 to Homeline autos.

Languages — see pp. B54-55

Hotinohsavannih and Náhuatl default to Homeline Iroquois and Náhuatl at -2, for unfamiliar words and concepts. Songhay defaults to Homeline Bambara at -4, due to the heavier influence of Latin and the lack of Arabic influence. Written Chinese has no penalty; spoken Chinese is at -1 to modern Homeline Mandarin. European languages all default to their closest Homeline relatives at -4 due to the weakening of Latin and the increase in Slavic influences in all of them. The New World languages have no default to Homeline languages for written use; the alphabets evolved completely differently.

Sports (Ball Game) — see p. B49

The skill of playing *ollamalitzli* defaults to ST -5 or DX-5. In the Tenochca Empire, it is restricted primarily to the nobility.

Theology (Tenochca Cosmology) — see p. B

Virtually everyone in the Tenochca Empire will hav some points in this skill, if only to know when his luck and unlucky days fall. It is remarkably similar t Homeline Aztec cosmology, defaulting at only -1.

Economics, Jobs and Wealth

Currency and Prices

The standard internal unit of currency in the Tenochc empire is the cacao bean, arbitrarily symbolized here b the $ sign. Growing cacao is an Imperial monopoly. Th social cachet of "drinking money" keeps the cost c chocolatl (commonly served in Tenochca with chili pe pers in hot water) high enough that in Tenochca, only th rich can afford it. (Cacao grown overseas costs les although connoisseurs consider it inferior. In Afric chocolatl is served with cream and sugar, like coffee, ar without the peppers. Outside Tenochca, it is also availab in every workingman's tavern.) Since the beginning of th Industrial Age about 150 years ago, Imperial metl-pap scrip has replaced the actual beans in common use. Mar *pochteca* guilds use their own scrip in varying denomin tions for larger transactions.

Exterior trade is carried on in silver coin, usual Mongol taels worth around $170. Taels can be split in handier pieces for making change. Mongol paper money also used in Eurasia, but not in the New World. Th Hotinohsavannih (silver wampum, worth $100), Songha (gold denar, worth $3,400) and Egypt (gold rial, wor $350) also coin their own money. Standard Tenochca sta ing wealth in Ezcalli is $2,000. The majority of this (7 80%) is tied up in land, houses, clothing, oxen, pigs similarly unglamorous investments.

Six candles	$2
Oil lamp	$40
Riding horse	$2,200
Canoe	$100
Cheap meal (corn tortilla, potatoes and dogmeat)	$2
Mug of chocolatl	$15
Flask of *octli* (cactus liquor)	$5
Lodging in dormitory	$10/day
Private room	$85/day
Cheap cotton mantle, skirt and loincloth	$8
Good dyed cotton outfit	$80
Formal quetzal-feather cape	$10,000
Blank *metl*-paper codex	$50
Field slave	$600
Steel knife	$15

Social Status and Cost of Living

Level		*Monthly Cost of Living*
8	Emperor	$200,000+
7	High Priest	$75,000+
6	Merchant chief, Vicar-General	$35,000+
5	*Tecutli* (great noble), general	$20,000
4	Governor, son of nobility	$10,000
3	*Cuaupilli* (merit noble), temple priest	$5,000
2	*Pilli* (gentry), merchant, metalsmith, captain	$3,000
1	Artisan, knight, poet, priest	$1,500
0	*Calpulli* member, apprentice, midwive	$700
-1	Servant, porter, laborer	$350
-2	*Maceualli* (landless peasant), thief	$200
-3	Slave	.0

Military Tactics and Technology

The most advanced militaries on the planet are the armies of the Tenochca and Hotinohsavannih. Both armies have professional quartermaster corps, horse artillery, supply trains and siege guns that would not look too out of place for Napoleon's armies in Homeline history. Their tactics are another story – both the Hotinohsavannih and Tenochca place a great deal of emphasis on personal bravery, with scouts and elite ranger units having a much larger role in their armies than in Homeline armies of the equivalent period. The same attitude makes them uncomfortable with the cowardly idea of wearing armor, and with the advent of gunpowder both Tenochca and Hotinohsavannih abandoned personal armor (except for a simple steel helmet) gladly. The mass army has not yet come to Ezcalli, and national standing armies are less than 100,000 men, even in the Tenochca Empire.

Hotinohsavannih armies move in small units (100-500 men) which converge on the battlefield, each capable of operating independently. These tactics work well for

Job Table

Job (prerequisites), Monthly Income	*Success Roll*	*Critical Failure*
Poor Jobs		
Servant (Savoir-Faire 11+), $350	PR	-1i/LJ, 1d
Work gang laborer (ST 10+), $370	ST	-1i/LJ, 2d
Struggling Jobs		
Factory hand (ST 9+ or DX 9+), $750	best PR	LJ/LJ, 3d
Market vendor* (Merchant 9+), $800	PR	-1i/-2i
Sailor (Seamanship 10+), $400 + room and board		2d/3d
Average Jobs		
Artisan* (Craft Skill 14+), $1,800	PR	-1i/-2i
Priest (Theology 12+, IQ 12+), $2,000	Worst PR	LJ/defrocked
Soothsayer* (Bard 12+, Occult 12+), $1,600	Best PR	-1i/Reputation -1
Comfortable Jobs		
Doctor* (Physician 13+, Diagnosis 13+), $3,500	Worst PR	-1i/-3i
Knight (At least 2 Combat skills at 14+), $3,000	Best PR	-1i/demoted
Pochteca (Merchant 16+), $4,500		-2i/-3i
Ship captain (Seamanship 14+, Leadership 12+, Status 1+), $4,000	IQ	-1i/-6i
Wealthy Jobs		
Ruling noble (Administration 16+, Savoir-Faire 16+, Status 4+), $4,500 × Status	Worst PR	-1i/Status reduced by 1
Chief priest (Administration 14+, Theology 16+, Status 3+, IQ 12+), $3,000 × Status, +room and board	Worst PR	demoted/LJ, defrocked

*Freelance

defense or for attacking enemy rear areas, especially in heavily forested or mountainous terrain. The Tenochca, by contrast, use large infantry columns (8,000 men), called *xiquipilli*, headed by elite Jaguar or Eagle Knight warriors with slave bearers and oxen dragging the artillery and building corduroy log roads for the army to march on. This strategy is best suited for short campaigns against fortified enemies and for slow, steady wars of conquest.

Personal Weaponry

The standard arm of the Khaghanate, Tenochca and Songhay is the smoothbore flintlock "weilekih," or musket (derived from the Náhuatl *hueitlequiquiztli*, or "long fire shell trumpet"). The Tenochca and Songhay single-shot weilekih usually has a bayonet, and fires lead balls in greased *metl*-paper cartridges. Khaghanate weilekih are lighter and shorter-barreled, like carbines, and do not have bayonets. Often, Khaghanate cavalry weilekih have revolving cylinders holding up to five balls.

The Hotinohsavannih carry rifled flintlocks, whic have much superior ranges but a slower reload time. The are also not as sturdy as the Tenochca mass-produce weilekih. The Hotinohsavannih are experimenting wit breech-loaders, which make rifle reload times competitiv with muzzle-loading weilekih. Some Hotinohsavannih us bayonets, but others prefer the traditional razor-sharp ste tomahawk for close action.

Khaghanate cavalrymen carry short, curved tulwa and the Tenochca knights still use the traditional *macaui* (see sidebar, p. 99) in hand-to-hand combat. Songha infantrymen carry a bewildering variety of swords, usuall the traditional weapon of their tribe. Zulu impis carry bo the leaf-bladed *assegai* stabbing spear and a heavy mult barreled flintlock weilekih.

Virtually everyone of consequence in the civilize world carries a "lekih," or pistol (from the Náhuatl *tl quiquiztli*, or "fire shell trumpet"). The most commo lekih is a double-barreled flintlock similar to the Tenochc navy issue. Hotinohsavannih lekih traditionally hav heavy, knobbed butts for "counting coup" on enemies.

Weapon Table

Weapon	*Malf*	*Type*	*Damage*	*SS*	*Acc*	*1/2D*	*Max*	*Wt*	*RoF*	*Shots*	*ST*	*Rcl*	*Cost*	*Notes*
One-handed	n/a	cut	sw+1	n/a	n/a	n/a	n/a	3	n/a	n/a	10	n/a	$500	1 turn to ready
macauitl	n/a	cr.	thr	n/a	n/a	n/a	n/a	3	n/a	n/a	10			
Steel tomahawk	n/a	cut	sw+1	10	2	ST×1.5	ST×2.5	2.5	n/a	n/a	8	n/a	$10	1 turn to ready
Mongol recurved bow	n/a	imp	thr+3	14	3	ST×20	ST×25	3	1/3	20*	10	n/a	$100	Max. dam. 1d+4.
Tenochca navy lekih (.41)	14	cr	1d+2	11	1	40	300	2.5	2/20	2	10	-3	$70	
Tenochca weilekih (.68)	14	cr	3d	15	5	100	1,500	11	1/20	1	10	-3	$35	
Hotinohsavannih rifled weilekih (.44)	14	cr	5d	14	7	400	3,700	6.5	1/20	1	10	-2	$140	

*per quiver

Rockets and Artillery

The artillery of Ezcalli sharply diverges between the immense bombards and siege guns of the Tenochca and Khaghanate and the light, limbered battlefield guns of the Hotinohsavannih and Songhay. Although all the powers have varying sizes of *cuauhtlin* (Náhuatl for "cannon," from the words for "tree" and "fire"), the medium-sized 12-18-pounder "all-purpose" weapon of Homeline's armies is far less prevalent in Ezcalli. *Cuauhtlin* tend to be either light guns (2- to 9-pounders) easily carried by porters or draft animals or huge, heavy bombards and naval guns (20-pounders and up) for sieges. Some explosive shells are used, mostly for siege mortars, and grapeshot (called "beanshot" in Ezcalli) is common battlefield ammunition.

Armies in Ezcalli use rockets more than their Homeline counterparts did, due to the immense influence of the Mongol Khaghanate. Rockets carrying explosive shells, incendiaries, or beanshot canisters are common, launched from iron tubes on timber frames by specialis Rockets are preferred to *cuauhtlin* due to their increas range and lower weight – an important consideration f armies historically lacking in heavy draft animals. (Lig Asian horses were never bred into heavy plow and w horses in Ezcalli's Europe, given the presence of potato and the absence of armored knights.)

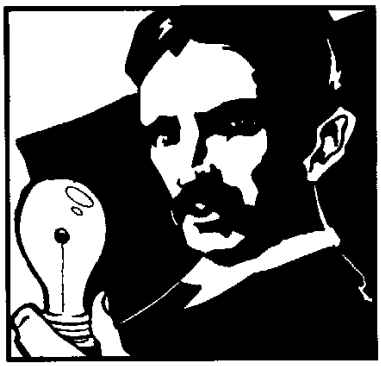

7 GERNSBACK
POLICE
POLICE
POLICE

Nikola Tesla

Born in 1856 in Smiljan, Croatia, Nikola Tesla began his career as an electrical engineer for the Edison Company. Edison and Tesla parted company after Edison refused to pay Tesla a promised bonus for improving Edison's DC dynamos. Tesla founded his own company and scraped along until 1888, when George Westinghouse hired him to build his AC motor for the Westinghouse company. In Homeline history, Tesla went on to invent the radio only to see Marconi steal the credit (and financial reward) that was Tesla's due. His many peculiarities, including phobias about pearls and other spheres, physical contact, and hair, became manias that approached paranoia with his declining fortunes. Unable to find backers for his inventions due to his flightiness and reputation for instability, he went bankrupt and died in 1943 after five decades of frustration.

In the Gernsback parallel, Tesla's fortunes changed when Anne Morgan (in Homeline history, his close friend) married him in 1893. (Apparently, their first meeting in Homeline went awry due to her pearl earrings.) The twin influences of married life and financial success diminished Tesla's nascent mania into eccentricity, making it possible for him to produce many of the inventions he only sketched out in Homeline. The high-sensitivity vacuum tube, the carbon-button lamp, medical diathermy, superconductivity, teleguidance, global radio broadcasting, radar, solar and ocean-thermal electric conversion (OTEC) power, the televisor, fluid diodes, bladeless turbines, charged-particle beams and personal fliers are only some of the inventions that Tesla theorized in Homeline but actually built in Gernsback.

In Gernsback Tesla died in 1943 with two Nobel Prizes, an immense fortune, and the satisfaction of knowing that he had changed the world more than any scientist since Newton.



"If you mean the man who really invented, in other words, originated and discovered – not merely improved what had already been invented by others – then without a shade of doubt Nikola Tesla is the world's greatest inventor, not only at present but in all history."

– Hugo Gernsback

This Quantum 7 world has been known to drive Infinity Unlimited technical experts insane with frustration. The few experiments carried out here by Homeline scientists seem to indicate that Gernsback follows the same physical laws as Homeline, but technical progress has taken a number of very bizarre detours. For example, dirigibles plow the skies side-by-side with gigantic atomic-powered cargo planes. The transistor is unknown, but rayguns and aircars are common. Here, the slide rule is king.

The first Homeline travelers saw the towering Art Deco buildings, sleek aircars and omnipresent powercasting towers, and named this parallel after Hugo Gernsback, utopian technophile and founder of modern Homeline's science fiction. Much about the world does seem like something out of a 1930s scientifiction adventure, from the personal jetpacks to the benevolent power of the World Science Council.

The history of Gernsback diverges from Homeline with the marriage of Nikola Tesla, the last of the mad scientists, to the daughter of J.P. Morgan, the last of the robber barons. In Homeline history, Tesla and Anne Morgan became good friends, but Tesla died a bankrupt bachelor, the majority of his inventions remaining in his head or sketched in notebooks. On Gernsback, Tesla's marriage stabilized him both emotionally and financially, and he went on to revolutionize virtually every aspect of modern life.

Tesla not only set technology on a new path, but global economic politics as well. The Depression never occurred; Hitler never rose to power, and Germany, instead of Japan, is the major competitor for America's mighty trusts. The League of Nations was strengthened enough to stop Stalin from building atomic weapons. The cost, however, was a great war which proved the importance of the World Science Council's global scientific coordination. Now, in the year 1965, the World Science Council leads the League forward into a technological utopia of peace, prosperity and order for all in the glorious world of the future.

History

Harnessing the Lightning

By the time Nikola Tesla's AC generators had proved their superiority over Edison's DC, his mercurial personality had been calmed by his marriage to Anne Morgan, daughter of financier J.P. Morgan. Morgan began to finance Tesla, especially after Tesla invented wireless telegraphy, or radio. Morgan instantly recognized the potential of radio, and persuaded Tesla to stop all his other investigations to perfect an experimental system of global radio broadcasting. In 1902, the Morgan-Tesla Radio Company began global radio broadcasts from Wardenclyffe, Long Island.

The immense success of global radio meant that Tesla was free to concentrate on his lifelong goal: broadcasting electrical power without wires. Morgan died in 1913, but his son, Tesla's brother-in-law, continued to support his work (and profit from it, as Tesla's inventions were turned over to teams of Morgan

technicians to be perfected, patented and marketed). Finally, in 1924, two years shy of Tesla's 70th birthday, Morgan-Tesla introduced his system of broadcast power. The result was global panic and a stock market crash.

Building the World Of Tomorrow

J.P. Morgan, Jr., had foreseen this effect, and, having sold short, was able to stabilize the market rapidly with the immense amount of capital he controlled. In America, the Christmas Panic of 1924 ended by spring. The shaky Weimar regime of Germany, however, once again neared collapse. Morgan's friend, Vice-President Dawes, had reformed the German banking system only months before. Now, Dawes asked Morgan for help in solving Germany's economic mess once and for all. The Dawes-Morgan plan wound up rewriting the German Constitution to end its chronic political and economic instability. The newly-stable German Republic drew millions of dollars in investment from Morgan's firms, allowing Germany to pay off its war debt in record time.

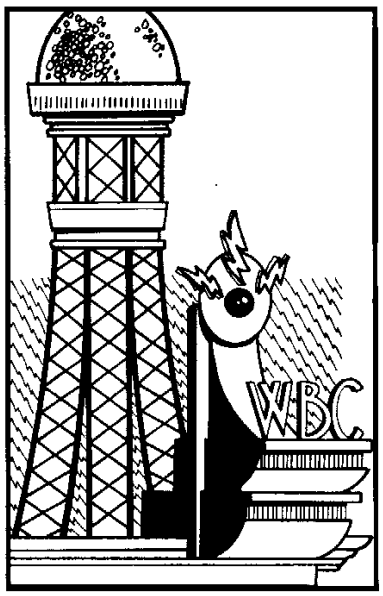
An economically strong Germany with ties to the U.S. was just the shot in the arm that the faltering European economy needed. Prosperity restored confidence in European institutions, such as the League of Nations. American ties to Germany led to American participation in the League, in 1926 as an "observer" and by 1933 as a full member. German and American prosperity pulled the world through another stock panic in 1929 and through crises over Japanese incursions into China in 1933 and the Italian invasion of Ethiopia in 1935. The League forced the aggressors to back down in both cases, further stabilizing the world order.

The next crisis began deceptively, when German physicist Otto Hahn split the atom in 1938. The newly-founded World Science Council (WSC) was placed in charge of a program to develop atomic power plants. By 1945, atomic power plants were being built by the WSC in Germany and America. However, in Soviet Russia, the dictator Josef Stalin saw his chance to use atomic power as a weapon. Soviet physicist Andrei Sakharov defected and warned the world of Stalin's plan to build an atomic bomb.

The League of Nations responded instantly to the WSC warning that atomic bombs could devastate the world, declaring war on the Soviet Union on October 3, 1951. The war was the most massive conflict in world history, with millions of men fighting on both sides. The WSC produced an endless stream of superweapons for the League, from tanks firing particle beams to teleguided missiles. Stalin's scientists did not finish the atomic bomb until 1953. When the Ukrainians rose up against the Soviets and welcomed the League's armies as liberators, Stalin ordered the atomic bombardment of Kiev. Soviet scientists rebelled at this insane action. In the "Scientists' Revolt," they destroyed Stalin's bombs and surrendered to WSC paratroopers who were airdropped from League troop planes. Stalin died on April 30, 1953, in the confused capture of Moscow, and the world was once again at peace.

The Golden Age

The League of Nations and the World Science Council were faced with the massive job of reconstruction. The League took over the administration of Russia; the "League Taxes," which had paid for the war in the member countries, now paid for rebuilding and peacetime conversion. The League placed all atomic power research under control of the WSC to prevent any other nation from attempting to build atomic weapons. The 1957 Treaty of New York formalized League powers, including rights of "entry and inspection" for WSC agents. It also made the League Taxes permanent, and mandated economic coor-



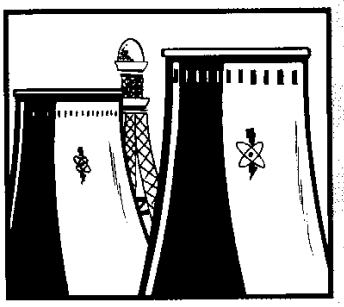
Without World War II

Without the Depression, there was no German fascism and no Adolf Hitler. Without Hitler there was no World War II. The Soviet War was fought on a similar scale, but was shorter and more one-sided. Thus, the massive social changes resulting from World War II are not in evidence on Gernsback. For example, the "baby boom" was a much smaller demographic bulge and began a decade later.

The gains made by women and minorities do not exist in the absence of "Rosie the Riveter," black combat units and Eleanor Roosevelt. As a result, civil rights in the U.S. and elsewhere remain at 1930s Homeline levels – overt discrimination continues at all levels everywhere across America, and the South remains segregated. Attitudes toward women are reminiscent of Homeline's 1950s. Although some careers are opening to women (the "girl reporter," for example, is almost a cliché), the unspoken assumption is that every woman will eventually settle down, marry and raise children.

No "GI Bill" provided college educations to much of the middle class, although WSC scholarships to students who show an aptitude for science or engineering are generous. Thus, a college degree is still an unusual accomplishment in the U.S., and more college students study science and engineering.

Finally, without the horror of the Holocaust, anti-Semitism remains acceptable in polite society and Jewish emigration to Palestine is greatly restricted by Britain. Also, eugenics and racial theories retain their scientific respectability (see *Eugenics*, p. 117).



Our Friend, the Atom

Without Hiroshima and the Cold War, Gernsback's relationship to the atom is far less uneasy than in Homeline. Atomic power is a cheap, clean, incredibly potent means of generating the copious electricity that fuels Gernsback. Atomic reactor design is standardized by the WSC's finest engineers, and multiply-redundant safety systems are in place. Although there have been numerous Three Mile Island-level ventings of radioactive steam from Gernsback's atomic plants, there has never been a Chernobyl. The populace accepts the minimal risk as an excellent tradeoff for choking clouds of "19th-century" coal smoke. Low-level atomic waste and plutonium is reprocessed into atomic fuel at breeder reactor sites located in remote areas. High-level waste is embedded in solid glass blocks and stacked in the Gobi Desert.

dination of League countries with WSC guidelines and predictions. Finally, established the League Peace Forces (LPF), a standing League of Nations army.

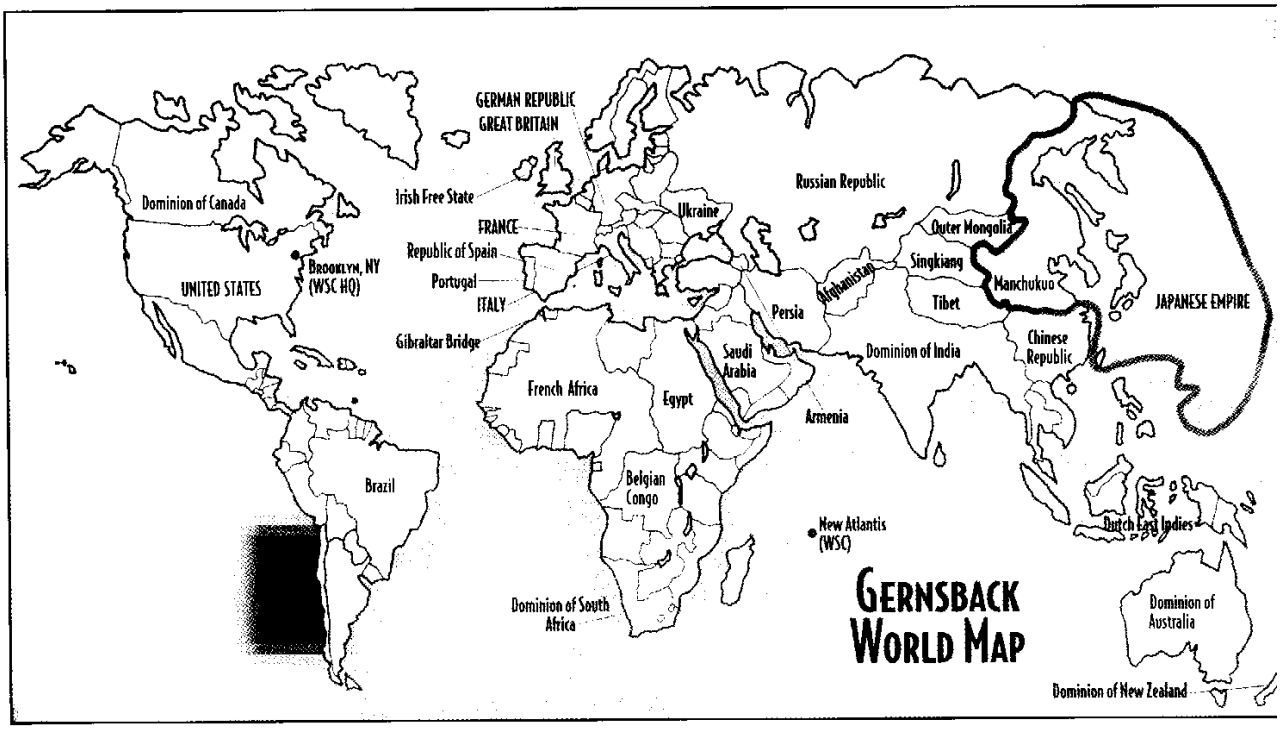
The amazing inventions made during the war were perfected and markete for civilians, and a huge economic boom began as war plants switched over t peacetime production. The Electronic Brains that were invented just before th war began to produce economic predictions, which the League used to manag the global economy. A few anti-League rebellions in India, Africa and th Middle East were contained, and new WSC universities were built to educat the cream of the civilized world for technical progress. An attempt by the revc lutionary government of Cuba to withdraw from the League was stopped by th WSC. The Council did not even wait for League authorization before shuttin down all electrical power on the island and forcing the overthrow of the Castr regime.

Now, the world is unified and at peace under the benevolent rule of th Great Powers, the League of Nations and the World Science Council. Plannin and technology are being used to deal with the natural economic dislocations c the postwar era. Nothing can go wrong.

Locales

The Great Powers and the League of Nations

The League of Nations, headquartered in Geneva, Switzerland, is the gre organization for resolving international disputes, coordinating global policie and enforcing the will of the Great Powers. Its membership consists of all t nations of the world, except Saudi Arabia, Tibet and Vatican City.

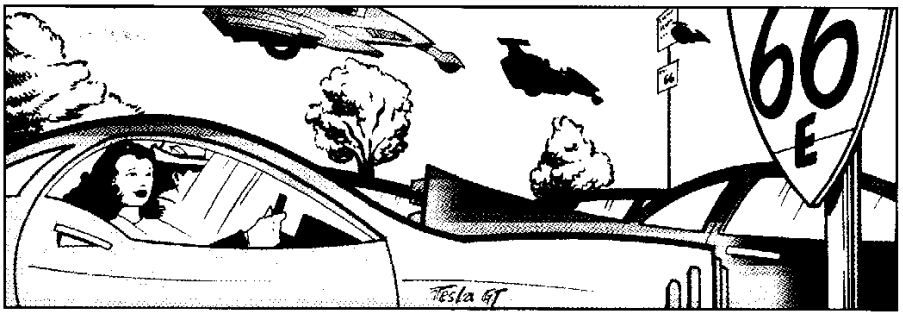


Its central body is the League Council, consisting of the six Great Powers (Britain, Germany, France, Italy, the U.S. and Japan) and five smaller nations chosen by the General Assembly, which includes all members. The League Council selects the secretary-general, who serves as the chief executive officer of the League, commanding the League Peace Forces and heading its executive branch, the League Secretariat. The World Court is the judicial arm of the League, headquartered at the Hague in the Netherlands.

Since the Soviet War, the League Secretariat has taken the lead in setting many global priorities and policies. Although the secretary-general is always from a smaller nation, the undersecretaries are always from the Great Powers.

The United States of America

Greatest of the Great Powers, the United States of America stretches from the Philippines to Puerto Rico and from Alaska to Texas. Its gigantic industrial corporations and immensely powerful banking institutions are the muscle and sinew of the global order, and its 220 million citizens have the highest standard of living on Earth. America is the global leader in automobiles, steel, aircars, power plants and airframes, and its farms are the world's most productive. Although New York is unquestionably the greatest city on Earth, Chicago and Los Angeles boom at either end of the great "mother road," the 20-lane Highway 66. Its politics, once quite interesting, have grown deadly dull as the technocratic wings of both the Republican and Democratic parties trade off power every eight years.



The German Republic

Second only to America in economic power, the German Republic leads the world in pure science. This advantage results in overwhelming leads for German cartels in chemicals, pharmaceuticals, machine tools, optics and electrical equipment. Krupp produces the armaments for many national arsenals, Siemens pours out steel and electrical equipment for Europe's *blitzbahnen* (lightning trains) and I.G. Farben is at the forefront of rocket fuels and industrial chemicals of all kinds.

Germany's 80 million people live in an orderly society dominated by the Progressive Democratic Party (FDP) and the German Democratic Party (DDP), the 1926 Constitution having broken the German tendency toward fringe movements. The Ruhr is the economic heart of Europe and Berlin is its intellectual center. The German film industry gives Hollywood a great deal of competition as well, with technological thrillers, dark suspense dramas and frothy romances.

The British Empire

Great Britain, which still rules its colonial empire, is the "balancer" between Germany and America. Canada, South Africa, Australia and New Zealand generally coordinate national policies with London as a means of maintaining their independence from American financial and economic control. They have free trade with Britain and each other, creating a market of almost 500 million people (400 million of whom are Indian) for British and Canadian corporations and banks. London rules another 200 million Africans and Asians, who are locked into trade agreements that provide a captive market for Imperial products.

How to Be a Clear-Eyed Citizen of the Future

In all the Great Powers, men and women look to the future with unbounded optimism. Although there will undoubtedly be some rough spots in the path of Progress, clear thinking, a cool head and the power of science will handle them.

As a machine's gears need to be lubricated, society's gears must be oiled with courtesy and a clear understanding of the rules. Moral codes and social behavior, especially in America, are strongly reminiscent of Homeline's 1950s. Teenagers mostly respect their elders, profanity is unheard in public and although dress is modest and sensible, aircar and building designs are exuberantly "futuristic."

For players and GMs, the 1950s can be used as the default mindset for Gernsback characters. Science fiction heroes (and heroines) from early Heinlein works or E.E. "Doc" Smith novels can also serve as role models.

New York – Technopolis

New York City is without question the greatest city on the face of the earth. From the WSC headquarters on the 1939 World's Fairgrounds in Brooklyn to the Mile-High Building on the East River, and from Wall Street to Columbia University, the city is the center of the world's scientific, financial and economic power. The Morgan companies are headquartered there, and it is a center of global broadcasting. With a population of just over 12 million, it is the biggest city in the world, and has recently instituted a large expansion of the monorail system to handle the crush of traffic. Aircars are restricted to certain lanes and altitudes, as are flivvers and jetpacks. The Empire State Building has become a major zeppelin terminal, although most commercial airships continue to land at Lakchurst, New Jersey or at Tesla International Airport (formerly Idlewild).

Russia

Following the defeat of the USSR in 1953, the Russian government fell into chaos. The Ukraine and Armenia became independent, and Japan annexed the Pacific coast of Siberia. The 150 million remaining Russians are citizens of the Russian Republic, which is working to rebuild Russia under the watchful eye of the League. Its vast mineral resources are being mined by German, American and Japanese corporations, with the WSC supervising the construction of immense rail and air networks from European Russia into Siberia. The WSC has taken charge of the entire Russian educational and scientific apparatus, ostensibly to root out any fugitive atomic scientists. Many Russian physicists and engineers have been transferred to the WSC rocket program.

Fascist Italy and Socialist France

Still Great Powers on the League Council, Italy and France are no longer even leading powers in Europe. Both nations have restrictive, inward-looking political systems. Italy is slightly more dynamic economically than France, due to Italy's lack of an expensive colonial empire. It produces racing aircars, shoes and atomic motors. Its Fascist government maintains strict political controls, but is too corrupt to oppress its population effectively.

France, although still the main agricultural producer in Europe and a leader in aircraft production, suffers under economic central planning even more onerous than the usual League level. The expense of policing perennially-restive Indochina pales next to providing even a minimal welfare guarantee for 45 million Frenchmen and 60 million Africans. Talk of decolonization is resisted by those in the French government who believe that without its empire, France will become a permanent backwater.

The British Empire maintains its lead in shipbuilding, primarily in Australi and Canada. The Empire also provides a disproportionate share of Leagu Secretariat ministers, possibly since Canada, South Africa, Australia, Nev Zealand, Britain and India all have votes in the General Assembly.

The Empire of Japan

The Japanese Empire took advantage of the Soviet War to invad Communist-held northern China, conquering the country as far south as th Yangtze River. It continues to rule northern China through a League mandat obtained in the postwar exhaustion. Japan also retained its conquests o Mongolia and the Soviet Far East, annexing them both to Manchukuo.

Now, the Japanese Empire runs from Irkutsk to Kwajalein and from Taiwa to the tip of Siberia. The 90 million Japanese rule 30 million Koreans, 50 mil lion Manchurians, 200 million Chinese and 6 million Russians. The Empire i an interlocking system of military hierarchies (returned to power by the wa after an abortive coup in 1936), economic conglomerates such as Mitsui an Mitsubishi, and the parliamentary bureaucracy. Japanese production of aircars submersibles, ships and steel is second to only the United States.

The World Science Council

The World Science Council, headquartered in Brooklyn, New York, is th engine of scientific progress and development for the whole world. The Counc comprises eminent scientists from all over the globe, nominated by their nation governments and approved by vote of the Council. The Council's directorates ar managed primarily by American, German and British executives, often draw from the boardrooms of the largest industrial combines or banking empires.

WSC employees, which range from abstract theoreticians in Princeton t ditch-digging engineers in the Congo, are drawn from the cream of their profes sions the world over. Three-quarters are American, German or British, althoug Japanese and even some colonials have qualified. As in most Gernsback institu tions, women staff the WSC largely as secretaries and lab assistants. The excep tions are the Electronic Brain personnel, transport and even test pilots, and a fe Special Tasks Agents. Of course, a truly brilliant scientist can attain as muc recognition as her male peers, as have the biochemist Dorothy Hodgkin or th atomic physicist Maria Göppert.

Its universities, scattered throughout Europe and North America, produc trained engineers and scientists in all disciplines. Its research laboratories continue t improve atomic power plants, increase powercasting efficiency, develop improve solar engines, batteries and OTEC plants (see sidebar, p. 108), and generally pursu all types of scientific and medical progress. Its engineers plan vast public work including the Pan-American Highways, the tunnels under the Bosphorus and th English Channel, and the Gibraltar Bridge. Its economists interpret the forecasts the Electronic Brains to guide the global economy. Its rocketry program plans orbit a space station using atomic rockets as a prelude to putting a man on the moo by 1970. A giant floating city, New Atlantis, is under construction south of th Seychelles, to develop fish farming and mine magnesium from seawater.

With a budget of tens of billions of dollars drawn from its control of glob powercasting, atomic power and broadcasting as well as from League appropri tions, it is the single most powerful economic actor in the world, dwarfing mo national governments. As a result, its agents have become adept at ferreting o threats to the global order, putting down rebel movements in Indochina or shu ting down renegade laboratories in Roumania. Able to monitor all global broa casts, turn off electrical power anywhere in the world and monitor the plan from satellites in orbit, the WSC is very possibly the true ruler of Gernsback.

Technology and Society

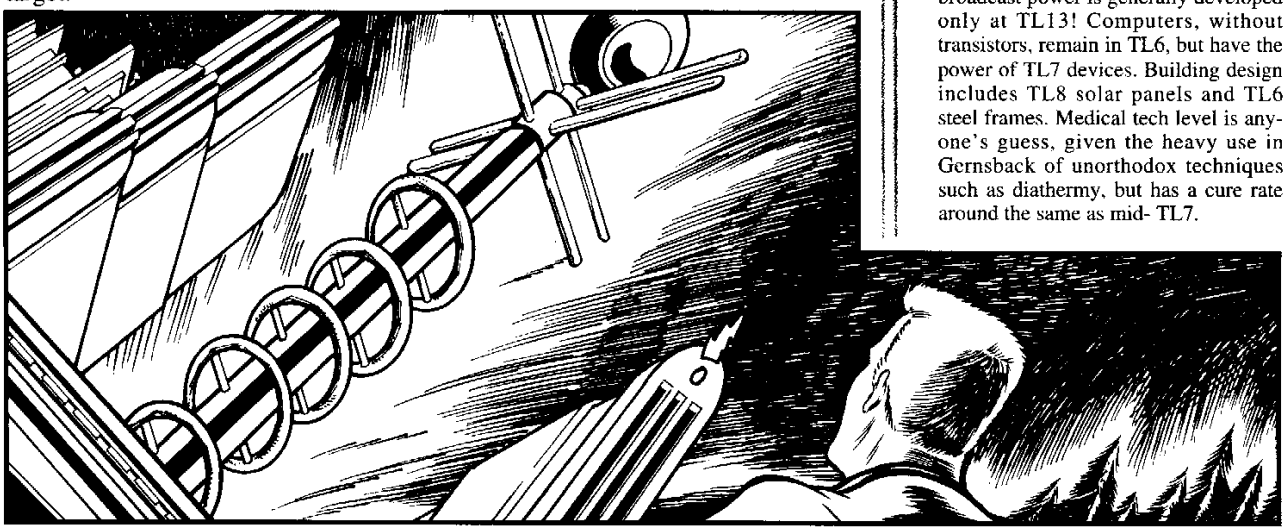
The trappings of technology, and the promise of more and better things to come, are central to society in Gernsback. Spared (for the most part) from the horrors of war and the experience of the Great Depression, society is forward-looking, optimistic and confident in the extreme.

Practical physics, electromagnetism and metallurgy are the three areas where Gernsback is farthest ahead; organic chemistry and biology are the fields in which Gernsbackian science most obviously lags. Plastics are far less common in Gernsback than light alloys and silicates. The "green revolution" has not yet hit agriculture, so food stocks are being expanded through scientific breeding, fish farming and algae and soybean cultivation. Predictions of growing food crises drive the oceanological program of the WSC. So does the increasing demand for light metals such as magnesium and manganese, which are common in seawater.

Broadcast Power

At the heart of Gernsbackian technology is the powercaster. It transmits electrical power without wires over virtually any distance, although powercasters are built about a thousand miles apart to increase capacity. Electrical power from atomic plants, OTECs (see sidebar, p. 108), or hydroelectric generators is excited and amplified by resonant oscillations until a powerful electrical standing wave is propagated into the upper atmosphere. A receiver tuned to the frequency of the standing wave draws the power (which can reach millions of volts) into a motor, home power system, battery or other device. The receiver does *not* need to be in line of sight with the powercasting transmitter.

Mobile receivers have a life expectancy of about a year, and are metered by the Morgan Power Company, which holds the powercasting monopoly. Home systems are sometimes metered as well, but most city governments charge a flat "power fee" to residents and pay the MPC a discounted rate. "Power piracy" by individuals is fairly common, but most authorities consider it petty theft. The MPC and its administrator, the WSC, take power piracy by factories, cities or countries (such as Cuba in 1960) more seriously, destroying the receivers of offenders by narrowcasting counter-resonant beams of jamming energy at the target.



The Rest of the World

Latin America remains within the U.S. sphere of influence. Africa is still carved into colonies except for Ethiopia, Liberia, South Africa and Egypt. The Middle East, under League Mandate to the Great Powers, always boils with unrest. Rebellious sentiments in India have been somewhat curtailed by its elevation to Dominion status and the British ability to play dissident groups off each other.

Southeast Asia is also full of developing rebel movements, from French Indochina to the Dutch East Indies to British Malaya and Burma. The northern half of China remains under Japanese occupation, but the Chinese Republic with its Provisional Capital at Canton is under the rule of the corrupt and inefficient Kuomintang Party, bolstered by large flows of Western investment. The League implicitly guarantees the colonial powers' holdings, and the WSC cooperates in both building roads and powercasters in the colonies and in helping the colonial powers deal with unrest.

What the Heck *Is* the Tech Level?

Tech level in Gernsback is as big a hodgepodge as the science that made it. Transportation runs from TL5 zeppelins through TL7 bullet trains up to the aircar and flivver, which might indicate TL8.

Warfare similarly includes TL6 flak jackets and TL9 masers. Its particle-beam cannons work on the same principle as TL9 blasters, and the microwave cannons are equivalent to TL9 disruptors (see ***GURPS Ultra-Tech***).

Atomic power plants are TL7, but broadcast power is generally developed only at TL13! Computers, without transistors, remain in TL6, but have the power of TL7 devices. Building design includes TL8 solar panels and TL6 steel frames. Medical tech level is anyone's guess, given the heavy use in Gernsback of unorthodox techniques such as diathermy, but has a cure rate around the same as mid- TL7.

Aircars

The first aircars were invented in the late 1940s by German engineers working for Daimler. They developed the concept rapidly during the Soviet War, but aircars were too flimsy for anything but pinprick raids. During the postwar conversion, however, aircars really came into their own.

Aircars, made of light alloy, are streamlined with a partial airfoil shape. Broadcast power runs dielectric motors, which turn ducted bladeless turbines, for propulsion and lift. Most models also have a powerful supercapacitor for emergencies. Most models have ground wheels as well (usually three), but a few advanced VTOL types have skids.

Aircars are still too expensive to totally replace groundcars, but they are the favored vehicle of the newly-prosperous or (secondhand) of the college engineering major. Their operational ceiling is usually about 500 feet, and their top speed averages 90 mph (sports models can approach 150 mph). Stall speed on most wheeled models is around 20 mph. They weigh around 1,000 lbs. empty and can carry up to three passengers. An aircar has PD 3, DR 5 on all sides.

Besides the enormous social, political, technological and economic dislocations created by powercasting there is one other noticeable effect: everyone on Earth (except cat burglars and astronomers) can now enjoy the aurora borealis.

Transportation

The World Science Council and the League of Nations both believe in knitting together all nations of the world into a seamless, productive, scientifically-run whole. To this end, massive construction projects blast tunnels and build electrical railways between the great cities of the world, and teams of engineers lay out airship havens from Alaska to the Amazon. No city is too remote to have its own zeppelin hangar and WSC powercasting antenna. In larger cities, interurban trolleys connect spread-out suburbs, and monorails weave between (and sometimes through) the skyscrapers of the dense downtowns.

The development of broadcast power liberated the small vehicle from its power plant; the development of the atomic motor did the same for giant vehicles. Aircars, groundcars, hovercraft, flivvers, trains and zeppelins usually use dielectric motors running on powercasts. Enormous cargo submersibles, container ships, floating airship hangars and superwings carry atomic motors and use broadcast power for auxiliaries. For high-performance aircars, jet fighters and jet courier aircraft (usually with VTOL capability) and all-terrain vehicles, petrochemicals remain the standard fuel.

Lightning Trains

The *blitzbahnen* that have linked Europe and spanned America since 1925 are continually being expanded and improved. The Trans-Siberian Railway has been fully electrified and the Chinese and Indian railway nets have been joined via links across Burma and Siam. The Pan-American Highways are being expanded to include rail lines, and the Brazilian government has opened up the Amazon basin with a rail line from Manaos to Rio de Janeiro.

Modern lightning-trains, which are driven by broadcast-powered bladeless turbines or atomic motors, travel an average of 200 mph (counting stops) over specially-hardened tracks. The sleek streamlining of the control car (still called the locomotive by some old fogies) is based on aerodynamic designs developed by the WSC using Electronic Brains. The other cars are fully modular, so that any lightning-rail car anywhere in the world can attach to any train and run on any lightning-rail track. This has led to efficiencies in transport and lower costs for foreign goods, including fresh beef and produce.

Zeppelins

The dirigible rigid-framed airship, or zeppelin, is the workhorse of Gernsback's skies. Zeppelins usually use powercasts to run the main dielectric engines, but carry diesel motors for backup in storms or emergencies. Advanced fireproofing techniques and modern construction have made the hydrogen zeppelin the cheapest, safest, surest way to deliver bulk nonperishable cargo or passengers to remote locations. Russian mud made trucks useless, and there were no rails, so literally hundreds of thousands of zeppelins were built for the Soviet War as cargo-ferries, observation platforms and troop transports. These zeppelins, now decommissioned, have been bought by private cargo firms, tour lines, news organizations, charitable organizations, smugglers and scientific concerns. Anyone who needs to get something to a remote location uses a zeppelin often with a number of flivvers (see sidebar, p. 115) on board for quick pickups and deliveries on the ground.

A standard war-surplus LGZ (Luftschiff Gesellschaft Zeppelin) hydrogen cargo zeppelin is 200 feet long, with a cruising speed of 60 mph and a top speed

of 85 mph (depending on winds). It usually has a crew of 10 (but can operate with only 3) and a cargo capacity of 60 tons. Its ceiling is 30,000 feet, and its range (thanks to powercasting) is theoretically infinite.

Superwings

The superwing is an enormous aircraft, usually 500 feet or more in wingspan and several stories high. The entire aircraft is one lifting body, essentially a giant flying wing. The first superwings were designed by German aeronautical experts in the 1940s, and this research was used by Howard Hughes when he designed the first atomic superwing for the WSC in the Soviet War. Superwings were used as powercasting mounts, observation platforms, paratrooper transports and forward headquarters. Using the advanced paragliders and controllable parachutes developed during the War, 750 paratroops and their equipment could be lofted from secure rear bases in Canada and dropped into Soviet combat zones within hours. The WSC used such paraglider landings to liberate Soviet scientific outposts during the "Scientists' Revolt," and the League Peace Forces continually keep a paratroop battalion airborne on the League superwing *Woodrow Wilson*. The WSC maintains three scientific monitoring superwings continuously aloft: the *Leonardo da Vinci*, the *Otto Lillienthal* and the *Orville Wright*.

Superwings combine atomic power with broadcast power, riding the jet streams around the world continuously. Most superwings incorporate hangars for smaller aircraft, although the windstream created by a superwing makes it impossible (so far) for a zeppelin to link up with a superwing in flight. Superwings usually stay aloft for months or even years, only landing in case of catastrophic emergencies. The WSC maintains emergency superwing landing strips (several miles long and specially reinforced) in Russia, the American and Canadian West, the Sahara, Australia and Manchuria. Superwings have an average speed of 500 mph and a standard cruising altitude of 30,000 to 50,000 feet.

Submersibles

Forty feet below the surface, most storms have no effect and the ocean water remains still and calm. This immunity to storms has inspired the construction of all manner of submersibles, including dielectrics powered by a towed powercast receiver and giant atomic submarine cargo ships. Most submersible drives are hydrojet "caterpillar" drives, although some older subs still use screws. Although more expensive to build than conventional ships (which still ply the oceans of Gernsback, from hydrofoil passenger craft to quarter-mile-long supertankers), submersibles never lose time to storms. They also make popular passenger liners, with whole walls lined with thick quartz windows. Submersibles help construct undersea tunnels, such as the ones under the English Channel or between Kyushu and Korea.

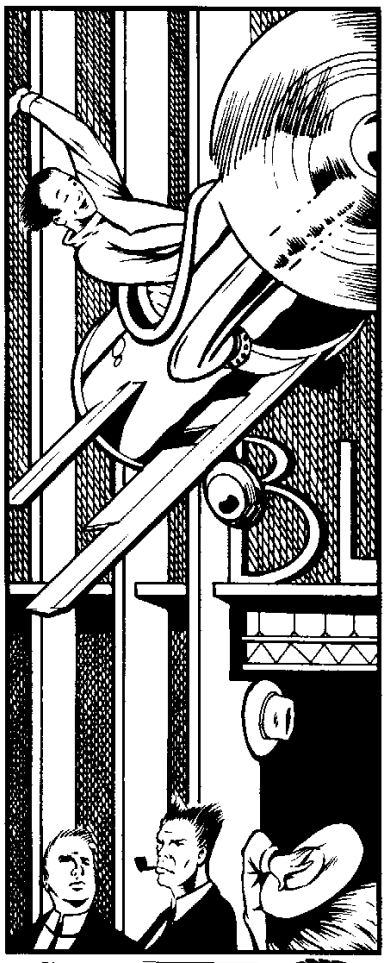
Submersibles are also used for investigation of the seas by the WSC, which has a large oceanology program underway focusing on OTEC platforms, fish farms and extracting minerals from seawater. The centerpiece of the WSC marine program is the floating city of New Atlantis, built around a 100-megawatt OTEC.

Communications

Radio communication has been available worldwide since Tesla and Morgan built their first radio broadcaster in 1902. Since then, radio receivers have gotten smaller and more versatile, with the smallest tube or crystal sets able to fit on a night table. Virtually every home in the world has access to a radio set, provided in colonies and poorer areas by the WSC Information

Flivvers

Flivvers, or "flying stoves," are small one- and two-man personal helicopters invented by Tesla in 1922 and put into production by a number of automotive companies (especially Packard, Duesenberg and Oldsmobile) following the Panic of '24. The flivver takes off vertically like a helicopter. Once airborne, the cabin rotates on gimbals 90 degrees to make the rotor a front-mounted propellor and to lock into place two light lifting wings and a stabilizer. The flivver also lands vertically, after rotating the cabin to its initial position. Flivvers are powered either by high-octane motors or by powercasting, and are unsafe in high winds. They generally have a range of only 90 or so miles, a ceiling of 2,000 feet and a top speed of 50 mph. Their silicate and light-alloy frames have PD 2, DR 3. Flivvers weigh around 500 lbs. empty. Some communities ban flivvers, but they are popular with commuters and teenagers.



Jetpacks and Paragliders

Jetpacks – bladeless turbojets mounted on a backpack with fist controls extended at the sides – are common in the LPF. The exhaust blast will fry anyone within 10 feet behind the user for 2d damage. Steering is difficult at best, and the range is less than 40 miles. Jetpacks use jet fuel rather than broadcast power. Due to the balkiness and short range of jetpacks, they are often used in conjunction with paragliders, which are similar to hang gliders in construction and design. Paragliders generally have airfoil wings for extra lift, rather than counting on air pressure to inflate the airfoil, as would a hang glider.

Jetpacks weigh 95 lbs. and have a top burst speed of 100 mph for 10 minutes. Paragliders weigh 30 lbs. and increase the range of jetpacks to 150 miles, depending on updrafts and winds. They also make steering considerably easier.

Division. Most of these sets are pre-tuned to the five Morgan Broadcasting Company (MBC) frequencies. MBC is owned by the WSC, and is the largest broadcasting company in the world. Shortwave radio and other variations are common, and the WSC apportions frequencies to broadcasters, making sure that "narrowcasts" by local radio stations do not overpower important broadcast signals.

The Televisor

The televisor, invented jointly by Vladimir Zworykin and Nikola Tesla, has been another important method of joining national cultures together under the League and the WSC. Televisor broadcasts, like radio broadcasts, are global. The MBC televisor channels bring news, scientific programming and drama into homes all around the world. The secretary-general of the League addresses the world every New Year's Day, and televised coverage of other important events, baseball games and World's Fairs are broadcast worldwide on one of the ten available global VHF channels. Generally, each city has between one and five UHF channels which can only be picked up locally for local events, news and sports.

Architecture

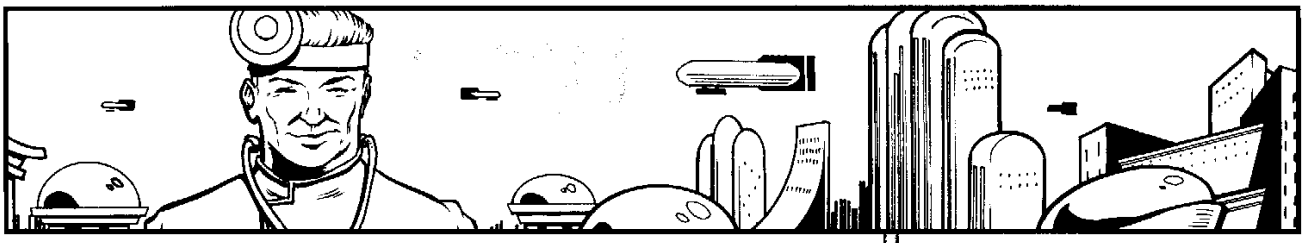
Architecture in Gernsback looks both futuristic and nostalgic. Most large buildings are built in the venerable Art Deco style, with occasional experiments by architects like Bruce Goff, Frank Lloyd Wright, Buckminster Fuller, Morris Lapidus or Eero Saarinen. Thus, geodesic domes, spiraling ramps and crystal pyramids dot the skylines of the more adventurous or progressive towns along with neo-classical banks, Beaux-Arts stadiums and sleek Art Deco skyscrapers. The minimalist Bauhaus styles of Le Corbusier, Gropius and Mies van der Rohe never caught on in the Americaphilic Germany of Gernsback, and so the steel-and-glass International Style boxes of Homeline are missing from Gernsback's Berlin, New York and Chicago.

Most buildings in Gernsback have solar panels, which augment the ubiquitous broadcast power. Most American suburban homes, which dot the landscape near the massive superhighways and ring the cities on radial roads, are built in Wright's "Usonian" style. These homes, made of prefabricated materials put together with a powercast receiver and built-in plumbing, sell for less than $5,000. The newer Usonian homes incorporate passive and active solar energy further cutting down home maintenance costs.

Health and Medicine

Medicine in Gernsback is, to say the least, as bizarre as the rest of Gernsback's technology. Medical diathermy (the use of electrical heat to treat broken bones, bruises, organ damage and muscle tears) is very common and surprisingly effective. Cancer rates are somewhat higher than on Homeline, probably due to the greater prevalence of X-rays. First aid, including a thorough knowledge of pressure points, is common knowledge in Gernsback, and electrical cardiac stimulation and similar methods are used for treating heart attacks.

Global public health, hygiene and inoculation programs mounted by the WSC have almost wiped out polio, smallpox, plague and scarlet fever worldwide and have greatly reduced the incidence of diseases like typhus and cholera. The global distribution of vitamin supplements (also by the WSC) has virtually eliminated rickets, pellagra, beriberi and fetal retardation. These policies are carried out by the WSC with the full cooperation (and substantial funding) of the national and colonial governments involved. Zeppelins continue to distribute medicine and vitamin supplements to remote areas, and many colonial governments fin



jobs for their subjects building modern sewage and water treatment plants, hospitals and other public health installations. Cheap, plentiful broadcast power makes practical desalination common for arid climates, and vast pipelines pump desalinated seawater into the American West, the Australian outback and the Kalahari to irrigate crops.

Mental Illness

Mental illness in Gernsback is treated as primarily physical in origin; Freudian psychiatry faded out of practice although some Freudian schools remain in Germany even now. One's mental state is believed to depend on biochemical balance in the brain and endocrine system. Therapies rely heavily on chemical and electrical treatment to restore a balanced brain chemistry – lithium for manic-depressives, acetylcholine blockers for delusionals, diathermic or electrical stimulus for catatonia. Electroshock and insulin shock therapies are seen as outmoded and crude precursors to more sophisticated methods. There are fewer stress-related disorders in Gernsback, possibly due to the general optimism prevalent in the culture.

Drugs and Antibiotics

Gernsback has the whole spectrum of antibiotics and sulfa drugs of TL6, although penicillin was not discovered until 1952. A massive WSC project is now under way to identify and categorize unknown plants (especially tropical species), and to determine their medical properties. This project has already identified a number of potentially anticarcinogenic drugs such as taxol, laetrile and other substances.

Eugenics

The WSC coordinates the actions of various national Eugenics Boards. These urge the abortion of defective fetuses, the sterilization of criminals and the insane and other measures for "improving the breed." Such practices are beginning to stir opposition, especially among the more reactionary religious sects. Without the example of Nazism to cast them into disfavor, eugenics and race theories remain subjects of scientific discussion in Gernsback. Genetic research is still in its infancy, and DNA remains unmapped.

Outtime Penetration

The Infinity Patrol

The I-Cops' primary mission in Gernsback is to oppose the large-scale Centrum operations here. Centrum's obvious strategy is to rapidly evolve the WSC into a technocratic world government mirroring Centrum's own gray elite. Then, Centrum could easily mount a decapitating coup and rule the world. Thus, the I-Cops give covert aid to anticolonial movements around the world

Electronic Brains

The computer, using myriads of advanced, high-sensitivity Tesla vacuum tubes, is the bulwark of the WSC's scientific program. These Electronic Brains (the most advanced are Complexity 2 machines) occupy entire rooms, but are capable of performing immensely complex calculations in mere minutes. They are used to mathematically model aircraft designs, plot stress points and fracture areas of new alloys, predict economic and meteorological trends, compute flight patterns for satellite launchings and track the vast WSC financial empire.

Electronic Brains continuously improve; magnetic tapes are being used to store data rather than wires or punched cards, typewriter interfaces and "translator routines" replace machine-language input and output, and, simply by building bigger systems, performance and capacity increase. Programming languages are evolving, as are the functions Electronic Brains perform. Some WSC researchers are attempting to use Tesla's fluidics research to create fluidic logic circuits, which will allow fluidic valves to replace vacuum tubes in the Electronic Brains and revolutionize their manufacture and use.

Electronic Brains were originally designed by Turing and Von Neumann at the WSC labs in Bonn during the Soviet War. Wartime manpower shortages meant that the laboratories' mathematical assistants and research staff were overwhelmingly female. As a result, Electronic Brain operation and programming is one of the few technical divisions in the WSC where women regularly work side-by-side with, and even supervise, men. The Electronic Brain operators are becoming a priesthood within the priesthood of the WSC, since only they can interpret the pronouncements of the vast machines they tend.

GIGO holds in Gernsback as well: the WSC organizes its resources based in large part on Electronic Brain forecasts. Since the WSC controls a large portion of the global economy, the forecasts tend to be self-fulfilling and the WSC's planning tends away from speculative investment (which could throw off the forecasts).

while hoping to avoid the WSC Special Tasks Agents. Althougl Homeline physicists are fairly sur that Gernsback is nowhere near dis covering parachronic technology nobody wants to make any bet against the heirs of Tesla.

The I-Cops also prevent would-be Homeline inventors from surfacing ir Gernsback. These troublemakers fall into two types: those who want to inven the transistor in Gernsback and make a billion dollars, and those who are *sur* that the WSC will fund their perpetual-motion machines.

The last I-Cops task is to assist stranded tourists – even with the best back ups and safeties that the WSC can devise, zeppelins do burn up and aircars dc crash. Tours to Gernsback seem to attract the oddest tourists from Homeline - the I-Cops still remember with horror the trouble they had rounding up all th stray Klingons from a Homeline SF convention held in Gernsback's New York.

Jeanne Orieux

In many of the parallels that Infinity has visited, this brilliant French biochemist is a heroine on a par with Einstein. Her groundbreaking research not only spawned the broad-spectrum cancer cure for which she is best known, but resolved most immune rejection complications and yielded valuable clues in anagathic medicine. In Homeline, Orieux perished at the hands of a terrorist in 1968. Infinity is closely observing Gernsback's Jeanne Orieux, who has just won a scholarship for advanced study at the WSC university in Grenoble.

The Life of the Mind in Gernsback

Howard Scott, father of Technocracy, was the sociological, political and economic equivalent of Tesla in the Gernsback parallel. In Homeline his plans to organize society scientifically, use large capital floats based on energy to develop technological progress, and generally remake America were a passing fad in the early 1930s; in Gernsback he was hailed as a genius. His influence in Gernsback can only be compared to that of Marx in Homeline – his thought and theories became the accepted model for virtually all academic discourse. Ironically, the absence of the Great Depression in Gernsback meant that Marx's influence on America and Western Europe was much weaker, and the Soviet War put an end to "respectable" Marxism completely.

Christianity, especially that of mainstream denominations, has also declined in influence. Most people, including many religious leaders, feel that there is a conflict between the religious and scientific worldviews. With Gernsback's penchant for progressive technophilia, religious activity has faded into mere social gathering as the churches "modernize" their doctrines to stay "relevant." Only the stricter Catholics and hard-shell fundamentalist Protestants still draw believing congregations. Given widespread anti-Catholic bigotry and the condescending attitudes of the elites to "backward" fundamentalists, their influence on society as a whole is minimal.

White Star Trading

White Star Trading sells light metals in bulk, medicines and seedlings fron new crop varieties in Gernsback. They primarily buy different plant varieties gems and cultural artifacts – there is a big Homeline demand for original Hitle watercolors, Frank Paul oils and science fiction by Gernsback's versions of Pou Anderson, Robert Heinlein and Isaac Asimov.

Homeline National Governments

The U.S. and European governments are under increasing pressure fron civil rights advocates, feminists and others concerned about Gernsback's blith acceptance of widespread race and sex discrimination. However, there are only few tiny groups in Gernsback attempting to propose alternatives, dismissed a isolated cranks by the mass of public opinion. Thus, Homeline activists, ham pered by Infinity's enforcement of the Secret, have been unable as yet to devis an effective approach.

Gernsback Timeline

1893 – Nikola Tesla meets and marries Anne Morgan, daughter of J.P. Morgan. Morgan bankrolls Tesla and the bankrupt Westinghouse; marriage and security have a settling effect on Tesla's temperament.

1894 – Tesla patents the radio transmitter and receiver.

1895 – Niagara Falls hydroelectric plant built using Tesla-Westinghouse dynamos and AC transformers.

1897 – Tesla markets diathermic treatments.

1899 – Tesla demonstrates powercast ing and the phased amplificatio of signal power at his laboratorie in Telluride, Colorado.

1900 – Count von Zeppelin invents th dirigible airship.

1901 – Tesla pioneers superconductiv ity research.

1902 – Wardenclyffe global broadcast ing tower, built on Long Islanc allows global broadcast of radi signals. Marconi driven out o radio business for patent infringe ment.

1909 – Tesla receives the Nobel Prize in Physics for the invention of radio.

1910 – Morgan completes hostile takeover of Consolidated Edison.

1913 – Death of J.P. Morgan, Sr. J.P. Morgan, Jr., takes over the financial empire; Anne Morgan Tesla takes the broadcasting and technical corporations.

1916 – Tesla perfects the fluid diode and the bladeless turbine.

1917 – Tesla invents radar by accident while trying to improve submarine-detection equipment.

1920 – Tesla invents the charged-particle beam.

1921 – Tesla and Jacques d'Arsonval share the Nobel Prize in Medicine for advances in diathermic treatment of diseases and tumors.

1922 – Tesla invents the flivver.

1924 – Tesla perfects powercasting and brings it to the market. Christmas Panic of '24. Zworykin and Tesla share patents for the televisor.

1925 – Dawes-Morgan Plan in Germany. Coolidge breaks rail strikes; high-speed electrified railroads laid across U.S.

1926 – U.S.-German Treaty isolates Russia.

1928 – Calvin Coolidge (R) defeats Al Smith (D) for President. Flight of the *Graf Zeppelin* inaugurates commercial zeppelin travel. Georges Claude builds an OTEC prototype in the Caribbean.

1929 – November Panic on Wall Street contained by Morgan and Westinghouse.

1931 – Tesla invents the dielectric motor, which soon dominates the automobile and airplane market. Tesla designs OTEC and geothermal power plants.

1932 – Herbert Hoover (R) elected President over Franklin Roosevelt (D). Howard Scott writes *The Fundamentals of Technocracy.*

1933 – Political agitator Adolf Hitler committed to insane asylum. Hoover creates Department of Science; Harold C. Urey becomes first Secretary of Science. League of Nations oil blockade forces Japan to withdraw from China.

1934 – First full-scale OTEC power plant constructed in Havana, Cuba.

1935 – Mussolini deterred from invading Ethiopia by League of Nations ultimatum.

1936 – World Science Council founded to coordinate various national Ministries of Science. Attempted militarist coup in Japan crushed; emperor asks Science Minister Yoshio Nishina to form a government.

1937 – Army rebellion in Republic of Spain defeated with Soviet aid.

1938 – WSC forms the Atomic Energy Group (AEG) consisting of Hahn, Einstein, Urey, Bohr, Compton, Szilard, Heisenberg, Oppenheimer, Teller and Fermi.

1939 – AEG creates the first self-sustaining nuclear fission reaction at Heidelberg University. World's Fair opens in Brooklyn.

1940 – Wendell Willkie (D) elected President over Charles Curtis (R).

1941 – Willkie government normalizes U.S. relations with USSR; Soviets join WSC.

Touring Gernsback

Gernsback, especially the big American cities, is a popular destination for parachronic tourists. Popular tourist attractions include the Skydeck of the Mile-High Building, the Cumberland Gap Aircar Steeplechase, zeppelin cruises to the Amazon Hilton and the Orient Electrical Express (Paris to Peking in 36 hours). The biggest draw, however, are the July 10th Tesla Day festivities at WSC headquarters, which feature parades, scientific demonstrations and some *really* spectacular fireworks.

Campaigning in Gernsback

Infinity Unlimited will have its hands full keeping Centrum from taking over Gernsback. Centrum always has more agents and resources in Quantum 7; only brilliant I-Cops strategy can thwart them. Any number of plots can be set in Gernsback, from Byzantine political struggles in Geneva to shoot'em-ups in the skies over Siberia. Centrum can target the more bizarre WSC projects in Gernsback – New Atlantis, the Majorca rocketry program, the experimental farms in the Sahara – for sabotage as they attempt to replace the ruling councilmen with their own supporters. Conversely, I-Cops can attempt to interfere with WSC plans in order to weaken the technocracy. Either way, the I-Cops will have to avoid the implacable WSC Special Tasks Agents, who ferret out just that kind of sabotage.

WSC agents can be protagonists or villains of a campaign set entirely in Gernsback. Depending on GM sympathies, PCs can be elite defenders of Science and Progress, or "power pirates," rebels and patriots battling the cold hand of Technocracy. Of course, a campaign might see the PCs change from WSC agents to rebels against the system that formed them.

A military coup in Japan might draw WSC spies, agents provocateurs stirring up northern Chinese, or Japanese battling an overwhelming force. A Special Ops campaign could include gadgeteering WSC agents and League troopers swooping down on rebel or Japanese positions from overhead superwings.

Continued on next page . . .

Campaigning in Gernsback (Continued)

Another shock to the system would be the birth of the Computer Revolution. Or, as the WSC explores the jungles of Africa looking for new plants, a deadly virus could start a global plague! Even more drastically, all the energetic photons powercast into the upper atmosphere could cause the ice caps to start melting, and the WSC would battle the resulting floods and super-hurricanes.

The transistor, the coup, Ebola, or global warming could, of course, be *un*natural events – fiendish plots of an Evil Mastermind; the Gernsback campaign could become a Cliffhangers serial with little or no adjustment. A pure Cliffhangers campaign set in Gernsback could battle any number of Weird Menaces or Things Man Was Not Meant To Know. The PCs would then be jut-jawed, steel-thewed gadgeteering agents of the WSC, which could owe more to Lester Dent than to Hugo Gernsback.

Even if the Evil Mastermind is just the tip of a Vast Conspiracy, an Illuminated Gernsback would still cry out for Melodramatic Capital Letters and Hair's-Breadth Escapes. Gernsback also would blend well with Atomic Horror – whether WSC experiments raise Godzilla or attract the Mekons ("We would never have found your world, Earthling, if it did not glow . . .") is up to the fevered imagination of the GM. Pure Horror might not work as well, but Psionics could easily join the heady mix.

In a Psionics campaign, PCs might work for the Parapsychological Division of the WSC to ferret out plots against world peace. Or they could be fugitive psis fleeing the Experiment Rooms buried far beneath the Perisphere, or an experimental colony in French Morocco that looks a *lot* like the Prisoner's Village. Psis could also make excellent villains. Created by atomic mutation, they swear revenge on their makers, the World Science Council! Mysterious Oriental Masters could use Ancient Mental Disciplines to confound their Japanese conquerors. In any such campaign, psis might be allowed to disrupt powercasting, as with the Electrokinesis power in ***GURPS Psionics***, pp. 11-13.

Finally, a Space campaign might be interesting, especially if the WSC astronauts travel to the canal-covered Mars and Mesozoic Venus of 1930s SF rather than the dry, inhospitable, boring worlds of reality. Past that point, the truly ambitious GM can have WSC Special Tasks Agent Theodore K. Kinnison make contact with a starkly inconceivable mental being that calls itself Mentor of Arisia . . .

1943 – Tesla dies, leaving his majority stock in the Morgan Broadcasting Co. and the Morgan Power Co. to the WSC. WSC headquarters moved to World's Fairgrounds in Brooklyn.

1944 – WSC launches the first satellite from Majorca.

1945 – WSC builds first atomic power plants in Essen, Germany and Montauk, Long Island.

1947 – WSC opens its first universities in Weimar, Germany and San Diego, California.

1948 – Thomas Dewey (R) elected President over Henry Morgenthau (D).

1951 – Soviet War begins; Japanese invade Communist-held North China.

1952 – Soviet Army offensives stall outside Berlin. WSC granted broad powers of supervising world power, technology and military development. "League Tax" instituted. Atomic motors developed for ships, submersibles and aircraft. Turing and von Neumann invent the Electronic Brain.

1953 – "Scientists' Revolt" in USSR. Japanese take Vladivostok and Mongolia. Stalin dies as USSR collapses; League armies enter Moscow.

1954 – League Tax made permanent to pay for Russian reconstruction and for countering continuing revolts in Middle East and India. Exhausted League grants Japanese Mandate for north China.

1956 – Adlai Stevenson (D) elected President over Earl Warren (R).

1957 – Treaty of New York.

1958 – Frank Lloyd Wright's Mile-High Building is completed in New York City.

1959 – Philippines, Alaska and Hawaii granted statehood.

1960 – Revolution in Cuba ended when WSC preemptively shuts off all electrical power in the country; Cuba is returned to League under U.S. Mandate.

1961 – Work begun on New Atlantis floating city by WSC.

1964 – Henry Cabot Lodge (R) elected President over Hubert Humphrey (D).

Characters

Typical Character Types

Homeline characters can, of course, run the gamut of available types. Specific ***GURPS Time Travel*** character types that seem peculiarly suited to Gernsback would include adventurers, agents, meddlers seeking to improve Gernsback society, fanatics ("They all laughed at my inertialess drive at Harvard, but the World Science Council will understand!"), inventors ("I call it – the transistor"), scientists and technicians (who will both wind up with the Alcoholism disadvantage if they stay here too long trying to figure it out).

The following are some typical "native" Gernsbackians:

Explorer

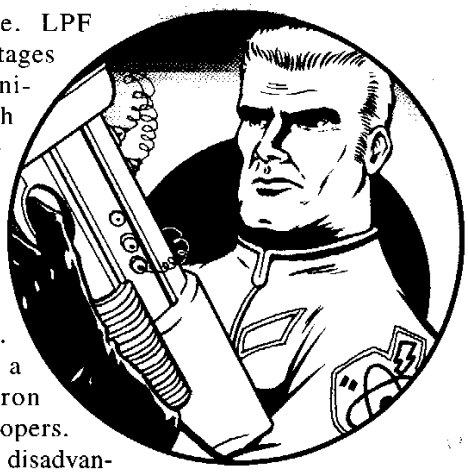
The remote corners of Gernsback are being opened up by the zeppelin and by the WSC Global Botanical Survey. At the forefront of these efforts are the explorers, who venture into the plateaus of the Himalayas, the jungles of Africa or the icy wastes of Antarctica. Advantages might include Absolute Direction, Immunity to Disease and Language Talent. Disadvantages could be Stubbornness, or an Odious Personal Habit such as Taciturnity or Bad Grooming. Skills should include Area Knowledge, Cartography, Navigation and Survival.

Interpol Agent

The "beat cops" of the League of Nations investigate crimes against League personnel (including WSC personnel) and international crimes such as drug trafficking. They also run internal investigations of League and WSC personnel accused of abusing their awesome powers. Interpol Agents take Interpol as a 25-point Patron, and take a -10-point Duty to Interpol. They also must take 15-point Legal Enforcement Powers and 10-point Legal Immunity. Other advantages could include Danger Sense, Contacts and Intuition. Disadvantages might include a Code of Honor or Honesty. Skills should include Criminology, Forensics, Law and perhaps Guns and Streetwise.

League Peace Force Trooper

The League Peace Forces are the muscle behind the Pax Sapienta (Wise Peace), standing guard against rebellions in the colonies, vengeful agression in Russia, and aggression anywhere. LPF troopers can either be built as "muscle" with a standard number of points, or on the ***GURPS Special Ops*** system as the demigods of the air that they are. LPF trooper advantages should be manifold, although Combat Reflexes, Danger Sense, Luck and Toughness stand out, as does Military Rank. The League is a 30-point Patron for active Troopers. Peace Trooper disadvantages can include Duty (to the League, -10), Code of Honor, Fanaticism and Overconfidence. Physical disadvantages and the more spectacular mental disadvantages should be used only for ex-troopers ("Took a microwave bolt to the arm in Kenya. Why?") signing on to a team for pay or action. Skills definitely include any Combat/Weapon skills, as well as Parachuting, Piloting (paraglider), Piloting (jetpack), Survival and Tactics. Although the official League Peace Force language is English, Languages (for dealing with multinational comrades) are also useful.



Pilot

The Modern Age is the Age of the Air in Gernsback, as everything that can possibly fly is made to. Thanks to cheap flying lessons and an all-encompassing League draft during the Soviet War, all races and sexes are represented in the true democracy of the air. Pilots are handy for almost any operation, on either side of the law. With the end of the Soviet War, many military pilots are available for a surprisingly small retainer. Pilot advantages should definitely include Luck, as well as Absolute Direction and a sufficiently dashing Reputation. Disadvantages can include being Hard of Hearing from the roar of bladeless turbines, Compulsive showing off in the air, Lecherousness on the ground and Overconfidence. Skills not only include Piloting everything in the sky, but Mechanic (aircraft engines) and Parachuting.

Power Pirate

"Power pirate" is a catch-all term for anyone who uses powercasts without paying, generally for some nefarious purpose. Power pirates can be stubborn individualists, mad inventors, Luddite rebels or anyone else with a grudge against the system. Advantages can include Danger Sense, Eidetic Memory, Lightning Calculator, or just plain Luck. Being a power pirate may also involve you with an Ally Group, and will certainly imply an Enemy or a Secret. Other disadvantages can run the gamut from Absent-

Mindedness (for mad inventors) to Paranoia (for politically-minded cranks). Power pirates tend toward Stubbornness, and often Fanaticism. Skills will includeEngineer (electrical), Mechanic (powercasting) and other technical or Scientific skills.

Scientist

Scientists are the new aristocracy of Gernsback, building the future today. On Gernsback, the line between science and engineering is fairly blurry, and scientists are expected to build prototypes and develop applications for their theoretical constructs. Scientists (even on Gernsback) specialize in various fields; the most common ones are Atomic Physics, Chemistry, Electronics, Engineering (electrical), Medicine, Metallurgy and Rocketry. Genetics and Psychology are not generally pursued. A scientist's advantages can include Eidetic Memory, Lightning Calculator (very common), the WSC as a Patron (20-30 points, depending on the scientist's relationship with the WSC) and Reputation. Disadvantages can include Bad Sight, Pacifism or the omnipresent Overconfidence. Skills should include the engineering, mechanic and Scientific skills relating to your field of specialization, as well as Mathematics, Research, Slipstick and, if used, Science! (see p. 123).

Smuggler

Even in the world of nearly-free energy and benevolent Electronic Brain guidance, there are people whose desires remain unfulfilled and people who exist to meet those desires. Smugglers traffic in narcotics, stolen technology, pirate powercast receivers, or guns. Advantages can include Contacts, Luck, Night Vision and Reputation. Disadvantages include Interpol (which works for the League tracking down international criminals) as an Enemy (-25 points; if you smuggle stolen technology, the WSC is a -40-point Enemy), Greed and perhaps even an annoying Trademark. Skills should include Area Knowledge, Forgery, Holdout, Merchant, Piloting (zeppelin, or anything else, really) and Stealth.

WSC Special Tasks Agent

Clad in the gray coverall of the WSC, the Special Tasks Agents are the troubleshooters of Technocracy. Armed with the most advanced and experimental technology and trained to the utter pitch of human perfection, they root out the enemies of Progress wherever they may lurk. Think of them as an atomic-powered blend of Doc Savage and the Mounties. Special Tasks Agents, especially photogenic female ones, are popular subjects for televisor serials. WSC Special Tasks Agents take 15-point Legal Enforcement Powers, 15-point Legal Immunity, the WSC as a 35-point Patron and Status 1+. Other advantages can include Absolute Timing, Charisma, Eidetic Memory, Lightning Calculator, Reputation, Strong Will and many many more. Disadvantages can include Fanaticism, Honesty, Truthfulness, and the "Official Gernsback Disadvantage" of Overconfidence. They also take a -15-point Duty to the WSC. Skills should include Scientific skills (including Engineer), as well as Combat/Weapon skills, Mechanic, Piloting, Stealth and Survival.

Advantages

Legal Enforcement Powers see p. B2

Interpol and WSC Special Tasks Agents have international jurisdiction and often engage in covert investigations; their Legal Enforcement Powers are a 15-point advantage.

Legal Immunity see p. B23

Interpol and WSC Special Tasks Agents both enjoy immunity from the laws of the nations in which they operate. They do, however, have to obey regulations of the League Secretariat. Interpol agents have a 10-point Legal Immunity, and WSC Special Tasks Agents (who can bring things through Customs or ship things back to headquarters without inspection) have a 15-point advantage.

Military Rank see p. B2

Characters with rank in the League Peace Force are generally treated as if they possessed that rank in a national army; a League Peace Force captain might find himself in charge of a company of U.S. Marines rooting out a rebel group in Nicaragua, for example. League Peace Force ranks are the same as U.S. military ranks.

New Advantage

Gadgeteer 25 point

Characters in the world of Gernsback (especially "native" scientists) may want to buy this advantage. Gadgeteer characters have the ability to whip up astounding technical devices in amazingly little time. Gadgeteering is not cheap; a Gadgeteer must either buy Wealth at 20 points or better or convince the WSC or an eccentric millionaire to fund his research. For Gadgeteering rules, see ***GURPS Time Travel,*** pp. 16-19 or ***GURPS Compendium,*** pp. 121-127.

Disadvantages

Phobias see p. B35

Technophobia, the morbid fear of technology and machinery, is a particularly unfortunate phobia to have in Gernsback. *-20/-40 points.*

Nucleophobia, the fear of atomic energy, is one that many Homeline visitors might have that will also cause them no little distress in Gernsback. The omnipresent cooling towers, the Atomic Kitchen chain of restaurants, the oddly glowing sky – it could get to a sensitive person. *-10/-20 points.*

Social Stigma see p. B27

Women, Catholics and southern Europeans (Italians, Greeks, etc.) carry a Social Stigma worth -5 points in the United States, British Empire and German Republic. It is worth - 10 points to be a Black, homosexual, Asian, Jew or obvious Luddite (person who protests against technological progress).

Skills

Electronics see p. B60
Electronics Operation see p. B58

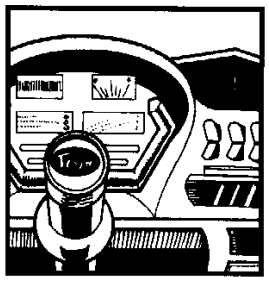
Homeline characters will find advanced Tesla vacuum tubes very tricky to deal with. Electronics will be at -5 for Homeliners working with Gernsbackian equipment. For Gernsback natives working with TL8 Homeline equipment ("You call them things microchips, do ya?"), the penalty is -10 or higher. Electronics Operation, less concerned with the guts of the gadget, has a penalty of only -2 either way.

Nuclear Physics see p. B61

This skill is called Atomic Physics in Gernsback.

Vehicle Skills see p. B69

Piloting aircars, paragliders and zeppelins are all specialties that default to each other at -4, like normal Piloting skills. Piloting (aircar) also defaults to Driving (automobile) at -4, although Driving (automobile) defaults to Piloting (aircar) at -6. Piloting (paraglider) and Parachuting also default to each other at -4. Piloting (flivver) defaults to either helicopter or single-engine plane at -4, and both skills default to Piloting (flivver) at -6. Piloting (superwing) defaults to other multi-engine Piloting at -4, but other pilots are at -6 to pilot superwings due to their incredible complexity. As always, Homeline characters are at an extra -2 to pilot any Gernsbackian craft due to differences in TL and instrumentation ("Where's the fuel gauge?!?").



New Skills

Electronic Brain Programming/TL (Mental/Hard) **No Default**
Prerequisite: Electronic Brain Operation

This is the ability to write programs for the Electronic Brains, comparable to the Computer Programming skill (see p. B60). Homeline Computer Programming is worse than useless.

Electronic Brain Engineering/TL (Mental/Hard) **Defaults to Electronics (Gernsback) -6**

This is the ability to design, repair and build Electronic Brains. It does not convey any skill at programming or operating them, although as a practical matter most Electronic Brain engineers learn to do both.

Electronic Brain Operation/TL (Mental/Average) **Defaults to IQ-5 or Electronic Brain Engineering -3**

This is the skill of operating the Electronic Brains of Gernsback. This is *not* the same thing as programming, although it does use many of the same conventions. Homeliners start from the default on Gernsbackian Electronic Brains.

Science! (Mental/Very Hard) **No Default**
Prerequisites: see below

Science! is a cinematic skill that may not be appropriate for all campaigns. It represents the stereotypical scientist of movies and pulp fiction who knows a little about *everything.*

You have a general acquaintance with every branch of laboratory and theoretical science. Science! will not allow you to create anything new, but on a successful roll you will know about any theory, invention or experiment that anyone *else* has published, *in any branch of science,* and be able to reconstruct it with the proper equipment. The GM can allow this to be as much or as little of a *deus ex machina* as desired.

In order to take Science!, you must first have Research at 13 or higher. Then you must invest at least 2 points in each of at least two of the technical or "hard" Scientific skills (but not liberal arts such as History). Your skill in Science! can never be more than two less than your skill in the *lower* prerequisite. For example, if your prerequisite skills are Botany-14 and Physics-16, your Science! can be no higher than 12.

Slipstick (Mental/Easy) **Defaults to IQ-4**

This is the skill of using a "slipstick" or slide rule to perform mathematical calculations. The slipstick is as common in Gernsback as the pocket calculator is in Homeline – banks give them out for opening a new account, and deluxe models are often school prizes.

Economics, Jobs and Wealth

Currency and Prices

The U.S. dollar ($) is the currency the League of Nations and the World Science Council use for their deliberations, League Tax calculations, etc. It is the *de facto* world currency in much the same way that it was in the Homeline 1960s. Prices are slightly lower than they were in Homeline 1960s, due to the inflation-sensitive Bundesbank and Federal Reserve's influence on the League Financial Secretariat. Average starting Wealth is $5,000, of which at least 70% should be tied up in house, car, and other assets.

Colt .45 ACP	$85
Mauser rifle	$100
1965 Packard ground sedan	$2,500
1965 Ford Pegasus aircar	$7,000
1965 Chevy Firefly flivver	$5,000
New York to LA blitzbahn (1st class)	$35
Power tax, single family Usonian (year)	$30
Hot dog, fries and a Coke	$0.50
Steak, potatoes and iceberg salad	$8
Cheap hotel, per night	$5
Average hotel, per night	$10
Technician's cotton coverall	$10
Business tunic and slacks	$20
Formal suit	$75
Battery	$0.25
3-cell halogen flashlight	$3
Electrician's kit	$95
Slipstick, cheap	$1
Slipstick, deluxe	$40
Swiss army knife	$5
Combination wristwatch/compass	$15
Popular Mechanics magazine	$0.45

Social Status and Cost of Living

Level		*Monthly Cost of Living*
7	President, League secretary-general	$5,000
6	WSC councilor, senator	$3,000
5	Governor, general, corporate CEO	$2,000
4	Atomic physicist, movie star	$1,500
3	Millionaire	$1,000
2	Doctor, mayor, professor, scientist, engineer	$550
1	College graduate, policeman	$300
0	Ordinary citizen	$200
-1	Poor citizen	$80
-2	Beggar	$30

Job Table

Job (prerequisites), Monthly Income	*Success Roll*	*Critical Failure*
Poor Jobs		
Street cleaner (ST 8+, HT 7+), $85	HT-2	-1i/LJ
Farmhand (ST 9+), $80 + room and board	12	LJ
Struggling Jobs		
Factory worker (ST 10+ or DX 10+), $200	PR	LJ/3d
Author (Writing 12+), $40 × 1d	PR	-2i/-5i
Average Jobs		
Clerk (Accounting 10+), $300	PR	-1i/-1i, LJ
Electrician (Mechanic (electrical) 12+), $440	PR	-1i/LJ, 3d
Mechanic (Mechanic (any) 11+), $380	PR	-1i/LJ, 2d

Job (prerequisites), Monthly Income	*Success Roll*	*Critical Failure*
Comfortable Jobs		
Architect* (Architecture 13+), $725	PR	-2i/-5i
Engineer (Engineering 12+), $900	PR	-1i/-1i, LJ, 2d
Radio/televisor personality (Bard 12+ or Acting 11+, Voice or Attractive or better Appearance), $750	PR	-1i/-2i, LJ
Science professor (Scientific Skill 14+, Teaching 12+), $800	IQ	-2i
Wealthy Jobs		
Banker (Economics 12+, Admin 12+, Status 2+), $2,000	Admin	-3i/LJ
Atomic physicist (Atomic Physics 15+), $1,800	PR	-1i/LJ

Weaponry

The German Landwehr and the U.S. Army are the two most powerful armies in Gernsback, although the Japanese Army has made great strides lately in improving its weaponry and tactics. However, the League Peace Forces (LPF), backed as they are by the immense WSC research laboratories, are the best-equipped soldiers in the world. Where Landwehr or U.S. Army infantrymen go into battle with Schmeisser or Colt submachine guns, an LPF trooper carries a Skoda autorifle which is lighter and tougher than either. The LPF trooper wears an aramid-fiber vest (PD 2, DR 5) compared to the much-heavier flak jacket (PD 2, DR 4) of his American comrade. His helmet is of resinated aramid (PD 4, DR 6) compared to the steel helmets (PD 3, DR 4) of other soldiers. Needless to say, his communications gear is far superior to that of any other army, and he is usually cross-trained in paraglider and jetpack attacks.

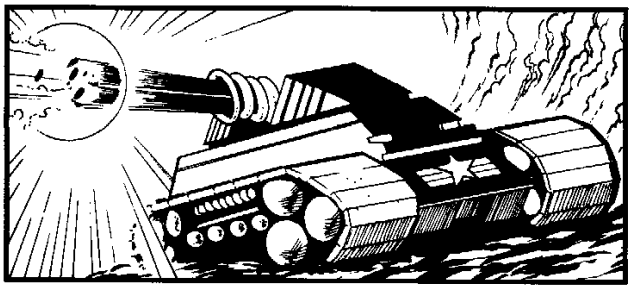
Heavy Weaponry

All armies in Gernsback are backed up with light (.30-caliber) and heavy (.50-caliber) machine guns, and the German, U.S., British and Japanese Armies carry flamethrowers and rocket-launchers. LPF troopers carry shaped-charge rockets, both teleguided and fired from launchers. LPF support vehicles usually have a number of teleguided rocket carriers in their midst, while most other armies still rely on mortars and recoilless rifles for light artillery support.

Most fighting vehicles, including tanks, halftracks and jets, carry a variety of weapons from Gatling guns to teleguided rockets. One of the "superweapons" developed for the Soviet War was the particle-beam cannon. Usually mounted on a tank, the cannon fires a stream of charged particles which cause surface explosions on the target. A variant type of beam artillery is the microwave cannon, which uses high-powered resonant-pulsed microwaves to literally explode the cells of the target. It works through cloth or flak jackets, but metal armor dissipates the beam in a spectacular electrical discharge. On many modern tanks, both particle-beam and microwave cannon are mounted, and fire in tandem – the particle beam blowing holes in any metal armor before the microwaves kill the people inside. The cannons are powered by powercasts, as are the drive trains of the tank treads. Since beamtanks need to carry no ammunition and little fuel, they can carry more armor and move faster than the outdated gasoline-driven, slugthrowing tanks they fought in Russia. WSC physicists are experimenting with stimulated amplified light beam (SAL beam) weapons, which also show great promise.

Rayguns

Man-portable versions of the particle-beam and microwave weapons have been manufactured, but are restricted to WSC agents only. So far, their success has been mixed. The beams are powered by supercapacitors, which weigh 5 lbs. and can power 12 shots before giving out (powercast receivers are still far too heavy to power handheld tools, or even to fit on a backpack). This makes the guns too bulky, temperamental and short-lived to serve as adequate military small arms. However, Special Tasks units of the WSC use man-portable rayguns in a variety of situations.



Weapons Table

Weapon	*Malf*	*Type*	*Damage*	*SS*	*Acc*	*1/2D*	*Max*	*Wt.*	*RoF*	*Shots*	*ST*	*Rcl*	*Cost*	*LC*
LPF Skoda 5.71mm autorifle	crit.	cr	5d+1	12	9	400	3,000	9	10*	30	10	-1	$150	3
WSC particle-beam rifle	14	imp	12d	15	10	150	450	17	1	12	12	-1	$3,000	0
WSC microwave-rifle	13	spcl	6d	15	10	180	500	15	1	12	12	0	$3,200	0

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Tacitus, *The Annals of Imperial Rome* (Penguin 1956)

Shikaku-mon

Arendt, Hannah, *The Origins of Totalitarianism* (Harcourt Brace Jovanovich 1973). Indispensable study used for designing synarchism.

Elison, George, *Deus Destroyed: the Image of Christianity in Early Modern Japan* (Harvard Univ Press 1973). Standard recent work on Christianity in Japan and why it failed.

Roberts, Michael, *From Oxenstierna to Charles XII* (Cambridge Univ Press 1991). This book and Roberts' biography of Gustavus Adolphus give historical background on Sweden's Age of Greatness.

Ross, Andrew C., *A Vision Betrayed: The Jesuits in Japan and China 1542-1742* (Edinburgh Univ Press 1994). More sympathetic to the Jesuits than Elison.

Ezcalli

Crosby, Alfred, *The Columbian Exchange* (Greenwood 1972). Detailed results of the meeting of the Old and New Worlds.

Diaz, Bernal, *The Conquest of New Spain* (Penguin 1963). Eyewitness history of Cortez' defeat of the Aztecs.

Reynolds, Mack and Dean Ing, *The Other Time* (Baen 1984). Time-traveling archaeologist beats Cortez to Aztec Mexico by a couple of days.

Roberts, John Maddox, *King of the Wood* (Doubleday 1983). Slam-bang alternate America with Aztecs, Arabs, Mongols, and two (count 'em!) kinds of Vikings.

Silverberg, Robert, *The Gate of Worlds* (Holt, Rinehart and Winston 1967). Aztec-survival AH.

Gernsback

Cheney, Margaret, *Tesla: Man Out Of Time* (Laurel 1981). The standard hagiography.

Gelertner, David, *1939: The Lost World of the Fair* (Free Press 1995). A historical look at the Thirties through the prism of the great New York World's Fair of 1939.

Gibson, William, "The Gernsback Continuum." The inspirational short story, not AH but excellent fantasy.

Kipling, Rudyard, "With the Night Mail" and "As Easy as ABC." Other inspirational short stories, not AH but Future History.

Leiber, Fritz, "Catch That Zeppelin!" Yet another inspirational short story, the only AH in the bunch.

Film and TV

There have been precious few good AH treatments in film or TV; the selections that follow did something to pique the authors' interest or irritation.

Back to the Future 2 (1989). Freakishly enough, the best AH movie so far.

Fatherland (1994). HBO movie based on the better novel of the same name; Rutger Hauer does make a convincing SS officer, though.

"Mirror, Mirror" *(Star Trek)* and "Yesterday's Enterprise" *(Star Trek: TNG)*. Two of the best *Trek* episodes; also two of the best AH treatments on TV.

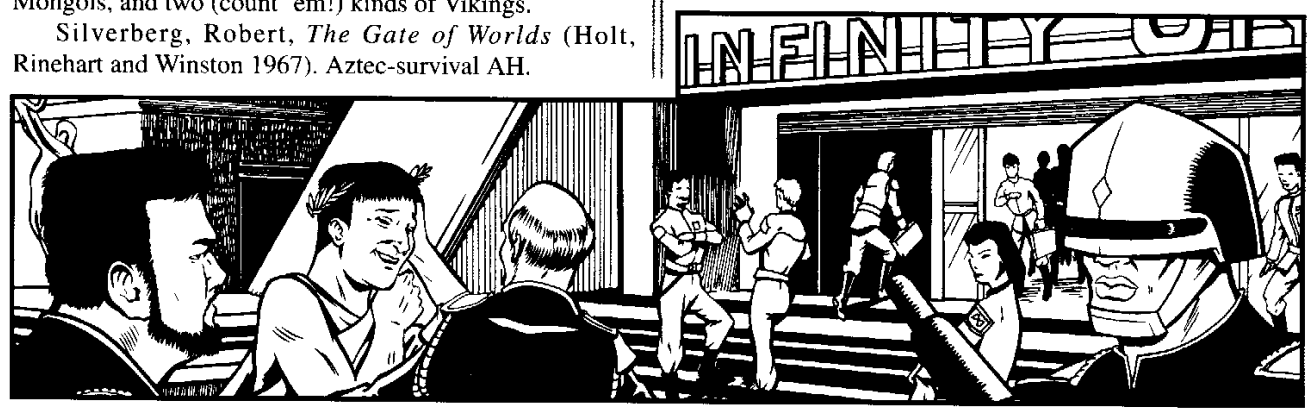
Philadelphia Experiment 2. Straight-to-video "Naziworld" sequel to the not bad (and not AH) 1984 Michael Pare thriller.

Sliders. Justifiably cancelled (though currently revived), this miserable Fox TV series was the first all-AH, all-the-time TV show.

Things To Come (1936). Not AH but Future History; a good source for Gernsback.

The Source of All Wisdom and Knowledge

Encyclopedia Britannica, 13th ed. (Britannica 1926). Contains the complete 11th edition (1910) with four supplemental volumes and a general index.



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