



Hope & Glory

PLAYER'S HANDBOOK





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**WELCOME TO
HOPE & GLORY.**

This is a game of a
time that never was.
It features science
and adventure,
danger and wonder.
It pitches the best
of the human spirit
against the worst.
Because we can't
change the past,
but we can imagine
a better future.



**WELCOME TO A
NEW WORLD**



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HEAR YOU NOT THE RUSHING SOUND OF THE COMING TEMPEST?
DO YOU NOT BEHOLD THE CLOUDS OPEN, AND DESTRUCTION LURID AND DIRE
POUR DOWN ON THE BLASTED EARTH? SEE YOU NOT THE THUNDERBOLT
FALL, AND ARE DEAFENED BY THE SHOUT OF HEAVEN THAT FOLLOWS ITS
DESCENT? FEEL YOU NOT THE EARTH QUAKE AND OPEN WITH AGONIZING
GROANS, WHILE THE AIR IS PREGNANT WITH SHRIEKS AND WAILINGS,— ALL
ANNOUNCING THE LAST DAYS OF MAN?

[MARY SHELLEY, THE LAST MAN, 1826]



WELCOME TO A NEW WORLD



THE CATASTROPHE

ON THE 21ST OF OCTOBER 1852, the citizens of London and Paris were awed at the sight of the western sky turning suddenly a strange shade of purple and red.

The first seismic shocks were felt all over the world in the following hours, and by dawn on the 23rd of October, the giant waves hit the coasts of Europe. In the evening of the same day, while the tremors continued, catastrophic waves also hit the coasts of Asia. Whole cities, blasted by the earthquakes, were submerged by the sea. Millions of lives were lost.

Then the Black Rain began, washing the ruins and leaving behind a thick layer of ashes. Dark, impenetrable clouds hid the sun, and the Thirty Years Winter began.

In the Northern Hemisphere crops failed, snow-bound cities went up in flames as the populations rioted and the governments tried to find a solution, the means to survive.

When the black clouds blotted out the sun and the ice descended on Europe, thousands succumbed to cold and starvation. Many more died in the food riots, in the misguided attempts of this or that leader at seizing their neighbors' resources, at setting themselves up as masters of the new world.

One hundred years have passed now since the Catastrophe, and humanity has survived.

In the former colonial domains of Africa and South America. In the blasted plains of China. Among the remains of the Japanese archipelago. In Russian palaces sealed against the howling winds of the steppe. In the land that once was India. With hard work and ingenuity, with courage and hope, new nations have crawled from the brink to claim the new world.

Science is a beacon to the future.

This is a century of Hope & Glory

The terms “Old World”, “Old Europe”, “Old England” etc., refer to places and political entities that existed before the Catastrophe. “The World Before” is also a common expression.

Post-Catastrophe Europe is known as “Lost Europe”, and the “Lost” adjective is also applied to other geographical names, therefore Old London is now Lost London, buried deep beneath the ice in Lost England, off the frozen coast of Lost Europe.

A special case is represented by the American continent: following the disappearance of all exploration missions towards the Americas, the treaties of Samarkand forbid any attempt at crossing the Atlantic or the Pacific, and the expression “Forbidden America” is commonly used.

TIMELINE

1819
May 24

1819, May 24 birth of Victoria.

1837
June 20

1837, June 20 Victoria is Queen.

1850

1850 Taiping rebellion begins in China against the Manchu rulers.

1852
October 21

1852, October 21 first anomalies detected: the sky changes color, and a distant sound of thunder is heard in all the major cities of the northern hemisphere.

1852
October 23

1852, October 23 first tsunamis hit the Atlantic coast of Europe and Northern Africa.

1852
October 24

1852, October 24 tsunamis hit the Pacific coast of Asia.

1852
1885

1853-1885 The Thirty Years of Winter (exact dates vary depending on geographical location). All communications with the American continent interrupted.

1853

1853 Food Riots in the British Isles.

1853
April 16th

1853, April 16th, 3:35 pm first steam train in India initiates passenger service.

1854

1854 Enamoto Takeaki is the first President of the Iezo republic.

1855
May 29

1855, May 29 Great Fire of London.

<hr/> <p>1855, June 10 Queen Victoria leaves England; HMS Birkenhead leaves Bombay directed to the Red Sea.</p> <hr/>	<div> <div>1855</div> <div>June 10</div> </div>
<p>1855, June-July Evacuation Fleet leaves England: part of it (the Atlantic Fleet) sets out to circumnavigate Africa, part (The Mediterranean Fleet) passes Gibraltar directed to Egypt, the passengers to reach the Red Sea by land, and through the Red Sea, India.</p> <hr/>	<div> <div>1855</div> </div>
<p>1855, August 4 HRH Albert, the Prince Consort, dies during the crossing of the eastern Egyptian desert.</p> <hr/>	<div> <div>1855</div> <div>August 4</div> </div>
<p>1855 - September-October in Algiers, the Duc de Rovigo declares independence from the French Crown. The Algerian war begins.</p> <hr/>	<div> <div>1855</div> </div>
<p>1855, November 5 on board the HMS Birkenhead, Queen Victoria reaches Bombay.</p> <hr/>	<div> <div>1855</div> <div>November 5</div> </div>
<p>1856, January-March the surviving ships of the Atlantic Evacuation Fleet reach Bombay, Ceylon and Goa.</p> <hr/>	<div> <div>1855</div> </div>
<p>1856, April the Aristocratic Fleet leaves Spain for South America, and disappears forever.</p> <hr/>	<div> <div>1855</div> <div>April</div> </div>
<p>1856, May 20 Bombay: Parliamentary Reconstitution Act.</p> <hr/>	<div> <div>1856</div> <div>May 20</div> </div>

1856
May 29

1856
September 11

1857
March 2

1857
March 21-23

1857
April

1857
September

1857
October 15

1857
September

1857
November 5

1856, May 29 The Indian Mutiny: the East India Company tries to seize the power and capture queen Victoria, leading to the Battle of Bombay.

1856, September 11 The First Princely Coalition fields its forces with the refugees.

1857, March 2 Barrackpore Uprising: Indian Company soldiers rebel and join the British and Mughal forces against the Company.

1857, March 21-23 Battle of Gwalinor.

1857, April-May Battle and Siege of Cowpore.

1857, September 10-11 Battle of Varanasi, end of the First Company War.

1857, October 15 Treaty of Calicut signed; Honourable East India Company loses all territories but Bengal, Assam, Bangladesh, Burma and Mandalay.

1857, September Delhi Polytechnic founded.

1857, November 5 Queen Victoria gives “Industry & Prosperity” speech. First definition of the Anglo-Indian Raj. First sitting of the Princely Council, that will become the governing organ of the Raj.

1858	Algerian war fizzles out as the French loyalists and the Algiers governorship have fought each other to exhaustion.	1858
1859	Former London Mechanics Institute changes its name to Birkbeck Literary and Scientific Institution of Delhi.	1859
1861	Italian refugees leave Brindisi, Taranto and Naples and move south and east. Italian Government in Exile (aka Italian Exile Nation) founded in Sharm, Egypt, October 1861.	1861
1862	Taiping forces attack Shanghai and Hong Kong	1862
1863	Czar Alexander II moves the capital of the Russian Empire to Tsaritsin.	1863
1863, July	Hong Xiuquan assumes the title of Second Son of Heaven, China becomes the Heavenly Peace.	1863 July
1869, May 24	on her fiftieth birthday, Victoria marries Rajah Sawai Jai Singh III of Jaipur. Official birth date of the Modern Raj.	1869 May 24
1870	Russia begins the annexation of vast tracts of the former Ottoman Empire.	1870
1871	first confirmed sightings of prehistoric megafaunas in Europe. Neanderthal tribes reported attacking Russian troops in Turkestan.	1871

1875	1875	Society for Psychical Research and Development founded in Delhi.
1876 October	1876, October	Rains of Ranchipur, the largest environmental disaster in the history of the Raj.
1881	1881	first documented case of psychic activity
1889 Spring	1889, Spring	the Thirty Years of Winter officially end in the Raj; rationing lifted. Celebrations throughout the land.
1889 Summer	1889, Summer	Raj scout expeditions contact the African Council, the Iezo Republic and Russia.
1889 May 29	1889, May	Equality Act recognizes equal rights and duties for men and women under the Raj.
1889 September	1889, September	Joint Raj-Russian Transatlantic Expedition launched
1890 February 23	1890, February 23	last contact with the joint Raj-Russian Transatlantic Expedition.
1890 September	1890, September 5-20	First Conference of Samarkand and first Treaty of Samarkand signed by Raj, African Council, Iezo Republic and Russia.
1891 Spring	1891, Spring	Company forces invade Uttar Pradesh; Second Company War; first deployment of walkers and airships for military purposes.
1891 Winter	1891, Winter	Second Company War ends, East India Company loses control over west Bengal.

1894, April	the Excelsior, the Raj's first civilian airship is launched. During its maiden voyage, it reaches the Mediterranean and surveys southern Europe.	1894 April
1898	East India Company invades Tibet. A short disastrous campaign follows, as Tibetan forces wipe out the invaders.	1898
1900	first Barchenko drugs developed in Russia.	1900
1905 September 7-22	Second Conference and Treaty of Samarkand, undersigned by Raj, African Council, Iezo Republic, Russia, Italy and Great Heavenly Peace.	1905 September
1906	Varanasi: first documented attack from self-styled "thuggees" against civilians.	1906
1909, April 1	Queen Victoria dies, prince Edward Hamrish I is King of Britain (in Exile) and member of the Princely Council of the Raj.	1906 April 1
1910	First Conference of the Old World Micronations held in San Marino. Representatives of all the major nations participate as observers.	1910
1912	in Northern Africa, sharif Mulai Ahmed er Raisuni tries to seize power in the Atlas region. Raj forces are deployed in the region upon request from the African Federation.	1912

1912

1912 first flight of a heavier-than-air flying engine: the ornithopter Spirit of Africa, crosses the Sahara desert from Sharm to Casablanca.

1915
July

1915, July Russian troops invade Kashmir. First North-western war.

1918
September

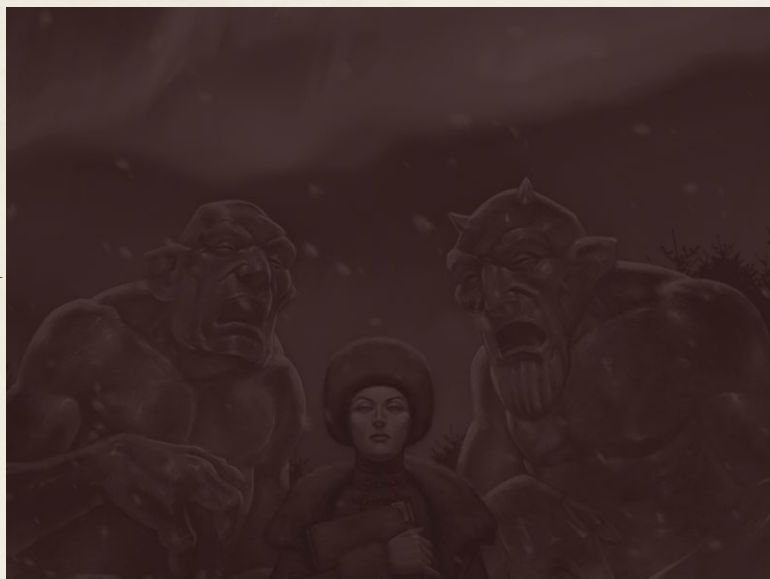
1918, September Third Treaty of Samarcand

1920

1920 Joint Raj-Russian expedition to Lost Europe charts the glaciers and establishes contacts with Grand Fenwick and Graustark.

1922
August

1922, August Russian expedition in the Gobi desert disappears.



1943 Second Raj expedition to Lost Europe, further city-states contacted.

1963 Sir Mortimer Bartolomew becomes president of the Honourable East India Company.


1967 today.

◆ 1943

◆ 1963

◆ 1967
Today





THE GREAT DOME OF THE PALACE HUNG OVER THE CITY AND THE PARK LIKE A GREAT CLOUD MADE OF GLASS, THE DOCKING BAYS AND THE IRON JETTIES THIN TO THE POINT OF ALMOST INVISIBILITY FOR THE DISTANCE, PROJECTING IN THE AIR LIKE THIN MASTS OF AN UNREAL SHIP. IT WAS SO FAR IT SEEMED UNREAL, AND YET AS SHE WALKED IN ITS SHADOW, LUCINDA FOUND IT IMPOSSIBLE TO IGNORE ITS MASS, ITS MONSTROUS WEIGHT. THE DOME SAT ON A MASSIVE ROCK SPUR THAT STRETCHED OUT FROM THE SIDE OF THE MOUNTAIN. A NETWORK OF IRON BUTTRESSES ROSE OUT OF THE ROCK, AND SUPPORTED THE SIDES OF THE GLASS BUBBLE. IN THE DISTANCE, A WATERFALL POURED FROM THE SIDE OF THE DOME, TURNING INTO VAPOR WELL BEFORE IT REACHED THE VALLEY FLOOR SIX THOUSAND FEET BELOW.

[GLASS HOUSES]



PLAYERS GUIDE

THE WORLD AFTER THE CATASTROPHE

In the Nineteenth and Twentieth centuries the story of mankind upon this planet undergoes a change of phase. It broadens out. It unifies. It ceases to be a tangle of more and more interrelated histories and it becomes plainly and consciously one history. There is a complete confluence of racial, social and political destinies. With that a vision of previously unsuspected possibilities opens to the human imagination. And that vision brings with it an immense readjustment of ideas.

The first phase of that readjustment is necessarily destructive.

[H.G. Wells, The Shape of Things to Come]

FRANCE

Well before the Catastrophe, the French government had set its sights on North Africa (which the French called 'Algeria'), as a natural extension of its Imperial interests in the Mediterranean.

There had been confrontations, political disputes and matters of piracy, and the British and Americans had been involved too. But for France things escalated out of control when the Bey of Algiers slapped a French diplomat with his fly whisk. This was deemed cause enough for a blockade first, and later for the full deployment of troops on Algerian territory.

But then the Catastrophe struck.



Five places that make breaking the Treaties of Samarkand worth the risk:

Paris - the Louvre, the Bibliotheque Nationale...

London - museums and galleries galore

Florence - paintings and statuaries

Rome – the Vatican with all its riches is buried under a mere fifteen feet of snow

Vienna – art collections

King Louis Philippe of France came into conflict with his man in Algiers, the Duc de Rovigo. Louis was eager to initiate a plan to move as much of the population as possible to North Africa, just like the British were doing in India. According to this evacuation plan, the Court itself would move to Algiers, which was to become the new capital. De Rovigo, on the other hand, proposed to turn Algeria into ‘the Empire’s Granary’, the main source of produce for France, by taking advantage of the climate shift. This would of course allow De Rovigo to maintain his role as sole ruler of Algeria, give him a stranglehold on France, and would also grant a nice cash flow directly into his pockets.

Something similar had happened, of course, in India, where the East India Company had strongly opposed the move of Victoria’s court to Bombay. The main difference had been the British

French survivors in North Africa often wear with pride the rags of old uniforms and court dresses, but are on allcounts semi-barbaric-

Government in Exile’s willingness to join forces with the Indian population, so that when the Company rose up in arms during the Mutiny, British and Indians fought side by side.

In Algeria, neither the Crown nor De Rovigo had any interest in involving the population in the dispute. When the people rose in arms, it was against both. As ice buried Europe, French North Africa sank into anarchy, revolt and tribal war.

Slowly but mercilessly, the lights went out both in France and in French North Africa.

What was left of the French population in Africa coalesced into a ragtag mass of adventurers, raiders and highwaymen, that in some way or other found their roots in the French 'Grandeur', but were in most respects just another people of the desert, despised by both the Tuareg that ruled the interior, and the Berbers and the Algerians of Turkish and Arab descent that held the coastline and the highlands. Through the years they attracted the dregs of North African society. The outcasts and the untouchables, the thieves and the cheats. With the new century, they took back the lost city of Algiers, and there sat their putative leader, who claimed to be a descendant of the Duc de Rovigo. They were land pirates and reavers, a people living in the shadow of a grand past, trying to use violence and brutality to take back at least a small piece of it.

SPAIN & PORTUGAL

In Spain, the Catastrophe struck a nation already suffering from the consequences of the Napoleonic wars and the revolts and insurrections that followed the accession to the throne of Maria Cristina of Bourbon-Two Sicilies as regent for Isabella the Second.

A part of the Spanish forces had already been engaged in South America in an attempt at regaining control of the colonies, and as the situation in Spain escalated due to food riots and other consequences of the glaciation, the Spanish aristocracy decided to move to the New World, seeking refuge in the supposedly friendly Brazilian Empire of Dom Pedro II.

The fate of the Spanish Aristocratic Fleet - actually a military contingent of 20.000 soldiers escorting about one thousand members of the Spanish aristocracy - is currently unknown. Communications across the Atlantic ceased with the Catastrophe, and crossing the ocean by either by sail or by airship is considered too dangerous due to freak atmospheric conditions. The Treaty of Samarcand of 1905 forbids any attempt at contacting the Americas, and restricts any activity in the Iberian peninsula not sanctioned by a joint scientific

committee including representatives of the Raj, of the East India Company, of the Russian Empire and of the Allied Nations (Zulu and African Federation, Ezo Republic).

ITALY

According to the esteemed members of the Royal Academy of Sciences in Turin, capital of the Savoy Kingdom of Sardinia, the Mediterranean climate and the bastion of the Alps would protect Italy from the worst climatic excesses caused by the Catastrophe.

The forecast turned out to be way too optimistic, but had the effect of convincing the Austro-Hungarian Empire that Italy would be a good place to relocate the Vienna administration.

The Thirty Years of Winter caught therefore the Italians in the midst of a struggle for reunification and resistance against the incoming flow of Austrian refugees. While the Savoy King and President Mazzini of the pro-Austrian eastern Italian States faced each other off across the snowbound, wind-blasted plains of the Po river, a large part of the population just moved south, in a long march down the peninsula, until they reached the tip and the heel of the boot. Once there, in the political vacuum caused by the Catastrophe, and as weather conditions steadily worsened, the surviving Italian refugees boarded a ramshackle flotilla and sailed to other shores from the port cities of Brindisi, Taranto and Naples.

They settled in Egypt, and along the shores of the Red Sea, taking advantage of the collapse of the Ottoman Empire. They marched up the Nile and then spread west, along the line that separated the great Sahara Desert from the forests of Black Africa. Here they

An old Zulu proverb says, 'Plenty sits still, hunger is a wanderer.'

[Number the Brave]

met the mighty Zulu Nation, as it marched on across the continent, bringing its peace and order to the peoples of Africa through the wreckage of the colonial powers.

The Italians are well known for their easy-going attitude and their inventiveness. Their national dress tends to favor pale colors and light fabrics, and incorporates Egyptian and Middle-eastern elements. In the Raj's imagination, Italian women tend to expose more flesh than what is considered polite in India.

After an initial confrontation, the Italian Exile Nation and the Zulus reached a peace agreement, especially thanks to the political skills of prince Antonio Griffo Focas Flavio Angelo Ducas Comneno Porfirogenito Gagliardi De Curtis di Bisanzio, a lower tier aristocrat from Naples who found himself first in line when the Italians settled in Africa, and grudgingly accepted the role of leader of a nation without a country.

Today, Italian settlements dot the Nile valley, and the eastern Sahara, where the Italians are hard at work trying to take advantage of the climate shift.

The Italian Exile Nation has its capital in Sharm, on the coast of the Red Sea.





RUSSIA

Of all the post-Catastrophe nations of Europe, Russia is the most mysterious, sinister and isolationist. As a result, much of the following information is either based on speculation, on old or outdated accounts, or on reports leaked by the Raj's Star Chamber or by the East India Company's Office of Foreign Commerce.

Most of Russia is buried underneath a thick layer of snow and ice, and swept by high-speed winds that make airship navigation particularly hazardous. Moscow is lost to the glaciers, and mammoth herds roam in the shadow of the Urals.

When the Catastrophe hit, the court of Czar Alexander II looked for a suitable place to relocate in order to survive the rapidly degenerating weather conditions.

Tsaritsin, a port city on the west bank of the Volga river, was selected as the new seat of the Russian crown, both for its geographical position and its general layout. Work started in earnest to build a new Imperial Palace and an extensive redesign of the city took place.

Today, Tsaritsin is a prime example of the Russian "zima krepost'" (Winter Fortress) - a self-contained building that rises, tower-like, above the surrounding frozen landscape, defying the cold winds from the north.

The city/tower of Tsaritsin has a layered structure following the social stratification of Russian society.

The upper structure and the tower proper, known as "desyat'ki" (the Tens), house the apartments of the aristocracy, the administrative offices and, on the top floor, the Imperial court itself and the quarters of the Czar and his family and entourage.

Landing pads and other external structures extend from the main body of the Tens.

Light infantry corps originally created by General Alessandro La Marmora in 1836 to serve the Kingdom of Sardinia. They follow the basic "La Marmora's Ten Rules", the Bersaglieri bandobust:

- 1 . Obedience
- 2 . Respect
- 3 . Absolute knowledge of the personal weapon
- 4 . Strenuous training
- 5 . Any kind of gymnastic, to the extreme
- 6 . Camaraderie
- 7 . Family values
- 8 . Respect for the laws and the chief of State
- 9 . Honor the Motherland
- 10 . Self-confidence to the point of conceit

Traditionally quirky, independent and favoring individual initiative over strict discipline, the Bersaglieri were conceived as a high-mobility, flexible unit. They are expected to be able to operate in small, loose units, serving as both skirmishers and shock troops in the battlefield.

In the aftermath of the Catastrophe, the 8th Regiment of the Bersaglieri, stationed in Caserta (near Naples), and the only unit not involved in the fights along the Ticino border, joined the Italian refugees as they moved across the Mediterranean to North Africa.

"L'Ottavo" (The Eight) became the core of the new Italian army, and currently acts as personal bodyguard to prince Antonio De Curtis di Bisanzio, leader of the Italian Nation.

The ground levels, or “vnizu” (Downstairs), are reserved to the servants and soldiers, and also house utilities. These “lower quarters” also incorporate the original buildings of Tsaritsin, and are buried beneath the snow layer.

The underground levels are the seat of the geothermal heating systems and of the factories. This is where the “rabochiye” (working class citizens, laborers) live and work, in an artificially-lit warren of corridors and underground chambers. Access to the underground levels is formally prohibited without official authorization.

The vertical stratification of the Winter Fortress mimics the vertical stratification of Russian Society, with the Czar at the top, followed by the various layers of the aristocracy, then the “blagopriyatstvovaniya klassov” or “favored classes” (the bourgeois, the soldiers and the servants) and at the bottom the “rabochiye” or working classes.

“Russia was never afraid of Winter”

Czar Alexander II, 1856

To further face the changing landscape and weather, Russian scientists developed a number of chemical and biological tools, the best known of which are the “elixirs” devised by Alexander Vasilyevich Barchenko. Barchenko’s drugs range from wide-spectrum antibiotics to productivity enhancers, to combat drugs developed for the Czar’s army.

Starting in 1900, the young genius developed a series of treatments whose purpose was “to enhance the survival possibilities of the Russian population, and nurture a full adaptation to the new conditions”.

Already a large percentage of the Russian upper class was developing a dependence on opiates to fight the psychological effects of living inside the sealed palaces of the 'aristokratiya' (the so-called 'Otshel'nik': a mix of claustrophobia, agoraphobia, and the fear of crowds).

Barchenko simply provided more effective solutions to contingent problems.

Under the current Czar, Casimir, Russia has abandoned its original isolationism and has been expanding its borders by swallowing much of the Caucasus and extending its influence east by slowly eroding the Chinese domains of central Asia and Mongolia. India has also been in the sights of the expansionist empire. Russian forces tried to establish a foothold in Kashmir in 1912 and 1932, and Russian agents provocateurs are often at work in the domains of the Anglo-Indian Raj, trying to spread sedition among fringe movements and pockets of malcontents.

Russia entertains commercial relationships with the East India Company, and was instrumental in granting the Company a seat at the table of discussion during the Samarkand conferences.

Little first-hand information is available about the current status of the Russian nation beyond the propaganda divulged by the Czarist government and the rumors gathered and relayed by occasional diplomatic visitors and commercial captains.

In the Raj, the court of Emperor Casimir is popularly presented a decadent hotbed of intrigue and political conniving, in which assassination is the natural means of social advancement, while the underground-dwelling workers (often referred to as "morlocks" in the common parlance) are portrayed as faceless masses of stolid drones, kept in line through the use of productivity drugs. The Czar's adoption of Neanderthal "beastmen" as part of the military, in particular, struck the imagination of the Raj's public, especially after the Anglo-Indian armies had to face the Neanderthal Cossack troops in Kashmir in 1912.

In the Raj's common perception, Russia is the venue for Gothic dramas and romances about evil scientists, depraved aristocratic women, beastly hordes of uncouth Neanderthal Cossacks and alienated workers, against the backdrop of majestic palaces and hell-like underground factories.

Members of the Russian aristokratya are generally pale of skin and hair, and tend to enhance this effect with cosmetics. They favor black, purple and dark red colors and severe, somewhat eccentric styles.

The rabocije are rarely seen outside of Russia: squat and massive, they have rough features and dress in drab brown and gray unisex clothes.

CHINA

The Catastrophe and the Thirty Years of Winter were seen in China as a clear sign that the Quing Imperial Dynasty had lost the Mandate of Heaven.

This was perceived as Heavenly Legitimation by the Taiping rebels, already rampaging through the Chinese countryside. A pseudo-Christian cult whose leader Hong Xiuquan considered himself the son of God and Jesus' younger brother, the Taiping Heavenly Kingdom Movement, was both against the Quing dynasty and against the foreign presence in China. The failing crops and the uncounted dead in the famines and cold of the Thirty Years of Winter became propaganda tools for the Taiping regime, that moved against the capital and actually succeeded in ousting the Quing and eliminating any form of European presence in China, with the only exception of the city of Shanghai.

Following his victory in 1863, Hong Xiuquan, assuming the title of Second Son of Heaven, and established a theocratic government system, known as the Great Peace, or Heavenly Peace, based on a synthesis of Christian and Confucian precepts. The Second Son's paranoia and fear of internal and foreign enemies led to the creation of a police state. Highly trained agents of the Crown, carrying the title of magistrates and known as the Hands and Eyes of the Emperor enforce the laws of the Heavenly Peace, acting as judge, jury and



executioners. Through time, the imperial magistrates developed their own hierarchy and agenda, and adopted a number of scientific and technological solutions to better carry out their duties. According to the Society for Psychical Research, the individuals known as Eyes of the Emperor show psychic capabilities. The Hands of the Emperor are highly skilled martial artists, often mechanically “enhanced”.

Despite its propaganda, the Great Peace holds only the eastern provinces of China, and in particular the cities of Peking, Nanjing and Tientsin. The western provinces of Gansu and Xinjian, as well as Mongolia, are only nominally under Taiping rule, and are the domain of bandit-kings and warlords, each one holding a small area, usually centered around a town or fortress.

The city of Shanghai, that was flooded by the tidal waves of the Catastrophe, remains the only foreign enclave on Chinese soil, basically thanks to the presence of two American gunships, the USS Alabama and the USS Coldwater, that provided support to the western defenders of the city when the Taiping moved against Shanghai in 1862. Incidentally, the crews of the two ships and the small American community in Shanghai are the only surviving representatives of the United States of America.

IEZO REPUBLIC IN JAPAN

In the last days of October 1852, the Japanese archipelago was wrecked by earthquakes and tsunamis. Geologic upheavals reactivated the volcanoes dotting the islands, leading to a paroxysm of explosive activity that added to the general devastation.

As the islands of Japan faced annihilation, a handful of samurai, led by Enomoto Takeaki, Ōtori Keisuke, Arai Ikunosuke and Hijikata Toshizō, and other members of the anti-Shogunate factions, gathered as many people and resources as possible, and moved north, to the relatively stable and safe island of Hokkaido.

Here, the refugees organized themselves to face the coming winter, and founded an independent state, the Republic of Iezo.

The new nation was formally based on the principles of Bushido, but leaving ample maneuvering room for modernization. Very soon, the Republic of Iezo's strife for survival led to the opening of military and political positions to non-samurai citizens.

During the early days of the Thirty Years of Winter, the Republic sought connections and alliances with the surviving western powers (and the Anglo-Indian Raj in particular), through the work of politician and scholar Takuma Shozan. The Republic also sent two exploration missions to California, both of which were lost without communications, and established a massive project for the development of geothermal energy. Thanks to the work of scientists such as professors Saotome and Ochanomitzu, the Republic weathered the Thirty Years of Winter, and developed strategic technologies. The precept of "wakon yōsai" ("Japanese spirit, western technique") proposed by Takuma Shozan is still one of the main tenets of the Iezo Republic.

Iezo dressing style is an eclectic mix of traditional Japanese and modern western clothing. The Iezo army and navy have adopted western-style uniform, but officers still use classic samurai outfits as dress uniform for special occasions.

To compensate the small population and consequently small workforce, the Republic also worked on automatons and automated factories. The ideal of an elite of warrior-scholars presiding over an army of machines informs the way in which the Iezo portray themselves, and shaped the general perception of the Republic of Iezo when communications started anew after the Winter.

Currently the Republic of Iezo is one of the Allied Nations, the non-western powers (if such a definition still has any meaning) that are entitled to sit at the conference table when international issues are debated. The Republic entertains intensive commercial and strategic relationships with both the Anglo-Indian Raj and the East India Company. Relationships with the Taiping Empire and Russia are formally neutral.

AFRICA

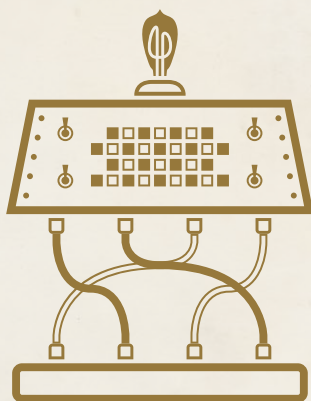
Africa is a federation of tribal nations, the major player being the Zulu Nation (also known as Zulu Empire), that occupies most of central and southern Africa.

NORTH AFRICA

With the failure of the French attempt at seizing power in the North African regions, a federation of local tribes claimed their lands back, and established tribal councils and a loose alliance of various ethnic groups, maintaining a fluid political and military control over the region. The “Barbary States” of Morocco, Tripoli and Tunisia quickly joined the coalition, siding together against the rapacious regime of Algiers.

The Jabala tribes currently control the Atlas region together with the Berber Riff tribes, while the Tuareg rule the Sahara territory and the Atlantic coast of Morocco.

The North African Tribes are part of the African Federation, that contributed to pacify the region after the Jabala uprising of 1912, when the Jabala sharif Mulai Ahmed er Raisuni tried to expand his territory and take control of the tribal councils.



Relationships with the Italian colonists and the remnants of the Ottoman empire are peaceful and collaborative. A state of permanent low-level warfare remains with the exiled French refugees.

Piracy in the Mediterranean, especially by Jabala ships and crews, in open violation of the Treaty of Samarkand, have been denounced repeatedly in the 20th century.

The shifting climate is actually favoring North Africa, the Sahara desert slowly receding as new oases appear and fertile land replaces the endless sands.

Various irrigation projects are currently being developed jointly by the African federation and the Italian government to increase the shift and transform the desert into productive land.

CENTRAL AND SOUTHERN AFRICA

The African continent south of the Sahara is a federation of tribal states, in which the expansive Zulu Nation acts as the leading power in the Council of Nations. The African Federation is formally allied with the Raj, and entertains close relationships with the Italian settlements on the Red Sea Coast. Relationships with the northern and Saharan communities are cautious but generally friendly, with the only exception of the remains of the French colonial power.

The southern tip of the continent, currently under direct control of the Zulu Nation, was long a debated land. Violent confrontations between the African populations (generally known as “kaffirs”) and the settlers of Dutch origin, known as “Boers” (Farmers), in Southern Africa initiated in 1779. The Dutch settlements were later occupied by British forces in 1795. The situation further escalated in the following years, culminating in the “Great Trek”, when between 1835 and 1849 thousands of Boers evacuated from British-controlled territories, moving in what was to become the short-lived “Orange Free State”.

Citizens of the African nations proudly wear their traditional costumes in everyday life, and can make concessions to western- or Indian-style clothes in formal, international events and meetings.



The native African peoples were only marginally involved in the play between British and Boers, but this situation changed drastically in 1852. Without the backing of the European nations, both Dutch and British settlers suddenly had to face alone the hostility of those peoples whose land they had appropriated and exploited, and found it hard going.

The expansionist aims of the Zulu Empire caused a turmoil of migrations, relocations and confrontations through which it was impossible for the westerners to pass unscathed. As the Europeans retreated and were expelled, only a fringe resistance of Dutch Afrikaners, also known as “Voortrekkers”, remained, leading a basically useless guerrilla against the Zulu Nation.

Today, only Cape Town remains officially as a British/Dutch enclave in southern Africa, but smaller communities of South African Voortrekkers, German and British east-African settlers and Belgian western African colonists still exist.

AUSTRO-HUNGARIAN EMPIRE

What little is left of the Austro-Hungarian empire and its European dominions lies beneath a thick mantle of snow. Based on a survey conducted by joint Raj and Russian expeditions in the 1920s, following the Third Treaty of Samarkand, few human settlements survive, as snowbound communities that the Catastrophe knocked back to a medieval level of technology.

Like all of continental Europe, the former Hapsburg Empire is considered a restricted area, and explorers from the Samarkand Treaty Nations are required to file special requests for permits to land and explore the region. The restriction chiefly comes from preoccupations with infectious diseases that could spread from the devastated areas.

This of course doesn't stop “treasure hunters” and smugglers from ignoring the Treaty and paying frequent visit to the forbidden zones, in search of ancient artifacts, works of art and books.

OTTOMAN EMPIRE

With Constantinople as its capital and controlling lands around the Mediterranean basin, for six centuries the Ottoman Empire was the linchpin between the east and west. The Empire was undergoing a process of reform and modernization known as the Tanzimat when the Catastrophe hit, causing a fragmentation and dispersion of the Ottoman power. What was already known as the “Sick man of the Old World” did not survive the Thirty Years Winter, and sank into an orgy of civil wars, sectarian conflicts and self-induced annihilation.

Vast tracts of the former Ottoman Empire have been annexed to the Russian Empire.

Small enclaves of order and civilization survive in the Balkans (see below). Egypt was informally adopted as a new home by the Italian refugees from the Taranto, Brindisi and Naples fleets.

Constantinople is today a city-state guarding the frozen Bosphorus, and an important trade point, and is still under the control of the last descendant of Osman I, founder of the empire. Emperor Mehemed VII, Sword of Osman and thirty-seventh Padishah, rules the city by implicit permission from the Czar, and Constantinople is one of the major airports for the Russian aerial fleet in the Mediterranean.

THE ICED LANDS

The Iced, War Zones and Small Kingdoms
The Iced Lands is a general term to indicate all the areas of northern Europe and Eurasia covered by the thick glaciers that developed during the Thirty Years Winter.

According to scientific surveys carried out in 1943, the ice cap reaches a maximum thickness of 1 mile in Continental Europe above the 55° of latitude. At a latitude of 45° the maximum thickness was measured at three hundred and fifteen yards, with ample local variations. Researchers believe that underneath the ice caps, vast caverns may exist. These would be the result of the ice melting due to attrition and the heat flow through the Earth's crust.


Major European cities, most notably London, Paris and Vienna, lie buried under the ice, while Rome and Madrid are still accessible, even if blanketed by thick layers of snow.

And yet...

The Thirty Years Winter may have crippled European nations, but has not brought an end to human life on the continent. The exact number of survivors is debatable, but communities were pinpointed by the explorers in the 1894, 1920 and 1943 expeditions, and accounts of meetings with "savage natives" are popular both in smugglers' tales and popular entertainment.

Despite the popular cliché, no proof of cannibalism was ever found. Indeed, the diffusion of quaternary megafaunas (see sidebar) as the ice caps expanded, provided more than sufficient supplies of food for the small bands of survivors.

Ladonia, Ruritania, Graustark, Grand Fenwick, Drachenstahl: extravagant uniforms with spiked helmets and lots of medals for men, wide-skirted ball gowns for women. Waltzes, Strauss, beer.
Caliostro, San Marino: bright colors, good food, flaming passions, opera.
Malta, Gibraltar: British outposts in the wilderness. Roast and potatoes, cherry for the ladies, brandy for the gentlemen, stout beer or gin for the lower classes.



A diplomatic mission to a micronation in Lost Europe provides opportunities for intrigue, romance, and waltzing.

The general technological level of these peoples is Neolithic to low medieval, but small enclaves still maintaining a 19th century level of technology survive huddled in fjords along the Scandinavian coast, and in the valleys of the Pyrenees, the Alps and northern Appennines, and the Carpatian Mountains.

A constellation of small mountain nations, which includes Ladonia (Scandinavia), Ruritania & Graustark (Carpatians), Grand Fenwick (Pyrenees), Drachenstahl (Alps), Calioistro and San Marino (Appennines), Malta (Mediterranean Sea) and Gibraltar (Iberian peninsula) emerged in the 20th century. These micro-nations are absolute monarchies, usually tracing the lineage of their current sovereigns to various branches of the Hapsburg dynasty, with the only exception of Malta and Gibraltar, that are military dictatorships. The micronations rarely extend their influence farther than a single fjord or valley (or a limited stretch of sea and air space in the case of Malta and Gibraltar), and have been compared by some to “insects in amber”, as they preserve the pomp, style and manners of post-Napoleonic, pre-Catastrophe Europe. These small pockets of 19th century civilization have become ports of call for the occasional expeditions sanctioned by the Treaties of Samarkand, and for the illegal expeditions looking for plunder below the ice.

Constantinople, last vestige of the Ottoman Empire (see), is by all means another of these micronations.

Malta and Gibraltar are only nominally independent nations, and act as satellite states of the Raj. Both cities are routine berthing ports for Raj airships.

Hope &





Glory

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BRITISH RAJ

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Katmandu

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ISLANDS

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THE ANGLO-BRITISH RAJ
and East India Company Territories

Physical and Political Map
based on the 1927 survey
updated and expanded

as drawn by
COLONEL F. BAERLALD
(C.O.G.)

R.G.S.

One of the less understood phenomena connected with the glaciation of the Northern Hemisphere is the reappearance of quaternary megafaunas, most notably mammoth and mastodon herds, smylodon (sabretooth tiger) packs and flocks of dinornis. Communities of Neanderthals (*Homo neanderthalensis*) are also part of this “recolonization” of Europe.



According to the popular Aronnaz-Summerlee model, the reappearance of these species is the consequence of the changed climate, which favored the expansion from small ancestral populations that survived for millennia in small isolated “lost worlds”, in regions like Old Siberia and Lost Canada or beyond the Arctic circle. An alternative model, proposed by professor Abner Perry of the Delhi University & Polytechnic, posits the survival of prehistoric animals in underground caves, and their periodical emergence after the world-wide geological upheavals.

TIBET & THE HIMALAYAS

Isolated by perpetual snows even before the coming of the Thirty Years of Winter, Tibet is still as mysterious today as it was in the years before the Catastrophe.

A theocracy governed by the Dalai Lama and the Panchen Lama that share political and religious power, Tibet has no formal contacts with either the Raj, the Company, Russia or China, and its borders are closed to visitors, on pain of death.

An attempt on the part of the East India Company to invade Tibet in 1898 failed spectacularly. Tibetan emissaries have supposedly contacted the Honourable Company in 1901, but the nature of the contact, its reasons and its development are unknown.

If first-hand accounts are scarce, rumors and legends abound, the secretive and isolationist attitude of the Tibetans providing rich fuel for strange stories and wild speculation.

Based on ancient accounts, the land is organized as a series of monasteries/fortresses, each a closed community governed by a Lama and devoted to prayer and meditation, and the preservation of ancient lore. Mental abilities and psychic capabilities are usually considered part of the Tibetan lama training. According to reports by researchers of the Psychic Research Institute, individuals with high Salim-Javed scale PSI signature would be operating in Tibet. Shadowy Tibetan psychics are often the villains in popular novels and dramas.

The Tibetan plateau is also the likely area of origin of the yeti (also known as migo), the white-pelted beastmen that in the last decades have often attacked settlements on both the Indian and the Chinese sides of the Himalaya.

NEPAL

A Himalayan kingdom bordering the Ganges plain, Nepal shows a wide range of environments, from the highest mountains in the world (including mount Everest) in the north to tropical hill jungles in the south. The spoken language is Nepali, and the capital is Kathmandu, a city of tall wooden houses and narrow streets, seat of an airship port and a way station used by both Raj and Company ships on the trans-Himalayan route to China (generally known as the High Road to China).

Taking advantage of its position and political independence, Kathmandu is a rich, bustling city, the hub of a number of traffics, many of them illicit, between the Raj, Company territories, forbidden Tibet, China and the Russian Empire.

Legends and old travelers' tales tell of a secret race of Limmortals that secretly rules Tibet, the Dalai Lama and Panchen Lama mere puppets in their hands.

Descendants of the ancient Rama Empire (or, according to others, of Atlantis) the so-called "Sanjiyan Unkara" live in a secret city in the Kunlun Mountains and in a lost palace in the Gobi desert, and have been manipulating the history of the Tibetan plateau for millennia.

The Unkara are said to have devastating psychic powers, and supposedly have a "third eye" that allows them to perceive at the same time both the real world and the Astral Plane.

Depending on the version of the stories, the mi-go are either their servants, their rebellious slaves, or the result of their degenerate mixing with normal humans.

According to legend, the Unkara are traditional enemies of the Nine Unknown.

According to Sanskrit text, there are hidden valleys in the Himalayas, that can be accessed only by the initiated and “those whose heart is true”. Called ‘Beyul’, these valleys supposedly hold lost treasures and hide mysterious secrets.

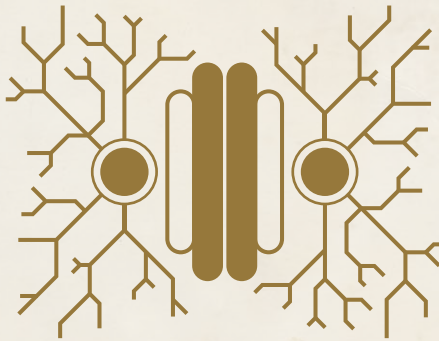
Padmasambhava, a legendary explorer and mystic, is said to have mapped a number of beyuls in the 8th century, but his maps have been hidden or lost.

The subject of beyuls has been investigated by the Society for Psychical Research and Development, so far without success.

BEYUL

Outside of the great city of Kathmandu, the Nepalese live in small villages and camps, practicing subsistence farming and raising yaks.

A traditional ally of the Raj since the early days, Nepal also provides troops for special units (the Gurkhas).



BUTHAN

Tied to the Company since the treaty of 1775, Bhutan is only nominally an independent state. The spoken language is a variant of Tibetan, and the people are of Tibetan stock. The small country is almost entirely occupied by bamboo forests.

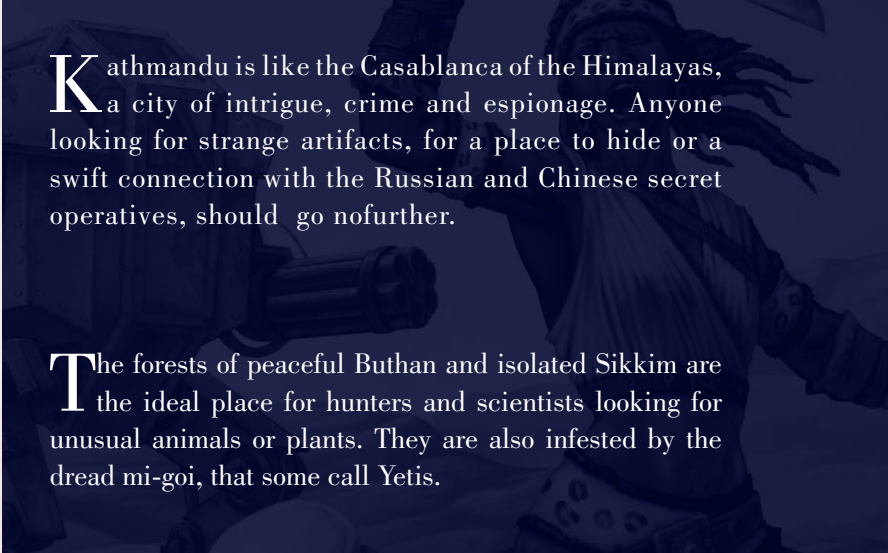
The rainy hill forests of Bhutan hold a wealth of plants used in traditional and modern medicine.

Bhutan is also a traditional destination for hunting parties. After the Catastrophe, sabretooth tigers have been sighted in the region, occupying the ecological niche of the now rare white tiger.



SIKKIM

Sikkim is squeezed between Tibet to the north, Nepal to the west and Bhutan to the east. Within the small state's borders is found Kanchenjunga, the third highest mountain in the world and the abode of the gods according to local legend. Rich in mineral deposits and with a well-developed agriculture - terraced cultivation was introduced by the Nepalese in medieval times - Sikkim is a theocracy ruled by the Chogyal, who is both king and high priest. Two thirds of the land are covered in forests, ranging from tropical to alpine in climate and vegetation. Six hundred species of orchids indigenous to Sikkim have been cataloged.



Kathmandu is like the Casablanca of the Himalayas, a city of intrigue, crime and espionage. Anyone looking for strange artifacts, for a place to hide or a swift connection with the Russian and Chinese secret operatives, should go no further.

The forests of peaceful Buthan and isolated Sikkim are the ideal place for hunters and scientists looking for unusual animals or plants. They are also infested by the dread mi-go, that some call Yetis.

THE END OF THE BRITISH EMPIRE AND THE BIRTH OF THE RAJ

THE GREAT FIRE OF LONDON AND THE EVACUATION

London woke uneasily with a sense of coming disaster. By midday the continuous frost rendered the snow quite firm enough for traffic. The curious sight of people climbing out of their bedroom windows and sliding down snow mountains into the streets excited no wonder. As to the work-a-day side of things that was absolutely forgotten. For the nonce Londoners were transformed into Laplanders, whose first and foremost idea was food and warmth.

*[The Four White Days, by Fred M. White
From Pearson's Magazine, January 1903]*

IT WAS FIRE, AND NOT COLD, THAT PUT AN END TO THE CITY OF LONDON.

On the 29th of May 1855, a fire spread through the city, causing extensive damage and thousands of deaths as the snow-clogged streets made it impossible for firefighters and bucket squads to form. Many abandoned the blazing buildings, and faced a different death in the icy cold of the streets.

The consequences were catastrophic, and caused the Crown to accelerate the evacuation plans. Carriage trains moved from Windsor Castle, where the Queen and the Court had repaired after the riots of 1853, and reached Portsmouth, where they embarked on the first wave of the Evacuation Fleet. In the following 16 weeks, as the political situation in southern England rapidly deteriorated, four more convoys of ships left the main ports of the nation. The

evacuation plan provided for two separate courses: while the largest number of ships circumnavigated Africa, braving the unpredictable weather of the Atlantic Ocean, the Royal Ships sailed south through Gibraltar to Egypt, where the Royal refugees had to march south for two weeks to reach the Red Sea and the ships sent from India. It was during the march through the Egyptian desert that HRH Albert, the Prince Consort, succumbed to fatigue and fever.

The survivors of the desert ordeal were picked up by the ships provided by the East India Company, and ferried to India. Queen Victoria in particular, boarded the HMS Birkenhead.

On the 5th of November 1855, Queen Victoria disembarked in Bombay with her court, a selection of members of the British Parliament, and a complement of soldiers, soon to be joined by about 5000 refugees. They were greeted with subdued celebrations and a growing sense of foreboding by both the Indian population and the representatives of the East India Company.

It was only in the early months of 1856 that the surviving ships of the Atlantic Fleet finally made their way to Indian ports.



the British refugees first settled in the Bombay region.

SEA MONSTERS

The course of the Atlantic Fleet was one of terror and tribulation. Bad weather and averse sea conditions were a constant during the voyage, and about one third of the ships were lost, either sunk or shipwrecked on the flooded coasts of the African continent.

Survivors also reported the sighting of huge creatures, locked in deadly struggle among the stormy waves. The creatures, variously described as “sea dragons” or “dinosaurs” have baffled the scientists for decades, and are generally considered the main reason why ships to the Americas failed to report back.

THE TOWER RAVENS

The Ravens traditionally residing in the Tower of London were shipped with two Yeomen guards taking care of their well-being, together with the Queen and the Crown Jewels. The descendants of those original birds are today housed in the Kauvon Tower in the Royal Palace of Delhi; the title of Master (or Mistress) of Ravens is a honor occasionally granted by the sovereign to individuals that served the Crown on matters of national security.

The sobriquet “Kauvon Kee Raanee” (कौवों की रानी - Queen of Ravens) was originally attached to Victoria as she disembarked in Bombay, wearing a black mourning dress and followed by the Yeomen carrying the caged ravens.

REFUGEES - THE BIRTH OF A NEW RAJ

One would think more pressing issues were at hand, and yet the status of the British refugees was a matter of debate from the day Queen Victoria set foot on Indian soil. Originally greeted as “guests” by the East India Company, it was soon pretty obvious that the Queen had no intention of taking a subordinate position: the long tradition of independence of the Company was about to come to an end, and the Company did not like the idea one bit.

The disclosure of the Parliamentary Reconstitution Act of 1856, which contemplated the assumption of full control of the Company’s territories by the British Crown, was the spark that started the Company War (also known as the Indian Mutiny).

The original plan of the Company forces, led by Colonel Charles Wellington Meynard, was to subdue the British refugee forces and capture the Queen, putting her under the control of the Company’s Board of Directors.

What Meynard had not anticipated was the strenuous reaction of the refugees, that engaged the Company troops in a house-by-house fight through Bombay. Equally unexpected was the decision of a number of Mughal states to side with the Queen in Exile, joining forces against the Company. Finally, when the Company Sepoys themselves mutinied (Barrackpore, March 1857) against their rebellious officers, the balance of the conflict shifted drastically.

All of a sudden, it was India versus the Company, with the British Queen and the refugees on the same side of the Indians.

With much of the northern regions of the sub-continent in upheaval, major battles were joined in Gwailor (March 1857) and Cowpore (April-May 1857), where rebel Company forces and coalition armies fought a cat-and-mouse series of skirmishes. After the fall of Cowpore, the 1st and 2nd Company Armies were pushed back towards Bengal. In September 10th and 11th 1857, the Battle of Varanasi marked the final collapse of the Company’s military structure.

On the 15th of October 1857, representatives of the Mughal Princely States, of the British Crown in Exile and of the Honourable East India Company Board of Directors signed the Treaty of

Calicut, that basically transferred control of the former Company territories and assets to the British Crown, with the sole exception of Bengal, Assam, Bangladesh, Burma and Mandalay, over which the Company maintained its control. Very long period.

To this day, the Company Provinces, usually referred to as “The Company” or “John Company”, represent a territorial state (The Company) that exactly overlaps a commercial establishment (The Honourable Company), a plutocracy whose government is the Board of Directors, selected through the vote of all the Major Shareholders. De facto, all Company citizens are employees of the Honourable Company, and it is possible to buy shares, acquiring privileges - such as the right to vote.

Company relations with the Raj are more relaxed than they were in the 19th century, but most citizens of the Raj still look at the Company with suspicion.

REFUGEES - THE BIRTH OF A NEW RAJ

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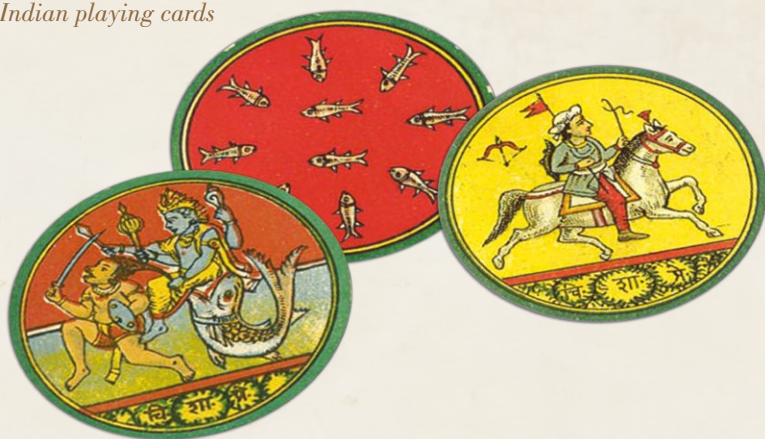
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Traditional Indian playing cards



THE RISE OF THE ANGLO-INDIAN RAJ

INDUSTRY & PROSPERITY

Following the defeat of the Company in the First Company War, all energies and resources were directed to grant the survival of the population of the sub-continent in the face of the hastily deteriorating climate. The British Crown took control of the former Company territories, and promptly signed a series of treaties with the Mughal Princely States, creating the basis of today's Anglo-Indian Raj.

Resources were pooled and a series of joint plans were launched to minimize the expected damages. In a famous speech to the assembled leaders of the newly formed coalition, Queen Victoria proclaimed:

*“We will respect land inherited from the ancestors...
Our earnest desire is to stimulate the peaceful industry of India to
promote public works & improvements. Their prosperity will be our
strength.”*

“Industry & Prosperity” is today the motto of the Delhi Polytechnic, the topmost research facility in the Raj, founded in 1857 by members of the London Mechanics' Institute.

TALKING ABOUT THE WEATHER

The Himalayas somewhat shielded the Indian sub-continent from the worst excesses of the Thirty Years of Winter, and India mostly suffered from an increase in average precipitation and a rearrangement of the monsoons. This caused floods along the major waterways - the most tragic being the Ranchipur event of 1876 - and a general decrease in agricultural productivity in the years between 1860 and 1885. Only in the southernmost territories of the Indian peninsula did agriculture prosper.

MARRIAGES

At the same time, the British refugees had to face the reality of their condition: a people without a nation in a land very different from the one from which they came.

While their presence was easily accepted by the Indian population (with some minor exceptions), the Company War had demonstrated that the only logical policy for survival would be one of integration. Indeed, the lower classes and the technical professions were the first to embrace the new land and its culture and mores. The marriage of British ingenuity and Indian passion led to the development of the Polytechnic Schools in Delhi and Bombay, and the birth of new technologies. The earlier projects were aimed at environmental control and mitigation, focusing on engineering works. Later developments concerned transports, with the expansion of the railway system and later with the creation of the first commercial and military airships.

On May the 24th 1869, on the day of her fiftieth birthday, Queen Victoria married Maharajah Sawai Jai Singh III of Jaipur, in an extravagantly colorful and expensive ceremony whose purpose was not only to bolster the morale of the people of India, but to underscore how the British refugees were now part of India's population and culture.

The marriage caused much controversy, especially considering how the British Queen was not only a political leader, but also the head of the Church of England. Significantly, the ceremony eschewed both Christian and Moslem rituals, and set a trend for the following decades in lay marriages. And if members of the religious establishment rose in scandal, much of the population, both of British and Indian origin, accepted the marriage as a sign of progress and rebirth after tragedy. The matter remained the subject of heated theological and political debate for much of the 19th century, and was famously dismissed in 1912 by then Prime Minister Rudyard Kipling, who observed "I guess they had more pressing concerns than the Common Book of Prayers."

Also in 1869, the Anglo-British Raj became a political reality, a federal state in which each province administered its internal affairs through a bicameral parliament answering to the local Prince. The Council of Princes was established as the ultimate authority in matters of continent-wide policy. The first Presidency of the Council was given to Queen Victoria as an act of courtesy.

"The past is a foreign country; they do things differently there."

L.P. Hartley

Steampunk and retrofuturism are sometimes described as "nostalgic".

Can we really feel nostalgia for a past we never knew first hand? The point is moot.

Our imagination provides us with the opportunity to re-imagine the past. Not to ignore or deny the errors and the horrors of our ancestors, but to imagine how it could have been, had things gone in a different way.

Hope & Glory imagines a past in which people got rid of prejudice and of contrasts, in which all humanity strives to progress, and only the forces of darkness still cling to those "values" that in our world caused grief.

Hope & Glory is your game. Make what you will of this world. Explore it, change it, push it in new and wonderful directions. Make new mistakes, if you will, and try and avoid the old ones.

A NEW DAWN

The Thirty Years of Winter ended officially for the Raj in 1889, when rationing was suspended and the country stirred from the long years of hard work and toil to look upon a changed world.

The Indian Geographical Society immediately set up a number of missions beyond the mountains and the sea to seek other survivors and assess the state of the world. Diplomatic relationships were established with the governments of the African Council, of the Iezo Republic and with representatives of the Czar's dominions.

In 1890, following suit the loss of the joint Raj-Russian Trans-Atlantic Expedition, the First Conference of Samarkand led to the definition of a treaty between the New World Nations, and the signing of the first Convention of Samarkand regulating the exploration and exploitation of the regions of the Northern Hemisphere. A second conference took place in Samarkand in 1905, including representatives of the Italian nation and of China. A Third conference in 1912 opened its door to the European principalities, and further revised the original Treaty.

In 1891, war erupted as Company officers tried to expand their territories by invading the eastern areas of Uttar Pradesh. The Second Company War saw the first deployment in the field of both mechanical walkers and aerial warships. In six months, the conflict caused over 15,000 deaths, and concluded with the Company retreating its troops and relinquishing part of the Bengal territories as compensation for war damages.

Victoria died in 1909, leaving behind a nation very different from the one that had welcomed her and her subjects after the Catastrophe.

She was succeeded by her son King Edward Hamrish, whose reign was marked by increased hostilities between the Raj and Russia, culminating in the invasion of Kashmir of 1915, when for the first

time the mechanized infantry of the Raj had to face the hordes of Neanderthal Cossack troops in the service of the Czar. In the same years, internal conflicts erupted in central and eastern India, as runaway fringe cults and reactionary groups tried to establish their control over a number of provinces. These internecine menaces led to the reformation and reorganization of the Guides Corps, with functions of internal policing and investigation.

Despite the deteriorating relationships with Russia and China and the increasing disturbances caused by internal dissident forces, the Raj today is a prosperous, technologically advanced nation.

THE RAJ TODAY - CULTURE, CASTE AND CLASS

The Raj is a federal state organized into four main regions, each comprising a number of local principalities and independent provinces (See Gazetteer, page 71). Having acquired the territories originally administered by the Honourable East India Company, the British Crown does now control directly a fair part of the Indian Sub-Continent. Through a process of integration, it can be said that it is becoming increasingly difficult to distinguish the “Indian population” from the “British refugees”, and excepting a few fringe groups and traditionalist communities, the two peoples have now become one.

The British-controlled territories are currently ruled by Queen Elizabeth Bharat, Victoria’s grand daughter.

CASTE AND CLASS

In India, British Classes and Hindu Castes intersect at right angles.

(Dr. B. Dickinson, University of Delhi, 1886)

The younger generations don't take class and caste seriously, or so the older generations complain.

Following the Catastrophe, views of class and varna/jati became less central in the social life of the Raj, as people of all ethnicities and classes were too busy trying to survive to mind matters of social etiquette.

The Raj developed therefore into an upward-mobile culture, in which skills and dedication will bring an improvement to the individuals, allowing them to break free of their caste or class niche. Especially in urban areas, people of all castes meet socially or for business, and discriminating against anyone because of their caste for things like club memberships is against the law and generally considered in poor taste. In fact, castes and classes still rarely intermarry and are definitely not changeable.

It is on the other hand commonplace the use of a British term for a Hindu, or vice-versa (Brahmin for upper class, or Working class for Shudras).

The British divided their society based on a social class system that recognized:

The upper class - the old aristocracy and the moneyed gentry

The middle class - the educated professionals, clerks, men of business

The working class - manual laborers to craftsmen to factory workers)

The under class/lower class - all those of irregular employment or low-pay, low-skill labor

The Indians applied the law of Varna, literally meaning color, hailing back to Vedic Indian society, which recognized:

The Brahmins - the priests

The Kshatriyas or Rajanyas - rulers, administrators and warriors

The Vaishyas - artisans, merchants, tradesmen and farmers

The Shudras - laboring classes.

The varna categorization implicitly had a fifth element, being those people deemed to be entirely outside its scope, such as tribal people and the untouchables.

Indians also applied the concept of jati, roughly family, tribe or clan, as a trait defining the identity of a group based on language, profession, religion or a mix of all these. A person's surname typically reflects a community (jati) association: thus Gandhi = perfume seller, Dhobi = washerman, Srivastava = military scribe, etc. In any given location in India 500 or more jatis may co-exist, although the exact composition will differ from district to district.

FOOD

Indian cuisine is known for its large assortment of dishes, influenced by the many cultures that settled in the sub-continent through the centuries, and for its liberal use of herbs and spices. Cooking styles vary from region to region.

Wheat, Basmati rice and pulses with chana (Bengal gram) are important staples of the Indian diet. The food is rich with curries and spices, including ginger, coriander, cardamom, turmeric, dried hot peppers, and cinnamon, among others. Thick condiments and spreads (chutneys) made from assorted fruits and vegetables (such as tamarind and tomatoes and mint, cilantro and other herbs) are widely used.

About 40% of the population of the Raj is vegetarian, but lamb and chicken are common in many dishes for non-vegetarians.

Much of Indian food is eaten with fingers - a fact that shocked many a well-mannered lady. Table utensils can also be substituted by bread, such as Naan, a leavened, oven-baked flatbread, and bhatoora, a fried, fluffy flatbread commonly eaten with chickpea curry.

CLOTHES

The Victorians had to learn to dress for the climate.

Indian clothing is closely identified with the colorful silk saris worn by many of the country's women, but is today only used in official and formal circumstances. The sari or saree consists of a drape from five to nine yards in length and two to four feet in

Britain's foremost contribution to food culture is alive and well in the Raj, particularly along the coasts of the Indian oceans. Indeed, potato crops from Bengal and the Indus valley are raised almost exclusively to provide accompaniment for battered, deep fried fish and mushy peas.

breadth, that is wrapped around the waist, with one end draped over the shoulder, baring the midriff. The modern sari is usually worn over a petticoat and a blouse (choli, see below). Women in the armed forces, when wearing a sari uniform, don a shirt tucked in at the waist.

Actually, the most popular female dress in the Raj is the “salwar kameez”. It consists of loose trousers (the salwar) narrow at the ankles, topped by a tunic top (the kameez). Women generally wear a dupatta (a multi-purpose silk scarf) or odani (Veil) with the salwar kameez, to cover their head and shoulders.

Different designs are available, depending on fashion or regional styles.

Also popular is the “Lehenga Choli” (skirt and blouse), a development of the traditional clothing of women in Rajasthan and Gujarat. It is a combination of lehenga (pleated skirt, also known as Chaniya, or Ghagra), a tight choli (a blouse, with short sleeve and low cut neck) and a dupatta scarf. Lehenga choli style shows wide variety, from the simple cotton lehenga choli for daily wear, to the traditional ghagra embellished with mirrors, or the fully embroidered lehenga worn during ceremonies and festivals, to the tight-fitting variants exposing the navel, favored by fashionable young women.

Traditional clothing for men is the dhoti, an unstitched piece of cloth that is tied around the waist and legs, or the kurta, a loose shirt worn about knee-length. The quintessential modern Raj ensemble is the trouser suit, which is a short kurta with straight pants and a dupatta. Alternative designs often feature sleeveless tops, short dupattas, and pants with slits.

A typical example of the cross-pollination of Indian and British dress codes is found in ceremonial attire, where the traditional Indian sherwani (a buttoned coat coming down to the knees) has been shortened and is worn with western-style trousers – only members of the armed forces still wear the traditional johdpurs.

Military uniforms generally follow the original British design, with the addition of turbans and sashes.

(from *The Times of Delhi*, may 1927)

Scandalized old ladies are still lamenting the newfangled fashion of exposed midriffs and bejeweled navels, but if there is one thing the new revealing style of sarees and lengha cholis is making clear is that the corset, stiff, suffocating instrument of female torture, is now ready for the museum. Young women in particular think that a well-trained body does not need engineering or support. And the young men on the high street seem to agree.

UNEASY NEIGHBORS: CALICUT & THE HONOURABLE EAST INDIA COMPANY

The East India Company was chartered by Queen Elizabeth the First, a few months before the sovereign's death. The charter of the Company granted them a monopoly on the commerce with the Orient, and the right "to wage wars if necessary".

The Elizabethan charter was interpreted most freely by Company officers, and by the 18th century the Company enjoyed ample monopolies, from Chinese tea to spices from Ceylon, and was setting up a florid opium trade towards China. In India, the Company took advantage of the political instability of the Mughal administration to take control of vast tracts of land, even if the original charter never mentioned the right to own land overseas. In this way, the East India Company became, to all practical effects, a state within the state, subject to its own laws and regulations and no longer subject to British laws. It had direct control of its territories and its 35 administration employees were backed by an army of 250.000 men. And all of this was, from the point of view of the the Britishlaw, completely illegal.

[from "Nations & territories of the Known World, for use by the Diplomatic Corps", pocket edition, 1956]

THE YEARS OF CHAOS AND THE MUTINY

In the early months of the Catastrophe, the Crown's decision to disband the East India Company (commonly known as "John Company") and take direct control of its territories was not seen as acceptable by the Company's Board of Directors. At the same time, the Crown's new policy, oriented towards a growing integration with the Indian population, was particularly hateful to the heads of the Company, clinging as they were to their "birthrights". Some authors have noted how this was in itself grimly ironic, considering the early policy of the Company, that up until the early 1800s had shown no qualms about its officers "going native" and entertaining relationships with "the locals."

The Crown replied to the protests of the Company by bringing its Charter up for evaluation, and underscoring all the infractions and ignored regulations in the Company's two and a half centuries of activity. As the diplomatic and legal confrontation failed, the Company denounced the British Government in Exile as illegal and "corrupt", and basically declared its own independence, seceding from the Crown and the Raj.

Later evidence showed this was not an impromptu decision, and the top echelons of the Company had planned accurately their next moves. In the chaos of the Great Migration, as the budding Raj administration tried to find a place for the refugees coming all the way from the lost British Isles, Company forces easily seized control of the area comprised between the cities of Dhera Dum in the northeast and Allahabad and Gorakhpur in the south. Protected from the changing climate by the Nepalese Himalayas, the area was fertile and rich in resources, and was therefore an asset in the coming crisis.

From this base of operations, the Company forces planned a series of rapid strikes in the Bihar and Rajput territories, expanding the area controlled by the Board of Directors and the newly elected Chief Administrator, Sir Clive Nevill.

The result of the conflict was unexpectedly decided by the rebellion of the Company's native troops, that sided with the Crown (tacitly supported by a number of commanding officers) and flipped the balance.

Following the battle of Bombay and the Siege of Delhi (May 29 1857), the advance of the Company forces stopped, and in the following months the conflict basically died out.

The authorities of the newly-founded Raj decided against the invasion and annexation of the Company territories in Bengal and the Delta. This decision still casts its long shadow on the Raj and the Company as they stand today.

The best cigars in the Indian subcontinent are still produced by John Company.



JOHN COMPANY TODAY

According to the press and the Conservatives, the Corporate Calicut State of the Honourable East India Company has been a thorn in the Raj's side since its inception. A small, aggressive, authoritarian nation spreading around the coasts of the Bay of Bengal, and squeezed between the Himalayan reaches and the densely populated Raj territories of the Ganges valley, the Company population is sharply divided in two: at the top the ruling elite of the Directors and Associates, mostly of British or western descent, and at the bottom the vast majority of the "employees", mostly of Indian origin, and enjoying limited rights.

The nation is ruled by (and de facto IS) the Honourable East India Company, governed by a President and by twelve members of the Board of Directors (also known as "nabobs" - a term considered offensive and never used in their presence). Current president (1963) is Sir Mortimer Bartholomew, considered a conservative and a reactionary even by the hard standards of the Company. Three members of the board of Directors (Ralph Micklewhite, Algernon Toymbee e Maurice Bishop-Smythe) also act as commanders in chief of the three subdivisions of the Presidency's armed forces, the "Company Army".

While the identity of nation and company is absolute, little remains in the twentieth century of the original entrepreneurial vocation of the East India Company. The Company itself acts in a preeminently political way, and most of the commercial ventures are in the hands of independent operators, formally associated with the Company and known as "Tai-pan". The taxes the tai-pan pay to the company represent a noteworthy share of the nation's wealth, and are the cause of of the tai-pan's growing hostility towards the Board of Directors.

The vast majority of the public opinion in the Raj sees the Presidency and the Company as relics from a less illuminated age, and Calicut as a decadent nation, racist and authoritarian, enjoying the sympathies of a small and dangerous reactionary fringe. Both

the press and the Raj diplomatic offices can't exclude that Bartholomew is looking for deals or alliances with the enemies of the Crown, and more specifically with the Russian Czarist government. Diplomatic relationships between the Raj and the Company remain coldly formal.

As far as it is concerned, the Company never concealed its open despising of "the outcasts and the cheechee" in the Raj's government.

Game Master's Note: *all Raj citizens suffer from the "Outsider" hindrance when dealing with Company members in good standing.*

"With its policy of racial segregation and its flagrant enforcement of inequality, the Company has done more for the unity and prosperity of the Raj than many of our own politicians did in the last fifty years. The Company represents a warning, an example of what might be, a long-standing reminder of what we have and what we might lose, a call for us to do our best not to sink into barbarism."

***Sir Rudyard Kipling,
Minister of the Interior for the Crown, 1902***

A USEFUL TOOL FOR
THE RAJ

A GLOSSARY OF ANGLO-INDIAN TERMS

- ***Ameer.** A nobleman. Ameer ul Omrah. Noble of nobles, god of gods, lord of lords
- ***Anna.** A piece of money, the sixteenth part of a rupee.
- ***Ashram.** Hermitage or religious enclave
- ***Bala-Ghatt.** Above the Ghatts, ias opposed to Payeen Ghatts, below the Ghatts. The terms are generally applied to the high tableland in the center of India, towards its southern extremity.
- ***Banyan.** A Hindu merchant, or shopkeeper. In the East India Company, a native who manages the money concerns of the Company
- ***Bazaar.** Daily market, or market place.
- ***Begum.** A lady, princess, woman of high rank.
- ***Caste.** A tribe, or class of people.
- ***Caravan-Serai.** The serai of the caravan. See Serai and Choultry.
- ***Chaitya.** Buddhist shrine.
- ***Chattri.** Umbrella/parasol or, in architecture, a dome or pavilion.
- ***Chit.** Letter of note.
- ***Chubdar.** Staff-bearer. An attendant on a man of rank. *Circar. Head of affairs; the state or government; a grand division of a province; a head man; in the East India Company, a Hindu writer and accountant.
- ***Coolie.** Porter, laborer.
- ***Coss.** a road-measure of about two miles, but varying in different parts of India.
- ***Cutwal.** The chief officer of police in a large town or city, and superintendent of the markets.
- ***Dacoits.** Gang-robbers. Dacoity, gang-robbery.
- ***Deccan.** Literally, the south. The land between the rivers Nerbuddah and Krishna.
- ***Dharma.** The proper order of things.
- ***Doab.** Any tract of country included between two rivers.
- ***Droog.** A fortified hill or rock.

- ***Dubash.** Interpreter
- ***Fakir.** A poor man, a mendicant, a religious beggar.
- ***Ghatt.** A pass through a mountain; applied also to a range of hills, and the ford of a river.
- ***Girdwar.** An overseer of police, under whom the goyendas, or informers, act.
- ***Guru.** Spiritual guide.
- ***Goyenda.** An inferior officer of police; a spy, informer.
- ***Hircarra.** A guide, a spy, a messenger.
- ***Howda.** A seat fixed on an elephant, like the body of a sedan in shape.
- ***Jinjal.** A large musket, fixed on a swivel, used in Indian forts and on airships, and firing with great precision.
- ***Karma.** Fate.
- ***Khan.** A title, similar to that of Lord.
- ***Killader.** Warder of a castle, commander of a fort.
- ***Kist.** Stated payment, instalment of rent.
- ***Kushoon.** A military unit, varying from one to six or eight thousand men.
- ***Lascar.** Properly a camp-follower, but applied to native sailors and artillery-men.
- ***Maha.** Great.
- ***Maharaja.** Local ruler (literally "great prince").
- ***Monsoon.** Periodical wind, bringing rain (southwestern monsoon, summer) or dry weather (northeastern monsoon, winter)
- ***Nabob, Nawab.** Very great deputy vicegerent. High-ranking officer in the East India Company.
- ***Nazim.** Composer, arranger, adjuster. The first officer of a province, and minister of the department of criminal justice.
- ***Patan.** A name used to identify the Afghaun tribes.
- ***Patel.** Headman of a village.
- ***Potail.** The head man of a village.
- ***Pukka.** Good, original.
- ***Pundit.** A learned Brahmin.
- ***Purana.** Literally ancient: the name given to such Hindu books about creation in general, including the histories of their gods and ancient heroes.

- ***Raj.** Sovereignty, kingdom, rule
- ***Ranee.** Queen, princess, wife of a rajah.
- ***Rupee.** a silver coin; rated in the Company's accounts, the current rupee at 2s.; the Bombay rupee at 2s. 3d.
- ***Sadhu.** Hindu holy man.
- ***Saree, Sari.** Traditional female garment.
- ***Sati.** Pure, chaste, virtuous woman.
- ***Sepoy.** A native soldier, especially those serving in the Company Army.
- ***Stupa.** Circular dome surmounted by a chattri, holding remains of a Buddhist saint.
- ***Sultan.** Prince or ruler.
- ***Suwar.** Indian cavalry soldier.
- ***Tope.** A grove of trees.
- ***Upanishads.** Texts containing religious and philosophical treatises.
- ***Vizir, Vizier.** The prime minister of the sovereign.
- ***Vedas.** Science, knowledge. The sacred scriptures of the Hindus.
- ***Yogies.** Hindu devotees.
- ***Yuga.** An age. The present, fourth age of the world, is known as Kali Yuga.
- ***Zemindar.** From two words signifying “earth, land”, and “holder or keeper”. Land-owner.
- ***Zenana.** The place where the ladies reside.

INDIA AND THE RAJ: A GAZETEER

*I*ndia [...] has other wonders to unfold—old cities, undismantled, uncrumbled, uninhabited, and unexplained; cities in whose streets the jungle fights for room between the ton piece granite curbstones and the lords of the jungle make their lairs in latticed palaces.

[Talbot Mundy - A Soldier and a Gentleman]

With a surface of 1 million and 300 thousand square miles, India is a mosaic of landscapes, environments, cultures and history.

north to south and east to west, mountains fade into jungle-covered hill country, and fertile plains dissolve into harsh arid deserts, only for the land to rise again in wooded hills and steep barren cliffs. Two wide valleys, along the courses of the Indus to the west and the Ganges to the east, separate the arch of the Himalayan chains from the high square plateau of Deccan, that occupies the heart of the Indian Sub-continent. Rivers run through the Deccan plateau cutting the Ghats passes, and their sediments form a narrow strip of land that borders the Arabian Sea and the Bay of Bengal.

A country with a deep history, India is vast, and diverse, and it would take a lifetime to know it. Back in the time of the Company's rule over India, handbooks and primers were compiled, for the young men coming out of Britain to learn the lay of the land.

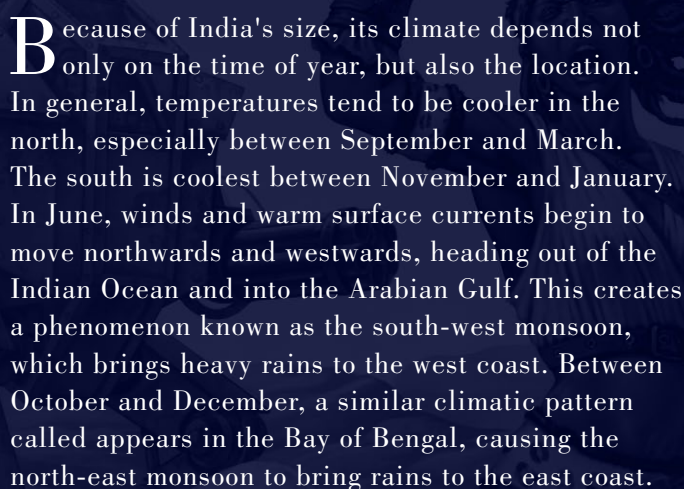
What follows is a short introduction to the geography, the culture and the mysteries of the Indian Sub-continent.

Game Masters and players in need of more in-depth information about specific areas of India could be interested in the “Imperial Gazetteer”, published in 1907 in Calicut by the Bengal Secretariat Press in 24 volumes. While the Raj in our game is very different from colonial India, the Gazetteers really offer a wealth of detailed information.

Digital copies of the 1907 volumes are available in the Internet Archive thanks to the Digital Library of India. Just direct your browser to archive.org, and search for “Imperial Gazetteer”.

“The Vaidu herbalists at Poona, who speak Marathi to their neighbors, explain the fact that they use Kanarese among themselves by the tradition that they were brought from the Kanara country by one of the Peshwa and settled in Kirki. The Kasar coppersmiths of Nasik speak Gujarati at home and Marathi out of doors. The men dress like Marathas but the women still wear the characteristic petticoat of Gujarat instead of the Marathi sari.”

(H.H. Risley, early 20th century)



Because of India's size, its climate depends not only on the time of year, but also the location. In general, temperatures tend to be cooler in the north, especially between September and March. The south is coolest between November and January. In June, winds and warm surface currents begin to move northwards and westwards, heading out of the Indian Ocean and into the Arabian Gulf. This creates a phenomenon known as the south-west monsoon, which brings heavy rains to the west coast. Between October and December, a similar climatic pattern called appears in the Bay of Bengal, causing the north-east monsoon to bring rains to the east coast.

THE GREAT MOUNTAIN RANGES OF THE HIMALAYAS

The Himalayas form an arch along the Northern margin of the Indian sub-continent, stretching from east to west for about 1600 miles, with a width varying from 150 to 200 miles. Mount Everest is the highest peak in the world with a height of 29,142 feet.

The mountain chain is very much part of India's history and culture. Throughout history, The Himalayas have protected the Indian sub-continent from both foreign invaders and from the weather extremes of the Central Asian deserts. The snows of the Himalayas feed the Indus, the Ganges, the Jamuna, the Brahmaputra, and their tributaries that irrigate the plains of Northern India.

To the northwest, Jammu and Kashmir are forbidding territories, characterized by high mountains and deep valleys, making communication difficult and limited. The landscape is dominated by forests and artificially terraced hillsides where rice and wheat are grown. The fertile Vale of Kashmir contrasts starkly with the arid stretch of the Ladakh.

The dry valleys of the Hindu Kush provide passes towards Afghanistan and central Asia. The name “Hindu Kush” means “Dead Hindu”, as a reminder of the friendly treatment the hill tribes reserved for Indian travelers for over twenty centuries.

The adventurers must negotiate the release of some hostages in the hands of a very belligerent hill tribe.

Sparsely populated, the North-east Frontier Region is extensively forested and was colonized through the ages by a patchwork of tribes of different ethnic origin. About fifty different dialects and languages are spoken in the area. If the western Himalayas are arid and barren, the eastern Himalayas receive abundant rains during the monsoon season, and are therefore covered in luxuriant rainforests in which a wealth of exotic animals can be found.

Bengal tigers are solitary hunters, sabretooth tigers hunt in packs: on a tiger-shooting weekend in the eastern Himalayas, the hunters become the hunted.

KARACHI, PUNJAB AND RAJASTAN

South of the Hindu Kush, the Beluchistan plateau has a height of over 1600 feet and is broken by high ridges with a north-south direction.

The Punjab and Sind plains are formed by the Indus, that enters the Arabian Sea south of the city of Karachi, and yet despite the presence of the river, the scarcity of rainfalls in this region has made a canal system indispensable to improve agricultural productivity. The design and development of this network of canals was one of the first triumphs of Raj technology. Many of these canals are navigable, and constitute a distinctive feature of the region.

Anomalous rains – a heritage from the Catastrophe - cause massive floods. The adventurers must work with the local authorities to help evacuate the area and manage the canal system to minimize damages.

ADVENTURE
HOOK

The earliest civilization of India (Mohanjodaro and Harappa) flourished in the valley of the river Indus, and many relics of these lost peoples were uncovered while digging the canals. The region is still of high interest for archaeologists and historians.

An archeological expedition finds the remains of an ancient city and some unknown technology that tickle the interest of the Nine Unknown.

ADVENTURE
HOOK

More ancient remains are found east of the Indus, in the Rajputana province.

RAJIPUTANA

Famous for its jewels and metal-works, Rajiputana (The land of the Rajiputs) includes the vast Thar Desert, and the whole territory, with the sole exception of the southwest where the summer monsoon brings some relief, is arid. The northeast-southwest Aravalli Range, that cuts the region in half, is riddled with forts and ancient towns. Main centers include pink-walled Jaipur, the caravan market town of Bikaner, and the cities of Johdpur, Ajmer and Udaipur.

Starting in 1950, a collaboration was established between Udaipur University and the Sharm School of Agriculture, involving Italian experts in desert farming, to try and improve the agricultural productivity of the region.

A traditionalist local Rajah (maybe connected with the Cult of Kali?) opposes the agricultural development and the presence of “unclean foreigners” on his land, and uses his soldiers to discourage the scientists

ACROSS NORTHERN INDIA: THE GRAND TRUNK ROAD

"Look! Look again! and chumars, bankers and tinkers, barbers and bunnias, pilgrims – and potters – all the world going and coming. It is to me as a river from which I am withdrawn like a log after a flood. And truly the Grand Trunk Road is a wonderful spectacle. It runs straight, bearing without crowding India's traffic for fifteen hundred miles – such a river of life as nowhere else exists in the world."

[Rudyard Kipling, Kim]

It has been said that the best way to know India, for a foreigner, would be to take a trip along the 1600 miles of the Grand Trunk Road, by foot, by horse or, in recent years, by motorbike.

Once known as Uttarapatha (The road to the north), and later Sadak-e-Azam (The Great Road), for more than two millennia Grand Trunk Road has linked South Asia with Central Asia, crossing the northern part of India along the Ganges valley, from Bengal to Kashmir, and beyond. Along the road, caravansarais and wells are found at regular intervals, and from ancient times, trees were planted on both sides of the road, to provide shade to the travelers and merchants.

The eastern end of the Road is in Calicut, capital of the East India Company and the largest city in the Indian sub-continent. A mighty gate, a copy of the Marble Arch that stood in Lost London, marks the end of the Road.

Calicut is a city of contradictions, where 1% of the population holds 95% of the riches, and the mighty buildings of the Company stand surrounded by the hovels of the downtrodden Indian population. Elevated walkways arch over crowded, polluted streets, and the Company elites rarely get in direct contact with their subjects.

A group of foreigners in Calicut could easily get lost, and take the wrong turn. Out for a night on the town, the adventurers find themselves in a gloomy, dilapidated area of the city, surrounded by dangerous-looking hoodlums.

Lucinda followed the curved path through the gardens. Nannies were gossiping on benches while their wards played in the lawns, improvising cricket matches or flying steam-powered tin birdies. She passed a man in a Royal Guards uniform, a pretty girl in a blue saree on his arm, and finally reached her destination, the Rajah's conservatory.

[Glass Houses]



Leaving Calicut behind, the Road crosses the farmlands of East Bengal. This is the granary of the Company, and travelers on the Trunk Road will pass poor villages and vast stretches of farmland. Under Company rule, 80% of the population is dedicated to farming, life expectancy is 52 years (life expectancy in the Raj is 74) and less than 30% is literate (85% in the Raj). Soon the fields fade into forests and the Trunk Road enters the dacoit country of the Kymore hills. These wild areas are usually patrolled by Company sepoy, but still the lone traveler is likely to meet a brutal end. Traveling in groups is highly recommended.

Dacoits lay in ambush along the Trunk Road. They subscribe to a primitive code of honor, and will let the adventurers go as long as they hand over everything they have: money, jewels, weapons, horses or vehicles.

Past the Kymore hills, the Trunk Road crosses the border into Raj territory of the Uttar Pradesh, and proceeds in an almost direct line to the southern bend of the Ganges near Varanasi, where pilgrims go to bathe in the sacred waters of the river. The land is flat and well-irrigated through natural and artificial canals, industry is prosperous, and the Road is likely to be clogged with commercial travelers and groups of pilgrims.

From Varanasi the road follows the valley of the Ganges to Mizarpore, Allahabad, Kanpur, Ghaziabad, and Cawnpore, until it reaches Delhi, the capital of the Raj. This is a well-maintained and secure tract of the road, crowded with horses, elephants, motor vehicles and travelers on foot. Way-stations are well-maintained and offer cheap accommodation for travelers.

The Ganges valley is secure and civilized, and holds few dangers for the traveler, but provides ample opportunities for social interactions, for making new acquaintances, and for playing Interludes.

The Trunk Road enters Delhi through the 1889 Arch, erected to celebrate the end of the Thirty Years of Winter.

A city that never sleeps, Delhi is the political and cultural hub of the Raj, and the second largest city in India after Calicut. Unlike Calicut, Delhi strives to be a model city, culturally effervescent and providing ample opportunities for all. The architecture mixes liberally Indian tradition and modern designs. Airships soar in the sky and the streets are busy with people and machines. On street corners, newsboys shout the headlines of the latest issue of the Times of Delhi, and fakirs make a show of their strange powers, while billboards hanging from anchored balloons advertise the latest musical comedy, the new fashion collection on sale in one of the tower-like stores, or the services of licensed psychics.

Delhi is the seat of the Raj power, and a hotbed of political intrigue. The adventurers find that one of their acquaintances is involved with a group of upper-class high-caste individuals supporting the Cult of Kali.

Leaving Delhi behind, the Grand Trunk Road continues northward via Karnal, Ludhdiana, Lahore, and Jhilm. The Road crosses the Indus at Attock and continues along the fertile Peshawar Valley through which the Khabul river flows before reaching Peshawar. From here, in the shadow of the Karakorams, the Trunk Road starts its climb towards the Khyber Pass, finally terminating in Kabul, Afghanistan.

The travelers will notice an increase of uniformed men as they approach Peshawar and Kabul, as the presence of the military is strong in both cities, and influences every aspect of daily life. Truly it can be said that these cities follow the rhythms of barrack life.

A young lady with a broken-down steam car asks for the adventurers assistance as they travel towards Peshawar. She claims to be en route to join her husband, an officer in Khabul. She is actually an adventuress, trying to evade her pursuers.

In Khabul, the ancient Trunk Road once connected with the Silk Road, and crossed the mountains and the deserts of Central Asia to reach Samarkand, Constantinople and Venice, but that route is no longer safe.



CENTRAL PROVINCES: DECCAN AND THE GHATS

The Deccan Plateau is a hill country south of the Indo-gangetic plains. Arid in the west and heavily forested in the east, the plateau reaches from the Arabian Sea in the west to the Bay of Bengal in the east.

On the east of the plateau, the hill range running from the north to the south, almost parallel to the coast, is known as the eastern Ghats. On the west, the mountain range running parallel to the Arabian sea is known as the western Ghats, and separates the verdant coast from the Vindya mountains and the dry plateau . The narrow strip of thickly forested land stretching between the coast and the foot of the Ghats is known as Konkan in the east and Malabar in the west.

ACROSS CENTRAL INDIA: THE KALYAN-HOWRAH LINE

Although I was traveling in third class, it was not overcrowded and the compartment was large. Windows that came right down and shutters to keep out the glare of the sun, coupled with the speed of the train, made things reasonably comfortable, although the well-shaped wooden seats encouraged movement from time to time.

[Max Wade-Matthews, Across India by Troop Train]

The Kalyan-Howrah Line connects the western coast of India with the Bay of Bengal crossing the eastern and western Ghats and the Deccan Plateau. It was used in the past to deploy troops in the isolated areas of the plateau - a service provided today by airships.

The line is still active for the transport of civilian passengers and wares, and is the most direct connection between the port cities of Bombay on the Arabic Sea and Calicut on the Bay of Bengal.

The train departs from the coastal city of Kalyan, south of Bombay. In its first leg, the train crosses the level land of the Malabar coast. Past the station of Khardi, the terrain starts rising, as the train approaches the western Ghats through a series of hairpin bends and tunnels until it reaches Igatpuri.

As the altitude increases, the temperature falls but the landscape becomes more arid. This is the land of the so called “Deccan Traps”, massive lava outpourings forming flat-topped plateaus.

A train climbing through deserted hills is the ideal venue for a murder. Everyone’s a suspect, the adventurers must investigate or, in a twist, must prove their innocence.

ADVENTURE
HOOK

The Deccan hills are mined for gold and iron. The two main cities are Mysore and Bangalore. The railway weaves its way up and down the undulated plateau, across a plain dotted with villages, and makes a stop in Deolalih.

The garrison city of Deolalih is isolated and far from most of the beaten tracks. Company officers in the 19th century dreaded the prospect of being assigned to this post, where isolation and the bleak landscape are said to induce madness in weak-willed individuals. The expression “doolally”, meaning mad, is derived from the name of the city.

A “doolally” officer, his mind wrecked by isolation and melancholia, is being escorted to Calicut to be cured, but escapes his guards and takes control of the train’s engine, setting the whole convoy in a mad run. The train must be stopped before it hits the next series of hairpin bends, or it will derail.

ADVENTURE
HOOK

Past Deolalih, the train climbs again to the top of the plateau, through yet another series of steep hairpin bends. Reaching the top of the plateau, it stops at Sonepur and Nagpur. This section of the Deccan receives the input of the monsoon and is covered in forests. Villages are few and far between, and the jungles are populated by tribes of monkeys and other wild animals.

A missionary gets on the train in Sonepur, together with a feral child that was raised by monkeys in the forest. As the train crosses the jungle, the monkeys attack to free their companion.

Two days after leaving Kalyan, the train finally begins the descent along the bends and tunnels leading to the thickly forested valleys of the eastern Ghats and into Orissa.

Traditionally part of the Bengal province, Orissa was part of the Company territories until the Mutiny, when it became part of the Raj. The presence of the river Mahanadi makes this a fertile region, about half of which is still covered in forests.

On reaching the coastal plains of the Bay of Bengal, the train proceeds to Howrah (last station in the Raj territory) and then crosses the border into Company territory to Calicut.

SOUTH INDIA

South India begins with the Deccan in the north and ends with Cape Comorin, where the Hindus believe that bathing in the waters of the three oceans will wash away their sins.

The southeast of the Indian peninsula is mostly occupied by Tamil-language speakers still resisting the adoption of Hindi or English as lingua-franca. The area boasts over 9000 temples, including

Kanchipuram, one of the seven most sacred places in India. The Deccan Plateau and the western Ghats shield much of the territory from the effect of the monsoons.



Professor Cavour's new patented steam motor will revolutionize railway transport forever.

Southern India has a rich Kalari tradition. A great tournament is held once every two years in Kanchipuram. Who is trying to manipulate this year's outcome, and why?

ADVENTURE
HOOK

THE PSYCHIC WORLD

Occult phenomena must not be confused with the phenomena of spiritualism. The latter, whatever they may be, are manifestations which mediums can neither control nor understand. The former are achievements of a conscious, living operator comprehending the laws with which he works. If these achievements appear miraculous, that is the fault of the observer's ignorance. The spiritualist knows perfectly well, in spite of ignorant mockery on the part of outsiders content to laugh without knowing what they are laughing at, that all kinds of apparently supernatural occurrences do constantly take place for inquirers who hunt them with sufficient diligence.

[Alfred Percy Sinnett, The Occult World, 1881]

PSYCHICAL RESEARCH IN THE RAJ

Originally a group of like-minded individuals investigating the supernatural, today the Society for Psychical Research and Development acts as the Raj's office for the education, control and regulation of the psychics and mentalists in India. As such, its bailiwick is grudgingly recognized also by the Honourable East India Company, and SPRD officers are granted free access to both Raj and Company records and territories in the pursuit of their research.

When it comes to psychic abilities, the SPRD uses a skeptical approach, and makes a clear distinction between Psychics and Mentalists:

- **Mentalist** - any individual using hypnosis, mental suggestion and manipulation, and common confidence tricks, to control or otherwise influence a subject.
- **Psychic** - any individual showing a sensitivity to psychic energy and the capability of controlling it in some way.

The Society for Psychical Research and Development maintains a registry of all psychics and mentalists operating in the Raj, and provides them with social and medical support, certifying their skills and capabilities. Unlicensed psychics, while extremely popular as villains in literature, are not a common occurrence. It is on the other hand not uncommon for mentalists to try and pass themselves off as psychics, claiming powers they do not actually have. This can be a common, traditional practice such as in the case of the so-called “fakirs”, or the basis for an all-out criminal activity.

The adventurers are on the tracks of a mentalist that is passing himself off as a psychic and swindling the well-to-do.

ADVENTURE
HOOK

The roster of the SPRD includes administrative staff, researchers and field agents. The general practice, both in the field and in the lab, is to have both individuals with a psychic rating and others with a 0-rating, to ensure balance and control. The typical field unit of the SPRD includes therefore a psychic and a blank.

First established in 1885, the Salim-Javed Scale (sometimes SJS) is used to classify and rate the power of psychics. It is still in use today, despite not being considered 100% reliable anymore.

0 - Blank. No psychic attitude whatsoever, any effect obtained is the result of suggestion and manipulation. A study carried out in 1927 showed that this is the level of operation of most mentalists.

1 - Sensitive. Basic sensitivity to psychic energy, but very limited control. The subject might show keen intuition and get “hunches”. The popular belief that this kind of sensitivity is what artists call “inspiration” has been amply debunked: writers, poets and painters do not show any specific psychic power in 93% of the cases, making them a class of individuals that is actually less likely to show powers than the man in the street (the average of individuals with a psychic trait of some sort is calculated at about 12% of the population). This is the standard level of 90% of the Neanderthal females, at least based on anecdotal data and on statistical analysis.

2 - Gifted. Strong sensitivity to psychic energy and moderate control over it, limited to non-physical expressions. This is the level at which most psychics stop their development, usually specializing in one form of psychic activity (spiritual mediumship, psychometry, clairvoyance etc.)

3 - Active. The subject has a keen perception of psychic energy and a solid control over it. Physical expressions - such as telekinesis - become frequent, if taxing. Astral travel and other forms of spiritual transference can be attempted at risk.

4 - Superactive. The subject has full control over the psychic field, and can express it both spiritually and physically. The classic “one in a generation” sort of subject, tests seem to indicate that extensive use of power at this level can cause severe neurological problems.

5 - Avatara. Theoretical top level of power, in which the subject is capable of multiple superhuman feats. Never observed in the field.

NOTE: the Salim-Javed Scale refers to natural, unaided power level. The adoption of external, artificial amplifiers (as those used by the Taiping Regime in China) can lead for a short time to higher levels of performance, while never exceeding Level 4. The Society for Psychical Research discourages the adoption of such devices, as the overall effects on the physiology of the subject can have crippling effects (and in some cases supposedly lead to the death of the subject).

Unconfirmed rumors about the selective breeding of gifted individuals being currently practiced in Russia with the purpose of developing a race of high-powered psychics have so far been dismissed by the researchers of the Society, as unrealistic at best.

“Mentalist” usually refers to a skilled individual that by using Notice, Persuasion and Taunt, plus a set of confidence tricks and some Investigation, can simulate the effects of Psychic powers, usually with the purpose of convincing the unaware to part from their hard-earned money.

Some Mentalists are stage performers, but the vast majority are con men: fakirs, false gurus, self-styled mediums etc.]

The existence of psychically “negative” individuals is a well-known legend among members of the SPRD. Such individuals, known as “Voids”, would not only be unable to perceive and manipulate psychic energy, but would be impervious to the effects of common psychic powers. Skeptics trace the origin of this legend to the time in which spirit mediums would blame on “a negative person at the table” the failure of their performances.

Rumors about a secret Register of Voids are usually dismissed as fictional.

The adventurers are sent on the trail of a criminal that is a supposed void, capable of avoiding psychic detection.



GROUPS AND ORGANIZATIONS

*A*fter all, clubs are not altogether so bad a thing for family-men. They act as conductors to the storms sometimes hovering in the air. The man forced to remain at home, and vent his crossness to his wife and children, is a much worse animal to bear than the man who grumbles his way to Pall Mall, and, not daring to swear at the club servants, or knock about the club furniture, becomes socialised into decency. There is nothing like the subordination exercised in a community of equals, for reducing a too-aggressive or fiery temper. It is not the influence of the colonel or the major which curbs the violence of the irascible young officer, so much as that of his brother officer, who, having joined six months before him, is already subdued to the discipline of the regiment.

[Charles Eyre Pascoe, London of To-day, 1892]

As the poet said, no man is an island, and citizens of the Raj live a very interconnected life. They are part of their family, of their ethnic and religious group, of their social class and caste (even if many make a show of disdaining such divisions). And on top of all this, they belong to organizations, clubs, political parties and interest groups.

Here are some of the more interesting.

TERRITORIAL REGIMENTS AND BATTALIONS

SO long as its colors remain, and there is one man left to carry them, a regiment can never die; they can recruit it again around that one man, and the regiment will continue on its road to future glory with the same old traditions behind it and the same atmosphere surrounding it that made brave men of its forbears. So although the colors are not exactly the soul of a regiment, they are the concrete embodiment of it, and are even more sacred than the person of a reigning sovereign.

[Talbot Mundy, The Soul of a Regiment]



In line with the policy of autonomous regional administration, each state and province in the Indian sub-continent has its own armed forces, based on the British regimental system, in which the regiment or battalion is the fundamental tactical, and virtually autonomous building block. Cynics often notice that a regimental system, since it is decentralized and the

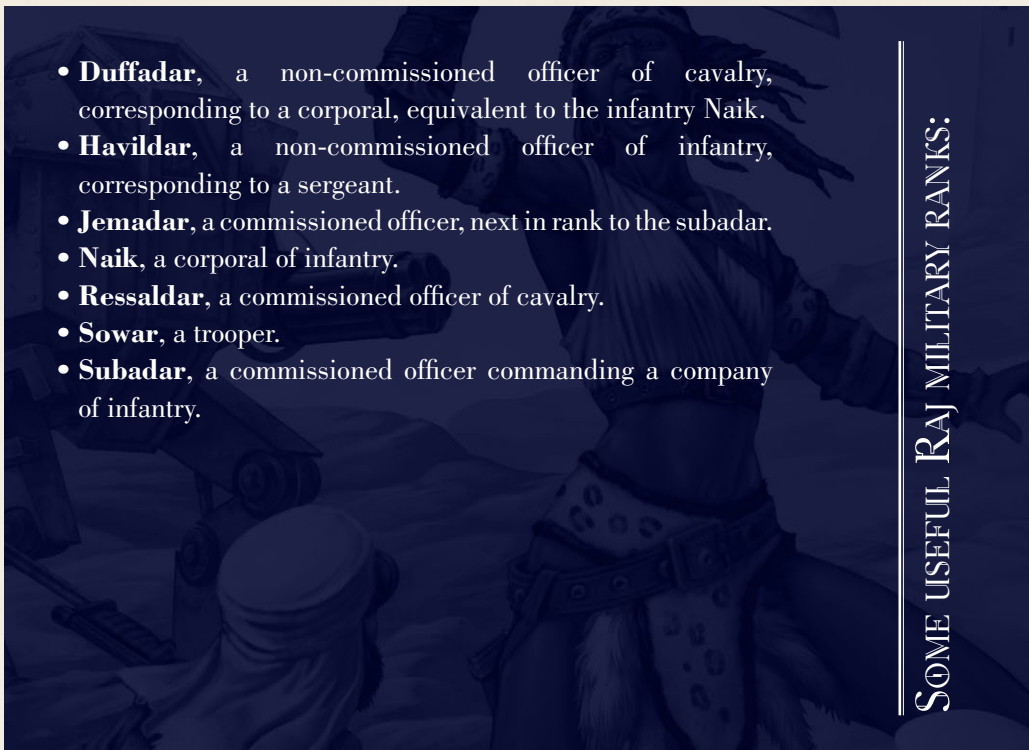
regiments are independent from each other, prevents the army from staging a coup d'état.

In the regimental system, each regiment is responsible for its own recruiting, training, and administration. Each regiment is a permanent element in the military structure, and therefore the regiment will develop its unique esprit de corps because of its unitary history and traditions - what is called its "Bandobust" (lit., a tying or binding; any system or mode of regulation discipline; arrangements). Usually, the regiment is responsible for recruiting a soldier and administering/managing his whole military career. Depending upon the state, regiments can be either combat units or administrative units or both.

As the regiments are being recruited from specific geographical areas, they incorporate the place name and the regiment's function or specialty into the regimental name (e.g. the Peshawar Lancers).

Regiments are composed of one or more battalions. When a regiment has only one battalion, the battalion may have exactly the same name as the regiment. When there is more than one battalion, they are distinguished by numbers, subsidiary titles or both. The regiment/battalion system is easily adapted to a number of different purposes: a regiment might include different types of battalions (e.g. infantry or artillery) of different origins (e.g. regular or reserve).

Within the regimental system, soldiers, and usually officers, are always posted to a tactical unit of their own regiment whenever posted to field duty. Regimental training schools, serving members on "extra-regimental employment", regimental associations (retirees), bands and associated cadet groups are very much part of the regimental family. The regiment often includes a symbolic colonel-in-chief (often a member of the royal family), who acts as protector and preserver of the traditions and interests of the regimental family, and insists on the maintenance of high standards, battle honors, ceremonial uniforms, cap badges, peculiarities of insignia, stable belts, and regimental marches and songs. The regiment usually has a traditional "home station" or Regimental depot, which is often a historic garrison that houses the regimental museum and regimental headquarters. The latter has a modest staff to support regimental committees and manage both the regular members and the associations of retired members.

- 
- **Duffadar**, a non-commissioned officer of cavalry, corresponding to a corporal, equivalent to the infantry Naik.
 - **Havildar**, a non-commissioned officer of infantry, corresponding to a sergeant.
 - **Jemadar**, a commissioned officer, next in rank to the subadar.
 - **Naik**, a corporal of infantry.
 - **Ressaldar**, a commissioned officer of cavalry.
 - **Sowar**, a trooper.
 - **Subadar**, a commissioned officer commanding a company of infantry.

SOME USEFUL RAJ MILITARY RANKS:

In the cavalry, rissaldars and jemadars commanded troops, or where seconds-in-command of squadrons, and also assisted in various staff duties. The quartermaster (a captain or lieutenant), for instance, would be assisted by a Jemadar-Quartermaster; the adjutant by a Jemadar-Adjutant) (in the cavalry this man had the mysterious title of Woordie-Major, 'The Uniform Major'); and the colonel was advised on all matters to do with the men's religions and customs by the Rissaldar-Major.

[John Masters, The Ravi Lancers, 1972]

Her Majesty's Royal Loyal Musketeers, also known as "The Mavericks" are an Irish Regiment of the British Army. The nickname is from the Bull in their colors.

Character and bandobust: Mavericks are stubborn, unbranded cattle that are hard to keep in the herd, much like the independent-minded troops of the regiment. The Royal Loyal Musketeers are a tough regiment with a fierce reputation, and are sometimes respectfully known the "Red Bullock Men".

Cap Badge: A crowned gold Irish Harp.

Regimental Badge: A red Bull furieux (rearing upon its hind legs and striking with its hooves, red-eyed, nostrils flared, and baring its teeth).

Regimental Colours: A white field with the Cap Badge set in the center on a blue rounded and the red Bulls set in the corners.

Battle Honours: Vittoria, Salamanca, Toulouse, Waterloo, Moodkee, Ferozshah, Sobraon.

They were also involved in the defense of Bombay during the Company Mutiny of 1857, and were deployed in Afghanistan against both tribal forces and Russian troops.

Traditionally, some Mughal princes boast a female force of body-guards, and the hardships of the post-Catastrophe years forced women into a number of roles once denied to them.

The pursuit of what once was “an unsuitable job for a woman” still raises a few eyebrows in the more conservative sectors of society, and might sometimes carry a social stigma, and yet, a notion that would have made old gentlemen harrumph and spinster aunts reach for the salts but a generation ago, is now a generally accepted fact.

THE CORPS OF GUIDES



The Corps of Guides is a regiment of the Raj Army which originally served in the north west Frontier and has a unique composition of being part infantry and part cavalry.

The brainchild of Sir Henry Lawrence, the Corps had Lt. Harry Lumsden as its commandant and W.S.R. Hodson as second-in-command. On 6 February 1847 Lumsden wrote to his father "I have just been nominated to raise the corps of Guides. It will be the finest appointment in the country". A few months later, on 16 September 1847 Hodson wrote to his brother "...of my good fortune... I am to be the Second-in-Command with the Corps of Guides".

The Corps had modest beginnings. When it was raised at Kalu Khan, on the Yusufzai Plain, in the Peshawar Valley region by Lt. Lumsden in December 1846, it comprised one troop of cavalry and

two companies of infantry, for a total of about 300 men. Within two years, the small force of Guides established a name for itself, under Lumsden and Hodson. One of their first tasks was a peace-keeping role in Lahore some time after the death of Maharajah Ranjit Singh. An effort by the Maharani to seize power was foiled and the Guides escorted her out of the Punjab, a task more dangerous than it sounds, as rescue attempts were expected.

When the Second Sikh War broke out in 1848, the unit was given authorization for a three-fold increase in size, to six companies of infantry and three troops of cavalry. The Guides still maintain the quirky condition of 'cavalry and infantry combined in the same regiment'.

The Guides have often been criticized for their unorthodox methods and for being “a law unto themselves”. An episode that illustrates this fierce bandobust was related by Lumsden himself: while inspecting the Corps/carrying out an inspection of the Corps, Sir Henry Lawrence, then Governor of Punjab, lost his temper and made some disparaging remarks publicly to Lumsden. A while later,



Characters with a Corps of Guides background acquire one of the following Edges: Hard to Kill, Hold the Line! or Killer instinct.

They also acquire the Hindrance Loyal (to the Corps)

as Lumsden stood relaxing after the parade, he was approached by one of his men who offered to ambush and kill Lawrence as he travelled home.

Compared to local regiments, the Corps of Guides has now assumed a two-fold function, and while maintaining the control and defense of the north-western regions of India and the Frontier in particular, it also carries out special duties across the Raj, basically acting like a federal military police force.

THE STAR CHAMBER

Lurgan Sahib has a shop among the European shops. All Simla knows it. Ask there ... and, Friend of all the World, he is one to be obeyed to the last wink of his eyelashes. Men say he does magic, but that should not touch thee. Go up the hill and ask. Here begins the Great Game.

[Rudyard Kipling, Kim]



Originally, the Star Chamber (Latin: Camera stellata) was an English court of law which sat at the royal Palace of Westminster, from the late 15th century to the mid-17th century. The Star Chamber was established to ensure the fair enforcement of laws against socially and politically prominent people so powerful that ordinary courts would likely hesitate to convict them of their crimes.

Later the name came to signify a secret cabal of individuals secretly serving the state, and it is now commonly used (e.g. in the papers) as the unofficial name of the Raj Secret Service.

While each court in India has its own spymasters and operatives, the Star Chamber acts as a continent-wide organization, in the service of the Raj.

Recruited on a personal basis through a network of social connections, agents of the Star Chamber are supposedly ubiquitous, and the Star Chamber is said to have at least two men in every regiment serving in India, and a man (or woman) in every court.

Civilian agents and field operatives (sometimes popularly referred to as “Avengers”) receive a basic six-week training in Tradecraft, and are organized in a cell structure to maintain security.

The current director of the Star Chamber (usually referred to as “M” - supposedly for “Mother”) is Sir Christopher “Kit” Kipling, the grandson of one of Victoria’s original counselors about India, and later Prime Minister, Rudyard Kipling.

The Company counterpart of the Star Chamber, organized along the same lines and relying heavily on civilians, is known as Department S.

THE ROYAL GEOGRAPHICAL SOCIETY



The Royal Geographical Society started as The Geographical Society of London, founded in 1830 as an institution to promote the 'advancement of geographical science'. It later absorbed the older African Association, which had been founded by Sir Joseph Banks in 1788, as well as the Raleigh Club, the

Palestine Association and finally William Jones' Asiatic Society of Bengal. Like many learned societies, it started as a dining club in London, where select members held informal dinner debates on current scientific issues and ideas.

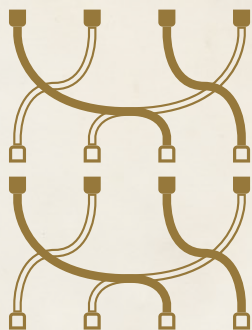
After the Great Fire of London, in which many of the Society's collections were lost, the core of the institution relocated to Lahore, where its direction still has its seat today. Following the Thirty Years of Winter, through the Society the government of the Raj sponsored the first expeditions to Africa and Europe.

Today the Society provides support for geographical and geological research, both through sponsorship and by making available its resources: collections, libraries and research facilities.

A Royal Geographical Society sponsorship is required to back an exploration project in territories covered by the Treaties of Samarkand.

The Society is governed by its Board of trustees called the Council, which is chaired by its President. The members of the Council and the President are elected from the Society's Fellowship. The Council consists of 36 members, 22 of which are elected by Fellows and serve for a three-year term. In addition to the elected trustees, there are Honorary members (often members of Royalty) who sit on the Council, with limited powers.

Fellows of the Society must be proposed and seconded by an existing fellow, while anyone with an interest in geography is eligible to apply to become an ordinary (e.g. non-voting) member.



THE EXPLORER'S CLUB

Give me the great waste lands and the wide spaces, with a gun in my fist and somethin' to look for that's worth findin'.

[Lord John Roxton]



The Club was founded in 1904 in Bombay by Sir John Roxton, a long-time associate of maverick researcher George Edward Challenger, as a gathering place for those explorers and adventurers whose pursuits were not recognized by the Royal Geographical Society.

Traditionally, the pursuits of the members of the Explorers Club are, in the words of journalist and club member Edward D. Malone “more muscular than intellectual”, and the Club’s structure is looser and less academical compared to a classical learned society. Club members have often been accused of openly violating the Samarkand protocols in their explorations, and were in one case described as “the sort of archaeologists that use dynamite”.

The Club can provide moderate sponsorship for expeditions, but it is most valuable as a hub for the exchange of information among like-minded individuals.

Most notably, the Club opened membership to women one year after its foundation, and fifteen years before the Royal Geographical Society.

A wager between Explorers' club members and members of the Royal Geographical Society, on who'll be the first to find access to an Himalayan 'beyul'.

THE SOCIETY FOR PSYCHICAL RESEARCH AND DEVELOPMENT



Founded in Delhi in 1875 as Society for Psychical Research, by physicist Balfour Stewart, to support researchers interested in areas of study including hypnotism, dissociation, thought-transference, mediumship, apparitions and haunted houses, and the physical phenomena associated with séances.

In 1877 it incorporated a section of the older Asian Society of Bengal, devoted to the study and understanding of phenomena connected with Indian yogic practices. The early studies were limited to observations of hypnotic trance and mentalist tricks, but where enough to cause a strong reaction in some sectors of the traditionalist establishment, both Western and Indian.

In 1881 a research team of the Society, led by professors Salim and Javed, succeeded in documenting and measuring the effects of a mental activity on physical matter, while studying the case of Krishna Bhanji, a yogi from Gujarat who had accepted to participate in a series of experiments.

This breakthrough led to the development of techniques and technologies to further improve the understanding of mind-matter interactions and psychic phenomena.

Today, the SPRD is the foremost academic institution for the study of mentalism and thought-matter interactions, and it provides training and guidance for psychics in its schools across the Indian sub-continent.

Psychics need a certification from the SPRD to be recognized professionally and market their skills.

THE NINE UNKNOWN MEN OF ASHOKA

Traditionally, the society of the Nine Unknown Men was formed shortly after 226 BC by Emperor Ashoka. Grandson of the legendary Emperor Chandragupta, who unified the Indian subcontinent, Ashoka was anxious to uphold his grandfather's legacy and maintain the Empire. When the Kalingan resisted the imperial rule, Ashoka waged war on them. His vastly superior forces are said to have killed over 100,000 of Kalinga's warriors, and deported over 150,000 of the region's villagers. Ashoka was aghast at the carnage his victory entailed, and he swore off violence forever. He converted to Buddhism and worked to spread the peaceful religion throughout India, as well as beyond its borders.

Ashoka sought to prevent his fellow men from putting their intelligence to ill use by perpetrating evil, particularly the evil involved with warfare. Therefore, during Ashoka's rule, the knowledge of past and present as well as natural science and the lost knowledge of the Rama Empire was vowed to secrecy. The task of collecting, preserving, and containing all knowledge being beyond a single man's power, Ashoka summoned nine of the most brilliant minds in India at the time, whose identity was never made public. Together, these geniuses formed a secret cabal that came to be known as the Nine Unknown Men.

The organization began accumulating all scientific knowledge, from natural science to psychology to the composition of matter. Fearing that if ordinary men were given scientific knowledge they would use it for destruction, only the Nine Unknown were allowed to study and develop scientific theories and technology, and each

of the nine was charged with a specific book that he was to update, revise, and ultimately perfect the knowledge therein. When one of the nine could no longer pursue his task – whether from a wish to retire, fading health, or death - the obligation was passed to a chosen successor. The number of members in the society was always to be nine. Thus the society of the Nine Unknown Men has allegedly lived on for over 2000 years.

The fields in which the Nine Unknown Men specialized are

- Propaganda
- Physiology
- Microbiology
- Alchemy
- Communication
- Gravity
- Cosmogony
- Light
- Sociology

Depending on the Game Master's choice, the Nine Unknown and their agents can be either allies or enemies of the adventurers, and be portrayed either as a benign conspiracy that deals in a non-violent way with mad scientists and scientific mishaps, or as a cabal of manipulators trying to hold back progress. The ambiguous nature of the Nine Unknown allows for them to assume both roles in a longer campaign.

According to some researchers, the ancient Rama Empire was a technologically advanced power, and had access to nuclear energy and weapons (something that is beyond the level of technology of the Raj and the Post-Catastrophe world) and heavier-than-air flying machines (i.e., airplanes, called “vimanas”).

Some passages in the Mahabarata are certainly highly suggestive:

*“a single projectile charged with all the power of the
Universe. “An incandescent column of smoke and flame
As bright as the thousand suns
Rose in all its splendour
A perpendicular explosion with its billowing smoke clouds”*

... and might set the heroes and their adversaries on a wild goose chase worth of Indiana Jones. The Nine Unknown would obviously be an “interested party” in such an enterprise (see One Sheet Adventures, page H&GMH page 169).

*For was it not said, “My hand has the power to kill in heaven and earth:
behead the evil ones, spare the just and alleviate the pain of the people”?*

[Sketches of China]

THE DECEIVERS - THE THUGS AND THE THUGGEE “CULT”

'The cunningest Robbers in the World are in that Countrey. They use a certain slip with a running-noose, which they can cast with so much slight about a Man's Neck, when they are within reach of him, that they never fail; so that they strangle him in a trice.'

[Jean de Thevenot, The Travels of Monsieur de Thévenot Into the Levant, 1666]



“Thuggee” or “tuggee” was the word used to describe the acts of Thugs, first mentioned in Ziy -ud-D n Baran 's History of Fr z Sh h, dated around 1356. During the 1830s, the Thugs were targeted for eradication by the Governor-General of India William Bentinck and his chief captain, William Henry Sleeman. Thugs were

apparently destroyed by this effort, but resurfaced after the Thirty Years of Winter.

While popularly characterized as a cult, in fact Thugs were basically a specialized form of professional highwaymen with a tribe-like organization. To take advantage of their victims, the Thugs would join travelers and gain their confidence; this would allow them to surprise and strangle the travelers with a handkerchief or noose. They would then rob and bury their victims. This led to the Thugs being called “Phansigar” (English: using a noose), a term more commonly used in southern India. The word "Thuggee" derives from

the Hindi (thag), which means "deceiver". This term, describing the murder and robbery of travelers, is popular in South Asia and particularly India.

The Thugs operated in gangs, leadership being hereditary, and were respected by the criminal community and had a camaraderie of numbers and shared experience.

Sometimes young children of travelers would be spared and groomed to become Thugs themselves, since children would help allay suspicion. It was also possible to become a Thug by training with a guru.

A conservative estimate places the death toll of thuggee activity at 50,000 people in 150 years, but it has been suggested that the Thugs actually killed over one million people in the six centuries of their activity.

After the Catastrophe, the Raj saw a resurgence of the Thuggee Cult in connection with certain pockets of traditionalist opposition to the new political, ethnic and religious configuration of India. In this sense, the "New Thugs" were born in fact as a terrorist organization masquerading behind a sui generis religious cult. The cult's chief purpose was to hinder the ongoing process of integration between the British refugees and the Indians, by political assassination and

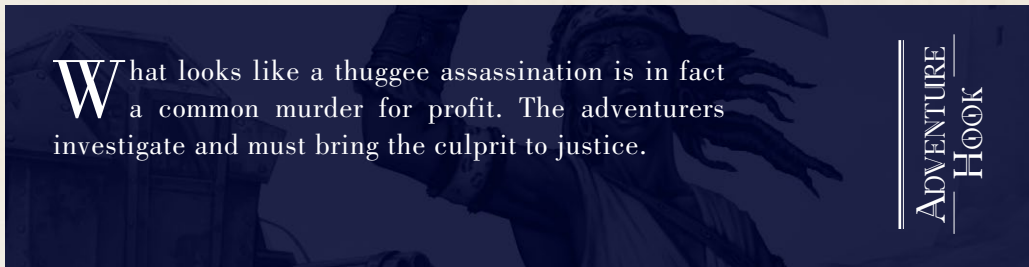
The ideological counterpart of the violent Thuggees, the Cult of Khali is a perversion of tradition and religion, used as a smokescreen for what amounts to plain political subversion.

The cult's main purpose is to acquire political power.

The cult's propaganda speaks passionately about tradition, about the crimes the Company and the British committed before the Catastrophe, and paints the current state of the Raj as a degeneration of the original greatness of India.

acts of violence designed to foster diffidence between different ethnicities, and to provoke violent reactions from the British and their supporters.

In the 20th century, much of the subversive activity of the Thugs has lost its meaning in the face of the successful integration achieved, and the cult is considered today a “nostalgic”, if extremely dangerous, fringe group. The New Thuggees often find new recruits among the members of the Cult of Khali, stealing a page from the early history of British domination in India, and channeling the anti-scientific and anti-progressive feelings of a minority of citizens.



What looks like a thuggee assassination is in fact a common murder for profit. The adventurers investigate and must bring the culprit to justice.

ADVENTURE
HOOK

"Now go!" said the spokesman, motioning the Hillmen out with a gesture worthy of the angel of creation bidding the aeons begin. "Kali is all-seeing. Ye can not hide. Kali is all-hearing. Ye may not tell. Kali is unforgetful. Therefore, when a price is set pay swiftly--even as ye saw this man pay!" He laid a finger on the officer's sleeve, who trembled violently. "For if not, ye will pay as these did!" He signified the corpses with a gesture. "Go!"

[Talbot Mundy, The Nine Unknown, 1923]

SCIENCE & TECHNOLOGY

The Catastrophe and the Thirty Years of Winter gave a great impulse to the development of science and technology. Human ingenuity was put to the test as the survivors tried to make sense of their new world, and sought solutions to increasingly harsh conditions and new menaces. Each nation, facing different conditions and following different pathways, developed some fields more than others.

The Russians created architectural designs whose purpose was to withstand the snow and winds of the steppe, and became adept at strengthening their bodies and increasing their food supplies through chemistry; but as their chemistry and biology thrived, mechanical engineering lagged behind. Pharmacy and medicine had to face new challenges as strange diseases spread, while survivors from extreme environments needed help and support to re-enter a normal life.

The Italian expatriates, caught between the Red Sea and the Saharan desert, put all their skill in the development of intensive farming and irrigation, making the most of the changed climate to turn the edges of the desert into a garden.

The Japanese survivors, gathered under the flag of Iezo on Hokkaido Island, used geological forces and volcanic emissions to heat their homes, and hydraulic engineering to protect their shores.

SCIENCE & TECHNOLOGY AND THE RAJ

In the Raj, physics and the newly developed earth sciences were needed to understand the new environmental conditions, to predict the changes of a capricious weather, and to try and figure out the true causes of the Catastrophe. The most recent developments of science resonated with many elements of Indian philosophy: from the cyclical nature of time to the notion of an expanding universe, to the idea of an evolution of life from the most basic forms to the most complex.

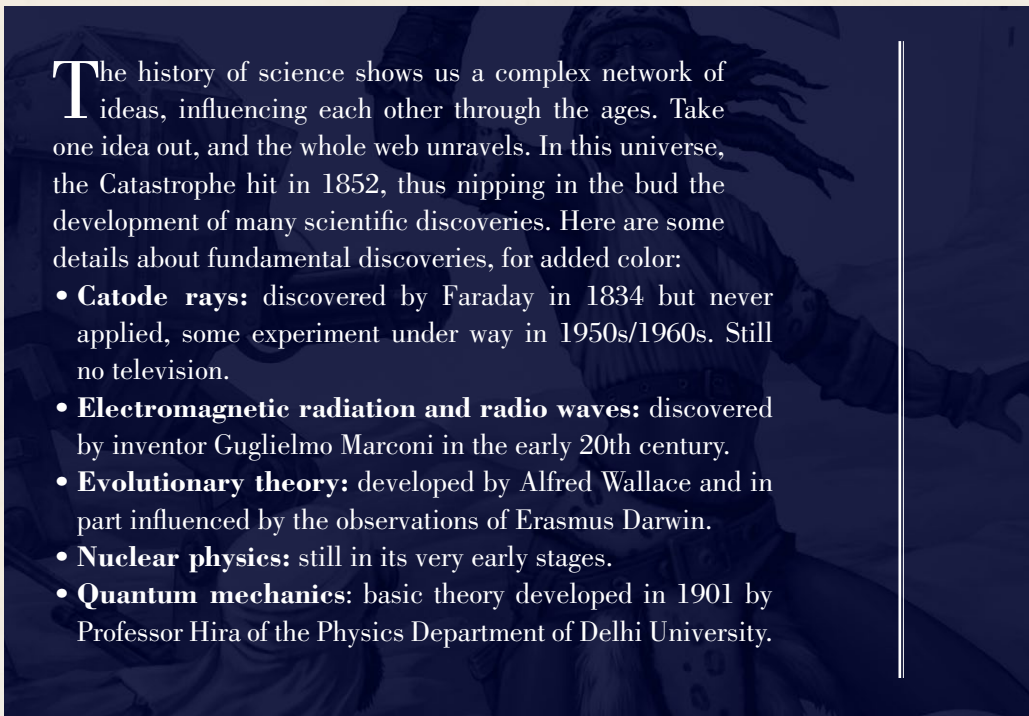
Indeed, by cross-pollination with Indian thinking, the science and technology of Victorian Britain received a boost, leading to further developments, both in the theoretical and in the applied fields.

As ice advanced from the north and new strange animals appeared, paleontologists and bone hunters were surprised as their science unexpectedly came alive. In the field, chemistry, agronomy and engineering worked together to maximize food production and counter the increasing failure of crops. And machines had to be designed to help mankind face the new worlds: machines supplying more heavy lifting power, machines making travel and communication faster and safer, machines replacing workers whose skills were more urgently needed elsewhere.

The changing weather and the failing crops gave rise to three of the distinctive technologies of the Raj: the canals, needed to increase the yield of the fields through irrigation; the steam engines and the railroads network, needed to distribute food and resources; and the analytical engines, whose applications ranged from the calculations needed for meteorology to the control of railway points and the rationalization of timetables.

If the Catastrophe stimulated the growth and development of science, for some it was a signal that the idea of progress itself, as expounded by Enlightenment and by the post-Napoleonic thinkers was just an illusion. Man was perceived by some as a powerless creature, drifting without control in the oceanic universe, whose thoughts of progress and science were just a mad conceit. Various nihilistic and anti-scientific groups rose during the Thirty Years of Winter, proclaiming the return to a pristine human state, in tune with the ever-changing, incomprehensible Nature. Most of these groups died out during the short glaciation, but a few are still active today, attracting the melancholy and the discontent, or the plainly contrarian. Examples include the World Nihilist League and the Cult of Khali in the Raj.

The state of crisis following the Catastrophe brought a radical change to the role of women in British and Indian society. The London Mechanics Institute had opened its courses to women in 1830, and the access of women to science and technology became a strategic asset for the exiled British. Skilled researchers and technologists of the female persuasion became a fixture of the Raj during the Thirty Years of Winter. This in turn led to a vast movement for the recognition of equal rights to women, culminating in the 1889 Equality Act.



The history of science shows us a complex network of ideas, influencing each other through the ages. Take one idea out, and the whole web unravels. In this universe, the Catastrophe hit in 1852, thus nipping in the bud the development of many scientific discoveries. Here are some details about fundamental discoveries, for added color:

- **Catode rays:** discovered by Faraday in 1834 but never applied, some experiment under way in 1950s/1960s. Still no television.
- **Electromagnetic radiation and radio waves:** discovered by inventor Guglielmo Marconi in the early 20th century.
- **Evolutionary theory:** developed by Alfred Wallace and in part influenced by the observations of Erasmus Darwin.
- **Nuclear physics:** still in its very early stages.
- **Quantum mechanics:** basic theory developed in 1901 by Professor Hira of the Physics Department of Delhi University.

ON BEING AN INVENTOR

Thanks to the role it had in the survival of the nation during the Thirty Years of Winter, technology is considered a worthy and highly respectable pursuit. Kids read about heroic engineers in adventure stories, and dream of becoming inventors.

The common course of action for these young dreamers is to pursue a technological curriculum in school, and then either join the Mechanics department of their local Polytechnic, or set up their own workshop and start tinkering away.

The matter of personal wealth comes into play - a member of the upper classes has an easier access to finances, and can therefore set up a large, well equipped laboratory, hire helpers and acquire costly materials.

But there are many shoestring operations, small labs managed by idealistic young (or not-so-young) men and women in pursuit of their dream.

STEAM ENGINES

TIMELINE, THE AGE OF STEAM

1st century CE Hero of Alexandria demonstrates a steam-powered spinning sphere called an aeolipile.

16th century CE Italian architect Giovanni Branca (1571–1640) uses a steam jet to rotate the blades of a small wheel, anticipating the steam turbine developed by Sir Charles Parsons in 1884.

1680 Dutch physicist Christiaan Huygens (1629–1693) makes the first piston engine using a simple cylinder and piston powered by exploding gunpowder. Huygens' assistant Denis Papin (1648–c.1712) realizes steam is a better way to drive a cylinder and piston.

1698 Thomas Savery (c.1650–1715) develops a steam-powered water pump called the Miner's Friend. It's a simple reciprocating steam engine (or beam engine) for pumping water from mines.

1th
century

16th
century

1680

1698

1712	1712 Englishman Thomas Newcomen (1663–1729) develops a much better design of steam-powered, water-pumping engine than Savery's, and is usually credited with inventing the steam engine. A Scottish engineer named James Watt (1736–1819) figures out a much more efficient way of making power from steam after improving a model of the Newcomen engine. Watt's improvements of Newcomen's engine lead to the widespread adoption of steam.
1770	1770 French army officer Nicolas-Joseph Cugnot (1725–1804) invents a steam-powered, three-wheeled tractor.
1797	1797 English mining engineer Richard Trevithick (1771–1833) develops a high-pressure steam version of Watt's engine, paving the way for steam locomotives.
1803	1803 English engineer Arthur Woolf (1776–1837) makes a steam engine with more than one cylinder.
1804	1804 American industrialist Oliver Evans (1775–1819) invents a steam-powered passenger vehicle. Like Trevithick, he recognizes the importance of high-pressure steam and builds more than 50 steam-powered vehicles.
1807	1807 American engineer Robert Fulton (1765–1815) runs the first steamboat service along the Hudson River.

1819 The steam-powered ocean ship *Savannah* crosses the Atlantic from New York to Liverpool in only 27 days.

1825 English engineer George Stephenson (1781–1848) builds the world's first steam railway between the towns of Stockton and Darlington. To begin with, steam locomotives pull only heavy coal trucks, while passengers are ferried in horse-drawn carriages.

1830 The Liverpool and Manchester Railway becomes the first to use steam power for hauling both passengers and freight.

◆ 1819

◆ 1825

◆ 1830

STIRLING ENGINES

The Stirling engine was invented in 1816 by the Rev. Robert Stirling who sought to create a safer alternative to the steam engines, whose boilers often exploded due to the high steam pressures used and limitations of the primitive materials available at the time. In 1818 Stirling built the first practical version of his engine, used to pump water from a quarry.

Like other heat engines, the Stirling engine converts heat energy into mechanical energy, but unlike any other heat engine it is a closed-cycle, external combustion engine. This means that it uses a fixed amount of working fluid, usually air (but other gases may be used), enclosed in a sealed container and the heat consumed by the engine is applied externally. The gas used inside a Stirling engine never leaves the engine. There are no exhaust valves that vent high-pressure gas, as in a gasoline or diesel engine, and there are no explosions taking place.

The Stirling cycle uses an external heat source, which could be anything from gasoline to solar energy to the heat produced by decaying plants. No combustion takes place inside the cylinders of the engine.

This allows the engine to run on just about any heat source including fossil fuels, hot air, solar, and chemical energy. It can also work with very low temperature differentials, as low as 7°C between the heat source and the heat sink.

This means a Stirling engine can be powered by body heat and even the steam from a cup of coffee.

Since it can use heat from a constant flame and does not depend on explosions as in an internal combustion engine, the engine runs silently.


When first developed, Stirlings were considerably larger than a steam engine of the same power, and therefore Stirling engines were confined to low power applications, such as ventilators, water pumping and providing air for church organs. The development of better steel alloys solved part of the problem, and made the Stirlings an alternative choice to steam engines.

Silent Stirling engines working on the thermal gradient of high altitude were employed by Raj airships for the first time in 1867.

ANALYTICAL ENGINE

"As soon as an Analytical Engine exists, it will necessarily guide the future course of the science. Whenever any result is sought by its aid, the question will then arise—By what course of calculation can these results be arrived at by the machine in the shortest time?"

[Charles Babbage - Passages from the Life of a Philosopher]



Originally designed by mathematician, inventor and philanthropist Charles Babbage in 1837, the Analytical Engine was an evolution of Babbage's previous Difference Engine.

The Difference Engine project had been financed by the British Government, that considered the idea of a mechanical calculator of possible interest for its military applications, in particular the improvement of the accuracy of naval cannons.

The project was archived in 1845 due to its excessive costs, but it was then resurrected in the aftermath of the Catastrophe, and a hastily patched together Difference Engine (known informally as "Half Pint") was used in the planning and execution of the Evacuation effort in 1855.

In the roughest terms, an Analytical Engine is a machine capable of executing mathematical operations in sequence. It is composed of a central unit ("the Mill"), taking care of basic functions, and external units ("Abacuses") dedicated to specific tasks, such as astronomical calculations, data filtering, graphical outputs etc. The machine can be programmed to execute sequences of operations, thus completing complex tasks. Programs ("Stacks") are entered into the machine as punched cards ("Jacks"), using a coding system developed by Lady Ada Lovelace.

The original Analytical Engine in the Mechanics Institute in Delhi did not follow Babbage's original design, that proved to be too complex and costly (in terms of time and money) given the urgency of the crisis. The Delhi Engine was in fact composed by four "Half Pint" Difference Engines, working in cascade, human operators taking care of intermediate passages - sorting the stacks, manually resolving secondary functions, compensating for errors - and taking care of mechanical glitches and break-downs. The original staff for the Delhi Engine was entirely composed by women, from the Applied Mathematics and Mechanical Engineering schools of the Institute.

Later developments led to the adoption of telegraph systems as a way to pass information through the different Mills. Modern engines are usually based on electric motors, but basically any form of rotary energy will allow them to work: it is quite common to find Analytical Engines running on water mills (especially in the Himalayan states) or windmills (in southern and central India), on steam or Stirling engines, and even activated manually (usually a procedure limited to emergencies).

What can an Analytical Engine do?

- Mathematical calculation and model testing
- Statistics
- Sorting and ordination and filtering of data
- Cartography and dot-by-dot graphics
- Controlling other machines (requires Engine/Machine coupling interface)



“Of course,” Brigitte smiled. “You can use the majordomo to request services or assistance from the staff or, should you prefer, speak to a human member of the staff by using the telephone in the parlor. Just dial double zero, the majordomo system will re-route your call.”

“Double zero.”

“Yes. Dial one to summon a maid.”

[Glass Houses]

"We may say most aptly that the Analytical Engine weaves algebraical patterns just as the Jacquard-loom weaves flowers and leaves."

(Ada Lovelace)

Abacus - any mechanical add-on to the Mill, allowing for special operations

Crank, Crunch, Grind - go through an analysis

Cranked Up - an Analytical Engine running on a faster motor; it can make more operations per time unit, but at risk of serious damage

Cut a Jack - create a punched card, manually or mechanically

Degronk - repair a broken AE component

Dobedo - graphical output of the engine, from "dot-by-dot"

Dot-Puncher - as telegraph-based system to transmit Jacks and Stacks through cables connecting Engines

Drum - a cylindrical operational memory

Emma - Engine/Machine interface, allowing the Engine to take direct control of a mechanism (gun platform, navigation system, loom, etc.), from E/M

Gronk - terminal failure, mechanical malfunction, supposedly from the sound of the engine as it stalls

Jack - a punched card (from Jacquard, who invented the system)

Long Store - a mechanical memory, factory-set to contain frequently used data.

Mill - the core of the system, determines the power and speed of the engine

Puncher - a keyboard-assisted machine for writing and cutting Jacks

Skillset - a Stack running on an Abacus or, more rarely, on a Mill, providing filters and additional information for the execution of specific tasks: i.e., a Mapping Skillset allows an Engine to transform coordinates (= numbers) into maps (= graphics)

Short Store - a set of mechanical memories, used to temporarily store data between operations. Old models use punched cards, modern machines use mobile-pin drums.

Stack - a pack of punched cards, a program

MAJORDOMO

Most Raj administration buildings, club-houses and upper class residences these days feature an Automated Administration Engine, colloquially referred to as "Majordomo".

The technology was originally applied to ship-gun aim calculation systems, but soon found civilian and peacetime applications.

The engine is a combined intercom/telephone, telegraphic mail and record-keeping machine.

The Majordomo normally features a central differential engine (normally stored in the basement) with a subset of "terminals" in the rooms of the house.

The basic terminal occupies a desk, and includes a keyboard, a set of microphone and loudspeaker, a punchcard in/out slot and a ribbon printer.

Communication between main engine and terminals is granted by telegraphic lines or (in more modern models) by telephone lines.

State of the art majordomo systems also feature a tele-imaging screen.

The basic functions granted by the standard domestic Majordomo are:

- analitical engine - the user can access from the terminal the mathematical functions of the engine
- diary and scheduler - the user can keep track of his engagements and set alarms to go off as a pro-memoria. The scheduler is also used to set lunch and dinner hours and to time social events
- internal communication system - the terminals can communicate telephonically (voice) and telegraphically (text) with each other. Voice recording and dictaphone functions are included
- automated information system - the Majordomo can usually provide textual or voice-recorded directions to first time visitors and guests
- external communication - most Majordomo systems allow the user to make telephonic calls or to send telegrams through the land lines (where available)
- entertainment - home models usually feature a "revolver" gramophone magazine, in which up to 12 recordings can be stored and played on demand.

Diffusion - the Majordomo is one of the typical features of the upper class Anglo-Indian house, and it is indeed one of the marks of the Raj technology. Engines similar to the Majordomo are slowly catching in the rest of the world, the Republic of Ezo being the second world market for Majordomos.

The Czar himself is said to have supervised the setting-up of a Majordomo device in his Winter Palace.

In popular culture: the popular 1957 novel "Proteus!", by novelist and playwright Daniel Coates imagines the plight of a woman trapped alone in her house by a malfunctioning and possibly

malignant majordomo. The novel was adapted for the stage by the author. The Imperial College of Engineers was not amused by Mr Cootes' story - nor was the sales department of Jobson, Chandra & Wilgates Ltd., the Raj's premier builder of majordomo systems.

Note: while the workings are basically similar, majordomo systems should not be confused with on-board "computation engines" used on airships. While both systems have their ancestor in the naval gun-aiming engine, the airship systems are limited in functions and complexity, due to weight and maintenance issues.

SEMAPHORES, HELIOGRAPHS & TELEGRAPHS

A **semaphore** is an optical signaling device, used to broadcast messages over a distance. The most widely used system was invented in 1792 in France by Claude Chappe. The distance that an optical telegraph can bridge is limited by geography and weather and therefore the system must use lines of relay stations to bridge longer distances.

A **heliograph** is a wireless solar telegraph that signals by flashes of sunlight reflected by a mirror. The flashes are produced by momentarily pivoting the mirror, or by interrupting the beam with a shutter.

It allows long distance communication without a fixed infrastructure, it is very portable, does not require any power source. Relatively secure, it is invisible to anyone out of the axis of operation.

The first commercial **electrical telegraph** was developed by Sir William Fothergill Cooke and Charles Wheatstone. Patented in May 1837, the Cooke & Wheatstone system used a number of needles on a board that could be moved to point to letters of the alphabet. The patent recommended a five-needle system, but any number of needles could be used depending on the number of characters it was required to code. The cables were originally installed underground

in a steel conduit. However, the cables soon began to fail as a result of deteriorating insulation, and were replaced with uninsulated wires on poles.

In September 1845, financier John Lewis Ricardo and Cooke formed the Electric Telegraph Company, the first public telegraphy company in the world. This company bought out the Cooke and Wheatstone patents and solidly established the telegraph business. As well as the rapid expansion of the use of the telegraphs along the railways, they soon spread into the field of mass communication with the instruments being installed in post offices across the country.

It is interesting to note that most Old World powers (including the Russian Empire and the Ottoman Empire) did not adopt this system of communication, but rather the American system devised by Samuel Morse. This makes today the main communication network of the Raj completely incompatible with the telegraphic networks across Eurasia and Africa (where the Marconigraph - see sidebar - is gaining increasing popularity).

A further development of the Cooke & Wheatstone patent was the **Facsimile Machine**, originally developed by Alexander Bain, that uses a clock to synchronize the movement of two pendulums for line-by-line scanning of a message. The Bain machine transmits by the means of metal pins arranged on a cylinder made of insulating material. The pins are then scanned by an electric probe and the message is reproduced at the receiving station on electrochemically sensitive paper impregnated with a mixture of ammonium nitrate and potassium ferrocyanide.

A similar technology is used in the Pantelegraph found commonly in the African continent.

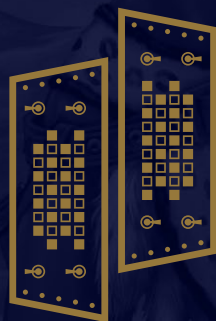
The **sound telegraph** or **AudioGraph** is a recent innovation, based on the original Innocenzo Manzetti design of 1844; the sound telegraph is a device that can convert sound into electric impulses, transmit them through wires, and then convert the impulses back into sound.

The sound telegraph was a sensation in 1890, when the Sound Telegraph Company of India installed the first AudioGraph line installed in Delhi. The equipment consists of a receiver unit, connected by wire to the central broadcasting station. Users can chose one out of six “channels”, through which they will receive music, audio-dramas or news, for a flat fee.

Currently operating in all the major cities of the Raj, the AudioGraph Company of India provides wire-based entertainment and information to many homes and institutions.

Most modern Majordomo (see) systems come with an AudioGraph-licensed receiver unit.

Based on young Italian expatriate Guglielmo Marconi’s work on electromagnetism, the Marconigraph is an electric device capable of broadcasting a signal through the ether, without the support of cables or other physical tools. Originally considered as a novelty without any practical application, and particularly unwieldy due to the bulk of the batteries needed for the receiver, the Marconigraph principle is currently being tested as a system for remotely connecting Analytical Engines.



STEAM TRAINS

“The railway is a triumph, to which, in comparison, all our victories in the East seem tame and commonplace. The opening of the Great Indian Peninsular Railway will be remembered by the natives of India when the battlefields of Plassey, Assaye, Meanee, and Goojerat have become landmarks of history.”

(The Overland Telegraph and Courier, April 1853)

The first steam train to operate in India was “Thomason”, the six-wheeled locomotive operated by the company building the Ganges canal in Northern India. It was not used for passenger service or commercial cargo hauling, but simply for hauling wagon loaded with earth for the building of Solani aqueduct, which was a part of the Ganges canal project.

On April 16th 1853, at 3:35pm, the first train in India left Bombay for Thane, carrying 400 passengers in 14 carriages. The departure was saluted with a 21-gun salute, and the trip took one hour and fifteen minutes. Initial scheduled services consisted of two trains each way between Bombay and Thane and later Bombay and Mahim via Dadar.

The first locomotives to operate on Indian soil were built in England and then shipped to the sub-continent. This state of affairs changed of course after the Catastrophe, and an Indian railway industry was started in 1858. Railways represented at the time the best, cheapest and most efficient means for the distribution of supplies and the deployment of laborers and troops. The first plants were set up in Allahabad and Jamalpur, where previous factories had assembled components imported from Europe. Later, a proper workshop was established in Ajmer, refurbishing a repairs and maintenance plant. Out of Ajmer Workshop rolled most of India’s railway engines in the subsequent decades.

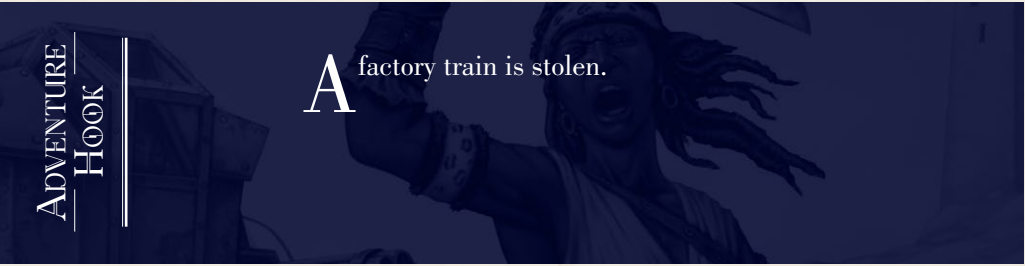
The establishment of a local industry producing locomotives solved the budding problem of standardization, and the Indian railway lines settled into one of two modes, based on gauge (the distance between the two rails):

- **Broad gauge lines** - basically the standard for heavy-traffic connections
- **Narrow gauge lines** - used in special settings (the Himalayas or other hill country, for instance) where a larger gauge would not fit.

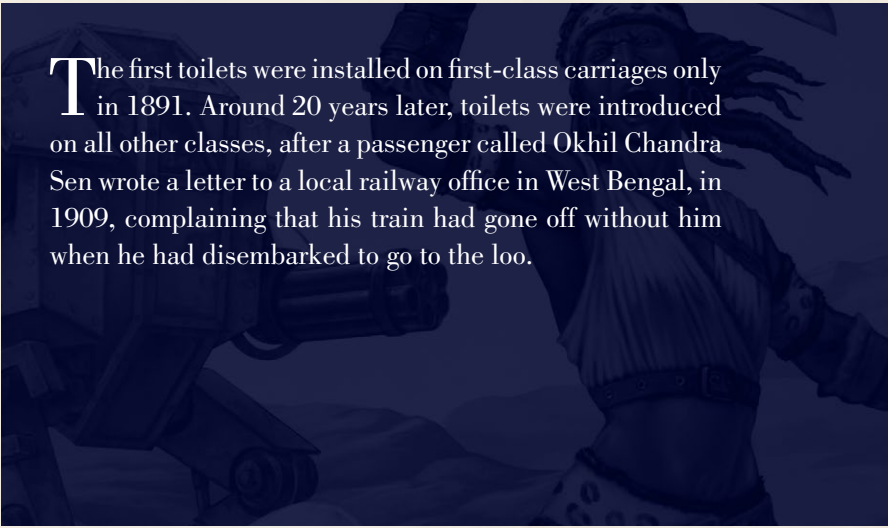
This distinction still holds true today.

By 1880 the network had a route mileage of about 9,000 miles, mostly radiating inward from the three major port cities of Bombay, Madras and Calicut. By the 1920s there were 41,000 miles of railway lines serving the country, and the railways carried over 620 million passengers and approximately 90 million tons of goods each year.

Through the last century, railways have been the main means of transportation in the Indian subcontinent. Trains are used for both civilian and military passenger service, for postal service and for hauling cargo. “Factory trains”, carrying a whole manufacturing plant so that it can be moved from one area to the next, are less common today than they were in the 1870s.



A factory train is stolen.



The first toilets were installed on first-class carriages only in 1891. Around 20 years later, toilets were introduced on all other classes, after a passenger called Okhil Chandra Sen wrote a letter to a local railway office in West Bengal, in 1909, complaining that his train had gone off without him when he had disembarked to go to the loo.

Starting in the early 20th century, passenger services along the main (broad gauge) railroads shifted from the old piston locomotives to steam turbine locos. The turbine engines grants higher speed, lower operation costs and less risks, but requires to be operated at consistently high speed. For this reason, local railway branches and narrow gauge railroads still operate older, slower models of locomotive, and sometimes even Stirling locomotives.

AIRSHIPS AND DIRIGIBLES

The earlier airships developed in the Raj were built on the basic Giffard dirigible model. The first Giffard airship was built in France in 1852 by Henri Giffard, as the first powered and steerable airship to fly. The original craft featured an elongated Hydrogen-filled envelope that tapered to a point at each end, but following a number of mishaps, Raj engineers decided to use the more expensive but safer Helium gas as a flotation device.

A Giffard model airship features a beam suspended by cables beneath the envelope. The beam supports a triangular, sail-like rudder at its aft end, and beneath the beam a platform for the pilot and steam engine.

Wayside - eight to ten persons manage a wayside station, working in 8 or 12 ours shifts. Besides the Station Master, who is the overall head, there are one or two assistant station masters, four cabinmen (to operate signal and point levers), and two or three pointsmen.

Main - Main stations are located in all major cities of the Indian subcontinent. They normally include a General Administrative office under the Head Station Master, and four Station Masters, each in charge of a crew of six (two assistant station masters and four cabinmen); a Technical Office whose engineers take care of technical issues of both trains and railway, and a Communications office equipped with telegraphs and heliographs. The number of employees ranges from twenty to one hundred, working in shifts. A police station or (in “sensitive areas” such as the Northwest or the Bengal border) a military unit is normally attached to the station.

Originally, the engine's exhaust was diverted downwards to a long pipe projecting below the platform, and the boiler's stoke hole was surrounded by wire gauze, to avoid any risk of setting the Hydrogen afire. The adoption of Helium has rendered these design quirks obsolete, but some elements are preserved in ships of a more traditional design.

Despite its flammability, Hydrogen remains a cheaper and more easily available buoyancy gas, and is still widely used in older and cheaper airships operating in India and abroad. Its higher flotation coefficient (about 7% higher than Helium) makes it the gas of choice for smugglers and captains engaged in illegal activities, as it can grant faster climb. It also allows smaller dirigibles to lift heavier cargo.

As a rule of thumb, one cubic meter of Helium is capable of lifting its envelope and 1 kg of mass. This means a 1700 cubic meters (60000 cubic feet), 2- ballonnet airship is capable of lifting a total mass of 1700 kilograms(3750 pounds). A Hydrogen dirigible with the same kind of envelope would lift about 1900 kilograms instead.

MODERN AIRSHIPS

The modern Raj airship still retains much of the original Giffard design.

The envelope remains tapered at both ends. The beam hangs from the envelope and supports the nacelle or gondola, but the sail-like rudder has been replaced by tail fins. The need for larger envelopes to lift heavier gondolas and cargo led to the development of the ballonets structure: the gas envelope contains a number of independent balloons (2 to 12, depending on the model). This simplifies filling the envelope, and makes the overall structure of the ship more resilient to damage: usually a modern airship can remain airborne with one third of its ballonets punctured.

By acting on the pressure of the ballonets it is also possible to modify the altitude of the ship, maneuvering it.

CYBERNETICS: MECHANICAL PROSTHETICS AND AUTOMATONS

AUTOMATONS

These wonders of the modern age are machines capable of a limited range of tasks and behaviors.

Being normally powered by electrical batteries or, more rarely, by high-performance steam piles, and driven by miniature analytical engines, these contraptions are extremely expensive to buy, require continuous maintenance, and are prone to mechanical malfunctions.

PROSTHETICS

The rigors of the Thirty Years of Winter have taken their toll on the population of the raj, much more than a war could. Many were the dead, and many more the injured and the crippled.

With the advancement of mechanical engineering and medicine, ancient, simple prosthetics were soon replaced by modern wonders of design and efficiency.

Raj prosthetics come in three main varieties

- working prosthetics (also known as civilian prosthetics): available “off the rack”, these include arms (complete or forearm) and legs (usually from the knee down), designed to emulate the original. Usually include a small compartment. Price range – 3000-10000.
- military prosthetics: designed to be better than the original, usually confer improved strength or agility to the wearer. Can include attack options: arms with integrated gun barrels or switchblades or retractable whips, legs with integrated sword sheath. Prices vary widely: army-issue replacements range from 4500 to 15000 (half the price is usually covered by the recipient, through small deduction from his monthly pay); custom-designed prostheses can cost over 10000.

- cosmetic prosthetics (also known as vanity prosthetics): normally reserved to the upper classes in the wake of accidents, and sometimes adopted by some individuals as an affectation, these custom-made replacements use precious metals and precision mechanisms. They emulate the original in terms of strength and performance, but can show unusual, one-of-a-kind features and extravagant shapes and decorations. Adopting one of these prosthetics without really needing it is considered in poor taste and often stigmatized. Prices are usually very high.

KALARIPAYATTU

Kalaripayattu (or, more commonly, Kalari) is probably the most ancient surviving martial art. Of course, the ancient Egyptians had their own fighting schools, but those are gone and whatever their styles and techniques, they are not practiced any more. Originally created in Kerala, Southern Malabar, in the Third Century BC by the Sixth Avatara of Vishnu (or so the story goes), Kalaripayattu is still being practiced today, despite a ban by the British authorities in 1804, after the teachings of this traditional warfare school were used in a revolt.

Kalaripayattu includes a full set of technical skills and is, therefore, similar to Japanese Budo, as a sort of umbrella definition that includes bare-handed fighting, swordfighting and other techniques, and even its own branch of medicine. While many of the moves clearly show the connection with yoga, the practice also incorporates elements from traditional dances.

Kalari techniques are a combination of steps (Chuvatu) and postures (Vadivu). The Vadivu stances are named after animals, they are usually eight in number. Styles differ considerably from one tradition to another and one region to another. Not only are the names of poses different, the masters also differ

about application and interpretation. Each stance has its own style, power combination, function and effectiveness. These techniques vary from one style to another.

The two basic schools are known as Northern Style and Southern Style. Northern kalari is based on elegant and flexible movements, evasions, jumps and weapons training, while the southern "Adi Murai" style primarily follows hard impact based techniques, with emphasis on "empty hand" fighting and pressure-point strikes. Both systems make use of internal (meditation and concentration) and external concepts.

While the Northern Style is traditionally part of military training, The southern Style or "Adi Murai" is the most commonly practiced in Kalari schools in the Raj. The stages of training are

chuvatu (solo forms)

jodi (partner training/sparring)

kurunthadi (short stick)

neduvadi (long stick)

katthi (knife)

katar (dagger)

valum parichayum (sword and shield)

chuttuval (flexible sword)

double sword

kalari grappling

marma (pressure points)

MARMA ATI

Also known as varma ati (the law of hitting) or marma ati (hitting the vital spots). The preliminary “empty handed” techniques of varma ati are known as adithada (hit/defend). Marma ati refers specifically to the application of these moves to vital spots. Weapons include bamboo staves, short sticks, and the double deer horns

The stages are in the order in which they are taught.

The Pressure Points techniques (Marmamshastram) are the more advanced and lethal of the Kalari curriculum. It is claimed that learned warriors can disable or kill their opponents by merely touching the correct marmam (vital point). This is taught only to the most promising and level-headed persons, to discourage misuse of the school’s teachings. Marmashastram stresses on the knowledge of marmam and is also used for marma treatment (marmachikitsa), a form of massage and healing.

At a lower level, students can access a practice known as varma ati (the law of hitting) or marma ati (hitting the vital spots), whose preliminary empty handed techniques are known as adithada (hit/defend). Marma ati refers specifically to the application of these techniques to vital spots. Weapons include bamboo staves, short sticks, and the double deer horns.



Northern kalari (vadakkan kalari) places more emphasis on the use of weapons than on bare-handed strikes. Parashurama, sixth avatar of Vishnu, is believed to be this style's founder according to both oral and written tradition. Masters of this system are usually known as gurukkal. The Northern style is distinguished by its meipayattu - physical training and use of full-body oil massage.

THE ASTRAL PLANE

The Astral Plane is a different plane of existence, one visited by mystics, yogis and psychic individuals. Non-psychic individuals are said to sometimes access the Astral Plane through dreams - but no experimental evidence has so far been provided.

The Astral Plane is the source of the spiritual connections that mediums tap during séances, and the place through which psychics travel when projecting their astral body to far-off places. It has been hypothesized that the scenes and events witnessed by psychics when their astral body reaches the destination are not in the real world, but simply a shadow cast by reality on the Astral Plane.

Events and places have therefore the power to imprint a shape on the Astral Plane, at least temporarily, and somehow in connection with an observer on the Astral Plane itself.

"The astral region which I am to attempt to describe is the second of these grate planes of nature--the next above (or within) that physical world with which we are all familiar. It has often been called the realm of illusion--not that it is itself any more illusory than the physical world, but, because of the extreme unreliability of the impressions brought back from it by the untrained seer."

[C.W. Leadbetter - *The Astral Plane: its scenery, inhabitants and phenomena*; third edition revised, 1900]

When not imprinted by events and places, the Astral Plane normally appears as a bleak gray landscape, extending endlessly in all directions. Some have described as similar to the bottom of the sea. Astral creatures float through the plane, either adrift on the astral currents or propelled by their own will, and can sometimes interact with humans.

According to some yogis, nearly all individuals enter the Astral Planes after death. There they work out the effects of their past karma through astral incarnations, or (if their karma requires it) they can return to earthly incarnations for further refinement. Once an individual has attained the state of nirvikalpa samadhi in an earthly or astral incarnation, his soul may progress upward to the more subtle causal spheres, and once there, and through many more incarnations, attain the final unification.

According to SPRD literature, Kalari practitioners show a heightened level of psychic perception, rating 1 on the Salim-Javed scale. This is a debated subject within the Society, as it would seem to show that psychic powers can be developed through physical training and practice.

NEANDERTHALS

Neanderthal man (*Homo neanderthalensis*) has shared this world with *Homo sapiens* for millennia, but up to the Catastrophe only small clans of these brutish savages survived in secluded areas of the Siberian steppe, in the frozen wastes of Scandinavia and in the deepest jungles of Africa. The changing conditions following the Catastrophe have allowed them to expand - possibly as they followed the herds of mammoths and mastodons that are an integral part of their everyday life.

A vast population of Neanderthals is now spread through Lost Europe and the frozen steppes of the Russian Empire.

Neanderthals are humanoids, markedly differing from Homo sapiens in several respects:

- Distinctive features: Neanderthals are more massively built, with thicker bones and rougher facial features. Skin color is usually light brown to copper red, with dark eyes and dark hair. Neanderthals do not have facial hair apart from their eyebrows.
- Powerful muscle structure: Neanderthals show a more powerful build of their arm, shoulder and back muscles, and are therefore stronger, on the average, than humans.
- Psychic activity: 90% of Neanderthal females and 5% of Neanderthal males test positive on the Salim-Javed scale.
- Voice: Neanderthals have a simple language, and their throat and chest structure causes them to have a high-pitched voice.

NEANDERTHAL SOCIETY & LIFESTYLE

Neanderthals live in matriarchal clans of twenty to sixty individuals (30% female) dominated by a witch-queen (a high-powered Psychic).

Polyandry is common, and children are fostered by the community. While not as strong as their male counterparts, Neanderthal females tend to be more resilient (highest Vigor and Toughness) and smarter (higher smarts). Standard life expectation for a Neanderthal living in Lost Europe is 40/45 years, mostly due to dietary reasons and the presence of natural hazards.

Neanderthals are primarily hunters, occasionally hunters-gatherers. Males usually hunt in pairs, their standard strategy consisting in one of them distracting the prey while the other flanks, attacks and overpowers it after wrangling with it.

For this reason, Neanderthal warriors tend to be very dangerous in one-on-one confrontations, but faced with a good, disciplined unit of men, they are no match for H. sapiens. The only exception to this general rule are the Russian Neanderthal Cossack, that have been formed into a disciplined military force capable of holding its own against human armies.

Neanderthals have a simple animistic religion that recognizes the presence of a spirit-mind in all animate and inanimate objects.

Common to all Neanderthal tribes throughout the known world is the myth of the “Great Walk in the Dark”, a mythical time in which the Ancient Mothers led the clans to their idyllic Primal Land.

EXILES

The life of the Neanderthals revolves around the tribe, and there is no harsher punishment than being cast out of the tribe – this is the fate of kin-killers, and of those that put the tribe in danger with their carelessness or malice.

Alone in the wilderness and without the protection of the tribe, these individuals are quickly dispatched by the wild beasts and natural hazards. A few survive, becoming rogues and raiders.

There are, on the other hand, those that choose to leave the tribe behind.

HUNTERS OF THE FUTURE

In Neanderthal society, the men hunt, and the women foster the young ones and preserve the legends of the past. But this is a new world, and new legends need to be told, new places need to be discovered.

Sometimes, a young hunter decides to leave the tribe behind, and travel the world, to seek new legends and new ideas. To come back one day and bring his knowledge to the women of the tribe, for them to preserve it. These “Hunters of Legends” are both respected and despised by their people: respected, for the courage they display in facing the wilderness alone, for going far beyond the lands of the tribe. Despised, because they turn their back on the tribe, to the traditions and the needs of the tribe.

Also, possibly, they are feared, because of the change and disruption their eventual return can bring to the tribe.

MEN AND WOMEN OF THE RAJ

During my airy survey, one thing had struck me all the way along. This was the changed costume of the people. I should hardly have known them for English by their dress; they wore neither hats nor bonnets, judging such things by the shapes of the old days. The black cylinder had disappeared from the heads of the males, and the heads of the females, no longer semi-nude as I had seen them last, were sheltered in light and graceful coverings which I am not man-milliner enough to describe. Fashion seemed to have abandoned her frolics, and given place to propriety and utility in the garments of both sexes. I am sorry, however, that I cannot go into particulars on this interesting subject; but I really cannot - for just at this crisis in my survey, that shaggy dog of mine, Rough, started up from the rug with a tremendous bark at something he heard behind the wainscot, and roused me out of my dream. In a moment the monster Babylon of nineteen hundred and fifty-seven rolled itself up like a scroll, and I saw it no more.

[London a Hundred Years Hence, Leisure Hour, December 10, 1857]

ARCHETYPES

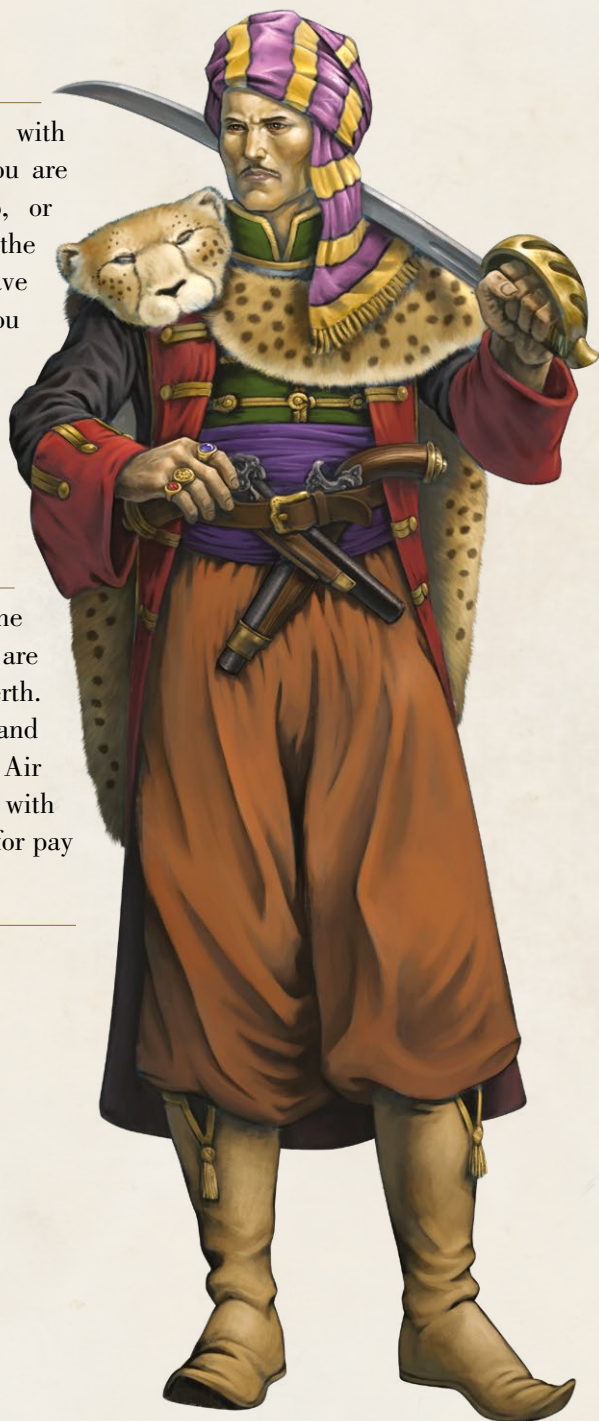
What you do is who you are. Or the other way around. Here is a short, incomplete list of character ideas, to start you on your journey.

AIRSHIP OFFICER

The man in charge of the ship, with steely nerves and a keen eye, you are flying your own chartered ship, or maybe you are serving on one of the Raj's dirigibles. Some say you have conceits above your station, and you consider yourself above the rules common people follow. You guess it comes with the job.

AIRSHIP CREWMAN

You are serving on one of the commercial ships, or maybe you are between jobs and looking for a berth. Or maybe you get the Raj's coin, and are an enlisted man in the Raj's Air Service. You keep the ship flying with your hard work and your bravery, for pay and adventure. Pay, mostly.





ANALYTICAL ENGINEER

Mathematics to you is a thing of gears and punched cards, not an abstraction. You stack the jacks and crunch the numbers on the mills, and with a cutter and a pack of pressed paper cards, you can make any machine do anything.

I have got a scheme to make a thing in the form of a horse with a steam engine in the inside so contrived as to move an immense pair of wings, fixed on the outside of the horse, in such a manner as to carry it up into the air while a person sits on its back.

[Ada Lovelace]

ANTIQUARIAN

It sounds so much better than ‘grave robber’, doesn’t it? But that’s what you do: you go in places where people seldom go, to see what’s to be found there. Tracing maps, meeting people, recovering artifacts. Be it some ancient Jain cave temple in the western Ghats or a lost library in some French mansion buried deep under the ice of the Loire valley, you can find it.

ARMY OFFICER

Be it Army or the Guides, you serve the Raj and protect it against menaces, both foreign and domestic. The Russians are piling their beastmen on the Northwestern Frontier, the Yetis are plundering mountain communities, reactionary groups are causing disturbances in the big cities, and thuggees and dacoit infest the roads. It’s all in a day’s job for you and your men.

ARMY NCO

You know your men, and you make them hold the line. If the line holds, the battle is won. Apart from this, you must act as parent, counselor, guru and attorney for the men. Because they look up to their officers, but it is to you that they run when they are in trouble.

CONSULTING DETECTIVE

Some crimes and some mysteries are beyond the abilities of mere police officers, whose minds have been trained to follow a predetermined course. Using logic, deduction and a mind free of prejudice, you can tackle the strangest mysteries, and solve the most bizarre of crimes.

CRIMINAL

You figure this world owes you something, and so you set out to get it. A cunning swindler, a cat burglar, the leader of a gang of dacoits... you take what others consider theirs, thus instructing them in the impermanence of material wealth.

DIPLOMAT

The Raj is opening to the world again, and if explorers are needed to chart the lands beyond the borders, diplomats are needed to meet the peoples living there. You have a knack for languages, a love for adventure, and an unshakable loyalty.

“There's a point, you know, where treachery is so complete and unashamed that it becomes statesmanship.”

*[George MacDonald Fraser,
Flashman and the Mountain of Light]*

DOCTOR

Your mission is to alleviate the world's sufferings. Gurus and priests do it with philosophy, meditation and prayer; you prefer something more immediate and tested. Maybe you serve in one of the great hospitals in Delhi or in Hiderabad, maybe your practice is a scattering of villages in some deeply forested hill country. It does not matter to you, because you know you are needed.



ENGINEER

This is the age of the machine. If it was hard work that helped the Raj crawl out of the Catastrophe, much of that hard work was put in laying train tracks, digging canals, building windmills and making engines run. Your job is to make sure the machines don't stop.

ENTERTAINER

An opera singer in a big theater in Bombay or a mountebank along the Grand Trunk Road, a street musician or a highly paid escort, you are one whose purpose is entertaining others. For a price, and for your own entertainment.

"Mind you," Rizzo said, stroking his mustache. It was a sort of habit of his. "I still say that heavier-than-air is going to be the coming thing. But they just can't hope to get an edge over the Russian flying fortresses and the Raj airships, if they don't find a way to make the wing mechanisms simpler, and sturdier."

[Number the Brave]

EXPLORER

The Old World was lost, and it is now time to find it again. Despite what penny dreadfuls say, your job is mostly done in libraries, poring over old atlases and musty maps, and is as exciting as a bookkeeper's life. But then the moment comes when your notebook is filled with details, and it's time to take it to the road. That's what you live for.

Trevanian sighed and shook his head. "Aren't you curious?"

"Your people have a saying about curiosity, and cats. About how curiosity slices the cat's throat in silence, and then drops the body in the Ganges, for nobody to find it anymore."

[When in Rome]



FERAL KID

You were abandoned at the margins of the jungle, and raised by wolves or apes. Now you have returned to your people, but a strong tie remains with the creatures that fostered you, and you deem yourself a citizen of two worlds.

“Ay, roar well,” said Bagheera, under his whiskers, “for the time will come when this naked thing will make thee roar to another tune, or I know nothing of man.”

*[Rudyard Kipling,
The Jungle Book]*

GURU

Philosophy or martial arts, history or yoga, your job is teaching. To the young and the old, to the rich and the poor, well knowing that there is no better way to learn, than to share your knowledge with others.



HUNTER

Some of your people hunt for passion, others hunt for necessity, some hunt the mighty tiger for the amusement of a local Raja, and others hunt venomous snakes that threaten the life of village children. But you all recognize each other as brothers in the hunt.

“Women don’t usually take part in the hunt,” the Maharajah said softly. The silence was such around the table, that it would have been possible to hear a pin drop. “Maybe your soft Anglo-Indian women, yes,” the Countess said, arching a well-penciled eyebrow. “I assure you that hunting and killing are far from alien to a Russian woman of the blood.”

[Glass Houses]



INVENTOR

The world can be made better, and the tool to make it better is technology. You may have a very unorthodox background, and care more for engineering and inspiration than for science and research, but you get results, and very few people have sued you for damages so far.

JOURNALIST/WRITER

The world has gone through great changes, and more are underway, and the written word is still a force to be reckoned with. You can make a difference, inform the general public or entertain it, inflame its passion or its indignation. It's a hard work, that brings you face to face with heroes and madmen, wild beasts and editors.

You will kindly show the envelope of this letter to my man, Austin, when you call, as he has to take every precaution to shield me from the intrusive rascals who call themselves 'journalists.'

[Professor George Edward Challenger]

MENTALIST

Minds cannot be read, not the way they tell in novels. But they can be manipulated, molded and shaped through hypnosis and suggestion. A dishonest individual might make a fortune using such practices. But you are not a dishonest individual, are you?

Among those who make a study of these subjects, some try to develop the astral sight by crystal-gazing, or other methods.

*[C.W. Leadbetter -
The Astral Plane - 1900]*

PSYCHIC

There is a second world, and that world is in the mind. Those who can control their own minds can shape that world, and thus shape the minds of others. You have mastered your own mind.

Scientist. Reality can be measured, and hypotheses put to the test, and through this method of measuring and testing, reality can be known. It is a noble pursuit, one that has armed man against the ravages of nature.





SPY

Knowledge is powerful, hidden information doubly so. You serve in shadows against the enemies of the Raj, both those from outside India's borders and those inside. You lead a double life, and sacrificed a part of your existence so that the little people can sleep safely in their houses.

"Spy' is such a short ugly word. I prefer 'espionage.' Those extra three syllables really say something."

URBAN PROFESSIONAL

You are part of the vast number of people that keep the machinery of society running smoothly. Sometimes you dream about adventure, about the great deeds you read in novels, but you know that your everyday routine is as important as a soldier's heroic gesture on the battlefield. And it's a living.

ETNICITIES

“Dynasty after dynasty tumbles down, revolution succeeds to revolution; Hindoo, Patan, Mogul, Mahratta, Sikh, English, are all masters in turn; but the village community remains the same.”

Charles Metcalfe, Director of the East India Company (1785-1846)

From the most ancient times, India has been a mosaic of different peoples, a kaleidoscope of costumes, a Babel of languages. The influx of British and Western refugees was just the last in a series of migrations, invasions and intermingles that created one of the most complex, colorful and profound cultures in the world.

While the concept itself of race has been rendered obsolete by science, ethnic groups and communities still exist, and if the Raj is slowly evolving towards a single people and a dominant culture, many groups still remain.

All ethnic groups below, apart Neanderthals, are considered, for rule purposes, humans, and start the game with a free Edge.

OLD BLOOD (BRITISH/WESTERNER)

Some families of British refugees have clung to their heritage for over a century, refusing to “mingle with the natives”. They are either landed gentry, living off the revenue of their possessions, or eccentrics living at the margins of society.

OLD BLOOD (INDIAN)

Just as some citizens of British origin remain a closed group, so do some clans of Indian stock, especially some wealthy and powerful Brahmin families.

They tend to live outside of the larger cities, in country villages or in backwater provinces.

CITIZEN OF THE RAJ

The bulk of the Raj population consists of individuals of mixed ethnicity, disparagingly called “cheechee” by Company members and other old blood families. Normally easy-going, with a strong faith in the future sometimes at odds with a fatalistic streak, these are the people of the future according to utopians and free thinkers: men and women unburdened by issues of race and religion, ready to take their role as keepers of the world.

FERENGI - FOREIGNER

People from beyond the frontiers, refugees from Old Europe and Old America (sometimes known as “Scatterlings”), African Federation members and people from the frozen lands of China and Russia are bundled in popular imagination in the Ferengi class. Many of them suffer from the Outsider Hindrance.

NEANDERTHAL

The beast-men from the frozen wastes, *Homo Neanderthalensis* are in general squatter and bulkier than *Homo Sapiens Sapiens*, with a more developed muscular mass. Females tend to be psychic sensitives and have.

Because of these deep differences, rule-wise they are treated differently.

Male Neanderthals

Strong Frame. Male Neanderthals start with the Brawny Edge for free.

Out-Of-Place. Neanderthals belong to a lost race, and, regardless of their integration in society, they always have problems interacting with *Homo Sapiens*, suffering -2 to Charisma.

Female Neanderthals

Psychic Sensibility. Female Neanderthals with the Psychic Arcane Background start with 5 additional Power Points, and they gain 2 per each Rank (up to 15 Points at Legendary). Character without the Psychic Arcane Background start with a single Power for free, 5 Power Points, and use Spirit as arcane skill.

Out-Of-Place. Neanderthals belong to a lost race, and, regardless of their integration in society, they always have problems interacting with Homo Sapiens, suffering -2 to Charisma.

SOCIAL CLASSES

The Raj is a land where every person has a place in society, this being an inheritance both of the traditional Indian Caste system and the social classes of Old England.

Broadly speaking the Castes/Classes are as follow, in order of social importance.

Upper Class: The Brahmins & the Kshatriyas/Rajanyas

Middle Class: The Vaishyas

Working Class: The Shudras

Untouchable: Pariah and Criminals

Being part of a class-conscious or caste-sensitive culture has a number of advantages and of disadvantages.

Interacting with Lower Classes: class and caste give a +2 bonus to Charisma when dealing with a lower class and a -2 when dealing with a higher class.

Members of the same class or caste will tend to trust each other and this gives a +1 bonus on Charisma for reaction rolls.

Interaction with casteless people, like Ferengi, is without modifier (unless the Ferengi has Hindrances like Outsider or similar).

In addition, each class has a particular benefit:

Upper Class **Credit Rating:** the Upper Classes have easier access to credit and favors. In gaming terms, a character belonging to this class, with a Persuasion roll receives monetary income equal to their base earnings, plus an equal sum per each raise, or a Favor per success and raise. This capacity can be used only once per scenario.

Middle Class **Resourceful and Educated:** members of this caste are well-integrated members of the society, with a number of skills and capacities: they gain one additional Skill point during character creation.

Working Class **Strength in Numbers:** members of the Lower Classes tend to be more numerous, and have a tendency to stick together and help each other. A character belonging to this Class gains the Connections Edge for free, linked to his peers. For the purposes of this ability only, he can use Smarts instead of Streetwise and Persuasion, if higher.

Untouchable **Social Invisibility:** people living at the borders of society, Untouchables begin the game with Stealth d6 and Streetwise d4, this representing the fact they are almost invisible to other people.

Depending on who you talk to, or what newspapers you read, there is a lot or very little social mobility in the Raj.

Some point out you usually die the same Caste you are born, but there are some exceptions, for example when you fall in disgrace for some reason. In this case you become an Untouchable, immediately losing the advantages of the old Caste and gaining the (questionable) advantages of the new one.

"I do not propose to make every boy a soldier, or every girl a dancer upon the stage, but to adopt the principles, by the application of which those persons are trained to the successful practices of their several occupations, and so to modify them, that they may qualify other classes of society to follow their different pursuits with equal success; and I am not without hopes that this undertaking will contribute something towards producing this desirable effect.

[Florence Hartley, *The Ladies' Book of Etiquette, and Manual of Politeness*, 1860]

CHARACTER CREATION

The creation of a player character for Hope & Glory follows the standard Savage Worlds rules.

Playable characters are humans, or, if the GM allows it, Neanderthal. Characters begin the game with 500 New Rupies (NR), which are equivalent to 500 \$.

Social Class. The Player must choose one of the main social classes of the Raj for his hero, as described in the previous chapter.

SKILLS

All the standard Savage Worlds skills are used in Hope & Glory. The Skills described in this paragraph are somewhat changed to fit the setting.

Knowledge (Science): covers chemistry, natural sciences, mathematics and physics.

Knowledge(Engineering): covers aircraft, analytical engines, civil and minery engineering, cybernetics, steam engines and Sterling Engines.

All Raj citizens know Hindi and English, and use them interchangeably or in a quirky mix.

Other languages include those from the Indian Subcontinent, followed by those from neighboring or allied countries (French as spoken in Russia, Mandarin Chinese, Nepali) and, more rarely, Old World languages (French, German, Latin, Ancient Greek etc.)

Most Common Languages

Bengali

Sanskrit

Pashtun (Afghanistan)

Urdu

Tamil

Goan Portuguese

Chinese Pidgin (Hong Kong, Shanghai)

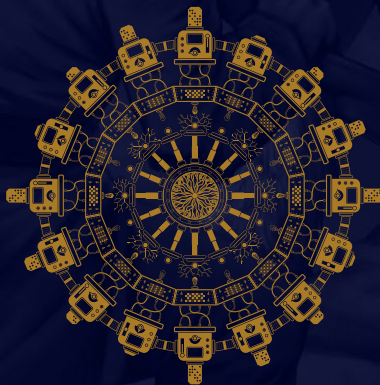
Mandarin Chinese

Japanese

Russian French (written with Cyrillic characters)

Latin (academics and Christian clergy)

Ancient Greek (academics)



HINDRANCES

FORBIDDEN HINDRANCES

All the standard Savage Worlds Hindrances can be taken.

NEW HINDRANCES

BASIC PROSTHETIC (TYPE) (MINOR)

The character is missing a limb, which is replaced by a very basic prosthetic. The artificial limb is fully functional, apart from the Tickling (see page 201). The player must note in brackets the original Hindrance Basic Prosthetic is preventing: usually One Arm or One Leg. If the prosthetic for some reason fails, the character suffers from the effects of the Hindrance in brackets.

CLOCKWORK CREEP (MAJOR)

The character feels the need to replace parts of his body with mechanical substitutes as an aesthetic statement or a show of wealth. Will spend inordinate amounts of money (at least 50% of his earnings) on the design, development and production of particularly elaborate prosthetics. The character will collect a series of prosthetics, based on design, complexity and accessories. This obsession with mechanical limbs is considered in very poor taste among all levels of society.

It cannot be combined with the Poor Hindrance while it is quite usual with the Rich Edge (in this case the character must spend at least 25% of his money on it).

As a minor compensation for this, all his prosthetics, both basic and advanced, benefit of the Bejeweled Modification (see page 204) without paying for it, and without consuming Modifications' slots.

LOST SOUL (MAJOR)

This Hindrance can only be taken by non-psychic and non-Void characters.

The heroine naturally developed an Astral Body (see page 218), but she has no control over it. Whenever she sleeps, she must do a Spirit (+2) roll. In case of failure, her soul detaches from the body and wanders in the Astral Plane. The GM draws a card from the Action Deck and checks for what happens in the Lost Soul Wandering Table (see page H&GMH page 24).

This character can buy the Psychic Skill, only to use it in the Astral Plane, but it is always considered higher than the controlling attribute for leveling purposes.

SELF-TAUGHT (MINOR)

The character learned all he knows from frequent visits to the local library, or from chatting up fakirs and gurus. All his Knowledge rolls are done at -2 (excluded Common Knowledge rolls). This Hindrance can be taken only if a character has at least d6 in any one Knowledge Skill.

WILD TALENT (MINOR)

This Hindrance can be taken only by a character with the Arcane Background (Psychic). The hero has a great psychic potential, but, for different reasons, it is totally raw and uncontrolled.

In gaming terms, his Psychic Skill cannot be higher than d8, he suffers -2 to all Psychic rolls, and, whenever under stress (GM's decision) his Powers can activate wildly, in an erratic way, causing distress and danger to himself and others.

As a minor compensation, the Wild Talent has 5 additional Power Points. In time the character can, through dedication and training, overcome his problems. Whenever he gains a new Advancement, he rolls on Smarts (-4) and, in case of success he can cancel one of the three limitations (Psychic Skill cap, -2 to Psychic roll and stress activation).

When all the limitations are cancelled the Hindrance is removed, but the character maintains the bonus Power Points.

Savage Worlds has a number of very generic Hindrances, which can be used in a number of situations. To make them more setting-related without reinventing the wheel, you can tweak them a little to fit specific characters. A tweaked Hindrance is noted with the core Hindrance name, followed by the tweak name. Below you'll find some examples.

VOW (TEETOTALER – MINOR)

The character is a member of the League of Temperance, or subscribes to religious or philosophical tenets that forbid him from drinking alcohol.

This can lead to awkward situations socially, and gives her -2 to Vigor rolls when resisting intoxication.

OUTSIDER (PROSTHETICS WEIRDO)

The character wears a bad looking or disturbing prosthetic, either civilian or military model. This makes them more recognizable, and might cause some concern in certain circles (especially the Middle Class).

OUTSIDER (SPINSTER)

Despite the many steps forward society has made since Victoria's times, for many the main role of the woman is that of mother and wife. An unmarried woman past her 20s suffers from a social stigma and a certain social invisibility (this last effect can also be useful in some situations).

POVERTY (HALF PAY)

A member of the armed forces can be put on half pay for a number of reasons, from disciplinary action to health reasons. While on half pay, officers are free to pursue their interests, but must report back regularly.

EDGES

FORBIDDEN EDGES

The following Edges aren't allowed in Hope & Glory: Adept, Champion, Holy/Unholy Warrior, Mr. Fix It, Wizard.

ARCANE BACKGROUNDS

Only the Psychic Arcane Background is allowed (see page 217). All other Arcane Background are forbidden.

MODIFIED EDGES

In this section, you'll find several modified Edges.

MACGYVER (WEIRD)

Requirements: Novice, Notice d8+, Repair d6+

This Edge works as usual, plus it grants several benefits for the Scientific and Technological Pursuits Setting Rules (see page 211).

MENTALIST (WEIRD)

Requirements: Novice, Charisma +0, Notice d6+, Persuasion d8+, Smarts d8+, Taunt d8+

Mentalists in Hope & Glory are very different from the ones described in Savage Worlds core rules. They are individuals using hypnosis, mental suggestion and manipulation, and common confidence tricks, to control or otherwise influence a subject.

In gaming terms, a Mentalist can initiate Tests of Will outside combat, with a target not openly hostile.

If the Mentalist wins the test, the target's Reaction improves by one step, or by two if the Mentalist wins with a raise.

The effects last for the duration of the scene only, or allows the Mentalist to force the victim to do a particular task.

Consider it a minor version of the puppet Power.

If the Mentalist fails the roll, the victim becomes immune to this Edge from him, if he rolls 1 on the Skill die, regardless of the Wild Die, the victim also becomes aware of the manipulation attempt.

NEW EDGES

BACKGROUND EDGES

ARCANE BACKGROUND (PSYCHIC)

Requirements: Novice

This character is a psychic, the only type of Arcane Background allowed in Hope & Glory. See page 217.

ADVANCED PROSTHETIC (TYPE)

Requirements: Novice, must miss a limb

The character is missing a limb, which was substituted with a top-notch advanced prosthetic.

The player must note in brackets, the original Hindrance this Edge is preventing; usually One Arm or One Leg. If the prosthetic for some reason fail, the character suffers from the effects of the Hindrance in brackets.

Taking this Edge, the character must not pay the cost of the limb (see page 202), which also has a Modification of choice. Further modifications must be paid as normal.

RAISED BY WILD ANIMALS

Requirements: Novice, Wild Card, Survival d8+, Vigor d6+

The hero was abandoned in the jungle as an infant, but survived thanks to the cares of a wolf pack or a community of monkeys. Returning to civilization, the character is now suspended between two worlds. The character is in general adept at surviving in the wilderness. He can communicate with the animals of the jungle at a very basic level (he can use Persuasion on them, even if they have Animal (A) Smarts).

In addition the character's Wild Die is equal to his Survival die when using the Climbing, Notice, Swimming, Stealth and Tracking in natural environment.

As a minor drawback, the character receives -2 Charisma while dealing with civilized people, but, if he lives in civilization, whenever he gain a new Rank, he can do a Smarts (-2) roll to reduce the penalty by one.

THE AIRSHIP

Requirements: Novice

The character obtained an airship of some type to which he is very attached. Maybe he inherited or stole it, or he received it as part of his occupation, such as in the case of a captain in a military organization.

The GM decides what type of aircraft the hero receives, but it should be at least 50,000 NR worth. It isn't a common airship, it is the airship, and has a special connection with its owner, which receives an extra Bennie at the beginning of each session, which can be spent only for vehicle-related rolls.

If the character loses his vehicle, he also permanently loses a Bennie until he finds a suitable replacement (or pays off the penalty with a leveling advance).

With the GM's permission, this Edge can also be used to acquire another type of big vehicle (a boat, a train and so on...)

VOID

Requirements: Novice, cannot have the Arcane Background (Psychic)

This character is totally impervious to psychic powers, which can by no means affect him.

In addition, whenever a Power is cast within his range of effect (a Medium Burst Template centered on him), the roll suffers -2.

This ability is totally passive, often Voids are even unaware of their peculiar abilities.

GREATER VOID

Requirements: Void

This character is a Void, and an incredibly powerful one. In addition to the benefits of the Void Edge, the range of effect of the disrupting ability of the hero is a Large Burst Template, and the penalty caused to Psychic rolls is -4.

Once per session, whenever the Greater Void disrupts a Power (i.e. fails because of the -4), he gains a Bennie.

COMBAT EDGES

BANDOBUST

Requirements: Novice, Strength d6+, Spirit d6+, Fighting d6+, must be (or have been) in the military

Individuals with military background are marked by the rules and the character of their regiment.

A mix of esprit-de-corps, unwritten code of honor and special training, the Bandobust gives the soldier a general +1 to Spirit rolls.

In addition, the character must choose one of the following Skills: Fighting, Shooting, Stealth or Throwing. He gains the Wild Die in it, or, if he already rolls the Wild Die, it is increased by one die step (from d6 to d8).

Characters with the Command Edge also double their Command Radius, but only with regard to their regiment's members.

KALARI

Requirements: Novice, Spirit d6+, Martial Artist

This Edge can be taken multiple times, each of them taking a different style (but you can take only one of these Edges per Rank). It represents the training in the mysterious Kalari arts (see page 133). Each style has an additional requirement.

Northern Style (Fighting d8+). Also known as Vadakkan Kalari the Northern Style puts a lot of emphasis on armed combat. Whenever using a Kalari weapon (identified in the Gear section with a K) while being unencumbered, the character deals +1 damage and can freely reroll any 1 on the Fighting die, as if he spent a Bennie. In addition, some weapons gain special effects in the hand of an adept of this style.

Southern Style (Agility d8+). This style is based on jumps, fast evasions and bare-handed attacks. A disciple of this style, while fighting unarmed and unencumbered, gains +1 Parry and +1 damage unarmed. In addition, at the end of his round, he can freely move 1" in any direction (this can trigger attacks from opponents as normal).

Marma Vati (Healing d8+, Notice d8+). This style is based on bare-handed hits on specific vital spots, and can be both a deadly technique, than a healing one.

In gaming terms, whenever a character with this style carries out an unarmed attack, he can decide to take a penalty of up to -1 per Rank (so a Heroic character can take as much as -4). If the strike hits, the victim suffers the same penalty both to the Spirit rolls to recover from Shaken, and to the Soak rolls. As a healing technique, a Marma Vati adept ignores the lack of equipment modifiers on Healing rolls and freely rerolls any 1 on the Healing die.

STRANGLER

Requirements: Novice, Fighting d6+, Stealth d6+

Strangling is a ritual form of killing for many secret sects of the Raj, in particular the feared Thuggees. Professional strangling is more a matter of skill than sheer force, so this Edge is also useful to spies, assassins and other shady characters.

To use this Edge a character must be equipped with a strangler ligature (or a piece of rope), and must have the Drop on his victim. Strangling is made with a Grapple attempt, but the grappler can use Fighting in place of Strength for opposed rolls, and deals Str+d4 damage, ignoring armor (unless the victim wears a sealed one).

PROFESSIONAL EDGES

GUNNER

Requirements: Novice, Notice d6+, Smarts d6+, Shooting d6+

Any grunt can pull a trigger, but only a professional gunner can efficiently use an airship cannon or ground artillery. With this Edge this character received training, both formal and practical, in gunnery.

In gaming terms, every time he is shooting (or is in charge of a shooting crew) of an artillery piece, he can spend a round to calculate trajectory, then he does a Smarts roll. For each success and raise, he gains +1 to the next Shooting roll against the selected target (only with the artillery piece). In alternative, he can spend every +1 bonus to negate 2 points of Armor of the target.

During Mass Battles, the side having more characters with the Gunner Edge gain +1 to the Knowledge (Battle) roll (in addition to any Artillery modifier).

SALVAGER

Requirements: Novice, Repair d6+, Smarts d6+

The best friend of the would-be inventor, this Edge allows you to double the value of “spare parts” you can salvage from an item (see Salvaging, page 215).

In addition, it allows you to sell the spare parts on the market for half the value.

TINKERER

Requirements: Novice, Knowledge (any science) d8+, Repair d6+, Smarts d8+

In the Age of Reason science and technology are common and widespread, but are often used in a repetitive, uncreative way. A very special person is required to take a theory, a device, a technique, and transform it into something totally different.

Your character is such a person.

The hero is a meddler in technology and science, always ready to tamper with a device, improving and modifying it. He gains +2 to all Knowledge (any science) and Repair rolls. This Edge is the prerequisite for using the most advanced Scientific and Technological Pursuits (see page 211).

TRADECRAFT

Requirements: Novice, Notice d6+, Smarts d6+, Stealth d6+, Streetwise d6+

This character received a formal training as a spy.

He receives +2 to all Notice, Smarts, Streetwise and Stealth skill rolls when related to: cryptography, interrogation, sabotage, social engineering, surveillance (including shadowing) and so on.

Note that this type of training is only issued by agencies: the character should take the Vow (if already part of the organization) or Enemy (if working as a free professional) Hindrance.

POWER EDGES

ASTRAL BODY

Requirements: Novice, Psychic d6+

The character, through meditation and training, is able to release his soul from the body, entering the Astral Plane. It has, at all effects, an Astral Body (see page 218).

ASTRAL WARRIOR

Requirements: Novice, Psychic d8+, Spirit d8+

This individual unlocked the secret potential of his Astral Body, which now expresses his true self. In gaming terms he receives +2 to Astral Pace, +1 to Astral Toughness and his Astral Damage increases by one die step (from Smarts+d6 to Smarts+d8).

PSYCHIC LINK

Requirements: Novice, Psychic d8+ (the psychic character), Spirit d8+ (the non-psychic character)

This Edge creates a deep and constant mind link between a psychic character and another, non-psychic one. Both characters must take the Edge, which allows basically two things.

First, the psychic, with an action, can perceive through the senses of the non-psychic hero.

Second, the psychic hero can use his Powers through the body of the non-psychic one (so he can calculate range from his companion, cast on him Powers with Range Self and so on).

This Edge has a very long range, and no roll is necessary to activate if the two characters are within 1 miles. Beyond that distance, a Psychic roll is necessary to create contact, which suffers -1 per each further mile (field tests demonstrated this Edge rarely works at greater distances than 5 miles).

Note that Psychic Link deeply bonds the minds of the two characters, so every time a member of the pair is Shaken, the other character must roll on Spirit to avoid being Shaken too.

First of all, then, it must be understood that the astral plane has seven subdivisions, each of which has its corresponding degree of materiality and its corresponding condition of matter [...]

So when we speak of a man rising from one plane or subplane to another, we do not think of him as necessarily moving in space at all, but rather as transferring his consciousness from one level to another.

[C.W. Leadbetter - The Astral Plane - 1900]

PSYCHIC BOND

Requirements: Seasoned, Psychic Link

The bond between the two characters is so deep they live almost in a mind communion. First, no concentration is required to activate the link, which is always on while in range.

Second, the psychic can freely tap from the mind energies of his companion (he receives a number of additional Power Points equal to his friend's Spirit die) and +1 to all Psychic rolls, while the non-psychic character chooses one Attribute of choice, which is permanently enhanced by two dice steps (as per the *boost trait* Power).

Note that the communion is very intimate and the bonded characters "share" the Wounds and Fatigue modifiers (they use the worst one suffered by the couple). In case one of the bonded heroes die, the other must immediately do a Vigor (-4) roll or suffer the same fate.



SOCIAL EDGES

BURRA SAHIB/BURRA BEEBE

Requirements: Novice, Charisma 1+, Persuasion d8+

This Edge grants positive reputation, especially in matters of social interaction. A “pukka” individual is one that respects social rules and moves easily in different circles, at ease with different people from different walks of life. This Edge allows the hero to ignore any Social Class penalty when interacting with the various castes, and to reroll for free any 1 on the Persuasion Skill, as if the character had spent a Bennie (the character must stick with the second roll or spend a Bennie to reroll it again).

This Edge complements very well with the Connections Edge and with the Favors mechanics, granting a +2 bonus to both the Streetwise and Persuasion rolls to use it.

LEGENDARY EDGES

TRAINED BY A MASTER

Requirements: Legendary, Fighting d10+, Healing 10+, Spirit d10+, must have all the three Kalari Edges

The adventurer achieved mastery in the Kalari arts, a perfect balance in all styles, and his knowledge and skill are almost superhuman. Whenever he rolls on Fighting, Spirit or Healing, he gains a special d8 Mastery Dice, which works exactly like a Wild Die.

GEAR

The fact that some twenty-four thousand applications for patents are made to the British Patent Office every year shows that the inventive genius of the nation is in no immediate danger of dying out.

[Bernard Owen, Patents Applied For, 1904]

In this chapter you'll find a number of useful tools and gear commonly found in Hope & Glory. This isn't a complete list, and you can always refer to the core Savage Worlds rules for other items, given the GM's permission.

Prices are expressed in New Rupies (NR) which are equivalent to *Savage Worlds* \$.

GENERAL GEAR NOTES

Below are explained the majority of the keywords you'll find in the gear section. Item-specific rules are found in the item's description.

Gerbiling: When the driver fails a Driving roll making a Tight Turn or a Hard Brake, he must immediately do an Agility (-2) roll. In case of failure, in addition to the normal Out of Control effects, he also goes "gerbiling" (spinning inside the wheel) for a round suffering 2d6 damage.

Kalari (K): This weapon can be used with Kalari armed techniques (see Kalari Edge – Northern Style).

Poisoned: A target Shaken or wounded by this weapon suffers the effect of the darts' poison. Many types of toxins can be delivered with this weapon, usually Lethal, Paralysis or Knockout poisons (see Savage Worlds core rules).

Restricted (R): This item, for some reason can be acquired only with the GM's permission, usually because it is very rare, reserved to specific categories of persons (for example, military), or illegal. The GM can also ask for a Streetwise, Persuasion or any other roll in order to concede it.

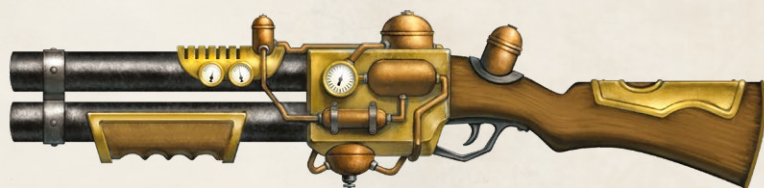
Silenced: A silenced weapon is very difficult to hear. When it shoots, place a Large Burst Template centered on the shooter. Any person within it are allowed a Notice roll to hear it, while outside the Template no sound is heard.

Shielding: The vehicle is fitted with a vehicular shield (has the same stats of a Medium Shield, plus Heavy Armor). It hinders the driver's vision causing him -1 to Notice and Driving rolls.

Walker X: This vehicle actually walks on legs. It has a basic Pace of X and the driver, with Driving roll, can make it run (running dice 2d4), but it is quite dangerous, because, in case of failure, the vehicle goes out of control. Due to the legs, it ignores the majority of Difficult grounds. Walkers are usually fitted with arms, which are maneuvered with Driving and can be used in combat, dealing Str+d6 damages. They are Heavy Weapons. In battle they are also often used to stomp enemies, winning an opposed roll between the pilot's Driver and the pedestrians' Agility (-2). If the pilot wins, the victims suffer 2d8+4 damage



The standard-issue Martin-Brochadt musket used by the Corp of Guides, and by most units of the Raj army.



Multi-barreled Flobert gun, the weapon most commonly found on board of airships.

Can fire non-lethal slugs, "Because sometimes pain is enough."



The jezail, the Afghan high-precision long rifle.

Melee Weapons Table

TYPE	DAMAGE	WEIGHT	COST	NOTES
Blades				
Dagger (K)	Str+d4	1	25	
Flexible Sword (K)	Str+d8	8	500	Ignores Shield Parry and Cover bonus, -1 Fighting, see notes
Fist Dagger (K)	Str+d4	2	150	Cannot be disarmed, AP 1, see notes
Great Sword	Str+d10	12	400	2 hands, -1 Parry
Katana (R)	Str+d6+2	6	1000	AP 2
Long Sword (K)	Str+d8	8	300	Includes scimitars tulwars, and officers sabers
Rapier	Str+d4	4	150	Includes swordcanes
Short Sword	Str+d6	4	200	Includes cavalry sabers
Clubs and Axes				
Club (K)	Str+d4	4	10	
Great Axe	Str+d10	15	500	2 hands, AP 1, -1 Parry
Hand Axe	Str+d6	2	200	Can be thrown
Maul	Str+d8	20	400	2 hands, AP 1 vs rigid armor, -1 Parry



The fist-dagger, capable of turning the fists of the Kalari master into lethal weapons.

TYPE	DAMAGE	WEIGHT	COST	NOTES
Polearms				
Halberd	Str+d8	15	250	Reach 1, 2 hands
Lance	Str+d8	10	300	AP 2 when charging, Reach 2, only usable in mounted combat
Pike	Str+d8	25	400	Reach 2, 2 hands
Staff (K)	Str+d4	8	10	+1 Parry, Reach 1, 2 hands
Spear (K)	Str+d6	5	100	+1 Parry, Reach 1, 2 hands
Unarmed				
Fighting Cloth (K)	Str+d4	1	2	Reach 1, see notes
Strangler's Ligature	Str+2	-	10	Str+d4 damage with the Strangler Edge, see notes

WEAPONS NOTES AND DESCRIPTIONS

Fighting Cloth: A piece of cloth, used in combat. In the hands of a character with the Kalari Edge (Northern Style) it also grants Reach 1 and ignores the Parry bonus of shields.

Fist Dagger: A typical Raj weapon, a fist dagger has peculiar perpendicular handles, preventing the chance of being unarmed, and allowing extra strength in landing the blow. In the hands of a character with the Kalari Edge (Northern Style), it deals d8 damage on raise, instead of d6.

Flexible Sword: This particular weapon is made of very elastic metal, so that it bounces and flexes as a whip, making it very difficult to use, even in the hand of a skilled user. A character with the Kalari Edge (northern Style) doesn't suffer from the -1 to the Fighting roll.

Flobert Gun: The name is actually a misnomer, derived from the original "Flobert guns" used for gallery and indoor shooting, imported by the French in Ezo in 1850. Those Flobert guns were percussion weapons, while the guns carried today by the Ezo troops on their airships are basically big caliber, high compression airguns. They can fire a variety of ammo (described below), which aren't included in the weapon but must be bought separately.

The gun has the shape of a 6-ft. tube, with a rifle-like stock and a grip. Flobert guns can be single-shot or fitted with a 5-shot magazine. Beyond short range, the gun is considered inaccurate.

Jezail: The Jezail is the traditional long-barrel rifle originating in Afghanistan and widespread through India and Central Asia. A personal weapon, the jezail is usually designed for the specific user, and heavily decorated and customized.

Jezails are matchlock or - more commonly - flintlock muzzle loaders, built for endurance and precision. As mentioned by many observers, a jezail will fire bullets (.50 to .75 caliber), iron nails or pebbles.

The two elements making the Jezail so precise are its weight (Requires Strength d6 or more), and the specially-designed curved stock.

Jinjal: A large-bore musket, fixed on a swivel, used in Indian forts and on airships, and capable of great precision. An evolution of the jezail, it can fire single shots, buckshot, or improvised ammunition (shards of glass, nails, lengths of chain, gravel).

Despite its rough looks, it is an extremely accurate weapon (Shooting +2), used for the defense of fortifications or as shipboard gun. Requires strength d8 or more to be handled as a common personal weapon.

Martin-Brochadt Carbine: A shorter version of the Martin-Brochadt rifle, the carbine was specifically designed for the Corps of Guides, and can be carried either in a saddle holster or, more commonly, strapped across the soldier's back.

The Martin-Brochadt carbine uses an especially-designed magazine accepting two 12-rounds clips for a total of 24 rounds, and features the standard Brochadt 3-rounds burst mechanism.

Being a shorter weapon, its effective range is shorter.

Martin-Brochadt Rifle: The Martin-Brochadt rifle is the standard Raj infantry long weapon. A version for civilian use is also produced and marketed.

The main differences between the military and civilian versions are:

- Magazine capacity (12 vs 6);
- The burst function (military-issue guns only).

The Martin-Brochadt is a repeater rifle with a magazine of 12 shots (military version) or 6 shots. The shots are fed into the magazine using a clip, and a lever system cocks the gun and feeds the first bullet in the firing chamber. Brochadt's patented auto-loader mechanism uses the recoil of the first shot to load again the rifle. When all the bullets have been fired, the clip is expelled and the loading slot is ready to accept a new one.

Military rifles allow the rapid firing of three-round bursts.

Needle Gun: A weapon using an electromagnetic field to accelerate a shard of iron over the speed of sound. The weapon is rare and extremely expensive, and is usually favored by the Russian aristocracy (though its use as a dueling weapon is considered impolite). Small and highly concealable, a needle gun is a fast, very short range weapon that delivers damage equal to that of a large caliber gun.

A standard needle gun fits the fist, the barrel projecting between the first and second finger, and has a magazine of twenty needles.

Dart Gun. A second version of the Needle Gun exists, called Dart Gun, which shoots poisoned darts at short range. An assassin's weapon, it is even rarer.

Ranged Weapons Table

TYPE	RANGE	DAMAGE	ROF
Thrown Weapons			
Dagger	3/6/12	Str+d4	1
Hand Axe	3/6/12	Str+d6	1
Flobert			
Gun (R)	4/8/16	Special	1
Pistols			
Derringer (.44)	5/10/20	2d6+1	1
Very Gun	12/24/48	2d6	1
Webley Service Gun	12/24/48	2d6+1	1
Needle Guns			
Dart Gun (R)	4/8/16	2d6	1
Needle Gun (R)	6/12/24	2d8	1
Rifles			
Jinzal	30/60/120	2d10	1
Jezail (Afghan precision rifle)	25/50/100	2d8	1
Martin-Brochadt Carbine (.52)	20/40/80	2d8	1
Martin-Brochadt Rifle (.45-47)	24/48/96	2d8	1
Purdey Double-Barrel Shotgun (12g)	12/24/48	1-3d6	1/2
Webley Service Gun (.460)	12/24/48	2d6+1	1
Machine Guns			
Gatling (.45) (R)	24/48/96	2d8	3



An officer's service gun, with pressure stabilizer.



COST	WEIGHT	SHOTS	MIN. STR	NOTES
10	1	-	d4	
200	2	-	d6	
500	1		d6	See notes
150	2	2		AP 1
200	1	1		See notes
200	4	7		AP 1, Semi-auto
1000	1	8		Silenced, Poisoned
1000	1	20		AP 1, Silenced
700	12	1	28	AP 3, 3 actions to reload, Heavy Weapon
450	8	1	d6	AP 3, 3 actions to reload
250	8	7		AP 2
300	10	15	d6	AP 2
300	11	2		Shotgun (see Savage Worlds core rules)
200	4	6		Revolver
500	40	100		AP 2, may not move



The needle gun, or needler, the weapon of choice of Russian spies and political assassins.

Sword: Long blades exist in a variety of types in the Raj. The Val, in particular is the sword used in Kalari (see sidebar).

Strangler Ligation: a piece of silk, or rope, usually with rings on both extremities to grant a better grip, this is considered the weapon of choice of assassins. It can only be used on unaware targets, and deals Str+d4 damage in the hands of a character with the Strangler Edge.

Very Gun: A special gun made to shoot flares. It is mainly used for signaling purposes.

AMMO NOTES AND DESCRIPTIONS

Flobert - Baton Round: Heavy rubber projectiles, cross-shaped, designed for crowd control and non-lethal combat. They can stun an adversary, or incapacitate him, dealing 3d8 AP 2 damage, which is only temporary (wears off in 1d4 hours).

Flobert - Net Round: A square silk net, with lead weights at the corners. Used to trap adversaries. Consider it the entangle Power, using the Shooting roll as arcane skill.

Flobert - Paint Round: A thin canister of paint, used to mark prospect targets (+2 to artillery rolls against a marked target) or to blind enemy vehicles (consider it a Trick, using Shooting versus Driving).

Flobert - Smoke Grenade: A canister containing a chemical preparation that expands into a thick cloud of smoke, the size of a Large Burst Template. Within the template, visibility is Pitch Darkness, and it blocks the line of fire. It lasts 3d6 rounds on the battlefield.

Flobert - Nerve Gas: A canister containing a poisonous gas that can induce paralysis, breathing difficulties and seizures. The gas occupies a Medium Burst Template, and is considered a Lethal (-2) Poison. It lasts for 1d4+2 rounds. 300 \$/Shot

Ammo Table

TYPE	WEIGHT	COST	NOTES
Flobert Ammo (R)			
Baton Round	1/10	10	See notes
Net Round	1	100	See notes
Paint Round	1	20	See notes
Smoke Grenade	1	50	See notes
Nerve Gas	1	300	See notes

Armors Table

TYPE	ARMOR	WEIGHT	COST	NOTES
Personal				
Afghan Coat (Poshteen)	+1	10	150	Covers torso, arms and legs
Assault Armor (R)	+2	12	500	See notes
Colonial Helmet	+2	3	100	50% of protecting from head hits
Plate Corselet	+3	25	700	See notes
Helms				
Turban	+1	1	1-	50% of protecting from head hits
Leather Jacket	+1	5	50	Covers torso and arms
Shields				
Shield	-	8	200	+1 Parry and +2 Toughness vs Ranged weapons.

ARMORS NOTES AND DESCRIPTIONS

Afghan Coat (Poshteen): a mid-leg length coat consisting of a layer of leather, with fleece on the inside and sometimes silk on the outside, originally used on the Northwestern frontier and later adopted as standard gear by the Guides Corp and various Raj regiments. It can be long or short sleeved. It offers protection from slashing and puncturing weapons. In battle it is sometimes coupled with detachable chainmail long sleeves.

Heavy Corselet: Usually worn by ceremonial troops and soldiers in the undeveloped areas of the Raj.

Light Armor: Recently the armies of the post-Catastrophe states have been deploying assault troops wearing these leather-and-metal armors. They aren't as heavy as their ancient-era counterparts, and don't hinder movements.

The Raj is filled with different types of weapons, many of them used in the ancient Kalari martial arts. For the Savage Worlds rules, they are very similar to standard weapons, but, for flavor, you can call them with their real name.

- Shield: Paricha
- Staff: Kettukari/Neduvadi/Shareeravadi
- Club: Kuruvadi/Kurunthadi/Cheruvadi/Muchan/Chotta chan/Marma(Varma)Kol/Otta
- Fighting Cloth: Thundu/Thuvala/Thala Towel/Sash/Long
- Spear: Kuntham
- Fist Dagger: Kattari/Kataram/Mara pidicha Kataram/Katar
- Flexible Sword: Urumi/Churuttuval/Surul Val
- Short Sword: Vettukathi/Churika
- Dagger: Maduvu (Deer-horn dagger)

GENERAL ITEMS NOTES AND DESCRIPTIONS

Formal Clothing: dress is very important in formal occasion. For each doubling of the basic cost it grants +1 to Charisma, in the right places.

Majordomo: a combined intercom/telephone, telegraphic mail and record-keeping machine, which can be found in many houses, hotels and public offices. See page 122.

Service Automaton: A mechanical valet or maid, capable of doing simple housekeeping and grooming tasks. See page H&GMH page 58 for stats.

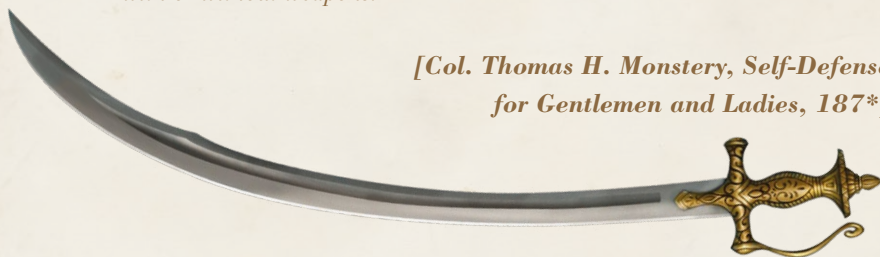
Military Automaton: A mechanical soldier of the Raj. These machines are only available to the military, and in very small numbers. See H&GMH page 59 for stats.

Toolkit: a catch-all term for a pack full of tools and consumables, specialized for a particular skill: choose one between: Healing, Knowledge (Science/Engineering), Lockpicking, and Repair. It grants +2 to the skill roll to actually create or repair something. If you roll 1 on the skill die, regardless of the Wild Die, the bonus drops by one (because you finished part of the consumables). You can replace them, in a civilized area, spending 50% of the cost.



“Every gentleman should be able to protect himself from insult and violence, with or without weapons.”

[Col. Thomas H. Monstery, Self-Defense for Gentlemen and Ladies, 187]*



Items Table

TYPE	COST	WEIGHT	NOTE
Backpack	50	2	
Bedroll	25	4	
Blanket	10	1	
Camera (disposable)	300	5	
Candle	1	1	Provides light in 2" radius
Canteen (waterskin)	5	1	
Crowbar	10	2	
Flask (ceramic)	5	1	
Grappling Hook	100	2	
Hammer	10	1	
Lantern	25	3	Provides light in 4" radius
Lighter	2	-	
Lockpicks	200	1	
Handcuffs (manacles)	15	2	
Oil	2	1	For lantern, lasts one hour
Rope	10	15	10 feet long
Shovel	5	5	
Soap	1	1/5	
Torch	5	1	Provides light in 4" radius, lasts one hour
Umbrella	5	1	
Whistle	2	-	

TYPE	COST	WEIGHT	NOTE
Automatons			
Service Automaton	-	500	
Military Automaton (R)	-	2000	
Tool Kit (pick one)			
Healing	5	300	See notes
Lockpicking	5	1000	See notes
Knowledge (science) (R)	10	2000	See notes
Knowledge (Engineering) (R)	10	1000	See notes
Repair	20	500	See notes
Clothing			
Normal clothing	20	-	
Formal clothing	200+	-	See notes
Winter clothes	50	4	
Services			
Lodging (poor)	5/night	-	
Lodging (quality)	50+/ night	-	
Majordomo use	1/hour	-	
Meal (poor)	2	-	
Meal (quality)	20+	-	
Travel (airship)	2/mile	-	
Travel (carriage or other primitive way)	1/10 mile	-	
Travel (train or ship)	1/mile	-	

VEHICLES NOTES AND DESCRIPTIONS

Airships: The skies of the Raj are filled with ships, or so it seems on a clear day. Given the number and variety of shipyards in the Raj, it is difficult to cover the dozens of designs of ships (especially civilian) currently operating out of the air ports of India and the Company territories. For quick reference, we split them in three classes of size, Small, Medium and Large, and two types: military and civilian.

Notes: when describing ship length, it is meant as length of the gondola. The Helium-filled balloon is usually from one time and a half to twice the length of the hull, but standards vary widely.

Smuggler and pirate ships sometimes use Hydrogen as flotation gas, to acquire faster rising rates, and accepting the risk of explosion as a trade-off.

Ship to ship and ship to ground communication is achieved through semaphores and heliographs. Very rocket guns are used for long-range signaling.

Airship Weapons and Analytical Engine: the weapons and Analytical Engines listed in the ships' profiles are typical for their class, and they are included in the vehicle's cost. If you want, when purchasing the ship, you can simply sum up the cost of the weapons and buy alternative weapons with it.

Airship – Small (Civilian): A Typical example of this class is the Cutter or Barijah.

The small civilian airship class includes ships in the 15 to 30 feet range in hull length. They have a single deck, small living quarters and a single engine, and are usually limited to low and middle altitude, low being the standard operational altitude. The on-board Analytical Engine is little more than a mechanical calculator.

Cutters are usually registered as private yachts or small service vessels, and have a crew of two to five. While it is possible for a single crew-member to handle a cutter, solitary airship cruising is discouraged by the authorities.

These ships are unarmed, but are required to carry a Very pistol that can be used as weapon. A revolver or a carbine for self-defense purposes are not unusual.

Note: Cutter-class ships are often used by smugglers.

Airship – Small (Military): A Typical example of this class is the sloop-of-war.

This fast airship is normally used for recognition and police or patrol duty. With an overall length of 20 to 35 feet and a crew of no less than four men, these small vessels differ from the civilian ships of the same class for their double engines, making them more stable and providing more speed and maneuverability.

On the on-board Analytical Engine is small and dedicated to navigation. Armament is usually limited to two Gatling guns.

Airship – Medium (Civilian): A typical example of this class is the Jalibut.

Jalibuts and similar airships include both private luxury yachts, small passenger transports and mid-range cargo ships up to 60 feet in length. The ship is commonly equipped with a single engine and an Analytical Engine taking care of navigation. The minimum crew for a ship of this kind is six, but depending on the destination it can come up to fifteen. Quarters and cargo bay are belowdeck, but especially in the south of the continent much of the ship's activities are carried out on the top deck. Jalibuts and similar ships have full altitude range capabilities, and are usually operated at mid altitude.

Armament consists of a Gatling gun, usually supplemented with a number of small arms.

If used for cargo or hybrid purposes, ships are often equipped with a simple crane.

Vehicles Table

VEHICLE	Acc/TS	TOUGHNESS	CREW
Ground			
Goventosa Monowheel	15/30	7(2)	1
Goventosa Monowheel, Tank (R)	12/24	8(2)	1
Steam Car	5/16	8(2)	2
“Steam-head” Bike	8/20	6	1
“Steam & chain” Bike	12/24	6	1+1
“Steam & chain” Bike, Sidecar	-2/-4	6	+1
Walker, Civilian	-/-	10(2)	1
Walker, Military (R)	-/-	14(2)	1
Air			
Airship – Small (Civilian)	40/15	8(1)	2+3
Airship – Small (Military)(R)	50/25	9(2)	6+10
Airship – Medium (Civilian)	30/10	9(1)	6+10
AE Class 6-1-B (Piloting)			
Weapon: 20 mm Gatling Gun			
Airship – Medium (Military) (R)	40/20	9(2)	8+12
Weapons: 20 mm Gatling Gun (x8), Cannons (x4), Flying Torpedoes (5)			
Airship – Large (Civilian) (R)	20/10	10(1)	10+15
Weapon: 20 mm Gatling Gun (x8), Harpoon Cannons (x2), Bomb Bays (1)			
Airship – Large (Military) (R)	30/20	12(3)	30+30
Weapons: 20 mm Gatling Gun (x40), Cannons (x32), Flying Torpedoes (20), Bomb Bays (4)			
Ornithopter	5/25	6(1)	1+1
Airship Modifications			
Hydrogen Gas	-	-	-

COST	NOTES
2000	Gerbiling
4000	Gerbiling, Shielding, Weapon: 20mm Gatling Gun
1000	
300	
600	
200	
4000	Heavy Armor, Walker 8, Arm Strength d12+2
20000	Heavy Armor, Walker 7, Arm Strength d12+2, Weapon: 20mm Gatling Gun
30000	Climb -2
60000	Climb -2, AE Class 6-1-B(Piloting), Weapon: 20 mm Gatling Gun (x2)
40000	Climb -2,
150000	Climb -2, AE Class 8-3-E(Piloting) (Piloting, Shooting)
80000	Climb -2, AE Class 6-3-B (Piloting)
400000	Climb -2, AE Class 8-4-M (Knowledge (Battle), Piloting, Shooting)
3000	Climb -1
+0%	See notes

Vehicle Weapons

WEAPON	RANGE	DAMAGE	RoF
Bomb	Special	3d10	-
Cannon (R)	50/100/200	3d8+1	1
Flying Torpedo (R)	100/200/400	3d8	1
Gatling Gun (R)	24/48/96	3d8	3
Harpoon Cannon	20/40/80	3d6	1

Airship – Medium (Military): A typical example of this class is the Post Ship. Post ships are the full-altitude range military vessels that form the backbone of both the Raj Air Force and the Company Fleet. Post ships are extremely versatile, and can be used as patrol ships, troop transport, standard assault ships and bombers. Depending on the use, crew varies from 8 to 20 men.

Post ships are equipped with twin engines and an Analytical Engine taking care of navigation and gunnery control. Weapons may vary depending on use and mission, but normally include four cannons per side and twice as many Gatlings. Some vessels in the Raj fleet have been equipped with experimental flying torpedoes, with uneven results.

Airship – Large (Civilian): A typical example of this class is the Baghlah or Boum. With hulls over 60 feet and crews of ten or more men, bouns and similar airships are the classic long haul cargo ships of the Indian skies.

Equipped with one or two engines and a full navigation Analytical Engine, baghlahs are often identified with the romantic ideal of the Company tai-pan: majestic galleons of the skies, their cargo bays filled with exotic treasure and contraband.

Baghlahs have a full operational altitude range, but tend to navigate close to the ground (at mid-altitude) to take advantage of the dominant trade winds. For this reason they are often equipped with full drop-down sails, to supplement or replace the engines. On-board Analytical Engines take care of navigation and sail trimming.

COST	SHOTS	NOTES
300	1	AP 6, see notes
5000/100	10	AP 4, Heavy Weapon
500	1	AP 4, see notes
3000/2	100	AP 2, Heavy Weapon
3000	1	AP 1, Heavy Weapon, Used to pull

One or two crane arms are common.

Armament is four to six Gatling guns per side. Heavier weapons such as naval cannon are illegal but not unheard of. Many ships also carry a harpoon gun, and the tethered harpoon is sometimes used instead of an anchor in areas where a safe port is not available.

Sky pirates are not as common as the penny dreadfuls and the Tories claim, but their ships carry cannon and multiple harpoon guns.

Airship – Large (Military): A typical example of this class is the Frigate. The Raj Air Force fleet includes twelve 90-foot frigates, the most expensive and powerful airships in the skies. Manned by highly trained crews of thirty men, the “ships of the line”, as they are called, operate at high altitude to guard the borders of the Raj.

Equipped with four engines linked to a dedicated Analytical Engine, and armed with two rows of eight AE-controlled cannon per side, plus Gatlings and bomb bays, these ships represent the most destructive power in the known world.

Goventosa Monowheel: it is a one-wheel motorbyke characterized by the peculiar transmission system.

In the Goventosa, the driver sits inside the ring-like wheel (that has a diameter of five to six feet), on a "saddle" that rests on the engine unit itself. A set of gears, pressing tangentially against the interior circumference of the wheel, transmits the power from the engine to the wheel.

The driver steers his course through a wheel, whose main purpose is to vary the barycenter of the system, thus "unbalancing" the wheel, and causing it to lean on the side in which the curve is to be taken.

More advanced monowheels rely on gyroscopes to maintain their balance and maneuver. High speed models also rely on tail steers, to achieve sharper, fastest changes in direction without losing balance.

'Gerbiling': if the driver accelerates or brakes too hard, it is possible that the force applied overcomes the force of gravity keeping the rider at the bottom of the wheel, sending the rider spinning around the inside of the wheel. This is known as gerbiling because it has some similarity to the situation of a gerbil running too quickly inside of a hamster wheel.

Monowheel "tank": a design that attaches a 20-mms gun or a gatling system to the side of the driver's saddle. This type of vehicle is often provided with a frontal shield to protect the driver, that can cause serious problems of visuals.

Ornithopter: Ornithopters are a class of heavier-than-air aircraft that fly by flapping their wings. By their nature small (1 or 2 passengers), light-weight (usually 100 lbs for a one-seater), and slow (top speed 50/70 miles per hour), they are usually built with natural, local materials (balsa wood, cotton canvas), which makes them affordable technology in nations with a low technological and industrial development - such as the African Confederation.

The low speed range and high maneuverability make the ornithopter ideal for reconnaissance.

The standard ornithopter design includes a cockpit (open or closed depending on the model), a high-power engine unit, and a lightweight frame. The wings are normally built by stretching canvas over a flexible frame actuated by a system of pistons.

The exact wing-flapping mechanism varies depending on models and makers, but is considered the critical element in the construction of the ornithopter.

Note: the launch of an ornithopter usually requires a catapult or tow-launcher (like a glider); this is especially true for two-seaters.

Steam Bike: The development of compact and compressed steam engines led to the development of “steam bicycles” or “bikes” as they are commonly known.

Two models are widespread throughout the Raj, based on how the engine provides traction.

“Steam-Head” Bike: This is a common bicycle, to which a small compressed steam engine is applied directly over the front wheel. The engine is fed by a water canister attached to the frame of the bicycle, and acts directly on the wheel, providing traction. The engine can be turned off, and the bicycle can be propelled by pedaling as with a normal ride.

These single-passenger bikes are usually seen in cities, used for instance by postmen and delivery-boys.

“Steam & Chain” Bike: This is a vehicle featuring a large compressed-steam engine, that activates the bike’s transmission chain. The engine is fed by a large water tank, usually egg-shaped, positioned on the bike’s frame between the rider’s seat and the handlebars.

These bikes - that tend to be faster and noisier than the steam-head versions - can normally carry two riders, and can be fitted with a “sidecar”.

Steam Car: Steam cars have been considered a fad these last thirty years. The basic design has a steam engine setting in motion either the back or the front wheels of a buggy or couch of some sort.

Recent models, as developed by M.G. Morgan, feature a closed body with seat room for two.

The engine can be placed behind the driver, pushing the vehicle, or in front of the driver, dragging the vehicle on.

Front-engine cars are also known as “draggers” or “dragsters”, and are faster and flashier. Usually they have only three wheels: two in front for traction and one behind the driver for steering.

Walker, Civilian: With this term we define any kind of mechanical device moving on legs rather than wheels or tracks. Used as cargo loading machines, the standard civilian walker is a one-person vehicle, with a basic "body" containing the engine and the cockpit, and equipped with one pair of legs and one pair of arms. Depending on the model, the arms can be equipped with functional hands, with hooks or pincers.

The operator sits in the cockpit and controls the legs with a set of pedals, and moves the arm through a set of levers.

Walker, Military: Usually larger and more rugged in design, military walkers often replace one of the arms with a distance weapon (usually a gatling gun or revolver cannon) or a battering tool (wrecking balls and rams are standard).

The military-purpose walker is usually larger than its civilian counterpart, and is manned by a crew of two or three (pilot, gunner, engineer).

Both open- and closed-cockpit configurations are known.

Due to the cost, the long training time of the pilots, and the general low speed on the battlefield, walkers are considered better as defensive tools than as attack weapons.

"This thing is not flying on helium," Kuwata whispered.

"The mysterious Blue Gas?" the doctor asked.

Watanabe shook her head. "Hydrogen," she said.

They looked around. Kuwata passed a hand along his chin. "We are inside a fire bomb eight hundred feet long."

[Above the Clouds]

VEHICLES WEAPONS NOTES AND DESCRIPTIONS

Bomb: Bombing is terrible unsportsmanship, but is sometimes done in war. Bombs are dropped from the bottom of the airship, over the target, with a Shooting roll, ignoring all range, but applying -2 if the bombing is done at Medium Ceiling, and -4 at High Ceiling. In case of failure, the bomb scatters 2d6" in a random direction (double for Medium Ceiling and multiply by four for High Ceiling). Bombs are kept and launched from airships in Bomb Bays, each bay can launch a single bomb per round.

See Airships Setting Rules on page 206.

Flying Torpedo: A very small airship, filled with explosive, made to hit and destroy its target.

Harpoon Cannon: More a tool than a real weapon, the harpoon cannon is an evolution of whaler cannons. It shoots a length of ultra-resistant rope attached to a harpoon. If it hits, it sticks to the target, and can retrieve it at the speed of 4" per round. The rope itself has Toughness 8.

VEHICLES MODIFICATIONS

Hydrogen Gas. Airships usually use Helium as flotation gas, but sometimes hydrogen is used. Hydrogen allows faster changes of height, but it is very flammable. In gaming terms, a Hydrogen Gas Airship receives +2 to Boating rolls to change altitude (see Setting Rules) and +1 during aerial fights. On the bad side, every time the airship suffers a Wound to the Balloon (see page 206) draw a card from the Action Deck: if it is black, the gas explodes, for 3d10 damage (ignoring all Armor modifiers).

Analytical Engines

ENGINE QUALITY	DIE TYPE	BASE ENGINE COST
Baton Round	1/10	10
Net Round	1	100
Paint Round	1	20
ENGINE POTENCY	DIE TYPE	COST FACTOR
1	1	X1
2	2	X2
3	3	X3
4	4	X4
SKILLSETS	NUMBER OF SKILLS	COST FACTOR
[B]-Base	1	X1
[E]-Expert	2	X2
[M]-Master	3	X3

ANALYTICAL ENGINES NOTES AND DESCRIPTIONS

An Analytical Engine (AE) is composed of a mill, a storage and any number of abacuses, plus a source of energy. These incredible machines are capable of amazing calculations, greatly improving the chances of success of the human operator aided by them. AE are very cumbersome and are usually fitted in a dedicated room or a vehicle (such as an airship)

In gaming terms, every AE has a Quality (what type of die the AE throws), a Potency (how many dice the AE rolls per turn) and a Skillsets (how many Skills the AE is proficient in).

When you want to use it, choose a skill in the AE's skillset, and simply run a number of Quality dice equal to the Potency of the AE; each successful die it grants +1 to a single roll in the chosen Skill, +2 with a raise. If you want, an AE can use more Skillsets in the same round, simply splitting the number of dice.

Typical Skills: Boating, Gambling, Healing, Knowledge (any), Piloting, Repair, Shooting (only vehicular weapons)

Price: AE prices vary a lot, and depend on Quality, Engine Type and Skillset, all factored together.

Naming convention: AE are classified with the typical convention of Engine Quality, Engine Potency and Skillsets, as in 8-3-E, but they are often given human names or surnames, like Elizabeth, Blindwinter or similar.

Example of Use. *Captain Trevanian, aboard his airship with his faithful Neanderthal gunner Mongo, is chased by a Mompracem pirate ship. He must escape the enemy while returning fire. Luckily the Yumiko, his ship is fitted with Milady, a 8-3-E AE, skilled in Piloting and Shooting. Trevanian decides to split the 3d8 Milady grants, putting two in Piloting and one in Shooting. The dice results are 5,4 (for Piloting), 11 (thanks a lucky acing): Trevanian gains +2 to Boating due the two successes, while Mongo receives +2 for the raise.*

Milady cost (1000x3x2) 6000 NR but she is totally worth it!

MECHANICAL PROSTHETICS

// "Come here, Amelia." The creature rose, and came forward. "Let Dr. Phillips see your arm," he said. The lady showed me her arm, and turned up her sleeve. It did not need a moments inspection to show me that this was not an arm of flesh and blood. What it actually was made of Moore would not tell me.

[E.E. Kellett, The Lady Automaton, 1901]

Prosthetics, made with advanced steam-age technology, are a staple of Hope & Glory, and in this chapter you'll find all the rules to use them.

With their sinister design and gunmetal finishing, Russian prosthetic limbs are one of the trademarks of the Russian military class.

While off-the shelf models are easily available, Russian aristocracy often favors custom-made limbs. These may include hidden compartments and weapons (spring-activated blades, needle-guns), and normally feature custom-designed ornamentation and jewelry.

This book doesn't cover Russian technology in an extensive way, but if you want, you can consider a Russian advanced prosthesis as costing the double (in the Raj) of the listed price and allowing +1 Modifications.

COMMON FEATURES

A prosthesis simply restores the functionality of the old limb (see the costs in the table), and has the same Toughness of the person using it +2 (useful for called shots).

The Tickling: the nerve/muscle interface of artificial limbs is not perfect, so that the user's stress can cause mechanical "tics". This is at the origin of the cliché - popular with penny dreadful authors - of the evil Russian mastermind whose hand snaps open and closed during moments of tension. Whenever a character with a prosthesis is handled a deuce as first Action Card, the limb “tics”, making noise, and cannot be used in the current round, causing the user to fully suffer the effect of the missing limb.

In non-combat situations, the GM is free to handle a card from the Action Deck to see if the Tickling triggers

Destroying a Prosthetic Limb: Usually a called shot is necessary to intentionally hit a prosthetic limb, but it can also happen in case the character rolls on the Incapacitation table, and the location selected is that of the prosthesis. When it happens, it is really bad news, because these gizmos are powered by mercury batteries, which, if damaged, release a cloud (Medium Burst Template) of very poisonous and corrosive gas (a Vigor roll is required to avoid suffering 2d8 damage). The cloud dissipates after 1d6 rounds.

Fixing a Prosthetic Limb: It can be done with a Repair (-2) or Knowledge (Engineering) roll.

TYPES

Prosthetics come in two different types: basic and advanced.

BASIC PROSTHESIS

A basic prosthesis simply replaces the missing limb with a fully functional one. A basic model is easily recognizable as an artificial limb, and suffers from Tickling (see below).

How to acquire one (character creation): during character creation, the player must select the Prosthetic Hindrance (see page 160), specifying the missing limb. He doesn't need to pay for it.

How to acquire one (during the game): if a hero loses a limb during the game and decides to acquire a basic prosthesis, he receives the Prosthetic Hindrance for free and must pay the cost of the item (see below).

Basic Prosthetic Table Cost

TYPE	Cost
Arm	200
Leg	350

The mechanical hand clicked open and closed, one click per second, like clockwork.

"You will get used to it."

[Part of the Machine]



ADVANCED PROSTHESIS

An advanced Prosthesis is superior piece of technology granting the same benefits of a basic one, plus allowing you to acquire Modifications, special features actually enhancing the user's capacities.

The maximum number of Modifications slots per prosthetic, depend from the type of limb.

How to acquire one (character creation): during character creation, the player must choose the Advanced Prosthetic Edge (see page 164), specifying the missing limb. He doesn't need to pay for it.

How to acquire one (during the game): if a hero loses a limb during the game and decides to acquire an advanced prosthesis he must either pay its cost (see table below) or spend a levelling option to take the Advanced Prosthetic Edge.

Advanced Prosthesis Table Cost

LIMB	MAXIMUM MODIFICATIONS SLOTS	COST	MODIFICATION
Arm	2	2000	1000
Leg	3	3000	1500

MODIFICATIONS

Available modifications are:

Armored: The limb is protected by extra metal layers, granting it +2 Toughness.

Bejeweled: The limb is inlaid in gold, jewels and so on. It is clearly artificial, but grants +1 Charisma.

Crude: The limb is very ugly (the hero suffers from the Outsider (Prosthetic Weirdo) Hindrance), but the cost of this modification is subtracted, not added to the total cost of the limb.

Enhanced Attribute: Choose an attribute (Strength or Agility). The limb raises by one dice step the relevant skill dice.

Fine Manipulator (Arm only): The hand of this prosthesis has fine, miniaturized engines granting +1 to any fine manipulation tasks (for example picking locks, making surgical operations, repairing very small components).

Hidden Compartment: The limb has a secret compartment of some sort, for storing items (dagger-size in an arm, short-sword-size in a leg). It costs only half of the listed Modification's cost. The item can be found only with a bodily inspection and a Notice (-4) roll.

Reliable: This prosthesis is less prone to the Tickling, which only triggers on a club deuce. In case it happens, the character receives a Bennie.

Specialized Task: The limb is fitted with tools for a specific task, usually Healing, Lockpicking, Knowledge (Science) or Repair. It grants +2 to all rolls on that Skill. It doesn't stack with Fine Manipulator.

Weapon: The limb is fitted with an implanted weapon (maximum size is a dagger or a handgun for a hand, a short sword for an arm or a leg). The item can be found only with a bodily inspection and a Notice (-2) roll. Cost of weapon not included.

SETTING RULES

106. (To study) this (work) is the best means of securing welfare, it increases understanding, it procures fame and long life, it (leads to) supreme bliss.

107. In this (work) the sacred law has been fully stated as well as the good and bad qualities of (human) actions and the immemorial rule of conduct, (to be followed) by all the four castes (varna).

[The Laws of Manu, circa 1500 BCE, translated from the Sanskrit by Georg Buhler in 1886]

This chapter describes all the Setting Rules specific of Hope & Glory, including new ones.

GENERAL SETTING RULES

Hope & Glory uses the Fanatics and Multiple Languages Setting rules. For details on languages, see sidebar on page 159.

AIRSHIPS

Airships are an important part of the setting, so in this chapter you'll find some additional rules to spice up your game

Airship Critical Hits Table

Airships use the table below

2D6	EFFECT
2	Scratch and Dent: The attack merely scratches the paint. There's no permanent damage.
3	Engine: The engine is hit. Acceleration and deceleration are halved (round down).
4	Locomotion: The propellers have been hit. Halve the vehicle's Top Speed immediately.
5	Controls: The control system is hit. Until a Repair roll is made, the vehicle can only perform turns to one side (1–3 left, 4–6 right). This may forbid certain maneuvers as well.
6-8	Balloon: The airship suffers a hit in the balloon and starts losing altitude (see “We are falling!” sidebar). If the airship uses hydrogen as a floating gas, it may explode (see page 197)
9-10	Crew: A random crew member is hit. The damage from the attack is rerolled. If the character is inside the vehicle, subtract the vehicle's Armor from the damage. Damage caused by an explosion affects all passengers in the vehicle.
11	Weapon: A random weapon on the side of the vehicle that was hit is destroyed and may no longer be used. If there is no weapon, this is a Balloon hit instead.
12	Wrecked: The vehicle is wrecked and automatically goes Out of Control.

CREWS

A ship is only good as the people manning it. Crews, often a group of faceless Extras, are roughly divided in Levels, to simulate their global experience, while individuals can vary in a number of ways.

Skill: In the table below, you find the average die associated to every level, which can be used for the majority of rolls made by the crew and involving the airship: Healing (for medical officers), Piloting, Spirit (during mass battles), Repair (only for technicians), Shooting.

Military and Civilian: Military and Civilian crews are very different. You can consider that a Civilian crew has one die step less in Spirit and Shooting (minimum d4). Air pirates, smugglers and similar crews are considered Military for this purpose.

Starting Level: Usually crews start as Normal, while in rare cases, such as cadets' ships, amateurs and so on, they begin at lower levels.

Increasing Crew Level: At the end of each scenario during which the crew performed very well, the crew gain one Experience Point. When they have 5 points, they are promoted to the next Level. If a crew loses 75% or more of its members it loses a level.

LEVEL	SKILL
Green	d4
Normal	d6
Experienced	d8
Exceptional	d10
Master	d10 (and Wild Die)

CEILING

Airships can reach very high altitude, but, for gaming purposes, we consider three different ceilings

High Ceiling (15,000 feet or more). At this height it is very cold, with temperature around -12° F. Apply the standard Savage Worlds cold rules; in addition, once every four hours at this altitude, draw a card from the Action Deck: if it is a Club it means ice coalesced on the airship's machinery, causing -1 to all Piloting rolls (the penalty can go up to -4, then any further ice cause an automatic wound). Ice melts at Medium and Low Ceiling.

Medium Ceiling (10,000 feet). The standard operational ceiling of airships.

Low Ceiling (5,000 feet). At this altitude an airship can be targeted by ground artillery.

GAINING AND LOSING CEILING

If you need to change Ceiling really fast, you can use the following rules. Each round the crew tries to change altitude, they gain one Ceiling Token, plus one per each success and raise in a group Piloting roll.

Whenever they gain 10 Ceiling Tokens or more, they reach the new Ceiling level. Obviously you can directly change from one Ceiling to the next or the previous one, so from Low to Medium, from High to Medium and so on.

Example. The crew of the Princess Himiko, currently in Medium Ceiling, must reach High Ceiling quickly to avoid a patrol of Russian airships. During the first round, the crew rolls 8 on Piloting: two raises! The Himiko gains 3 Ceiling Tokens.

During the second round, they fail the roll, gaining only one Token (total 4), while in the third round, they roll an incredible 12, gaining 4 Tokens (total 8).

Finally, during the fifth round, with a success, they reach 10 Tokens, and the High Ceiling, right in time to avoid the Siberian sky hunters...

AIRSHIPS AND MASS COMBAT

Sooner or later, you'll want to fight an enormous air battle with dozens of airships on each side. You can easily handle it with the standard Mass Battle rules, with these few modifications.

Battle Skill. Airship captains can roll on Piloting in place of Knowledge (Battle).

Assessing Tokens. Each ship has a Battle Value (BV) of 5 per size class (so 5 for a Small Airship, 10 for an Average one and 15 for a Large one). Double the Battle Value for Military Ships.

When an airship suffers a Wound on Engine or Chassis there is a 50% chance that it starts losing ceiling. This is automatic with a Wrecked result.

When it happens, the airship starts to go down. In gaming terms, at the beginning of the next round, the GM declares aloud “Deuce” and draws a card from the Action Deck: if it is greater than the number he called, nothing happens. At the beginning of the next round he repeats the sequence, increasing the card declared by one (so “three” at the second round, “four” at the third and so on). If the card drawn is equal to or lower than the card declared, the airship drops by one Ceiling, and for the next round the count resets to “Deuce” (unless you were at Low Ceiling, in this case it is bad news: the airship crashed and everybody suffers 3d8 damage).

The process stops if the card drawn is a Joker, or if the crew in some manner manages to end the falling, usually with a Dramatic Task based on Piloting (-2), Repair, Smarts (-4) or any combination of the above Trait rolls. This rule should be used only in specific, highly dramatic circumstances.



“WE ARE FALLING!”

Sum up the Battle Value of each ship, to have a total for each side.
At this point, use this easy proportion:
10: Highest Total Battle Value = x : Lowest Battle Value
The side with the highest Battle Value gets 10 Tokens, while the side with the lower Battle Value receives x (rounded).

Example. *One terrible night, in the skies over the Bengala forest Captain Trevanian with three Average Military ships (20 BV each, total 60 BV) finally faces the fleet of a dreaded air pirate, the Tiger of Mompracem, made of 20 Small Civilian airships (5 BV each, total 100 BV).*

The Tiger of Mompracem receives 10 Battle Tokens, while Trevanian receives:

$$10:100=x:60$$

$$600/100=6$$

*6 Battle Tokens for poor Trevanian. Odds are against our hero!
Let's hope he has some trick up his sleeve to save the day...*

FAVORS

Victorian society is very reputation-based, and even more than money, your standing is what really gives you a place in society: influent characters can exploit their network of friends, acquaintances and business partners to obtain things.

In gaming terms, this is handled through Favors. A favor is a specific “debt” a character can repay with another.

Paying Favors. Rule-wise, Favors work exactly like the Connections Edge, with a modification: whenever you use it successfully and the total of the Persuasion roll is odd, the Favor is considered paid, and is cancelled.

Major Favors. A very important Favor is considered Major, and grants +2 to the Persuasion roll (not the Streetwise one), in addition it can be used two times before the Paying Favors Rule applies.

Exploiting a Favor. If you really want to use a Favor, you can decide to add +2 to the Persuasion roll, but, if successful, it is automatically paid off.

Making a Favor a Connection. If you have three or more Favors (a Major Favor counting as two Favors) with the same person, you lose them but automatically gain the Connections Edge.

SCIENTIFIC AND TECHNOLOGICAL PURSUITS

Science is a living thing in Hope & Glory. Experimenting, changing and tweaking items, is part of the setting. The following rules are open to any character with the Repair or Knowledge (Engineering or Science) Skills.

They are divided in different types, depending on the difficulty of the Pursuit the character is trying. Each Pursuit has Requirements, Effects, Costs, Time Required and Duration.

Skill Cap: whenever you roll for a Technological Pursuit, you must roll using the lowest dice between the Requirements.

A QUICK FIX

Requirements: Repair d6+

The engineer, with a Repair (-2) roll, can temporary alter the functioning of a pre-existing device, improving on one of its functions.

Effect: With a success, he can achieve one of the Pursuits in the Pursuit Table below. Double the bonus if you score a raise.

If the character has the McGyver Edge, he can skip the roll, and consider to have scored a success. If he wants to get more, he can roll, with +2.

Cost: none, apart the item to tweak, but you need the proper tools (unless you have the McGyver Edge).

Time Required: 1 round/100 NR cost of the item.

Duration: the Quick Fix lasts for a whole scene.

Special – Side Effect: the fix is temporary, and usually leads to a long-term damage of the device afterwards. After the scene ends, draw a card from the Action Deck, if it is black the device breaks up suffering a penalty equal to the previous bonus until it is fixed (with a Repair roll). If the card is a deuce, it also suffers a Wound.

Technological Pursuits Table

PURSUIT	EFFECT	Item Type
Armoring	+1 Armor	Any item
Enhancing	+1 to a related Skill roll	Any
Empowering	+1 Damage	Technological Weapon (i.e. not a sword)
Extending	+50% Range brackets	Ranged Technological Weapon (i.e. not a sling)
Fine Tuning	+25% Acceleration/Top Speed	Vehicle
Heavy Damage	Heavy Weapon (automatically destroyed after use)	Technological Weapon (i.e. not a sword)
Optimizing	+25% duration	Any item with a duration
Penetrating	+2 AP	Technological Weapon (i.e. not a sword)
Shielding	A free one-use Soak roll (once per session for Tinkering Away or A Better Mousetrap)	Vehicle

TINKERING AWAY

Requirements: Knowledge (Science or Engineering) d6+, Repair d6+

Effect: The inventor alters the functioning of a pre-existing device, improving one of its functions. With a Repair (-4) roll, the piece of gear gains one Pursuit in the Pursuit Table (double the bonus for a raise).

Cost: 50% of the item's cost. The inventor gains +1 to the roll for each additional 50% of the item he decides to pay, up to +4 at 300%.

In case of failure, the money is lost. In case of a critical failure, the item is destroyed.

Tinkering Away can be done multiple times over an item, but each Pursuit can be achieved only once per type.

Time Required: 1 day/1000 NR cost of the item.

Duration: Permanent.

A BETTER MOUSETRAP

Requirements: Knowledge (Science or Engineering) d8+, Repair d8+, Tinkerer

Effect: The inventor can design and create from scratch a better version of a pre-existing device: a faster train, a larger airship, a more efficient analytical engine, etc.

In due time, he can produce a working prototype that is a one-of-a-kind contraption. The creation of the prototype requires materials, funding, and time.

In gaming terms he must do a Repair (-4) and roll a Knowledge roll; if both are successful, the new contraption is created. If only one is successful, half of the creation is successful, but spending an additional 50% of money and time, the roll can be attempted again. If both rolls fail, or if a critical failure is rolled on any roll, the device wrecks and the grandiose plan must be restarted from scratch.

In case of success, the new device is created, and it has three Pursuits (you can double the numerical bonus of one of them if you scored a raise or better on one roll; you can double the numerical bonus of two of them if you scored at least a raise on both of them).

Cost: 200% of a similar item price. The inventor gains +1 to the rolls for each additional 100% of the item he decides to pay, up to +4 at 600%.

Time Required: 1 week/1000 NR cost of the item.

Making it Again: After a specific Better Mousetrap is created once, every time you try to replicate it you receive +1 to all rolls, and 25% discount. After four times, the process becomes routine and you can simply “buy” the new item.

A GRAND THEORY

Requirements: Heroic Rank, Knowledge (Science or Engineering) d10+, Repair d8+, Smarts d10+

Not all intellectual pursuits lead to the creation of a machine: the scientist can develop a new theory or principle, in any field of science.

This requires experimentation and research, and then must be divulged through publications, lectures and fund-raising drives. It is therefore also a social feat.

Effect: In gaming terms, this is a special Dramatic Task, which a hero can attempt only between adventures. Rule-wise, he must do a Smarts (-4) roll. For each success and raise, he gains a Grand Theory Token, while with a critical failure he loses three.

Whenever he gains 10 Grand Theory Tokens, he finally achieves his result, making a ground-shaking discovery! In gaming terms he automatically gains the Noble and Rich Edge (unless the GM decides his theories are rejected as charlatans' talk; in this case the hero gains two other Edges of choice), plus a permanent +2 to every Repair and Knowledge (Science or Engineering) roll.


Cost: 5000 NR per each roll (+1 per each additional 5000 NR spent).

Time Required: unspecified (it can be done only "off screen", between adventures)

THIS WILL CHANGE THE WORLD FOREVER!

Some theories and some devices are so unprecedented and revolutionary that they can cause a radical change in society: analytical engines and automatons come to mind.

This is the sort of lifetime achievement that requires a solid theoretical basis, long years of research, massive deployment of money and resources, and accurate planning. They are outside the scope of these rules and should be handled plot-wise, from the Game Master.



The Table isn't exhaustive and should be used only as an indication for the players and the GM alike to devise their own Pursuits. Come on, it is the Age of (Steam) Science, after all!

SALVAGING

As you may have seen, Technological Pursuits require a lot of money. Apart from Grand Theories, you can save some cash by simply salvaging existing pieces of technology. This can be made with a Repair roll. With a success, you salvage 25% of the cost of the item in “spare parts” you can use for your inventions; this becomes 50% with a raise or better.

Halves down the total for wrecked items.

The Salvager Edge can help you increase this amount (see page 169).

ENERGY MATTERS

Energy is the key to technology.

Science needs energy to build machines, to drive vehicles and calculation devices, to dig channels and galleries, to activate chemical processes and to produce new materials.

The Raj uses a variety of different energy sources, depending on use and applications, regional conditions and tradition, cost and opportunity.

POWERS OF THE MIND

Comparative anatomy has demonstrated the fact of correspondence of bodily structure, bone for bone, muscle for muscle, nerve for nerve, between the highest mammals and man; his fundamental relationship to the anthropoid apes being further proven by the fact that the same kind of blood flows through the veins of the two. And comparative psychology has proved that there is no break in the chain of mental evolution.

[Edward Clodd, A Brief History and Examination of Modern Spiritualism, 1917]

A single Arcane Background exists in Hope & Glory: Psychic, which manifests in many forms and allows a number of different feats.

This chapter covers only “real” psychics, while mentalists, stage performers and so on, are covered by the Mentalist Edge.

ARCANE BACKGROUND

(PSYCHIC)

Arcane Skill: Psychic (Spirit)

Starting Power Points: 10

Starting Powers: 3

Available Powers: *astral guide**, *beast friend*, *blind*, *body switch**, *boost/lower trait*, *darksight*, *deflection*, *detect/conceal arcana*, *disguise*, *divination***, *drain power points*, *entangle*, *farsight*, *greater healing*, *healing*, *invisibility*, *mind reading*, *puppet*, *quickness*, *slow*, *slumber*, *speak language*, *speed*, *stun*, *succor*, *telekinesis*, *warrior's gift*.

(*) *New Power, see below.*

(**) *Power modified in this book, see below.*

Real psychics are individuals gifted with incredible (and in great part, still mysterious) powers. A psychic, to use his powers, only needs concentration and a clear mind.

Psychic Sense: All psychics have the capacity to perceive the psychic field of energy and recognize other people endowed with psychic powers. This capacity requires a simple Psychic roll (which can be opposed by another Psychic character's roll to avoid being discovered) and costs no Power Points, but is subject to Backlash. The Psychic Sense also allows to perceive the Astral Plane, but psychics cannot interact directly with its denizens until they have unlocked their Astral Body (see below).

The exact range of the Psychic Sense is variable: usually it is Smarts inches on the battlefield, but certain very powerful psychics or places radiate an aura so strong that it can be perceived from very far away.

Psychic Backlash: When a psychic character rolls a 1 on his Psychic die (regardless of his Wild Die), he is automatically Shaken. On a critical failure, the psychic lets out a psychic scream that causes him to be Shaken along with all allies within a Large Burst Template who fail a Spirit roll. This can cause a Wound.

ASTRAL BODY

A good number of psychics (and some unfortunate non-psychic ones, see the Lost Soul Hindrance) know the secret technique to leave their physical body and travel in the Astral Plane.

To do so, they need the Astral Body Edge.

A character in the Astral Plane is immaterial and incapable of interacting with the physical one, but very tangible in the Astral Plane. He can move, talk, interact with astral objects and creatures, and even combat.

Rule-wise, he has all his own Attributes and Derived Statistics, apart from Fighting, Pace, Parry and Toughness, which are substituted by the following ones:

Astral Pace is equal to the Smarts die of the character.

Astral Toughness is equal to half the Spirit die + 2.

Astral Parry is equal to half the Psychic die + 2.

Entering and Leaving the Astral Plane: a character needs to concentrate and meditate for at least 10 minutes to leave his physical body and enter the Astral Plane.

The opposite process, returning to the physical body, requires tracking his shell and, given the different nature of time in the Astral Plane, is almost instantaneous. This is true when the astral wanderer is in a normal situation; if in danger (for example during an Astral Combat or similar), first he must safely escape (moving away as in the real world) and then he can go back to his own body. Note that the body of an astral wanderer is considered sleeping: it still needs to breathe and be nourished and could easily starve to death in case of very long travels in the Astral Plane.

Astral Combat: sooner or later, characters in the Astral Plane will have to fight for their life. An astral combat is made in the same way of a normal combat, with the sole difference that, in place of Fighting, the characters use the Psychic Skill, while Astral Pace, Astral Toughness and Astral Parry are used in place of their mundane counterparts. Both ranged and melee attacks are made rolling on the Psychic Skill.

Astral Weapons: In the Astral Plane, it is the force of your will that matters, not of your muscle. In addition, you can summon and shape with your intellect any type of weapon you want. In gaming terms, every close combat astral attack deals Smarts+d6 damage, while ranged attacks deal Smarts+d4 and have a range of 6/12/24. Astral Damage: A character suffering Wounds in the Astral Plane converts them in Fatigue when he comes back to his body. This Fatigue can lead to death. A character killed in the Astral Plane really dies, his soul wandering adrift in the eternity...

Practitioners of the Kalari arts have a better control over their spirit, so, only for the purposes of astral combat (including calculating Astral Parry), they can use Fighting in place of Psychic.

A character must have the Kalari Edge to benefit from this rule.



ABOUT PSYCHIC TRAPPINGS

Psychic powers tend to be very subtle. Excepting rare cases, like telekinetic effects or physical augmentations, they are rarely visible, and manifest through subtle mental manipulations and similar tricks. Pay particular attention to the Astral Plane, too: a psychic capable of entering it can gain a very important way of finding information (and can also find a tremendous mental death).

MODIFIED POWERS

DIVINATION

Rank: Heroic

Power Points: 5

Range: Self

Duration: Special

Trappings: See below

In the Hope & Glory version, this Power allows to obtain information in various manners. Depending on the caster's Rank, it can be used in several ways. The basic mechanics are always the same: the character, with a success, gains the amount and type of information described in the table, while with a raise he can double that.

If the question relates to a living being (including beings who may "live" by mystical means, such as astral beings), then the arcane skill roll is opposed by their Spirit.

Divination is also opposed by Conceal Arcana. In the case of Conceal Arcana and then if successful, the subject may roll Spirit against the divination result.

Note that a diviner can always choose a lesser divination type of his allotted Rank.

Answer Length and Precision: this is left to the GM, but as a rule of thumb, the higher the Rank of the psychic, the more accurate and elaborate the answers. **NEW POWERS**

Rank	Type	Casting Time	Trapping and Effect
Novice	Premonition	One action	The hero has a brief vision of the future if he takes a certain course of action. Note that this Power can also be triggered by the Game Master, once per session, in which case no skill roll is required (but the Power Points are expended).
Seasoned	Psychometry	One action	Touching an item, the caster can see a brief glimpse of a meaningful scene it was part of.
Veteran	Reading	10 minutes	Using cards, coffee grounds or tea leaves, the character can read the future of a character or a situation.
Heroic	Séance	1 hour+	The character can summon a spirit from the Astral Plane to make him answer one question per Rank.
Legendary	Memory of Past Lives	1 hour	The character can make his mind access memories of his past lives. Apart from information, he can also remember old skills at the cost of losing current ones. Or he can permanently exchange a current Skill with another linked to the same attribute (for example, a character with Fighting d8 can permanently change it with Driving d8).

ASTRAL GUIDE

Rank: Novice

Power Points: 5/person

Range: Smarts

Duration: Special

Trappings: Shimmering eyes, vertigo, strange sounds.

This Power can only be taken by a Psychic with the Astral Body Edge. This character is able to bring with him a number of persons up to his Rank (one at Novice, five at Legendary) in the Astral Plane. The targets can be willing or not (in this case, the Power can be resisted with a Spirit opposed roll).

Once in the Astral Plane, the “passengers” gain an Astral Body and are, at least at the beginning, near their guide.

The guide can, as long as he is with them, bring the travelers back to the Material Plane with an action, but, if for some reason the travelers are stranded, they must find a way to travel home on their own.

BODY SWITCH

Rank: Legendary

Power Points: 20

Range: Smarts

Duration: Permanent

Trappings: Eye contact, chants and rituals

There are rumors of evil psychics born centuries, if not millennia, ago, still living today. They used this power, which permanently swaps their own body with that of an unfortunate victim.

The swap is permanent, but can be resisted with a Spirit roll from the victim.

After the swap, the persons maintain all their previous Skills, plus their Smarts and Spirit, while they gain the new body's Agility, Strength and Vigor. They also maintain all their Edges and Hindrances, except for those linked to the body.

For example, a Mean and Old character entering in the body of a person with the Brawny Edge and the Clueless Hindrance maintains the Mean Hindrance, gains the Brawny Edge but doesn't become Clueless.

ICONIC CHARACTERS

REQUIRED IMMEDIATELY, for east Africa, a thoroughly competent Plane and Dirigible Driver, acquainted with Radium and Helium motors and generators. Low-level work only, but must understand heavyweight digs.

MOSSAMEDES TRANSPORT Assoc.
84 Palestine Buildings, E.C.

MAN WANTED—DIG DRIVER for Southern Alps with Saharan summer trips. High levels, high speed, high wages.

Apply M. SIDNEY,
Hotel San Stefano, Monte Carlo.

AGENT OF THE STAR CHAMBER

It is said the Raj's secret services have a man in every barrack and regiment, in every shop, in every university or laboratory. It may not be true, but it is a useful legend.

Actually the Star Chamber selects his men and women from any walk of life, and if in the past Army and Guides Officers were often involved in espionage activities, today the field agents of the Chamber (often known in the press as "Avengers") show much more variety.

Each agent receives a six-week training course in Tradecraft and armed and unarmed combat skills.

Ethnicity: Citizen of the Raj

Social Class: Middle Class

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Lockpicking d4, Notice d4, Persuasion d6, Shooting d6, Stealth d8, +1 additional Skill points

Charisma: +0; Pace: 6; Parry: 6; Toughness: 5

Edges: Assassin, Tradecraft

Hindrances: one Major, two Minor

Gear: Needle gun (Damage: 2d8, Range: 6/12/24, ROF: 1, AP 1, Silenced), dagger - concealed (Str+d4, Range: 3/6/12, ROF: 1) binocular, middle class outfit, lockpicks, a couple of fake IDs, 100 NR in cash.

EAST INDIA COMPANY TAI-PAN

Tai-Pan means “Supreme Leader” in Cantonese, and is the title that was given to Western merchants in the ports of Hong Kong, and Macau. The title has come to identify the traders that, as freelancers or as employees of the Honourable East India Company, work the markets of India and of its allied nations. The Company often frowns on some of the less orthodox practices of the Tai-Pan, but still recognizes their value as a source of income and as scouts, finding and opening new markets.

Part entrepreneur, part explorer, part scoundrel, the Tai-Pan is ready to trade, barter or deal with anyone. To the Tai-Pan, rules are flexible, and there is always a way around obstacles - or through them - when it comes to making a profit.

Ethnicity: Citizen of the Raj

Social Class: Upper Class

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Notice d6, Persuasion d10, Shooting d4, Streetwise d8 +1 additional Skill points

Charisma: +2; Pace: 6; Parry: 5; Toughness: 5

Edges: Burra Sahib, Charismatic

Hindrances: one Major, two Minor

Gear: Derringer (Damage: 2d6+1, Range: 5/10/20, ROF: 1, AP 1), elegant suit, steam car, writ attesting the possession of half a casino, 100 NR in cash.

ENGINEER

The engineer thinks in hard numbers, and sees the world as a machine, whose mechanisms are reflected in the simpler ones of everyday contraptions: steam engines, hydraulic pumps, telegraphs. Such engines saved the world and made it better, and this carries a certain prestige, a certain responsibility.

Engineers think on their feet and solve problems with their brain, yes, but also with their hands. They have no fear of a little dirt, of a stain of oil or the smell of hot metal. They belong to a fraternity that learned theory in school or workshop, but then put it to hard work in everyday life.

Practical, serious but not overly so, an engineer is never short of a solution, and will set things straight if only given time.

Ethnicity: Citizen of the Raj

Social Class: Middle Class

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Engineering) d8, Knowledge (Science) d6, Lockpicking d4, Notice d8, Repair d8, Shooting d4 +2 additional Skill points

Charisma: +0; Pace: 6; Parry: 5; Toughness: 5

Edges: McGyver, Tinkerer

Hindrances: one Major, two Minor

Gear: Big wrench (Str+d6), grease-stained outfit, toolkit (engineering), broken radio he is trying to fix, 100 MR in cash.

KALARI MASTER

The heir of an ancient tradition, the Kalari Master abhors violence, and yet can use it when needed for the greater good. The Masters know no fear and no selfishness, and have absolute control of their bodies. They are examples for the people around them, and must act accordingly.

With a supreme disregard for material wealth and fickle social mores, the Kalari Master is a warrior of peace, and knows that peace may come at a hard price.

Ethnicity: Old Blood (Indian)

Social Class: Working Class

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Healing d6, Intimidation d6, Notice d6, Persuasion d4 +2 additional Skill points

Charisma: +0; Pace: 6; Parry: 7/8; Toughness: 5

Edges: Kalari (Southern Style), Martial Artist

Hindrances: one Major, two Minor

Gear: Martial artist outfit, “Steam & chain” bike, musical instrument.

NEANDERTHAL HUNTER

Being of the People carries a stigma with the Thin Ones. They consider you rough, stupid, un-so-phisticated. You have been compared to an ape or to the white-pelted yetis in the mountains. You cause laughter, sometimes fear.

You have known the Thin Ones to laugh much louder when they are scared than when they are happy or amused.

But you know the clan, and you know the wilderness, and now you will know civilization, and see if it is really as wild and strange as some say. Then you will go back to your clan, and bring them knowledge.

Race: Neanderthal

Social Class: -

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Notice d6, Shooting d4, Stealth d4, Survival d8, Tracking d8 +1 additional Skill points
Charisma: -2; Pace: 6; Parry: 5; Toughness: 6
Racial Features: Out-of-Place, Strong Frame
Edges: Woodsman
Hindrances: one Major, two Minor
Gear: Stone axe (Str+d6), stone dagger (Str+d4, Range: 3/6/12), bow (Damage: 2d6, Range: 12/24/48, ROF: 1), skins, 100 MR in shiny golden pebbles, lock of hair.

OFFICER OF THE CORP OF GUIDES

Called “Victoria’s Own” under the old queen, the Guides have a long tradition of bravery and eccentricity, their Bandobust made of tradition, loyalty and fierceness. Officers can count on the absolute loyalty of their men, with whom they are connected by something that goes beyond simple military discipline, and is akin to a blood relation.

An officer of the Guides is usually considered less polite and polished than his Raj Cavalry or Infantry counterpart, and probably only the Air Service has a similar fame for eccentricity, recklessness and sheer bravery.

Ethnicity: Old Blood (British/westener)

Social Class: Upper Class

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Riding d4, Shooting d6 +2 additional Skill points

Charisma: +0; Pace: 6; Parry: 6; Toughness: 5

Edges: Bandobust, Command

Hindrances: one Major, two Minor

Gear: Saber (Str+d6), Webley service revolver (12/24/48, 2d6+1, AP1), uniform, battered medal, 100 NR in cash.

ROYAL GEOGRAPHICAL SOCIETY EXPLORER

It is incredible, if you think about it, how much of the Indian sub-continent is still unknown, wrapped in deep jungles or buried underneath the western desert, or lost somewhere in the high Himalayan valleys. And beyond that, the old world, with Lost America and Forbidden Europe. And more! What of the oceanic depths, and the great vastness of the sky?

There is so much to explore, to discover, to bring back to light...

Ethnicity: Ferengi

Social Class: -

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Lockpicking d4, Notice d6, Shooting d4, Survival d4, Tracking d6 + +2 additional Skill points

Charisma: +0; Pace: 6; Parry: 6; Toughness: 5

Edges: Luck, Quick

Hindrances: one Major, two Minor

Gear: Whip (Str+d4, Reach 2), Webley service revolver (12/24/48, 2d6+1, AP1), explorer outfit, rope and hook, ancient amulet, 100 NR in cash.

SPIRITED DOWAGER

You are no longer the young and romantic girl you were once.

You have stood by your husband in the field and in the halls of academia, and now that the daughters are married, the sons are away building their life, and your husband is no longer with you, you have decided to spend the time still at your disposal to travel the world and experience new things.

Age has brought you wisdom, wealth, connections, a razor-sharp wit, but most of all freedom from formalities and a supreme disregard for propriety.

You are your own woman, now, and you will do everything you please, including traveling abroad with your airship!

Ethnicity: Old Blood (British/western)

Social Class: Upper Class

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Boating d8, Driving d8, Fighting d4, Notice d6, Persuasion d6, Piloting d8, +1 additional Skill points
Charisma: +0; Pace: 6; Parry: 4; Toughness: 5
Edges: Connections (pick one), Rich
Hindrances: one Major, two Minor
Gear: a number of different outfits, aviator goggles, locket with painting of dead husband, two steam bikes, a steam car and a small civilian airship of choice.

SOCIETY FOR PSYCHICAL RESEARCH FIELD AGENT

Not all SPR Agents are full-fledged psychics, but all must possess at least a basic understanding of the psychic world, and a certain sensibility, a Sixth Sense that allows them to get in touch with “the Other Side”.

Scientific training, a working knowledge of philosophy and psychology, and the ability to think fast and improvise are all tools for the psychic investigator, that in his work will face the scary, the uncanny, the unusual and the fraudulent with equal aplomb, with unshaken objectivity and with a clear analytic mind.

Ethnicity: Old Blood (Indian)

Social Class: Working Class

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Healing d6, Notice d6, Persuasion d6, Psychic d10 +3 additional Skill points

Charisma: +0; Pace: 6; Parry: 4; Toughness: 5

Edges: Arcane Background (Psychic), Connections (other workers), Power Points

Hindrances: one Major, two Minor

Powers [15 PP]: divination, stun.

Gear: Plain vest, dagger – concealed under the vest (Str+d4), engraving tools, 450 NR in cash.

TRAVELING DOCTOR

You have trained in both western medicine and in the ayurvedic tradition, approaching your profession as both a mission and an adventurous exploration. You have served as a field doctor in the Army and now offer your services where they are needed: in the poor suburbs of the great cities, in the countryside, on board of airships and long-distance trains.

Your first mission is to alleviate suffering, by any means.

In your search for new cures and new remedies you are ready to meet people from all walks of life, and take note of any cure, no matter if it comes from a laboratory or the jungle.

Each day is a new challenge, and a new opportunity for learning, and helping those in need.

Ethnicity: Old Blood (British/western)

Social Class: Upper Class

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Healing d8, Intimidation d6, Notice d8, Persuasion d8 +2 additional Skill points

Charisma: +0; Pace: 6; Parry: 5; Toughness: 5

Edges: Common Bond, Healer

Hindrances: one Major, two Minor

Gear: cane (Str+d4), healer kit, steam car, bag of jungle herbs, 100 NR in cash.

Hope & Glory



HERO

CONCEPT

S.CLASS

ATTRIBUTES



SKILLS

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- ▲ 6 8 10 12
- ▲ 6 8 10 12

CHARISMA

Mod.

PACE

Mod.

PARRY

Mod.

TOUGHNESS

Mod.

WOUNDS

-1 -2 -3

FATIGUE

-2 -1

HINDRANCES

EDGES

GEAR

INC

ASTRAL BODY

A.PACE

A.PARRY

A.TOUGHNESS

A.DAMAGE

POWERS

COST

RANGE

DAMAGE/EFFECT

DURATION

WEAPONS

RANGE

ROF

DAMAGE

AP

WT

TOTAL
WT. CARRIED

WEIGHT
LIMIT

ENCUMBRANCE
PENALTY

5

10

15

20

25

