

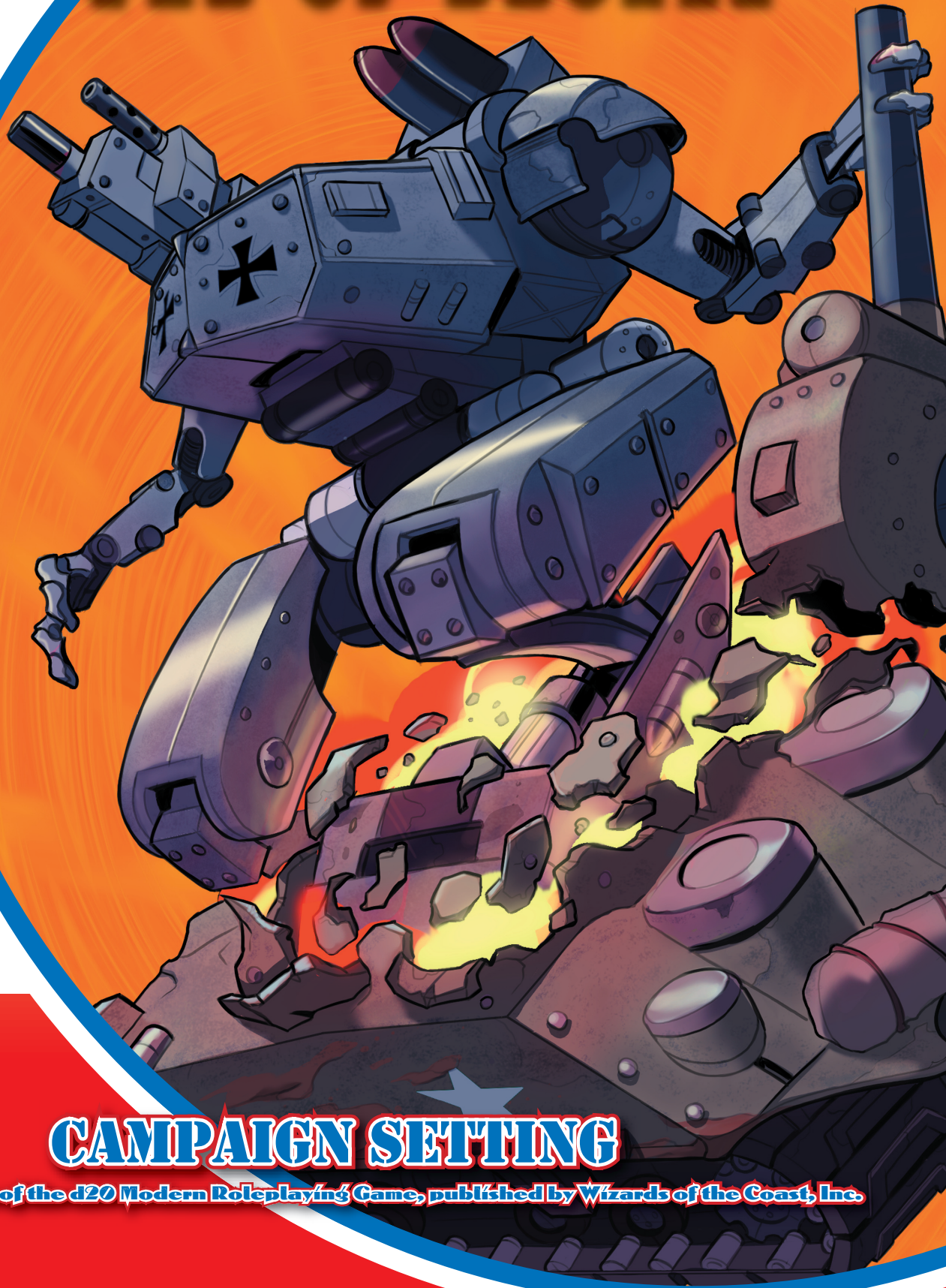


LPJ9739



VICTORY

WAR OF BRONZE



CAMPAIGN SETTING

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

For the second time in the century, the flames of war engulf the world. In every corner of the earth, on the battlefield and in the shadows, powers old, new and unfathomably ancient jockey for control of mankind's destiny - whatever portion survives, anyway.

Russia is torn with civil war, England and America fight a cold war for superpower status, a young Kaiser-to-be dreams of rebuilding German power, Japan pounces on the Imperial powers in the Pacific, the Ottoman Empire battles rebels armed with pre-human secrets, a sinister secret society of bankers and scientists fights a shadow war with an ruthless Communist conspiracy, and much more.

Into this storm of chaos march the player characters, heroes in the pulp tradition armed with two fists, a six-gun, mystical secrets or heroic superscience. Whether they choose sides in the war or slip through the cracks for pulp adventure while it rages in the background, the PCs are the sort of special people who can Make A Difference - who can swing the balance of Victory!

Victory: War of Bronze is a World War expansion to Haven: City of Bronze, the neo-pulp setting for the d20 Modern RPG. You can incorporate most of the Victory: War of Bronze line without using the Haven: City of Bronze core book, although some factions are given further detail in that volume.

By design, the Second Great Conflict is not a monolithic world war but a series of interlocking regional fights. It can be incorporated all at once, plunging your campaign world into a global firestorm, or piecemeal, introducing only such conflicts as suit a particular adventure. This makes it easier to incorporate into an existing Haven: City of Bronze campaign. It also allows game masters and players to pick those fights and fronts that interest them; any two Victory campaigns could see the Second Great Conflict take radically different forms.

Victory: War of Bronze is not a World War II setting - in the world of Haven, the climactic Great Conflict ended very differently than our world's First World War, and the Second Great Conflict erupts a decade earlier. In addition, the lines of the Second Great Conflict are drawn with far less clarity than those of World War II. At the outset, there are no Axis and Allied powers dominating the conflagration, but individual nations seeking advantage in the general chaos. A friend in the Pacific might be an enemy in Eastern

Europe, and a sinister conspiracy in North America may be the staunchest ally in the Middle East.

Like the neo-pulp Haven: City of Bronze setting, Victory: War of Bronze provides GMs and players with the tools to create a campaign - not easy answers. There are no Nazis here to serve as obvious antagonists.

There are, of course, ample stocks of mad scientists, tyrannical dictators, sinister conspirators and awful horrors from pre-human antiquity. Most of all, there are innumerable opportunities for adventure.

The only pulp thing to do is venture out and find them!

THE ROAD TO WAR

In its day, the First Great Conflict was described as the 'War to End All Wars.' A decade of brush wars and regional conflicts, building to the worldwide firestorm of the Second Great Conflict, have put the lie to this assertion.

FIFTEEN YEARS AGO: THE GREAT CONFLICT

The roots of the Second Great Conflict extend back to the First. Indeed, many scholars, particularly among the victorious Allies, believe a more decisive victory and a harsher peace settlement would have allowed the 'War to End All Wars' to live up to its name.

The First Great Conflict began with the assassination of Austro-Hungarian Empire's heir, Archduke Franz Ferdinand. The network of alliances that had previously guaranteed the peace of Europe now guaranteed war between all the great powers.

By the end of the year, Russia, France and Great Britain were at the head of the Allied powers, while Germany and Austria-Hungary formed the core of the Central Powers. Weaker nations flocked to these banners according to their alliances and interests, not daring to remain neutral.

The Central Powers hoped for a decisive war - Austria a punitive strike against Serbia, Germany a war of reconquest against France. Neither got their wish, as the war bogged down on the eastern and western fronts, dragging more countries and millions of men into brutal trench warfare.

The first attempt to break this gridlock came from Great Britain, with the introduction of armored vehicles code-named 'tanks.' Unfortunately, these 'land ships' failed to make the impact their inventors had hoped. Soon after their disastrous field tests, tanks were scrapped by the British, never to catch on with other powers.

When the Ottoman-Turkish Empire joined the Central Powers in a land-grab of Allied colonies in Africa and the Middle East, and Russia was forced out of the war by civil unrest, the Allies on the now exclusive western front were hard-pressed to maintain their positions - but still, the war dragged on.

The entrance of the long-neutral United States on the Allied side finally tipped the balance of power. The Central Powers were slowly beaten back from their European conquests by the combined industry and population of Britain, France and the United States. The war remained one of attrition, but the Allies again had the advantage of numbers.

Austria folded first, suing for a generous peace that stabilized its militarily weak empire. Ottoman Turkey, seeing its advantage fading, ceased offensive operations and consolidated its new colonies. The supporting Central Powers recognized the writing on the wall and sued for separate peaces with the Allies, who, eager to focus on the seemingly impregnable German lines, declined to pursue punitive action.

Germany, bereft of its allies and slowly being overwhelmed, fought more to secure a similarly generous settlement than in any hopes of victory. At last, after nearly a decade of conflict, the Allies, with popular sentiment turning against the war, consented to a cease-fire in exchange for disarmament, forgoing reparations.

The political fallout from this decision - and the time it took to reach it - crippled Allied political leadership and Kaiser Wilhelm II alike. While the Kaiser officially retained his throne, his power was greatly curtailed, with much of it ending up in the hands of his son and heir. The Allied Presidents and Prime Ministers fared even worse; their long-term goals, which focused around the creation of a 'League of Nations,' died on the vine along with their political careers.

TEN YEARS AGO: THE EAST AFRICAN

While most of the world fell into an exhausted and uneasy peace after the Great Conflict, war continued along what had been the eastern front.

Russia's Czar had withdrawn from the wider war to stamp out the revolution splitting his country; instead, the revolution outlived the war. It seemed certain to overwhelm all of Russia. To western eyes, it did so, as industrial centers like Petrograd and Tsaritsyn fell to the urban-based Bolsheviks. The Czar's armies - those who had not defected or deserted during the transition from world war to civil war - fell back on Moscow and the rural east.

The Japanese Empire, seeing its principle rival in northern Asia otherwise engaged, sprang on the Russian holdings in Outer Mongolia, taking Vladivostok from a token garrison on New Year's Day. Japan controlled the entire north Asian coast from Manchuria to the Bering Strait. Flush with success, the Japanese forces pushed into northern China, where they found themselves embroiled in a sometimes conventional, sometimes guerilla war with a string of Chinese warlords, rebels and armies of the Kuomintang or Nationalist government in Nanjing.

War with Japan failed to unite China. Communist, Nationalist and warlord enclaves established armed camps across the country. South of the Japanese front, these fought each other and occasionally the foreign troops sent by colonial powers to pacify the region.

Even as the Asian mainland blazed with a hot war, the Pacific hosted a cold one. With Russia, France and Germany too spent to maintain their Pacific colonies, the ocean's three great naval powers eyed the rich holdings hungrily. The United States, Great Britain and Japan jockeyed for control, at turns pressuring the existing holders, inciting the indigenous populations and making shows of naval force.

SEVEN YEARS AGO: DESERT WAR

The Ottoman Turkish Empire, although allied to the defeated Central Powers, was hit less hard than its co-belligerents by the Great Conflict. In the aftermath, it pried several colonies from powers that were ill inclined to fight for them, recapturing its Middle Eastern holdings and adding to them in eastern and southern Africa and the Mediterranean.

The Ottomans quickly gobbled up territory from Russia, which was unable to respond due to its civil war. Successful in this endeavor, they moved on the southern holdings of their Great Conflict ally, Austria, which proved unwilling to commit to a new war just to hold on to the troublesome regions where the last had brewed.

The Ottomans turned their attention to British-held Egypt, which sat in the way of uniting their colonies and tributary states in Africa with their Middle Eastern power base. Unwilling to relinquish a strategic foothold in the region, the British reinforced their position.

Nonetheless, the Ottoman Empire might have swept over Egypt if not for internal strife. For decades stronger abroad than at home, the Turks were ill-prepared for a highly coordinated revolt backed by the wealth and influence of the Followers of Kherpi.

Considered pests or worse in the west, the Followers were hailed as heroes by many Ottoman subject peoples. If they were unbelievers and, for the most part, outsiders, if some of their powers seemed to pass beyond the limits of the merely human - these things were easy to ignore when stacked up against the obvious oppression of the Turk.

FIVE YEARS AGO: RUSSIAN ARMISTICE, GERMAN REARMAMENT

After nearly a decade of civil war, the Imperial and Communist factions in Russia signed a startlingly abrupt armistice. Few outside of Russia - indeed, few within the country's borders - understood exactly what had transpired, although rumors flew regarding a second explosion similar to that in Tunguska in 1908.

Regardless of the exact details of the Russian Armistice, it sent shockwaves through the balance of power in Europe and Asia.

Germany and Austria had supplied the Bolsheviks to keep Russia out of the Great Conflict, but relations between the RSSR and its western neighbors quickly cooled. Checked from expanding into the east, the RSSR wasted little time in launching a campaign to 'recover' the old empire's western holdings - the oil-rich Caucasus from the Ottoman Empire and strategic Poland, which had taken advantage of the Russian Civil War to declare its independence.

Rather than allow communist aggression to approach its borders - communist infiltration having already penetrated them - Germany hurried production of mechanized armors and other modern weapons to shore up the Poles. Many German volunteers also crossed the border to form unofficial regiments among the Polish Army. Following a renewal of Great Conflict-era treaties, Austria also permitted German troops to bolster its defenses against the Turks and the RSSR.

Germany rearming violated the terms of its surrender at the end of the First Great Conflict. France protested strongly, but Britain and the United States, their attention directed elsewhere and their opinion of the RSSR dim, offered only token objections; without the support of its most powerful allies, the French government saw no choice but to begin rearming as well.

Imperial Russia, meanwhile, turned its attentions to the territory it had lost to Japan during the civil war. Although unable to sustain an open war with the island power, Russia bolstered its defenses and ramped up its support of anti-Japanese forces in northern China. Russia attempted to unite these factions under the leadership of the young heir to China's Qing dynasty, making it difficult for the Japanese to hold their base of power in his native Manchuria.

THREE YEARS AGO: A NEW WAR IN EUROPE

With France and Germany building up forces along their shared border, a spark to old hostilities seemed inevitable. Nonetheless, few expected a French regiment to cross the treaty line and seize part of Germany's fortified defensive wall.

The French government insisted that the regiment's actions were at the behest of a renegade commander sympathetic to the RSSR. These apologies and explanations were too little and too late to prevent German retaliation in force, however. Within the week, the bitterest of Great Conflict rivals were again at war.

Germany better gauged the ability of its mechanized armor-equipped forces to punch through the French lines; while both nations quickly established spearheads on the far side of enemy fortifications, only the Germans exploited their advantage, and the French army was forced to fall back from their conquests of the earlier war.

Nonetheless, the German advance stalled long before reaching Paris; with so many of the country's best and brightest commanders and so much of its material dedicated to the Polish-RSSR war, it could not dedicate itself to the western front. Many German volunteer regiments slipped back across the Polish border to rejoin their home country's army.

The RSSR, sensing weakness, launched a major offensive that brought it within air strike distance of the German border. This forced Germany to openly declare war on the RSSR and divide its attentions between fronts. With the most powerful combatant bogged down and neither France nor the RSSR able to press their advantage, the European war once again became a bloody slugging match.

TWO YEARS AGO: THE END OF COLONIALISM?

Through the Great Conflict and the interbellum years, the great powers had relied on the economic support of their colonies, mostly in the southern hemisphere. Great Britain and Japan, comparatively small island nations, placed particular importance on their foreign conquests.

Two years ago, their assurance collapsed.

Rebel groups all across the southern hemisphere, from South America to Africa to Oceania, launched a simultaneous strike on the power bases of the colonial powers. In many regions, relatively small garrisons that had never experienced local unrest were overwhelmed within hours.

The extreme coordination required of this 'Day of Liberation,' as it was widely proclaimed, led many to suspect the sinister Anom Society had bankrolled and planned the uprisings. One of its members, the Aztec princess Chiconau Ehecati, or Seven Wind, had committed the armies of her hidden nation to the fighting. The Anom Society denied involvement - but its advanced weapons soon turned up in the hands of insurgents the world over.

The great powers struck back as best they were able - not always at their own colonies. Especially in the Pacific, battles between British, American and Japanese 'peacekeeping forces' were as common as their fights with the rebel armies.

Between the backing of shadowy powers and the infighting between colonial nations, the 'Day of Liberation' proved sufficient to establish a series of

brush wars on nearly equal terms. Far from freeing conquered nations from foreign oppression, it turned them into battlefields even bloodier than those of Europe. Even in regions where the colonial powers retained control, such as India, well-armed insurgents continued to operate in the wilderness.

ONE YEAR AGO: NEW YORK IN FLAMES

Despite limited clashes with Great Britain, Japan and local insurgents in the Pacific and repeated pleas from both sides in the European war, the United States had remained doggedly neutral during the buildup to the Second Great Conflict. Public opinion, when it recognized the war raging in the wider world at all, remained sharply divided between various factions - but united against going to war for any of them.

The Independence Day bombing of New York, when an unknown superscience weapon killed tens of thousands, ended America's isolation.

Unfortunately, while many groups claimed to have set off the bomb and many others claimed their enemies had, its unrivaled destructive power had wiped out any evidence of its origins. The United States went on a war footing and ramped up production of conventional and superscience arms, but for the moment it had no clear foe to attack.

From the halls of Congress to the embassies of the great powers, everyone knew the United States would soon be at war with someone. The question was - who?

The very act of rearming heightened tensions between the US and its most active rival, Great Britain. Previously, the Pacific war had remained cool or at best lukewarm; now isolated clashes between British and US navies gave the lie to the ocean's name.

Despite these skirmishes, most Americans remembered Britain as an ally, along with France. The proverbial man on the street still saw the German Empire, standing for aristocracy and defiant in the face of western sanctions, as the natural enemy of a democratic country.

Proponents and opponents of the Followers of Kherpi lobbied for US entry into the Middle East conflict, though whether on the side of Britain and the Followers or the Ottoman Turks depended on which politicians drummed up sufficient support. The discovery of apparently vast oil reserves in the region

ALTERNATE HISTORICAL NOTE

Alternate history buffs may note that much of the Victory: War of Bronze setting is preposterous. This is true; the alternate history outlined here is, in many respects, quite outside the realm of probability, and in a few cases outside the realm of possibility.

This is also missing the point.

Victory: War of Bronze is not an alternate history setting. It is a neo-pulp setting that happens to involve alternate history. It also involves bizarre pre-human sciences, giant robots, and mystical if not downright magical powers. If the all of historical elements are insufficiently realistic for a particular reader, chances are, so is the setting - and the broader pulp genre, for that matter.

MIXED ALLEGIANCES

In a peacetime campaign, characters with allegiances to different countries or factions can cooperate with little more than the occasional dramatic tension. The eruption of the Second Great Conflict makes this considerably more difficult.

For example, if one PC is American and another British, each with an Allegiance to his homeland, they would logically find themselves on opposite sides of the rapidly heating war in the Pacific. During peacetime, they may have traded good-natured barbs of 'limey' and 'yank,' but when their countries go to war, their good humor may fade quickly.

The game master should carefully consider the Allegiances of the player characters, and the temperament of the players, when introducing an aspect of the Second Great Conflict to his campaign. Done well, this tension could greatly enhance the campaign; done poorly, especially if real-world politics are paralleled by the players' faction choices, it can make the worst alignment headaches from the world's most popular roleplaying game pale in comparison.

lent further urgency and economic interest to the conflict.

To date, the US has not committed its forces... but the clamor for action grows louder every day.

ALLEGIANCES

The world has always been a dangerous place, and never more so than in the throes of the Second Great Conflict. Sometimes, it pays to know something bigger than you has your back - and that a higher cause than yourself has your loyalty.

Of course, when a character takes an Allegiance to one of the great powers (*or aspirants to that status*), he is also committing to back up his country. His commitment may be put to the test in ways it never would have been in peacetime.

ANOM SOCIETY

The Anom Society prefers to present itself as the friend and supporter of indigenous peoples against colonial oppression. It is widely considered responsible for the Day of Liberation, the massive southern hemisphere uprising two years ago, and directly or indirectly controls much of Africa and South America. In particular, the New Aztec Empire is explicitly tied to the Anom Society. Despite this, the Society has never been directly linked to the Day of Liberation and refuses to commit itself openly.

The Anom Society lacks the manpower to establish itself as a military force. It operates in the shadows, supplying insurgents with superscience weapons and bankrolling the armies of local warlords while proclaiming itself a humanitarian enterprise.

BRITISH EMPIRE

The British Empire is still considered the dominant power in the world, though its zenith may be behind it. Britain suffered horrendous casualties during the First Great Conflict, and with the failure of its 'tank' program its land power was complete. Its power base now lies in the immense economic potential of its far-flung colonies and the unchallenged might of the Royal Navy and Air Force.

Britain is generally lacking in superscience, relying on its massive superiority in conventional forces. However, British warships recently began demonstrating an uncanny ability to detect enemy vessels from far beyond line of sight; such an invention would surely secure British dominance of the seas, if not the world.

CHINESE NATIONALIST GOVERNMENT

Pressed by RSSR-backed revolutionaries and Imperial Russian-backed monarchists in the west, the Japanese in the north, and warlords on all sides, to say nothing of its internal divisions, China has fallen far from great power status. The Kuomintang government at turns attempts to hold together the former empire and auction off its pieces. It has an uneasy alliance with several colonial powers, hoping their presence will deter Japanese aggression and lend legitimacy to the government.

Despite its difficulties, China has the manpower to rapidly return to the forefront of world affairs. Lacking in technology and industry, China is rumored to possess an unmatched mystical tradition.

GERMAN EMPIRE

Germany has recovered from its narrow defeat in the First Great Conflict and is once again the centerpiece of Europe's Western Front. Although allegedly the regent, Crown Prince Wilhelm III, a canny field commander in the First Great Conflict, now presides over the country in place of his disgraced and ailing father, the Kaiser.

Along with the United States, Germany is a center for the development of mechanized armor. Since it lacks the conventional resources of its rivals, Germany relies much more heavily on new technologies, patterning its military along new tactical paradigms under the command of a young officer corps determined to correct the mistakes of the First Great Conflict.

FOLLOWERS OF KHERPI

Heavily involved in uprisings against the Ottoman Empire, the Followers of Kherpi are staunch allies of the Great Britain, albeit allies of convenience rather than cordiality. This alliance has allowed them much freer travel through the far-flung British Empire, exacerbating their strengths as a subtle international organization rather than a nation-state. Their supporters can be found anywhere in the world, and few events transpire without their knowing it.

The Followers are a completely irregular force, comprised of a relatively small group of fanatical disciples, a somewhat wider range of adherents, and thousands of local insurgents who share goals rather than ideals. In addition, they are said to possess

HAVEN: CITY OF BRONZE ALLEGIANCES

All of the factions from Haven: City of Bronze have their own attitudes toward and role in the Second Great Conflict, but most lack either the global reach or the manpower to make their presence felt. The Followers of Kherpi and the Anom Society are the primary exceptions and are listed separately in this document.

The default roles of the remaining Haven: City of Bronze factions in the Second Great Conflict are summed up below.

The Covenant: The Covenant is an exclusively American organization with no international reach. Their hostility toward the Followers of Kherpi makes them friendly toward the Ottoman Empire; thus, any influence they have at the governmental level pushes the United States into alliance with that power.

Haven Police Department: The Haven PD has no influence on international affairs; the UBJ, never on good terms with it, fears it is not competent to defend the national security secrets contained in the Empire City.

Sebastian Club: The Second Great Conflict has in many ways reduced the influence of the Sebastian Club. Their ideals seem to the man on the street utopian, impossible, even absurd in the cold light of world war. The members of the Club remain individually powerful, however, and feel their influence is even more needed in the present dark times.

Synergy Collective: Few factions have benefited more from the Second Great Conflict than the Synergy Collective, whose role as technology-brokers to the unscrupulous has greatly expanded with an uptick in military necessity. The Collective provides advanced arms to anyone willing to finance their research, refusing to take a side.

United Bureau of Justice: With war raging around the world, the United Bureau of Justice's role in the United States' affairs has become even more important. In particular, since America is among the technological leaders of the Second Great Conflict, the UBJ is dedicated to preventing infiltrators from stealing crucial military advances before they can be put into production.

bizarre powers that transcend mere mesmerism and approach the level of sorcery.

FRENCH REPUBLIC

Technically victorious in the First Great Conflict, France has had little to show for its successes. Because the war ended in a bloody stall rather than an unconditional surrender, France, which was hardest-hit of the Allies, received no reparations from the defeated Central Powers. Worse, it no longer had the manpower and national will to police its far-flung colonies; most were lost on the Day of Liberation or gobbled up by powers with superior naval forces. If anything, the outbreak of renewed war in Europe was a godsend to the French psyche. Many Frenchmen clamor for the revenge on Germany they were unable to take a decade ago.

France was ill prepared for the Second Great Conflict and was nearly overrun in the first months of its new war with Germany. The intervening years on a war footing have allowed it to leverage its industrial base and raise conventional military forces, although it still lags behind in superscience such as mechanized armor.

The famous French Foreign Legion has swelled in the last few years, bolstered by refugees from failed colonies, Russian knight-errants seeking an open war to test their skills, and American adventurers frustrated with their country's lack of action.

JAPANESE EMPIRE

Flush with success in the Russo-Japanese War and the First Great Conflict, the Japanese Empire is a rising power. Japan has not endeared itself to its colonies in China and northeast Asia, which it rules with an iron fist, or to the British and Americans, with whom it competes for dominance of the Pacific. The cold war between its European and American rivals has allowed Japan to scoop up several Pacific holdings it would otherwise have had to ignore.

Japan is not among the most advanced nations in conventional technology, but has produced a surprising amount of superscience. In particular, it has embraced the concept of mechanized armor almost as whole-heartedly as Imperial Russia.

RUSSIAN EMPIRE

Torn in half by civil war, Imperial Russia hovers on the edge of great power status. The young Czar, who is said to be beset by illness and rarely appears in public, lost more than half his country's original

industrial base when the Petrograd Soviet and its satellites formed the RSSR. Imperial Russia today is unique among the great powers, dedicated to attempting to reviving the feudal warrior-aristocracy by replacing knights with mechanized armor and aeroplane pilots. Whether this program will prove successful in restoring the country's lost glories remains to be seen on the battlefields of the Second Great Conflict.

In addition to sponsoring Russia's warrior-aristocrat piloting corps, the Czar emphasizes the development of 'paranormal phenomena,' from miracles to mesmerism.

RUSSIAN SOVIET SOCIALIST REPUBLIC

Nearly half of Russia, and more than half its industrial base, fell to Bolshevik rebels during the country's chaotic pullout from the First Great Conflict; as the Russian Civil War progressed, the independent urban-based Soviets were united under the Petrograd Soviet and became the Russian Soviet Socialist Republic. The RSSR is a young, untested power. It inherited most of the large-scale but out-dated industrial base of Imperial Russia, but to date it has relied on the support of international workers' movements and a cadre of elite infiltrators, provocateurs and spies to keep afloat in the game of international politics.

The RSSR lacks a strong scientific establishment, so its technology tends to lag; however, its spy network keeps it, if a step behind the rest of the world, no more than a step behind any given rival.

OTTOMAN EMPIRE

Despite being affiliated with the Central Powers in the First Great Conflict, Ottoman Turkey was never closely tied to Germany and Austria. Several of the Ottomans' allies' colonies in Africa were 'protected' from the Allies by Turkish troops, who have not left in over a decade of peacetime. Recently, the Ottomans have moved against the British Middle East and the Austrians in southern Europe. However, even as the Turks expand abroad, conflict with the majority Arab population, fired by support from the Followers of Kherpi, threatens to tear their empire apart from the inside.

The Ottoman Empire has great natural resources and has benefited from being the aggressor in several regional conflicts, but lags behind in both conventional advances and superscience.

UNITED STATES OF AMERICA

An industrial giant in the full flower of its interbellum economic boom, the US is widely considered one of the two greatest powers in the world, matched only by the British Empire. The still unexplained attack on New York woke this sleeping giant, but at the moment it remains an isolationist power forced to action and with no clear foe; nonetheless, its entrance into the Second Great Conflict now seems inevitable. Its previous alliances and ideology tie it to its former allies, Britain and France, but its economic rivalry with Britain threatens the ties between the western allies.

The US produces more mechanized armor and other superscience devices than any other nation, and possesses immense material resources; however, years of isolationism have reduced its conventional forces to a shell of their former selves.

MINOR POWERS AND OTHER FACTIONS

Every country in the world has a stake in the Second Great Conflict, even if it's as simple as keeping the fighting on foreign soil. Inevitably, many of these countries are caught up in the storm of war, while some few profit from their neutrality. Other minor powers add their weight to the great powers, forming allied blocs to defend against – or attack – neighboring powers.

Characters with Allegiance to a minor power probably won't have as much stake in the wider war. On such a local scale, a powerful PC or NPC may be the single most important asset his home country has.

Minor powers typically field only a smallish conventional army, and by definition do not make up for it with world-shaking superscience.

Written By Joshua Cole

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