

CLARK

TRANSACTIONS OF THE ROYAL MARTIAN GEOGRAPHICAL SOCIETY

Volume Two

The Journal of Victorian Era Roleplaying

Edited by Dr. Mark Clark

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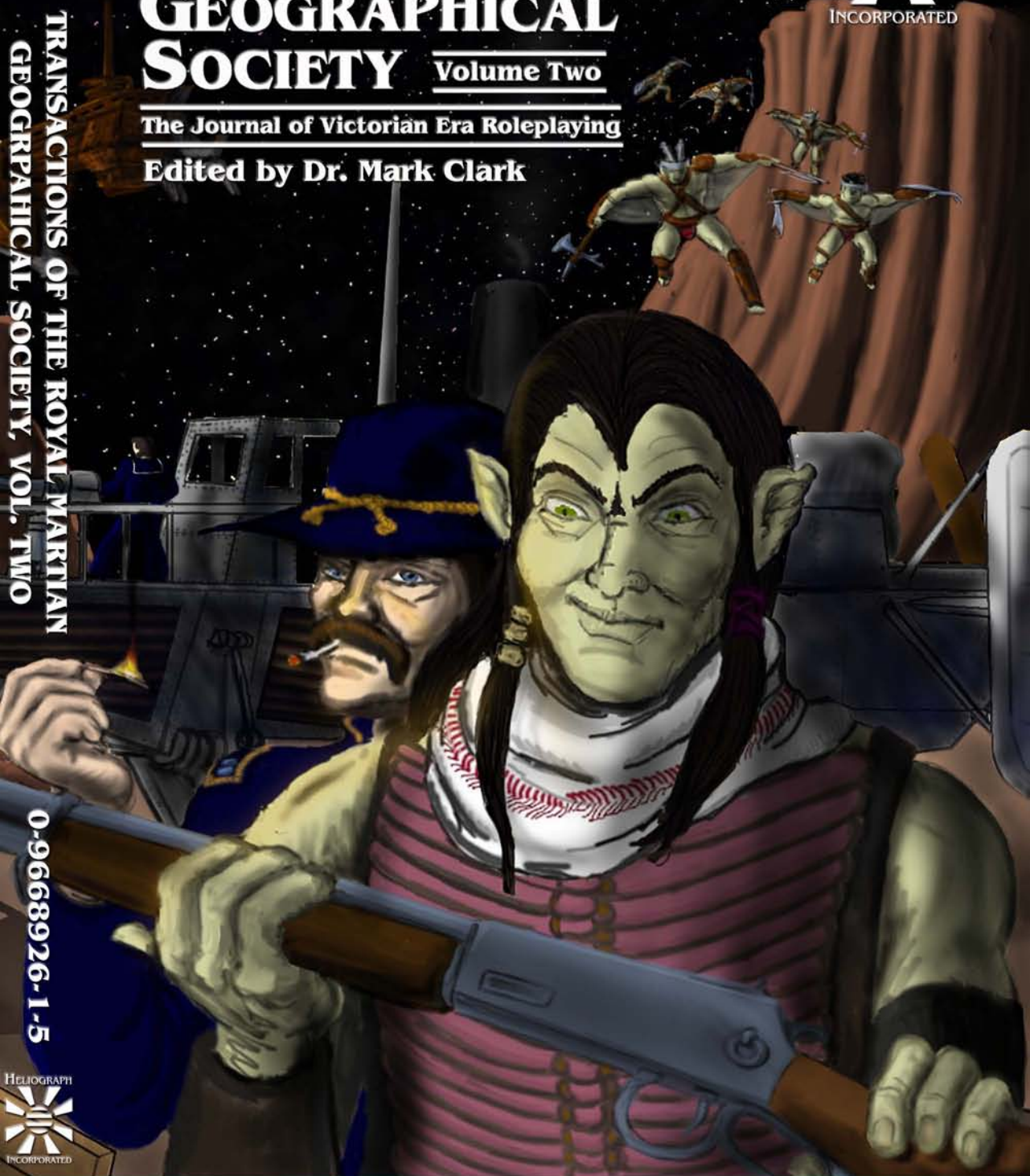
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TRANSACTIONS OF THE ROYAL MARTIAN
GEOGRAPHICAL SOCIETY, VOL. TWO

0-9668926-1-5



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The Journal of Victorian Era Roleplaying

Issues Five Through Eight

Edited By
Dr. Mark Clark
Matthew Ruane
Brian Kendall
Steve Whitmore
Jeff Boyle



Somerville, Massachusetts, USA

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**Edited By Dr. Mark Clark, Matthew Ruane, Brian Kendall,
Steve Whitmore, and Jeff Boyle**

Copyediting and Comma Adding by Brian Betty

Layout and Art Direction by Matt Goodman

Cover Art by Bill Vitucci

Transactions of the Royal Martian Geographical Society, Volume Two

ISBN: 0-9668926-1-5

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Published by
Heliograph, Inc.
26 Porter Street
Somerville, MA
02143-2215 USA
<http://www.heliograph.com>



Printed in the Good Ol' USA
by the fine people at
Lightning Print Inc.
1136 Heil Quaker Blvd.
La Vergne, TN 37086
<http://www.lightningprint.com>

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EDITORIAL FOR ISSUE FIVE

BY MARK CLARK

The big news around here is that the *Space: 1889* campaign we've been running here at Delaware has ended after a twenty month run. We got all the way to 1892, and yes, the players finally got their revenge on Colonel O'Reilly. The *Transactions* Campaign is based on that long running series of adventures, so don't worry about us running out of ideas — we've got enough material for several more years of issues. Oh, and don't worry about our interest in *Space: 1889*; we've started a new campaign set in Thymiamata in 1889. James Edward (publisher of *Edward's Guide to Syrtis Major*) has hired the player characters to put together a new guide about Thymiamata and the surrounding area. Our Thymiamata is considerably different from the one described in issues 49, 50, and 51 of *Challenge* magazine; you'll be seeing material based on our new campaign in the near future.

Your editor spent five weeks in Europe this summer, including a three week stay in Denmark doing research on Valdemar Poulsen, the Danish telephone engineer who built the first working magnetic recorder in 1898. I really enjoyed myself and made some good friends; Denmark is a wonderful place. I also spent several days in London, which was also a lot of fun. The highlight was a visit to the Science Museum, where I saw their recently completed full scale replica of Charles Babbage's Difference Engine (the first printing automatic calculator and ancestor of modern computers). I also went to the Imperial War Museum and the City of London Museum, both of which were great fun. I highly recommend them if any of you are ever in London.

Since I've mentioned Charles Babbage, I should also mention that Steve Jackson has asked us (us being the *TRMGS* editors) to submit a proposal for their *GURPS Difference Engine* supplement (the gentleman who was originally supposed to do it died unexpectedly). For those of you who have not read the *Difference Engine*, it's a cyberpunk novel set in England in 1855, with society altered due to the influence of technology much in advance of the historical, most notably a highly advanced computer network based on Babbage's designs. Please note that it is by no means assured that we will write the supplement; we are competing with at least one other person. However, even if we don't get the contract, we plan to support the product and we'll publish adventures for the system here in *TRMGS*. If any of you have suggestions or ideas related to the *Difference Engine*, please send them along.

I have finally decided how to reward our authors for their work. We still don't have enough money to pay for material, but I do want to do something. I've included a postcard (stamped and addressed to make things easy) for all our subscribers so you can vote on your favorite article from the first five issues. Please vote for three articles in order of preference (best first); the winner will receive a one year subscription, runner-up a two issue extension. Note: articles by your editor (that's

Mark Clark for those of you who haven't been paying attention) are not eligible, unless they are co-written with someone else, in which case that person will win the prize. Our retail customers are free to vote also; just get your letter in by March 1, 1993.

A LETTER FROM LONDON

BY MATTHEW RUANE

Once upon a time, your friendly news editor found himself forced to travel abroad for several months in order to complete his dissertation research. Luckily his material was located in the greatest city in the world: London! Oh, to walk in the footsteps of this city's greatest inhabitants: Samuel Johnson, Gilbert and Sullivan, Robert Peel, Jack the Ripper, and my personal heroes, Sherlock Holmes and Dr. John Watson. London is no longer filled with impenetrable fog, but the echoes of the past can be heard wherever you tread in this great city. Convent Garden where Punch and Judy shows are still produced as they were 200 years ago; Baker Street, where the great detective can still be found solving his latest case; Whitechapel, where Jack still lurks, waiting to come out and resume his murderous spree; the Strand, where the Savoy, Simpson's and wealthy Victorians can be seen in the mirrored windows if the sun is shining just right, all make for the perfect place for a Victorian-era gamer to spend some time.

By wandering along hidden mews and backstreets throughout the city, one soon finds that some of the nineteenth century still remains, especially in the East End. Wander in Whitechapel even on a Sunday morning, and the feeling is quite eerie. Though the city has been changed greatly since 1889, in many sections the past can still be recreated. Take the Bakerloo Line of the Underground, and exit at Baker Street. The exit is constructed of Victorian brick work, is dark despite modern lighting, and the corridors echo with the voices of Sherlock Holmes and Dr. Watson, if only for a moment. All too quickly, the modern world intrudes as the electronic turnstile prevents exit. Still, for a brief moment, you can be transported to a London that only really exists in our collective memories.

This issue, I am informed, will include even more contributions from our readers. Last issue, in my opinion, was the best we have produced yet, and I hope that this issue is even better. We are slowly growing, and though our print run is still small, we hope to expand, and possibly release either a new module or sourcebook for *Space: 1889*. However, we rely on your continued support and it is your subscriptions that provide the bulk of our funds. We won't ever get rich doing this, but we will survive as long as you stay interested. Thank you for your support, and welcome to our second year here at *Transactions of the Royal Martian Geographical Society*.

MARTIAN RELIGIONS

BY JAMES L. CAMBIAS

Martian religious beliefs play an important role in many *Space: 1889* adventures set on the Red Planet. Characters must cope with xenophobic priests, fanatical followers of the Worm Cult, and the taboos of the Hill tribes. But none of the sourcebooks do more than hint about the actual religious practices of the Martians. What gods do they follow, and how do they worship them?

CANAL MARTIAN RELIGION

In ancient times, each community of Martians had its own gods and beliefs. With the rise of the great Canal Builder civilization, priests and philosophers wrestled with the problem of which religion was correct. After numerous wars which resolved nothing, it was decided that each pantheon of gods was simply a different set of names for the same beings. These eleven deities are called the Universal Gods.

THE UNIVERSAL GODS

The eleven Universal Gods have different names in different languages, but their attributes are the same wherever they are worshipped. They are:

The Sun (the chief god; god of herds, of kings, of law; husband of the Mother),

The Mother (goddess of the harvest, of childbirth, and of the home; the wife of the Sun god and mother of all the other gods except Death and Wisdom),

The Wind Lord (god of the winds, of the hunt, and of trade; husband of the Water-Giver),

The Water-Giver (goddess of the floods, of redemption, and of medicine; bride of the Wind Lord),

The Swift Moon (god of mirth, of poets, and of music; eternally woos the Bright Moon),

The Bright Moon (goddess of love, of maidens, and of beauty; eternally pursued by the Swift Moon),

The Maker (god of crafts, of building, and of work; husband of the Dream Sender),

The Dream Sender (goddess of dreams, of sleep, of the future; bride of the Maker),

The Warrior (god of war, of courage, and of strength),

Death (god of death, winter and time; brother of the Sun),

Wisdom (goddess of knowledge, of old women, and the night; sister of the Mother goddess).

MYTHS

There are thousands of stories about the gods and their deeds, vary-

ing from place to place. The most basic one is the tale of the Taking of the Waters, which serves as the basis of organized religion among the Canal Martians. The myth tells how Death captured the Water-Giver and dragged her off to his fortress of ice. The Wind Lord battled Death, causing great storms, but could not recover his wife. All the gods mourned the loss of the Water-Giver, and the land became barren and cold.

The Sun god went to seek Wisdom, and the world grew cold in his absence. Wisdom told the Sun how to rescue his daughter. He went to the land of Death and overcame many perils before reaching the fortress of ice. There, he bested Death and released the Water-Giver. The gods celebrated and the world became fruitful once more.

CEREMONIES

The gods are worshipped by the chanting of prayers and with burnt offerings. The last day of each week is the Holy Day. The gods are honored in turn on Holy Day over the course of eleven weeks (so each god has eight festivals during the Martian year). Certain gods' days are particularly noteworthy — the Sun's Day and the Mother's Day are major festivals. Death's Day is a time of mourning. Major battles are often fought on the Warrior's Day. The two Moons' Days are both happy carnivals.

TEMPLES

Each town has a Temple of the Universal Gods, in which there are altars to all the gods. Larger cities may have smaller specialized temples devoted to the worship of a particular deity. For example, the temple of the Wind Lord is usually near the cloudship landing-field in Martian cities, and priests double as meteorologists.

MINOR CULTS

With the fall of the ancient civilization, religious beliefs began to diversify. The seabed cities maintained a fairly uniform culture, and variations were minor. Cities deified important rulers as minor gods, claiming them to be aspects of the Sun God or the Warrior. Many of the quasi-monastic orders such as the Canal Priests originated during this age.

In the more remote regions, however, some cities adopted entirely new cults, or were influenced by the beliefs of the Hill Martians. During this period the radical God-Haters sect was born, along with the philosophical Element Cult.

The rise of Seldon's empire re-established orthodox worship in the areas under his control. Other cults were suppressed and driven underground, or absorbed into the existing religious structure. The gradual decline of the empire led to more minor variations from city to city. Local names for the gods became more entrenched. The deified Emperor Seldon himself became identified with the Sun god, and a small but officially tolerated subcult believes that Seldon was in fact the god in disguise.

THE CHILDREN OF TOS

This cult is the state religion of the Tossian Empire. It is a dynamic and expansive religion, monotheistic in nature and similar to Islam in practice. Tos, a charismatic leader, founded the religion roughly 100 years ago, and he is identified as the son of the Sun God, who is the only god in the Tossian faith. His followers renamed their city Tossia as a monument to Tos, and have rebuilt much of it as a center of pilgrimage. The Tossian faith will be discussed more fully in a future issue of *TRMGS*.

THE GOD-HATERS

This cult maintains that all the gods are evil and capricious, desiring nothing but martian suffering. Believers seek to destroy all temples and organized religion. However, the cult was responsible for preserving much ancient Canal Builder knowledge, and followers place a strong emphasis on helping others. This cult exists underground, but has followers among the nobility.

THE ELEMENT CULT

This sect worships four gods — The Fire God, the Air God, the Earth Goddess, and the Water Goddess. They created and maintain the world, and each rules during a season. Winter is ruled by Air, Spring by Water, Summer by Fire, and Autumn by Earth. This religion was established not long before the time of the Emperor Seldon. He and his successors suppressed it, and it is only followed openly in the Mare Acidalium and the Coprates Valley.

DESERT PROPHETS

Perhaps once every generation, a holy man will come from the desert or the hills and begin preaching in the cities, demanding a return to the virtuous ways of old and an end to the corrupt priesthood. Such prophets attract a following in one or two cities, and are honored as a saint or demigod after their death. The cults they establish may flourish for a few decades, then die out or become absorbed by the orthodox religion. The most recent such prophet was Maaldro of Meroe, who preached in the Hellas Basin during the 1860s. His teachings apparently had a strong influence on the doctrines of the Ground Cleanser movement.

THE HILL MARTIANS

The religious beliefs of the Hill Martians are similar to those of the Canal Martians. They acknowledge the same pantheon, but claim different relationships among the gods. In Hill Martian tradition, the Mother is the creator and supreme deity. The Wind Lord and the Sun are her two lovers. The Sun's children are the Maker, the Water-Giver, and the Bright Moon. The Wind Lord's children are the Warrior, the Dream Sender, and the Swift Moon.

Hill Martian myths also center around Death stealing the Water Giver. In their version, the Wind Lord and the Sun compete with each other to

rescue her. The Sun tries first and is maimed by Death, then the Wind Lord battles Death but cannot defeat him. At last the Mother Goddess herself goes to Death and promises him that at the end of time, everything will be his. Death releases the Water-Giver, and the world becomes fruitful again.

ANCESTOR WORSHIP

An important aspect of Hill Martian belief is ancestor worship. The gods are powerful, but do not concern themselves with the lives of mere mortals. However, the spirits of the dead can be called on for help in daily life — and if they are not appeased, they can bring bad fortune. The tribal shaman acts as an intermediary with the spirits of the dead. Burial grounds are especially sacred, and tribes will not forgive any desecration.

THE “SOULLESS ONES”

A Hill Martian myth which has greatly affected their dealings with Terrans is the story of the Soulless Ones. According to the myth, Death attempted to make living beings himself, in imitation of the Mother Goddess. But his creations only appeared to be alive; they had no souls. The “Soulless Ones” wander about the world, waylaying people and stealing their souls. Unfortunately for Earthmen, the stories describe the Soulless Ones as being short, red-skinned creatures. Hill Martians will sometimes insist on a test to make certain that Terrans have souls.

VARIATIONS

Each Hill Martian tribe has its own set of practices and rituals, so it would be impossible to catalogue all the different beliefs. Inhabitants of the more remote areas, such as the vast Amazonia desert or the polar caps, follow cults similar to those of the High Martians (see below). A few nomads follow the God-Haters cult, and others have adopted the Element religion.

HIGH MARTIANS

The religions of the High Martians are extremely variable. To them, everything contains a spirit, and there is an endless list of superstitions followed to avoid offending them. Ancestors are not worshipped — the dead are only malevolent and must be avoided.

There has been no unification of religion among the High Martians. Each tribe has its own idols hidden within the temple. The idols are the gods. Tribes with powerful gods prosper, and those with weak gods suffer. The worst calamity that can befall a High Martian tribe is for its gods to be stolen. Idols are honored with sacrifices of animals or slaves. Very large offerings will be made on the eve of battle, or in times of trouble.

IMPORTANT CULTS

It is impossible to describe all the High Martian cults. Best-known to Earthmen is the Worm Cult, also known as the “Followers of Death and

Decay." This cult's idols are hidden in a temple somewhere in the Astusapes mountains, and its practices are extremely loathsome.

The Volcano Worshippers are prominent north of the Coprates Valley. Their god is the great mountain Olympus Mons — sacrifices are cast into the crater from the air. The Hill Martians of the surrounding deserts are known to worship the mountain as well.

The Cult of the Claw is followed by High Martians in the mountains of Meroe. They worship the Sacred Claw, said to be the preserved limb of a vast flying monster. Happily, this cult does not seem to practice human sacrifice.

The High Martians around Thymiamata belong to something called **The Crystal Cult**. While little is known about this sect, fragmentary reports indicate that they worship a large crystal. It has been speculated that this idol may in fact be an ancient scientific artifact. All attempts to learn more have ended tragically.

HUMAN RELIGIONS

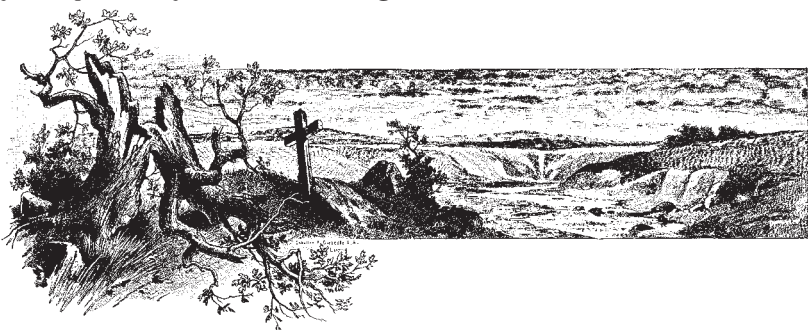
Despite the energetic efforts of missionary societies, only a handful of Martians have adopted Christianity. Not surprisingly, the largest number of converts is in the British colony, where the Anglican and Presbyterian churches can operate in safety.

The Catholic missionaries in the Belgian Coprates have made a few converts, but are hampered in their efforts by constant disputes with the colonial authorities. Several priests have died under suspicious circumstances after protesting the excesses of the Belgian Legion.

It is noteworthy that in both regions the majority of converts have come from minor cults, in particular the Element religion. Converts tend to be from the poorer classes of society, and this has led Martian priests to dismiss Terran churches as "temples of beggars and thieves."

Missionaries elsewhere have not had much success. The Canal Martians are in general too conservative to adopt a new faith, and often mistrust the missionaries as being harbingers of Terran influence. The Hill Martians are often more receptive, but so far the practical difficulties of reaching them have been insurmountable. Nobody is foolish enough to try evangelizing the High Martians.

It is unlikely that Christian missionaries will ever convert a significant fraction of the Martian population. The Universal Gods have survived for thousands of years; they have seen new cults come and go. They will probably be around long after the last Terran has left Mars.



THE SYRTIS STAR

"ALL THE NEWS THAT FITS"

GRACE TO COME TO MARS FOR TEST MATCHES

Loyal cricket followers will no doubt be joyous over the confirmation that Dr. W. G. Grace will return to Mars, this time leading a contingent of Marylebone Cricket Club cricketers for a series of three day test matches. Officials of the MCC, cricket's ruling body, have confirmed a 10 November meeting between Dr. Grace's hand-picked team and the good members of the Syrtis Major Gentlemen's Cricket Club (SMGCC). Dr. Grace, who has played so well for Britain since 1870 (he has been in semi-retirement since 1886), has also confirmed that he and his team will play a series of test matches against the combined Army/Navy team and the gentlemen cricketers of Meepsoor and Parhoon. Those wishing tickets to any of the matches should contact the SMGCC as soon as possible.

NAVAL LAUNCH FEARED LOST; POLAR VOYAGE OVER?

15 October 1891: The Governor-General's Office has listed the Royal Navy launch *HMS Warsprite*, its captain Commander Philip Augustus Croydon, and six other crewmen as officially missing, presumed dead. The announcement comes after more than two weeks of extensive aerial and ground searches which turned up no sign of the vessel. Along with Commander Croydon and his crew, also feared lost are Dr. Archibald Covington, leader of the Martian Polar Expedition and

Fellow of the Royal Martian Geographical Society; Dr. Francis Marwick, chief archaeologist and renowned author on ancient Martian History; and Captain Reginald Higgin-Botham, late of the Grenadier Guards, who was detached by the government specifically for the polar expedition. A memorial service is scheduled for next Monday morning, at 11:00 AM, in the Cathedral of Syrtis Major.

POLICE BREAK TWIST RING!

A spokesman for the Syrtis Major Metropolitan Police reports that the infamous Oliver Twist gang has been broken up and the ringleaders arrested. Our readers will remember a story of a year ago, and the subsequent updates, which told of a gang of young human and martian children terrorizing the waterfront. Police were skeptical of the effectiveness of the "Oliver Twist" gang until the massive robbery of the Hysperian Basin Trading Company warehouses on South Port Street. More than one hundred thousand pounds sterling worth of merchandise was stolen in that caper.

Since then, the police and the members of the Prince's Special Constabulary have dedicated manpower and money to the breaking of this criminal ring. Their effort has paid off with the recent arrests and the recovery of more than half the stolen merchandise. With these arrests, the commissioner has assured the public that the waterfront and dock areas will become a much safer place to travel for the mem-

bers of our community. Hearty congratulations are in order for all involved in the arrest and breakup of this scourge on our fair city.

BISMARCK CONSIDERED FOR POST ON MARS

Word has just reached our offices in Syrtis Major that the former German Chancellor, Otto von Bismarck, is to be considered for the recently created post of Secretary for Martian Colonial Affairs. This position was created by the German government to oversee all German settlement on Mars; to encourage Germans to explore the Asteroid Belt and its vast mineral resources; to encourage new colonization schemes and to ensure new settlements survive; and to secure current German territorial gains at any cost. Sources in Germany have confirmed rumours that Chancellor Caprivi and Foreign Secretary Baron von Holstein have met several times with Kaiser Wilhelm II to discuss the appointment of Bismarck to this new and sensitive post.

Rumour has it that this radical move is in response to the recent announcement of a Franco-Russian Entente-Cordiale which directly threatens the German Reich both on and off Earth. Our readers should remember that it was only last July that the French Atlantique Fleet was joyously welcomed to the German port city of Kronstadt — how quickly things have changed!

Bismarck's possible appointment to such a highly political position is extremely worrying in light of the increased tension between Great Britain and the Oenotrian Empire. We hope that cooler heads in the German government prevail and allow Herr von Bismarck to

spend his last years comfortably on Earth rather than on Mars. Lord Salisbury's government has no comment at the present time.

TRAVEL PERMITS DENIED

The Belgian government has again denied the request of the board of the Martian Missionary League for permits that would allow for a visit by an impartial commission to investigate rumors of slavery in the Coprates. The Governor of the Coprates, Major General Andre Foucard, cited recent unrest and riots in his letter, claiming that he could not guarantee the commission's safety.

FRUSHER-BOYLE BERRY JAMS AND JELLIES: NOW ON SALE!!!

J. A. Hopkins and Sons, Purveyors of Fine Jams and Preserves to Her Majesty the Queen and the Prince of Wales, have announced a discount of six pence per tin on their exquisite Fruscher-Boyle Berry jams and jellies. The Fruscher-Boyle Berry was discovered several months ago by the Viscount Towster's circum-Mars expedition, and its introduction in Syrtis Major led to an immediate and tremendous demand for this tart, large, reddish berry.

Limited supplies of the berry drove prices spiralling upwards for weeks, but recent reports that it was unsuitable for baking or for pie filling has forced the price downwards faster than it went up. Hopkins and Sons, who have said in the past that they plan to stick by the berry, report that their discount is only temporary, to allow them to sell off excess supplies. See their new store in the Seldon Arcade, Shaftesbury Avenue, Syrtis Major.

THE *TRANSACTIONS* CAMPAIGN: RESCUE AT BORDOBAAR

BY MARK CLARK

In a departure from our usual practice, this issue's adventure is not a conventional description of a scenario, but is an excerpt from the continuing series of after-action reports we prepared during the time we here at Delaware played the adventures the *Transactions* Campaign is based on. As I pointed out in the Editorial, we just shut down that campaign a few weeks ago, and Lord Herring and the rest are all NPCs now. In honor of that campaign (the best I've ever played in), I decided to give you a taste of what our games were like. All of the people who played in the campaign have told me that this was probably the best single session we ever had; hope you like it.

BACKGROUND

As those of you who have been following this series of adventures know, our intrepid band of heroes (see the character descriptions at the end of the next *Transactions* Campaign) have had rather a tough time of it here on Mars. In the last episode, they just managed to foil the fiendish plot of the ARI to destroy the Bhutan Spice trade, in the process uncovering the involvement of the German government in the affair. As a direct result of the player's actions, the Germans were forced to withdraw their support for the rebels in Shastapsh, freeing up troops on the Oenotrian front. The Oenotrians sued for peace, and a cease-fire in that war is now in effect. The players were invited to participate in an expedition to the legendary city of Bordobaar, led by the noted explorer William Melville. Accompanied by the reporter David Hannay, the group set out for the city on board the steam launch HMS *Corgi*, traveling through Crocea to Bordobaar. As the adventure opens, the players have just arrived in mysterious Bordobaar.

AUGUST 14, 1991 • GAMEMASTER: MARK CLARK • PLAYERS:

Major Charles "Branded" McGrath (Bret Crouse): Ex-Guards Cavalry officer and intrepid explorer (Player not present)

Sergeant-Major Peter O'Shaughnessy (Jon Balls): The Major's guide and companion

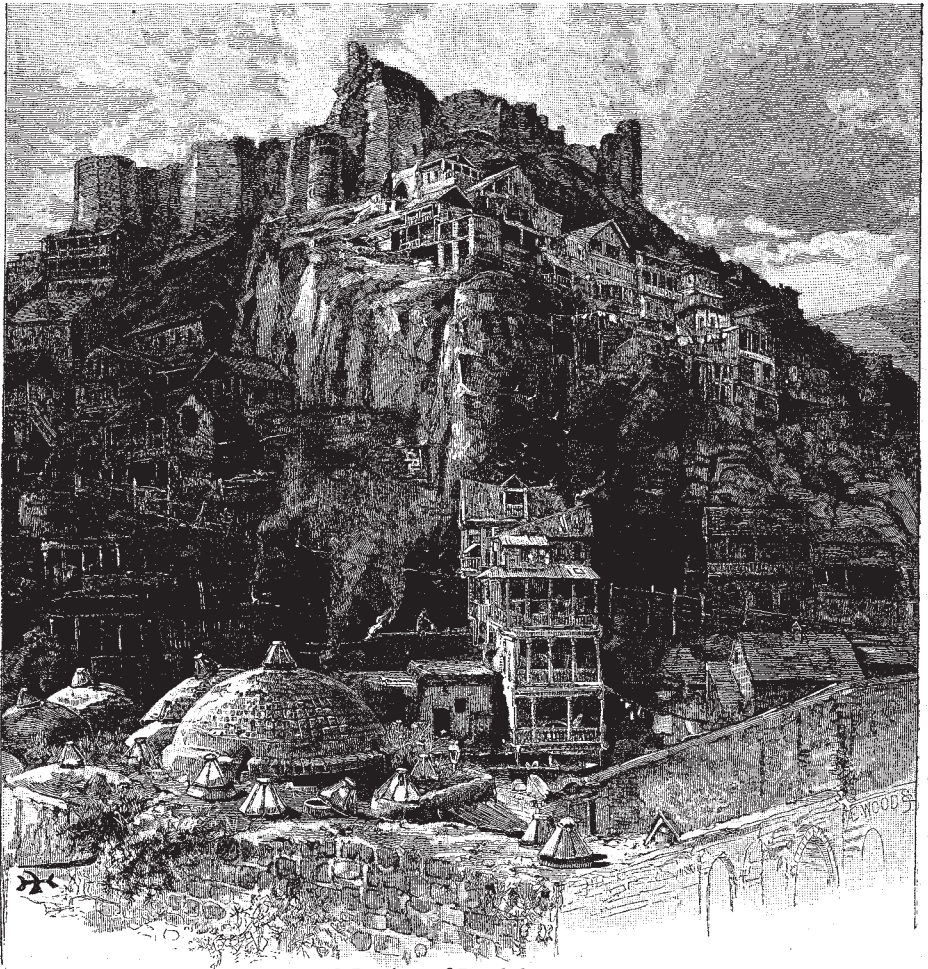
Lord Redmond "Kipper" Herring (Matt Ruane): Wealthy traveller and all-around annoying person

Clive Wentworth (Jeff Boyle): Lord Herring's manservant and keeper

Bruce Hyde (Ken Megill): Australian dandy and bushwhacker

William R. Melville, RGS (Brian Kendall): Not so intrepid explorer and born survivor

David Hannay (Steve Whitmore): Intrepid reporter and photography buff



A Portion of Bordobaar

A new day dawned, the morning rays striking first the towering pinnacle of the Palace of Seldon, and then illuminating gradually forbidden Bordobaar, city of madness and death. Mr. Melville, Mr. Hannay, and Wentworth were the first on deck of the HMS *Corgi*. Melville had been unable to sleep, the excitement of reaching his goal at long last being almost too much for him to bear. He had spent the night before polishing his equipment over and over. Mr. Hannay, on the other hand, had slept soundly, having closed his porthole against the hundreds of gleaming eyes that were staring at the ship from the banks of the canal. No one was sure why Wentworth was out so early, but the fact that Lord Herring was still asleep in bed, giving Wentworth a few moments to walk about free from worry about possible explosions or random gunfire, probably explained his presence.

After a round of hearty "Good Morning's, the three fell silent as they shared a pot of tea. Their enjoyment of the spectacle of the sunrise was cut short by a feeling of unease. A few moments of contemplation (and a few short die rolls) later, they realized that some sort of music was in

the air. Noting that the sound seemed to be coming from the south, the three immediately determined to lower a small boat and locate the source of the noise. After proceeding for about a mile, rowed by crewmen from the *Corgi*, Melville put his telescope to his eye and spotted a large procession of Martians crossing the bridge a mile south. The party then put to shore, concealed themselves, and proceeded to observe. Hundreds of Canal Martians were crossing the bridge, dressed in the white ceremonial robes that tradition called for at funerals. Some of them carried musical instruments, accounting for the music the party had heard while breaking their fast, but most of them carried weapons, lances and muskets by the look of it.

Then, to their astonishment, they saw a sight that galvanized them into action. Supported on the shoulders of a number of burly Martians, a sedan chair carried a human woman, clad in Martian dress and obviously drugged. Behind her, also carried, was a funeral brier, upon which lay an old Martian, clad in royal vestments. They were all shocked that a European woman could come to such a pass. They turned to Aroujie, Melville's chief martian assistant, for an explanation. Aroujie told them that it was traditional for some tribes to sacrifice the youngest wife of their leader on the occasion of his death. Horrified, the men immediately resolved to rescue her.

They sent Aroujie back to the *Corgi* to collect the rest of the party; Wentworth took him aside before he left and told him to be sure to bring some weapons, as the party was armed only with handguns. Not long after Aroujie left, the end of the procession passed over the bridge. Wentworth and Mr. Hannay resolved to follow the Martians; Melville remained behind to guide the rest of the group. The two soon came to a wide boulevard leading into the city, where the procession had trod. Keeping to cover along the side of the street, they followed the Martians deeper into the forbidden city.

Meanwhile, Aroujie arrived back at the *Corgi* and proceeded to collect the rest of the party. Mr. Hyde, hearing that guns were required, went into the arms locker and loaded up in preparation. The Sgt. Major, wiping sleep from his eyes, went to rouse the Major, and then hopped into the boat. Lord Herring, apparently confused by the noise, wound up in the boat as well, though he seemed unaware of what was going on. They pulled for shore, and everyone except for Lord Herring got out. On the trip out, Lord Herring had realized that he hadn't tried out his aerial flyer lately, and so he decided to return.

The rest of the group in the boat got an update from Mr. Melville as to what had happened. They then had to persuade Mr. Hyde that this was a worthy endeavor. Bruce seemed to have a very hard time understanding why the others even wanted to attempt a rescue, but after some appeals to his better nature were unsuccessful, mentions of the possibility of jewels led to his enthusiastic acceptance of the importance of the mission. He immediately set off at a rapid pace, the Sgt. Major in tow. Mr. Melville and the Major followed at a more leisurely walking gait.

Meanwhile, Wentworth and Mr. Hannay had found that the path of

the procession had changed, moving south towards a large black building. They came across a drunken Martian, whose arms bore the characteristic tattoos of a Worm Cultist. Questioning him, they confirmed the hypothesis of the intended sacrifice of the woman, after which he passed out. Mr. Hannay left a note for the others on the Martian, and pressed on. They soon saw that the black building was a Temple of the Worm, shaped in the form of an enormous coiled snake, with huge fanged heads forming the top of the structure. A large crowd of Martians, presumably from the procession, stood in front of the temple. A priest stood on the steps, leading them in an ominous chant. The woman they sought to rescue was nowhere to be seen. Wentworth and Hannay decided that they needed to circle around to one side, but the underbrush was too thick for the penknives they carried, so they waited for the others to arrive.

Bruce and the Sgt. Major, moving quickly, soon came upon the drunken Martian. Searching his body, they found the note. Before they left, Bruce, apparently annoyed by the vomit on his shoes, slit the Martian's throat, excusing his actions on the grounds that Worm Cult tattoos made for a Martian better off dead. Moving forward, they joined Wentworth and Hannay. The Sgt. Major used his machete to clear a path into the underbrush, as the rest of the group left a marker to guide anyone who followed. They moved into the side street, where they were soon joined by the Major and Mr. Melville, the latter looking a bit green around the gills (he had seen the dead Martian).

Their first effort to circle about proving unsuccessful, the party doubled back and undertook a wider circle. As the chanting of the Martians grew louder, Mr. Melville became consumed with a desire to deal with them directly. He returned to their first path, along with Mr. Hyde. The rest of the party continued their attempt to gain the rear of the temple.

Mr. Hyde, in an unusual display of common sense, actually served as a restraining influence on Mr. Melville, who upon reaching the square wanted to immediately confront the Martians and tell them that he wouldn't stand for their nonsense. Instead, Bruce managed to persuade him to keep hidden and look for some way to sneak in. Failing in this, Mr. Hyde reverted to his usual self and leveled his gun at the head priest. Mr. Melville, reverting to his usual self as well, restrained Mr. Hyde, persuading him to await events.

As is usual when Lord Herring is anywhere in evidence, events soon came to a boil. As they watched, Mr. Hyde and Mr. Melville began to hear a sound, the sound of an aerial flyer. Although it didn't sound like Herring's flyer, it soon was seen to be just that. Upon his return to the *Corgi*, Lord Herring had determined that his flyer was operational, repaired and modified by Mr. Jones, inventor of the Jones Patent Torpedo and the Jonah diving suit. He then loaded it with rope, a can of grey paint, several billiard balls, and six cans of beanie-wienies. Lowering his goggles over his eyes (leading to corrections all around the table when he tried to use both hands, since Lord Herring had lost an arm to a cannonball in

an earlier adventure) and wrapping a scarf around his neck, he set out for adventure. Stopping briefly at the site where the group had come ashore, he unloaded the beanie-wienies, and then flew on to follow the procession. When Hyde and Melville saw him, Herring had just seen the temple. Herring swooped towards it, hoping to rescue the woman and be off. Failing to see her, he resolved to torment the Martians instead, and flung his can of paint at the Martian priest, hitting him. The rest of the Martians proved none too enthusiastic about this behavior, and began to fire at Herring and his flyer, missing him but hitting the engine and the lift controls. It appeared to Hyde and Melville that Herring would try to escape as the flyer pulled out of its dive and clawed for altitude, but at the last minute Herring put the stick hard over and dived for the crowd, the engine spluttering. It looked as though Herring was trying to sacrifice himself, but at the very last minute he executed one of his famous rolling maneuvers, depositing himself and his gear on the top of the temple, as the flyer spiraled into the crowd and exploded.

This proved to be almost too much for Mr. Melville, who was moved to try to applaud, prevented only by Mr. Hyde's concern for their continued concealment. To divert Mr. Hyde, Mr. Melville then decided that the time had indeed come for the application of firepower. Mr. Hyde gunned down the acolyte who had taken the paint-soaked priest's place, and Mr. Melville emptied his revolver into the crowd to little apparent effect. The Martians responded by diverting their attention from Mr. Herring to the two of them, and as the fanatical Worm Cultists charged, Bruce and Mr. Melville did the prudent thing and ran away, the Martians in hot pursuit.

Meanwhile, The Sgt. Major, the Major, Wentworth, and Mr. Hannay had reached the rear of the temple. Finding no door, they resolved to climb up and see if they could enter from above, where they saw smoke drifting lazily out of the mouths of the serpent. The difficult climb was rendered easier by the age of the stone and by the fortuitous arrival of Lord Herring above them on the temple's top, who, after shaking off the effects of his fall, proceeded to lower a rope down to them. After reaching the summit, the Sgt. Major moved to look down the serpent mouth, Mr. Hannay following close behind. What he saw chilled his bones.

Below lay a large circular room, the floor seventy feet below. In the center the dead old Martian Prince lay on a slowly smoldering funeral pyre, the source of the smoke. To one side lay a door, barred, and rows of benches where Martians sat with bent heads and chanted. On the other side lay a hole, into which four Martian priests, their bodies naked except for the hideous tattoos of the Worm Cult, tossed raw meat in time with the chants. From the hole hideous sounds of slurping emerged, loud enough to almost overpower the chanting. Between the hole and the pyre the Sgt. Major saw the young white woman, dressed only in jewelry and tied up

The Sgt. Major sprang into action, lowering the rope, sliding down it and dropping to the floor. Wentworth soon followed, covered by the gun of Mr. Hannay. As Wentworth went after the priests, the Sgt. Major headed for the young woman. They suddenly heard her scream. An enormous

white worm, fully 15 feet in diameter, emerged from the pit, its tongue seeking to caress the firm flesh of the maiden (at least you'd think she's a maiden, this being *Space: 1889*). Mr. Hannay immediately fired, as Lord Herring slid down the rope and fell rather awkwardly to the floor. As the chanting Martians looked up, Herring plugged one with his revolver on general principles and told the rest to stay back. Half of them fled, but the rest charged, waving ceremonial daggers.

The shot fired by Mr. Hannay got the worm's attention, and it emerged from the pit and flew upwards towards him. He managed to get off another shot, but then the monster was upon him. He tried to get away, but its tongue wrapped around his leg, pulling him inexorably into its maw. Meanwhile the Sgt. Major had managed to free the lass, and as he turned to look at the one remaining priest that Wentworth hadn't killed, his attention was momentarily distracted by the Worm. "Imagine the size of the lift glands in that beast," he mused to himself, "I wish I had more time for a dissection." He came out of his trance as Lord Herring came running around the pyre, followed by the screaming cultists. The Sgt. Major then shot the last priest (whose bulging neck muscles and urgent gestures toward the Worm seemed to be somehow significant).

As that last priest gurgled out his final breath, the hold on Hannay's leg loosened. He scrambled out, assisted by Major McGrath, thanking his lucky stars. After a few moments, the screams from below attracted their attention, and they ventured a peek back inside. It was not a pretty sight. Blood covered the walls, bodies were scattered about, and the worm ate from among the assembled parts of those still alive as if it were exacting a horrible, twisted revenge for centuries of torment. Their faces pale, the Major and Hannay realized their failure — the woman and their friends were dead. Shaken and depressed, they lowered the rope to the ground and made their way across the plaza and towards the canal, their hearts heavy with loss.

Meanwhile, Bruce and Melville had led the Martians a merry chase. With their lead, the two managed to get out of sight after a mile or so, and tried to conceal themselves. Melville was successful, but a small bug bit Bruce just as the Martians came near, causing a twitch that gave him away. He leapt to his feet, and fled again. He soon gained the main street and increased speed. Just as he thought he might get away, the rattle of musketry rang out behind him, and he was spun half around, a ball nicking his shoulder. He started to dodge, but the loss of blood slowed him down. He had run for over a mile before he was hit, and he had to run for two more, all the while dodging bullets and trying to keep from collapse. Just as he made it to the bridge over the canal, the cultists caught him and dragged him to the ground. He was winded, but still too strong for them. Bruce knocked two of the cultists cold, threw the rest of them off in an almost impossible feat of strength, and dove over the side of the bridge. As he surfaced, he heard the angry screams of the cultists, and the welcome strains of a familiar voice. "Please be over here coming, Mr. Hyde" shouted Aroujie with some urgency from the ship's boat. Bruce, his lungs bursting, swam with all his might. At last he

reached the boat, but as he grabbed for Aroujie's hand, he felt something brush his leg, and his head went under water. Gunshots rang out, and the next thing he knew he was on the launch, being rowed at full speed towards the *Corgi*. "Very pesky these cultists are being, Mr. Hyde." Bruce turned his head and saw Aroujie reloading a rather large revolver. "Soon you safe will be being," Aroujie continued, as he emptied the pistol towards their pursuers with gleeful abandon.

Aroujie was right. Under a full head of steam, the *Corgi* was rushing to their rescue. The characteristic "pom-pom-pom" of the Nordenfelts was music to Bruce's ears, and as soon as he was on board and comfortably ensconced in a deck chair, Aroujie brought him his rifle, with which he was able to take a few pot shots. After dispatching the cultists, they continued on, having spotted Mr. Melville further down the canal. He, it turned out, had had a rather leisurely stroll through the city back to the canal bank after the Martians passed him in pursuit of Mr. Hyde. After picking him up, the ship proceeded even further, soon to find the rest of the survivors. Mr. Hannay and the Major got on board, followed by Herring, Wentworth, the Sgt. Major, and the young woman. The sight of the girl proved too much for Mr. Hyde, who promptly collapsed.

Wait a minute, you say. Weren't all those folks eaten by the Worm? Obviously not, but how did they escape? Well, it was rather simple, really (as the Sgt. Major might say). The charging crowd of Martians gave them no choice: they had to enter the Worm's pit. Fortunately, it had a set of stairs in it, so they managed to get below just as the Worm abandoned Mr. Hannay's leg and turned on its worshipers. Dragging the woman with them, they descended, until they reached a room. Inside they found walls whose fungus covering gave off a ghostly light, and the bodies of nine Martian women, wrapped in cocoons of silk. All of the women had expressions of horrible agony on their faces. The Sgt. Major, after investigation, determined that the women still lived, but only in some sort of suspended animation. He plunged a knife in all their hearts, and the agonized expressions relaxed. Meanwhile, the light revealed to the rest of the group the young lady was wearing nothing but her jewelry. Lord Herring immediately gave her his jacket, and instructed the others to keep their eyes averted. At the urging of Wentworth and Herring, the Sgt. Major finished his knife work hurriedly, and they then fled deeper into the sewer system, going down a hole too narrow for the Worm. Being sure to avoid the sides of the corridors (there might be a brillo hedgehog down here!), they reached the outlet on the canal, where they met Hannay and the Major. What a happy reunion!

Being back aboard the *Corgi* allowed cleaning up all around, the provision of proper clothing for the young lady, and the eventual serving of tea and scones. What is her story? What will exploration of the rest of Bordobaar reveal? Tune in next week for "Secrets of the Forbidden City."

SAYING OF THE EVENING:

"I'm not surprised; I saw Lord Herring over there recently." Bruce, after being told he saw a large pillar of smoke in the distance.

TO PRESERVE PEACE, TRANQUILITY, AND PROSPERITY

THE STORY OF THE ROYAL MARTIAN CONSTABULARY

BY MATT RUANE

For the past twenty years, Mars has reluctantly begun to release her secrets to men from Earth. These secrets, and the chance to grow rich from trade, farming, and the recovery of ancient Martian technology, has led large numbers of Earthmen to travel to Mars. The British Crown Colony of Syrtis Major has drawn thousands of these settlers to the Red Planet, and with their arrival has come increased turmoil between the Martian inhabitants and the newly arrived British and Imperial colonists. In Syrtis Major, and the other large cities (especially Parhoon and Gorovaan) the British police forces and their native compatriots maintain the peace. In the countryside, peace was originally maintained by the British Navy and the Army, but with the outbreak and resumption of hostilities with the Martian city states to the south, no longer can the military spare the manpower to protect colonists, prevent crime, and maintain order. Wisely, those in Government House choose to establish the Royal Martian Constabulary, a mounted, and armed paramilitary police force that maintains the peace between Martian and Earthman, preserves tranquility, and helps to promote prosperity through the maintenance of peace

The Royal Martian Constabulary (RMC) is modeled after the its Irish counterpart, the Royal Irish Constabulary. The RIC was established in the beginning of the 19th century to preserve the peace in Ireland after the republican disturbances during the Napoleonic era. Maintenance of peace in the face of armed insurrection required that the RIC be armed, and the vast distances required that they be mounted. Most of the RIC recruits were Protestant, and from the urban areas of Ireland. Highly successful in maintaining the peace, they soon came to fulfill other jobs as well. They protected magistrates, they served eviction notices, guarded food exports during the potato famine, halted riots, thus maintaining peace and tranquility through armed force. Their excesses were constantly mentioned in the British press throughout the middle of the century, but it was their early successes which inspired Sir Robert Peel to establish the Metropolitan Police in London in the 1830's.

When the Republic of Texas wished to create a state police force, the famous (or infamous) Texas Rangers, they modeled themselves after the RIC. The Texas Rangers, modifying the RIC experience for local conditions, proved to be highly successful both before and after the Civil War. Thus when the British officials were searching for a way to preserve the peace outside of the major urban cities, they had a ready model in the RIC when they decided to create the Royal Martian Constabulary.

The RMC consists of 120 troopers, armed with Henry-Martini carbines and Webley .455 revolvers. The 120 troopers are led by twelve

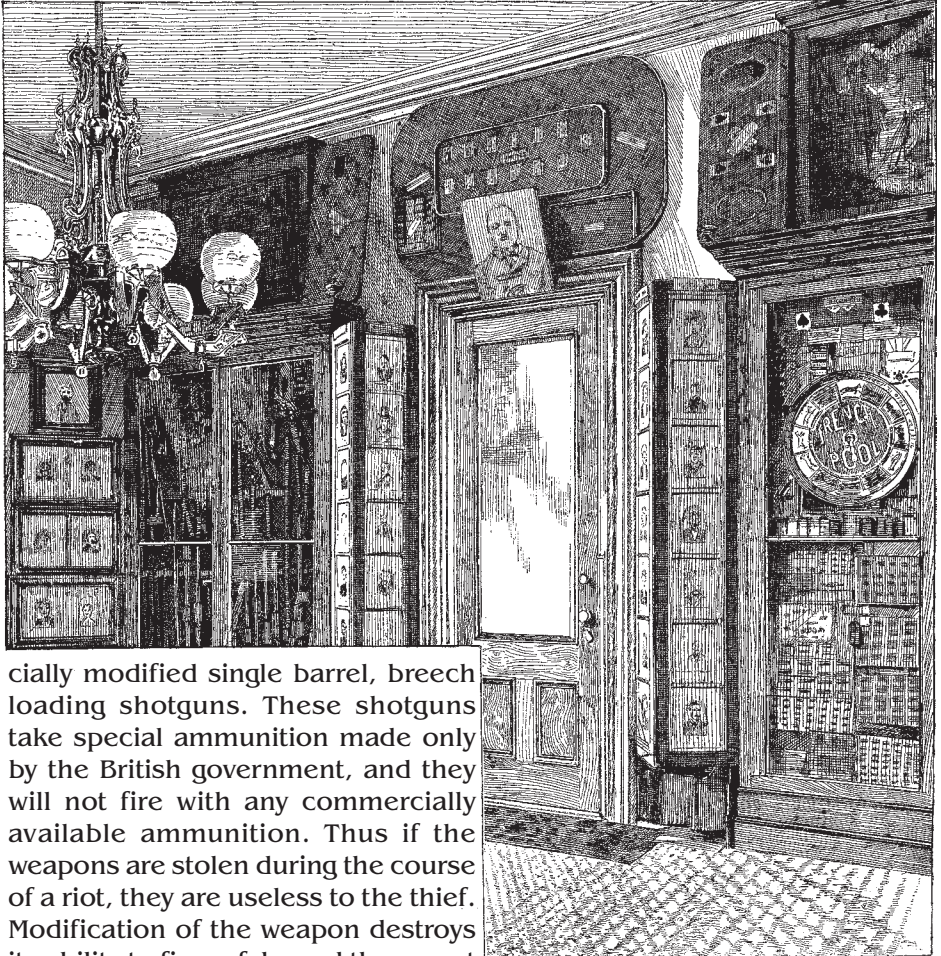
officers, all with reserve commissions in the British Army. The vast majority of the troopers are either former policemen, from the City of London or Metropolitan police forces, from the RIC, or are ex-Army enlisted men. The officers, for the most part, are University graduates, either with previous military service, or who have a legal background. This is important for almost all of the officers are also magistrates, and are thus legally allowed to enforce the law and to sentence and try criminals on the spot if necessary. More importantly, because of the complexities of the British legal system, having a magistrate assigned with the police unit allows the reading of the Riot Act over any illegal gathering of three or more persons.

The unit has a tremendous esprit-de-corps, due to their high pay and their prestige among the British colonists. The unit is made up of 90 troopers, or patrolmen, 10 sergeants, 10 lieutenants, 5 captains (both the lieutenants and the captains are magistrates), 4 chief magistrates, and 1 commissioner. The commissioner is directly responsible to the Lieutenant Governor of the Crown Colony, acting as the Crown's representative to the Home Office. The commissioner, Colonel Sir Henry Albert Wallingford, DSO, KGIE, was formerly the assistant commissioner in charge of the North-West Frontier Force on the India/Afghanistan border. Sir Henry felt that by becoming the first commissioner of the RMC he would be able to set the standards for the future of the force. His actions, to date, have been acceptable, and there have been few complaints, either from Martians or from Earthmen.

The RMC's main base is just south and east from the city of Parhoon, and it is given charge of all territory within the Crown Colony, other than the cities themselves. They are subordinate to the military in all situations involving foreign powers, and they are not authorized to enter the city-states without permission from the respective leaders of the urban police forces. Nevertheless, the RMC is extremely powerful in the countryside and is able to use necessary force to maintain the peace. The troopers, mounted on either gashants or horses, usually patrol in 10 groups: 8 troopers, 1 sergeant, and 1 lieutenant. Each city-state Syrtis Major, Parhoon, Gorovaan, Haat, and Meepsoor) are assigned a captain, and a chief magistrate, as well as with two troopers assigned various office duties. The commissioner is assigned to the Parhoon headquarters instead of a chief magistrate. However, very often the head office captain is forced to act shorthanded when the commissioner is in Syrtis Major performing political tasks. Thus, though head office duty is more trying, it offers quicker promotion to chief magistrate, or quicker demotion/expulsion if the captain is unable to keep up with the duties assigned to him.

Although the force is presently armed with Martini-Henry carbines, rumor has it that the commissioner wants his men equipped with the newer Lee-Metford carbines, or he will purchase American made Winchester carbines. The force is also armed with .455 Webley revolvers, though it is understood that any .455 caliber side arm is acceptable, if the trooper or officer wants a different weapon. The RMC also uses spe-

THE ROYAL MARTIAN CONSTABULARY'S MUSEUM OF CRIME



cially modified single barrel, breech loading shotguns. These shotguns take special ammunition made only by the British government, and they will not fire with any commercially available ammunition. Thus if the weapons are stolen during the course of a riot, they are useless to the thief. Modification of the weapon destroys its ability to fire safely, and thus most

of the shotguns stolen are quietly returned to the RMC stations. Only three shotguns have been permanently lost, and it is assumed that they were destroyed when the owner attempted to use the weapon or after they modified it. The entire force wears a dark blue uniform, consisting of cord riding breeches, shell jacket, and a 10 foot silk pugeree, which is generally wrapped around the waist or around the white pith/sun helmet. Not only can they be used in sand storms, but tied together, they are strong enough to act as an emergency rope. Members of the unit wear a silver badge on their helmets and their left breast, which includes their identification number. The badge is an eagle grasping the identification number, all set above a setting sun. This badge, however, has its detractors who hint that the appearance of an armed police force on Mars spells the decline of the British empire. (An eagle grasping the ID number above a setting sun, geddit?) Nevertheless, the RMC has maintained the peace for nearly 20 years, and Sir Henry promises it will do so for another twenty.

Cloud Captains Corner

by Ross Anderson

Mohawk-class Gunboat

Following the success of the *Eagle*-class Rocket Sloops, the Congress of the United States authorized funds for a more conventional design to augment them in operations. Several shipbuilding firms entered designs to the Senate Naval Acquisition and Financial Undertaking Board, but in the end the winning design was submitted by the Bath Iron Works of Bath, Maine. Similar in layout to earlier European designs (Britain's *Locust*, and France's *Harpon*), the *Mohawk* utilizes the new Harvey process of armor hardening which has reduced the mass by 20%, albeit at half again the cost. The weight savings from this, plus the use of a forced-draft engine, allowed the design to incorporate two 4" Long breech-loading guns, as well as two 57mm Hotchkiss Revolving Cannons, two .50 caliber Gatling Guns, and an armored searchlight in a ventral turret. The all-steel hull, slightly larger than the British *Locust*, has produced a stable gun platform while sacrificing none of their signature maneuverability. The design is at present being built in no less than five navy yards, including one in Thymiamata on Mars!

Deployment of Ships in Class

Ship	Launched	Squadron
<i>Mohawk</i>	1889	Atlantic
<i>Seneca</i>	1890	Gulf
<i>Oneida</i>	1890	Pacific
<i>Cayuga</i>	(building)	Brooklyn Navy Yard
<i>Onondaga</i>	(building)	Bath Iron Works
<i>Tuscarora</i>	(building)	Boston Navy Yard
<i>Iroquois</i>	(building)	Bath Iron Works
<i>Seminole</i>	(building)	Thymiamata (Mars)
<i>Algonquian</i>	(building)	Philadelphia Yards

Technical Specifications of Mohawk Class

Armor = 2 (Harvey)	Gunners: 9
Hull = 3	Marines: 1+1
Speed = 6 (30 knots)	Armament:
Engine = 375 HP (ES = 3)	One 4" Long, forward
Coal = 59 tons	One 4" Long, stern tower
Endurance = 20 days	Two 6-pounder HRC (Port/Starboard Wings)
Altitude = Very High	Two .50-cal Gatlings (Port/Starboard)
Tonnage = 250 tons	One Armored Searchlight (ventral 360-degree turret)
Price = \$192,000	
Crew = 2+4+17	Note: For purists who don't like the introduction of
Bridge: C,H,T,S,O	Harvey Armor, just remove the searchlight (7 tons, 1
Deck: 1+3	crew) and the two Marines (5 tons, 1 NCO + 1 crew).
Maneuver: 3	

FIELD REPORT TO NAVAL INTELLIGENCE
UNDERSECRETARY SMYTHE-BARROW, O.B.E.
CONCERNING: RUSSIAN CONSTRUCTION OF ETHER
BATTLESHIPS

In response to the launching of the second British ether battleship (*Duke of Cambridge*) in 1888, Czar Alexander III decreed that a class of similarly-equipped vessels should be laid down at the Galernii Navy Yard. While construction has proceeded at the characteristically slow Russian pace, I now have information regarding the first completed vessel of this endeavor, the *Chusi Pravosudia*, or, *The Scales of Justice*. In mass, she is smaller than the *Duke* class by perhaps 10%. A strong armament is mounted: two ventral turrets, each with twin 11" guns of modern design (purchased from the Brno works — see reference #2 in my report of four months previous) as well as four single-gun dorsal turrets armed with modern 5" guns — only the tertiary armament is rather weak, consisting of but four Krupp 12-pounder breech-loading guns in paired broadside placements. The armour, both turret and hull, is near identical to the "Duke" class. The class possesses equal numbers of bomb racks to the "Duke" class, and though I cannot guarantee that she is with-out reloads, it seems to me that there is no room for such, especially in light of the fact that they also boast quarters for a battalion of troops on board (standard Russian battalion = 90 troops). Lastly, she has immeasurably gained in her completion from the expertise of several engineers from the United States of America.

In brief, it seems clear that the design was created specifically to counter the presence of a *Duke* class ether battleship, within the limits of their capacity to construct such a vessel. They have availed themselves extensively of both French and United States technicians and machinery. Her sister vessel, the *Mosch Pravosudia* (*Weight of Justice*), is 68% complete at the time of this report. I regret not having been able to view the inner works of the *Chusi Pravosudia* personally, but according to the architect drawings (see enclosed for photographic plates of said drawings), the designed performance of the vessel is identical to or slightly exceeding that of a *Duke* class. This remains to be seen; trials are scheduled for the fourth of next month, and I believe I have found a way to circumvent the security precautions, the better to observe this activity first-hand.

Your Obt. Servant,

Captain V. Hellstrom, 13st H

ETHER BATTLESHIP,
CHUSI PRAVOSUDIA (SCALES OF JUSTICE) (DUKE OF YORK, FOR COMPARISON)

Hull Size = 90	(Hull Size = 100)
Ether Prop = Edison 360 <u>360 tons</u>	(Armstrong 480 <u>480 tons</u>)
Solar Boiler = 360PP <u>720 tons</u>	(Boiler = 480PP <u>960 tons</u>)
AtmosProp: ES=45 <u>225 tons</u>	(ES=50 <u>250 tons</u>)
Bunkering: BS=90 <u>900 tons</u>	(BS=100 <u>1000 tons</u>)
Armor Value = 3 <u>2700 tons</u>	(AV = 3 <u>3000 tons</u>)
Armament:	
2 X twin-gun turrets, 11" guns	(2 X twin-gun turrets, 12" guns
AV=2 <u>3350 tons</u>	AV=2 <u>3750 tons</u>)
4 X single-gun turrets, 5" guns	(3 X single-gun sponsons, 4" guns
AV=2 <u>400 tons</u>	AV=3 <u>156 tons</u>)
4 X 12-pdr/3" guns broadside	(8 X 15-pdr/3" guns broadside
<u>80 tons</u>	<u>200 tons</u>)
8 bomb racks and 8 bombs	(8 bomb racks and 8 bombs
-no reloads- <u>40 tons</u>	-no reloads- <u>40 tons</u>)
Troop Capacity = 90 troops	(Troop Capacity = 90 troops
-one batalion- <u>225 tons</u>	-one battalion- <u>225 tons</u>)
Total Tonnage - - - - - <u>9000 Tons</u>	(Total Tonnage - - <u>10,061 Tons</u>)

Note: As can be seen, even by changing various aspects of the *Duke* class from the published specifications, the numbers do not jibe. It is impossible to duplicate the *Duke* using the published rules. Were we to restore that which has been altered, the ship would blossom from a paltry 61 tons overweight to an astonishing 295 tons! Of course, if we used the more efficient Edison Patent Ether Propellor, we could easily make the 'cut', but what self-respecting british naval architect would forgoe his nation's products for that of a foreign country? Besides, from all views ever shown of a *Duke* class Ether Battleship, it distinctly possesses an Armstrong Propellor.

AERIAL YACHT: THE *BOLIDE*

Roderick Paget Neville, like many of his class in England (i.e., the idle rich), was taken not only with the romance of Mars, but also with the thrill of flying in the liftwood fliers made possible by that planet. He arrived in Syrtis Major in the spring of '88 with the idea of organizing races between liftwood craft of similarly-minded (and financed) sportsmen. The initial lack of participants did not deter him, and by early 1889 he had finished his own racer. With no-one to race as well as the outbreak of war with the Oenotrian Empire, Neville penned the rules for racing, sent them off to his publisher, and volunteered his racer to serve as a dis-

patch vessel, with himself in command. Here, then, is the naval version of his racing craft, the *Bolide*:

Hull Size: 1 (Steel Framed)
Propulsion: FD Engine; Size = 2
Bunkering: Size = 3
(15 days Endurance)
Armor Value: AV=1
Armament: 6-pdr HRC (Stbd Wing)
6-pdr HRC (Port Wing)
Passenger Capacity: 1
Weight: 83 tons Cost: £14,560
Altitude = Very High
Speed = 9 (45 mph, or 39 knots)
Crew = 10 (Bridge = 4; Guns = 2; Eng.
= 2; Deck = 1; Passenger = 1)

STEAM RECIRCULATORS

BY STEVE WHITMORE

Space: 1889 relies on steam power for much of the travel on Earth and Mars. The designers created a system for designing steam powered vehicles but left out any consideration of the consumption of water by the steam plant. Anyone who has looked at the performance of steam engines knows that they use a lot of water. For example, even the most modern (1950's technology) steam locomotive has to stop roughly every seven hours to refill its water tank. This is not a problem on Earth where most of the steam engines are train or ship engines. There are water towers along the tracks for the trains to fill their tenders. Ships solve the problem of fresh water by using evaporators to obtain fresh water for the boilers from the sea. These solutions are fine if your steam engine is floating in an ocean or riding on fixed tracks. There is a problem if you are flying around on a mostly waterless planet such as Mars. The purpose of this article is to provide additional rules for endurance.

1. There are two factors to be considered when calculating the endurance of a steam engine's water supply. The first is the size and type of engine chosen. The larger the engine, the more water that it will use. Steam turbines, the most efficient engines, will use less water than conventional steam engines. There is no reduction in water consumption by switching to a reciprocating engine. The second factor in the calculating of the endurance of steam engines is the recirculator factor. This is a the reliability number of any recirculator added to the steam engine. The base recirculator number is 0.2 and is used for all steam engines that do not have a recirculator. This assumes that there have been advances in steam technology to cope with the problems specific to Mars.

2. The formula for calculating water endurance is as follows: Water tank (in tons) multiplied by the recirculator value (ER) divided by the engine size.

WATER: ((WT) ____ x (ER))/(ES) ____ = ____ .

Thus, a size one engine without a recirculator would have an endurance of .2 days per ton of water and a recirculator with a recirculator value of 2 would have an endurance of 2 days per ton of water. Double the efficiency of the recirculator if it is attached to a steam turbine. The formula is changed as follows:

WATER: (((WT) ____ x (ER))/(ES)) * 2 ____ = ____ .

3. Recirculators can be purchased or invented. However, the typical recirculator is an expensive item to obtain, costing thousands of pounds. Player characters will probably want to invent one for their steam engine.

A recirculator adds no weight to the engine, only cost. The formula for calculating the cost of the recirculator is as follows:

**RECIRCULATOR (ER): ____ ES x 2 x 1000£ + 1000£ per
additional RECIRCULATOR (ER) POINT ____**

4. Recirculators: Like most of the technology in *Space: 1889*, the

recirculator can be researched. Research into recirculators is part of the Power Propulsion class. It takes 12 points of research dice to make a recirculator. The reliability die's target is 3. Recirculators with negative reliability are not allowed.

EXAMPLE: THE MCPHERSON RECIRCULATOR:

The renowned inventor Colin McPherson was able to invent a recirculator by expending three dice in power production to obtain the 12 required. He then rolled one die for a 6, obtaining a recirculator with a reliability of 3. He placed the recirculator in a Rutledge flyer (see "Microhulls," Issue #4, *TRMGS*). In addition, he had the Rutledge Aerial Flyer Company add a 7.5 ton capacity water tank. The resulting specification changes were made:

Hull Size: 'C' 50 tons
Hull Cost: £4000
Engine Size: .75
Engine Cost: £750
Engine Weight: 7.5 tons
*** Water Tank. 7.5 tons
Coal Bunker: 5 tons
Crew Cost: £30

Crew Weight: 7.5 tons
Endurance (Coal): 67 Days = $50/.75$
(Water): 40 days = $(7.5*4)/.75$
Speed: $6 = 4.5(6*.75)/.75$
Altitude (without weapons or passengers): VH with 14 tons of equipment
 $1.1 = 50/20 * (EW+B+CW) + 21.5$
(equipment)

THE FOLLOWING ORIGINALLY APPEARED IN THE LETTERS COLUMN OF *TRMGS* #6:

Dear Sir,

In issue 4 of *Transactions* in the "Cloud Captain's Corner" column was an article entitled "Micro Hulls". This was an excellent article, but I do have a question regarding the endurance figures that the author included for his Rutledge Mk I and Mk II flyers. In the *Cloudships and Gunboats* rules manual the formula given for endurance of a steam powered flyer is as follows:

Endurance in days = $(10 \times \text{Bunker Size}) / (\text{Engine Size})$

When using this formula the Bunker Size is is ten times its weight in tons. The formula would be best written as:

Endurance in days = $(10 \times \text{Bunker Weight in tons}) / (\text{Engine Size})$

Using the formula on the Mk I and Mk II Rutledge flyers gives us an endurance as figures as follows:

Mk I Endurance in days = $2 (\text{Bunker Weight in tons}) / .5 (\text{Engine Size})$ or $2/.5 = 4$

Mk II Endurance in days = $5 (\text{Bunker Weight in tons}) / .5 (\text{Engine Size})$ or $5/.75 = 6.7$

In the article the Mk I's endurance was given

as 40 days whilst the Mk II's was 67 days. Could you please tell me if the decimal points were omitted from the article or is it that I missed a special endurance rule for micro hulls.

Yours Faithfully,
Colin Nash
Aldershot, England.

Dear Colin;

When I submitted the article to Mark, I left the decimal points out of the final draft. The flyers were given a small endurance to force choices from players. I hoped that they would be forced to leave some of the equipment that adventures are want to carry. After all, the second kitchen sink is probably not necessary for the party to survive. The Mk I can achieve 20 days endurance and still lift 6.5 tons of equipment (8 more tons of bunker) and the Mk II 11.5 tons of cargo and achieve the same endurance. Thank you for bring this omission to our attention. I am now using your formula for calculating endurance on my flyer construction worksheet.

Steve Whitmore
Travel Editor

THE CLOUD AND CANAL YARDS OF AVENEL

BY THOMAS GRAY

Located in the European section of the Shipyard-Harbor district of Avenel is medium sized shipyard that is quite unique. This article is a description of that yard and of its owner.

THE YARDS

The first thing that one sees approaching the building is a sign off to one side of the ornately carved door in English, Koline, and Parhooni which states:

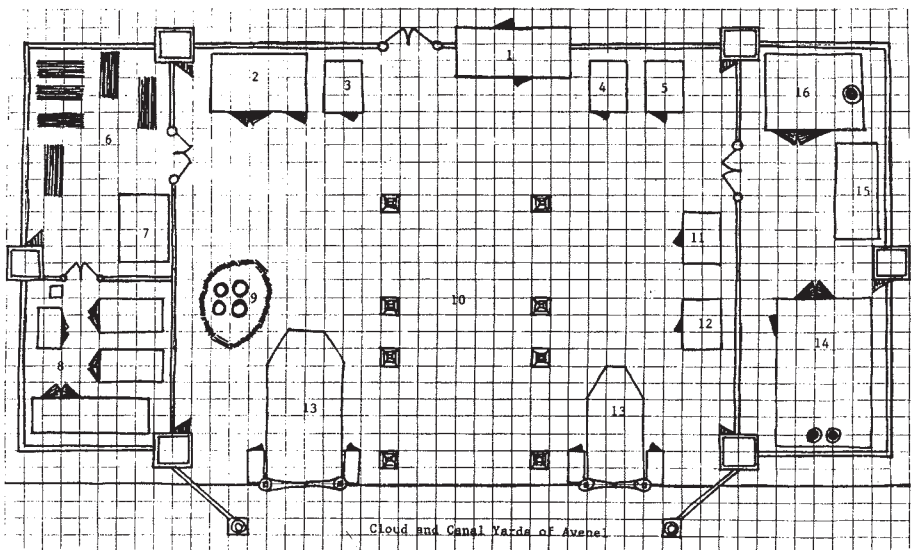
CLOUD AND CANAL YARDS OF AVENEL Hamish I. Maccabees Master Shipwright

The building combines elements of both European and Martian architecture, and is quite handsome in appearance.

1) OFFICE AND DESIGN SHOP

When you enter the office you are transported back to Earth by the contents of the reception area. Paintings of Tea Clippers and Steamers plying the oceans cover the walls, along with a few photographs of ships in varying stages of construction. It is here that you will see a human and a martian working on the company's books side by side (your race

MAP OF THE CLOUD AND CANAL YARDS OF AVENEL



Original TRMGS Artwork (Scan of a photocopy of a photocopy)

will determine which one will approach and greet you.). The book-keeper will introduce you to Hamish Maccabees as he comes in from the ship yard, Hamish will give you a warm smile and a firm handshake and will then take you into his office. There you will see a painting of the Scottish Highlands and a painting of the very first ship he ever worked on. You will also see his framed Apprentice, Journey-men, and Master Shipwright papers open for your inspection. If you wish a ship built, he will take you into design room where you can go through the files of ship designs to find one that suits your pocket-book. If you have a custom ship in mind, he will design it to your specifications and build it. If you wish, he will take you on a tour of the shipyard.

2) ARMORY

Here, samples of the types of weapons that are available to Maccabees shipyard are displayed. Also stored here are the weapons that are about to be placed on any ship that is nearing completion. One will note that there is little in the way of weapons that Hamish Maccabees cannot get.

3) CAULKING SHED

In this shed are stored the tools and materials needed to waterproof, weatherproof, and windproof any ship that is built in this shipyard. Also stored here are the tools for the pitch pit.

4) WEIGHT SHED

In this shed are stored the weights necessary to test the stress points and limits of the ship's hull and to test the hull's carrying ca-

capacity, as well as the strengths of the hull's major joints.

5) GENERAL STORAGE SHED

A little bit of everything can be found here, since this shed is used for general storage (Tallow, Sulfur, Wood Varnish, and Turpentine).

6) CURING AND DRYING YARD

Here can be found fresh cut Martian woods in the process of drying after cutting and sawing. You will also be able to find English Oak, American Maple and Cherry, and other Earth woods, as well as Venusian Teak and Cypress and other more exotic woods. All of the wood is cut and ready to use.

7) SAWMILL

A steam powered saw is located here. It is in use constantly during working hours, cutting wood to specification for ships in for repair or in the process of being built. This area is constantly being cleaned up to reduce the chance of accidental fire. Also stored here are the tools of the shipyard's carpenters.

8) LIFTWOOD SHEDS

This is one of the most heavily guarded areas of the shipyard. Located here are two medium size sheds, one large shed, and one small shed. Liftwood Aeria (the most common sort) is stored in great quantities in whole logs and is cut into panels only when needed. These logs are stored in the large and medium sized sheds. Stored in the small shed near the guard post is Maccabees' greatest prize, a small stock of Liftwood Arabia. To the best of Maccabees' knowledge, he has the largest supply of Liftwood Arabia in the Brit-

ish Colony. There is enough Arabia to build a 400 ton vessel. (Hull size 4 x 1.5 for lift, cost is 18,000 per HS.) See the article "The Biology of Liftwood" in *Challenge* #48 for more details on the different types of liftwood.

9) PITCH PIT

This is a pit approximately 4 feet deep; this is to reduce the chance of an accidental fire spreading. Located here are four large cauldrons of boiling pitch used in waterproofing canal barges and other type of floating craft until they have been thoroughly caulked and sealed with copper plating.

10) MOORING DOCK

This is where a cloudship or aerial flyer is built or repaired. The ships hull is secured to the mooring masts during a ship's refit or repair or during the installation of liftwood panels so the ship does not drift away. At present Maccabees' mooring dock can build up to a 600 ton vessel.

11) SAILMAKERS SHOP

Stored here are the fabric and tools needed to make the sails needed for any kite or canal vessel that uses the wind as propulsion. Those who work here are men who are too old to do any other type of work, or those who were injured on the job but wish to work.

12) ROPEMAKERS SHOP

Stored here are the tools and hemp needed to prepare the large amount of rope which any ship, aerial or canal, needs for daily operation. Again, the men who work here are too old to do any other work, or have been injured and

wish to work.

13) DRY DOCKS

A section of the canal bank has been cut out and lined with stone. A hand winch system is used to open and close the gates of the dry docks, and a ship's bilge pump is used to pump the water out of the dry dock. The largest ship that can be built or repaired in Maccabees dry dock is 1300 tons.

14) FOUNDRY/FORGE

It is here where the iron needed for ships built or repaired in this shipyard is churned out; everything from nails to securing bands are manufactured here. In the foundry section, the steel needed for hulls and armor plate is produced from pig iron either purchased locally or sent from Earth by Maccabees' purchasing agents. While Maccabees' foundry operation is small compared to that of the Syrtis Major Naval Yards, he does produce a good quality steel. The steel workers compound is walled off from the rest of the yard by a stone wall. The reason for this is that in case of an explosion, it is hoped that the wall will limit collateral damage and contain any fire that might result.

15) IRON STORAGE SHEDS

Here is stored the pig iron that is turned into the everyday necessities a shipyard needs. Also stored here are the steel beams and plate needed in the making of steel hulls, armor, and boilers. There is also some iron plate for those who can not afford a steel boiler.

16) BOILER SHOP

It is here that Martian apprentices working under the direction

of master boiler makers produce the boilers for steam ships manufactured at this shipyard. It is said by Hamish Maccabees with pride that they produce some of the finest force-draught and conventional boilers in the colony. The men who work in the Forge/Foundry and Boiler shop come from Manchester, Londonderry, Aberdeen, Dublin, and the East End of London. They were hired by Maccabees to come to Mars and teach the local Martians the art of steel making and boiler making, and to produce the iron ship fittings needed by a shipyard. The men have stayed on working for Hamish Maccabees because they make a better living working for him than they would if they were back on Earth.

HAMISH I. MACCABEES

Strength: 3 Fisticuffs:2 Throwing:1
Agility: 4 Stealth:3 Mechanics:4 (Steam)

Endurance: 3 Wilderness Travel:2 (Mapping) Swimming:1

Intellect: 5 Observation:6 Engineering:4 (Naval Architecture) Science:2 (Physics)

Charisma: 3 Eloquence:2 Bargaining:1 Linguistics:1 (Koline)

Social Level: 3 Riding:2 (Horse)

APPEARANCE

Hamish Maccabees is 5'2" tall, weighing 175 pounds. He has red hair with mutton chop sideburns and a mustache. He always wears a smile on his face, and wears a Highland bonnet with the regimental insignia of the Gordon Highlanders out of memory for his father.

PERSONALITY

Hamish is always in a good mood, and he will gladly extend his

hand to anyone he meets as well as give advice if it is asked for. When it comes to the ships that are built in his shipyard it is as though they are his children: he will take nothing less than perfection. To Hamish, what people think of him matters little; it is what they think of his ships that is his prime concern. Before he ever hands over a completed ship, Hamish fastens a brass plaque to the bridge with the name of the ship, the shipyard's name, and the date of completion as his stamp of approval.

BACKGROUND HISTORY

Hamish Isaac Maccabees was born on February 28, 1850. He belong to a very small minority of Scots who are Jewish. His father was killed in 1857 serving with the Gordon Highlanders during the Indian Mutiny. His mother died a year later; she just wasted away after his father's death. Hamish was brought up by his Uncle Isaiah. Both Hamish and his uncle knew he would not make a good farmer so Hamish at the age of 16 went off to the Campbell Shipyards on the Clyde and learned his trade working in all aspects of shipbuilding. After ten short years, he had earned his master shipwright papers. In 1884, Hamish quit working for Campbell, and with £1000 to his name and a letter of introduction, Hamish embarked to start his own shipyard. In 1889, Hamish has done just that. He owns his own shipyard and it is successful in its own right and he is now beginning to make a name for himself designing aerial flyers.



EDWARD'S GUIDE TO SYRTIS MAJOR: PLACES OF RENOWN IN THE EUROPEAN QUARTER

BY STEVE WHITMORE

FRENCH AND JOHNSON'S OUTFITTERS

Most Englishmen use this establishment to supply all of their expedition needs. It carries everything from tents and clothing to such arcane items as traveling place settings for twelve. The courteous staff is more than willing to give advice and to suggest items the customer may have overlooked. They are the only business on Mars that routinely stocks H&H .600 Nitro Express Rifles and cartridges, though availability is limited. The store is located in the British Quarter near the Savoy Hotel, and is not far from the Explorers Club.

WILFRED'S

The premier clothier on Mars, at least that is what they would like to think. This is the source of fine men's clothing for the very rich and socially connected. To get a fitting one usually has to be of Social Class 5 or 6, or at least be able to fake it. Like most of the best clothiers, they will come to your residence to take measurements and do fittings. A good suit will take at least 3 fittings before it is ready for the customer. Prices are on the steep side, with quality close to Savoy Row in London.

DILLENGER'S MEN'S ATTIRE

The man who enters Dillenger's will find a posh and competent appearing men's clothier. There is a darker side to this establishment. The quality of the garments is aver-

age to good, unless the buyer is not paying attention, or thinks that they should be shopping at Wilfred's or Stimpson's. There have been several unconfirmed accusations that the garments were not tailor made, but tailored off the rack. The upper class clientele does not patronize Dillenger's, unless they are new to Mars and have not made the right friends. Prices at Dillenger's are as high if not higher than Wilfred's. As for the rumors of impropriety by Dillenger's, Mr. Dillenger will dismiss them as lies concocted by his competition, and point out that he could not have maintained a location so near to the Savoy if he were dishonest.

GRACE BROTHERS

What does one need to say except that this fine London establishment has outdone itself here in Syrtis Major.

STIMPSON'S OF SAVOY ROW

This is the finest men's clothier on Mars. Those the patronize Stimpson's are of the highest social class and rank. Patrons include the Royal Governor, the social élite, and many of the ambassadors to Syrtis Major. From its location a block away from the Explorers Club, the tailors go forth to the homes of the very well connected. If you should walk in from the street, you should be prepared for a real surprise. Unlike Wilfred's, the tailors are very friendly toward any one who comes in off the street.

They will politely ask the needs of the client and then give the price. Prices are mostly comparable to Wilfred's. If the client finds that the price is out of their range, one should not be surprised if he is directed towards another shop. Most of the steady clients have one of the tailors come to them, thus there is no embarrassment if they should encounter those of lower class 'lost' and attempting to purchase clothing. Those able to pay the cost of a suit will get the finest of garments, no matter what social class they are.

KELLY'S TAVERN

Those of quality should avoid this waterfront public house. It is rumored to be a congregating point for those of dubious reputation. In the past year several yard workers have reported to the Syrtis Major Royal Constabulary that they were robbed of their wages near the tavern or just after leaving the Tavern. Located across the Meepsoor Road from the Syrtis Major shipyards the location of the Tavern most certainly puts it as one of the best places on Mars to get information about expeditions and other work for adventurers.

MRS. KILPATRICK'S BOARDING HOUSE

Typical of many of the European (Earth-style) boarding houses in Syrtis Major. The house has 10 rooms for rent at from 10s to 15s per week, with breakfast and dinner included. Mrs. K, as she is known to her boarders, prides herself on her table. She serves a very good if plain fare highlighted by her desserts. The boarders never complain about the condition of the

rooms or the quantity of food on the table. She also will keep a room and its possessions secure for travelers who have paid in advance. Located just a short walk from the Residency, the house is popular with civil servants who comprise the majority of long term boarders. If the traveler is very lucky, he may find a room here.

CHARTER ARMS

The Charter Arms is a typical apartment building of some 4 stories in height. There are 6 apartments per floor ranging in size from 1 bedroom to 4 bedrooms. The lodgings here are very comfortable, but they are not those of the upper classes. This is a very middle class block of flats. What makes this a building of note is the type of resident that it seems to draw. The Charter Arms is noted as the home of many famous adventurers, including Messrs. McAllister and Jerome, two well-known American explorers. Indeed, their flat (third floor front) is often visited by many famous personages, including the well-known explorer Bruce Hyde.

The building is of typical Martian concrete construction. However, all during the conversion the builders managed to make the building look as if it came straight from Kensington or Mayfair. Thus, the apartments have the spacious and comfortable feel of a quality London Flat.

THE SIGN OF THE BULL

This is typical public house located on the Imperial Way in the English Quarter. It is popular among government workers both in the evening and during the lunch hour. It boasts the finest selection of im-

ported English ales and German lagers on Mars. If the patrons of the Sign of the Bull get too rowdy the Syrtis Major Royal Constabulary will gladly quell any disturbance as the pub is a favorite of many of the SMRC.

FITZHUGH AND SMITHE

If a gentleman needs firearms he will usually get them from French and Johnson's Outfitters or from Fitzhugh and Smithe. The firearms here are on the pricey side but of top quality. Most English brands are available here at between 5 and 10 times London prices. American Winchesters and Colts can often be found here, as those American merchants are everywhere. The price on them is usually 5 to 7 times that on Earth. F&S is the place to come for all of the ammunition for the guns that they sell in addition to ammunition for H&H .600 Nitro if they have it in stock. If not they can obtain it from H&H direct at a small charge. Located three blocks from the Residency F&S is convenient to all of the English quarter, especially the Explorers Club, a major source of customers for F&S. They also have 2 resident gunsmiths who are good at the difficult and excel at the everyday. There may be one or two finer gunsmiths serving the public in Syrtis Major, though the gunsmiths at F&S do not like to admit it. Fine holsters and leather work can be obtained from F&S, with imported goods from Earth selling at a premium.

THE OASIS

This public house caters to the foreign population of Syrtis Major. It is very popular among legation

workers as it is isolated near the legation compound and across the street from the Roanoke Hotel. Some say that the pub provides a perfect meeting place for spies with its many private rooms and secluded tables. Adventurers looking for foreign intrigue could not go wrong starting at the Oasis. But beware: this one-story building has only one back door and both front and back are often watched by the police and agents of foreign governments. For those seeking a night of adventure it is best not to visit the Oasis alone.

SCHMIDT AND KRAUS ARMORERS

S&K may be the best gunsmiths in Syrtis Major. They provide the only real competition to F&S; that is, if you can deal with them. These German or perhaps Bavarian expatriates (no one is really sure) have a more limited stock than F&S. Notwithstanding the lack of stock, their reputation as gunsmiths keep them in more customers than they need. Located across the street from F&S, a fierce competition has developed, especially for members of the Explorers Club. Yet a trip to S&K can be very interesting to say the least. If one were to call these Teutons cantankerous one would be making a gross understatement. If they do not like a customer for whatever reason, they have been known to be rude to the point of ignoring them. On the other hand if they like a customer, they can be very generous.

THE PINETREE LODGE

If there is one place in Syrtis Major one could be assured of finding an American, that place is the Pinetree Lodge. This public house

is the favorite haunt of the Americans in Syrtis Major since the owner, an American, has decorated the building in the style of the American West. The main saloon not only has a piano player but a large bar with a Remington painting. The casual traveler to this public house should note that Americans are a rougher and more independent breed (some would say less civilized) than the English. They have very little regard for titles and social standing. In addition there is gambling in the main saloon as well as in several of the private rooms. The games of chance are very honest; to this end those caught cheating or attempting to cheat at the poker tables are subject to severe beatings. Though gunplay is not tolerated, there have been several shootings that may have had links to gambling in the Pinetree. The Pinetree features American cuisine at reasonable prices.

FINKLEMAN'S PASTRY SHOP

Finkleman's is the home of the best pastry in Syrtis Major. It is located two blocks from the Savoy. The shop does a thriving business in pastry — or so it seems. If one can find the shop and could observe the comings and goings one would notice that many well dressed gentlemen enter and go into the back room. The mysterious back room contains the entrance to the underground headquarters of Her Majesty's Secret Service on Mars. Deep under the bakery, the security of the Empire is maintained by a group of dedicated men. There are labs, an armory, meeting rooms, and a 'war room' operating 24 hours a day. To gain entry to this underground lair one needs to have an invitation or one wouldn't get past the bakers, let alone the security men waiting at the top of the stairs leading to the headquarters.

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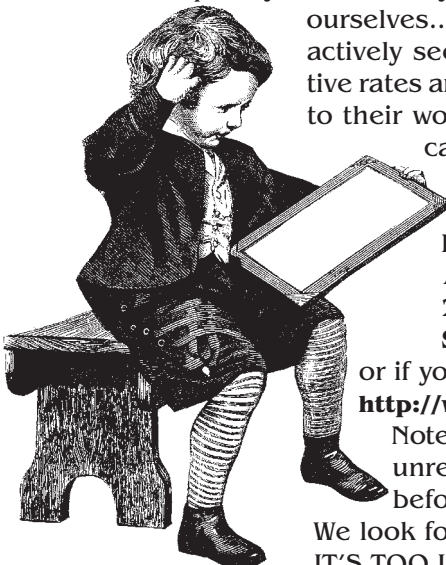
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CAPTAIN CUTHBERT "BWANA" BIGGAR EXPLORER, HUNTER, AND PILOT: "THE GREAT WHITE MENACE"

BY MATTHEW RUANE

Captain Cuthbert "Bwana" Biggar, RNVR, FRMGS, is one of the most unique figures that can be encountered anywhere on Mars. Biggar was born on 1 January 1848, to the Reverend Charles Albert Biggar, his mother having died in childbirth. His father, believing that it was a sign from God, took his young son and began to travel throughout Africa as a missionary, concentrating in the Cape Colony and the Transvaal. Young Biggar was raised by a Afrikaans family hired by his father to look after the small child, and Biggar saw very little of his father. His foster-father, Hans Bloemfetter, taught him how to survive on the African veldt, and gave him his first introduction to big game hunting. Over the next several years, Biggar learned to stalk bigger and bigger wild animals and became quite adept at stalking game. However, one day while following a huge, trophy quality lion, he was severely mauled by the lion's mate, a lioness that he had not been paying attention to. After several days in the bush, he was found by a group of hunters, who took them to the farm they were staying at to recover. These hunters were British officers from the garrison in Cape Town who were spending some free time hunting and seeing the veldt. Intrigued by their stories of life in Her Majesty's service, and wanting to see the world, he became convinced that he would join the military upon his recovery.

Two years later, fully recovered, and now nineteen, the young Biggar set off for Cape Town to enlist in the British Army. However, having never had a true education nor enough money to buy a commission, Biggar was forced to sign on with the ranks and take the Queen's shilling. Biggar quickly realized that to move up in the world, he would have to transfer to the Indian Army where promotion was easier and quicker for those with the right skills who lacked the proper connections. He transferred to a unit stationed on the North-West Frontier where he was to remain until 1884, fighting against the Afghans and hunting various types of game while on leave. He received a battlefield commission after saving the lives of his company by charging an enemy cannon single-handedly.

The 36 year old subaltern eventually learned that a new and even better route to promotion, glory, and hunting had opened up: Mars. Using what few connections he had, he arranged a transfer to the Army's new Aerial Service, and arranged for enrollment in the pilot's school. For the next six months, Biggar struggled to overcome his lack of education, and to avoid being thrown out for his constant absences to hunt big game. Biggar eventually graduated and was given command of a small aerial scout vessel on Mars, the *HMS Flea*.

Biggar felt at home almost immediately upon his arrival on Mars. The *Flea* was small, and lightly armed, but it was his and it would allow him to search out the best hunting grounds on Mars. Applying for the right to

survey large parts of the Crown-Colony in 1885, Biggar and the crew of the *Flea* won the contest and in the process eventually would be given a commendation for the discovery of large force of High Martians who were massing to attack a Hesperian Basin Trading Company caravan near Gorovaan. It was luck, pure luck, that Biggar was in the right area, for he had strayed far from his assigned routes to track down a sighting of a steppe tiger. This failure to follow orders was overlooked by his superiors in light of his saving the HBTC caravan, but his continued deviations to hunt big game eventually led to his dismissal a year later.

Biggar, now free to pursue hunting again on a full time basis, began to explore Mars while looking for new big game on the red planet. For three years, Biggar became the most famous "great white hunter" on Mars, but in the process alienated large numbers of Martian tribes and even the occasional prince. More than one independent city-state has banned him from coming near their cities, and for a brief while, the Oenotrian Empire had a £500 award for his arrest posted around the planet.

Biggar, somehow, managed to avoid being arrested and made quite a bit of money leading parties of hunters around the Red Planet. But his actions, and his inevitable ability to stir up trouble wherever he went, earned him the nickname the "Great White Menace" in Syrtis Major society. Of course, Biggar didn't care what society said about him, and used his money to buy a derelict hull in Karkarham. Hoping to earn more money to finance greater hunting expeditions, Biggar and some of his old crew from the *Flea* took their new hull, bought some second hand weaponry, and went hunting for new game. Finding that he liked being a Red Captain more than a big game hunter, Biggar applied to become a privateer when hostilities renewed between the Crown Colony and the Oenotrian Empire. He was granted a commission in the RNVR, a letter of marque, and some new weaponry for his ship, the *Fleabag*. He and his crew sent off to the war zone, and have been successfully hunting there ever since. Biggar and the *Fleabag* can be found anywhere along the Crown Colony/Oenotrian border, or if the GM wishes, Biggar can be used to sponsor a big game hunting expedition and his expertise used to help the party. Even more deviously, the GM can use Biggar against the party in a competition to capture some big game animal for a zoo or a private collector.

CAPTAIN CUTHBERT "BWANA" BIGGAR, RNVR, FRMGS

Strength 2 Fisticuffs 3; Close Combat 4; Trimsman 2

Dexterity 5 Rifle 6; Pistol 6; Stealth 7

Endurance 6 Wilderness Survival 7; Tracking 7

Intelligence 3 Observation 4

Charisma 1

Social Status 4 Piloting, Aerial Flyer 6; Piloting, Ether Flyer 3; Riding, Horse 5

Equipment: Naval Uniform, Hunting Outfits, Holland and Holland .475 Hunting Rifle, Lancaster Pistol, HMS *Fleabag*

HMS FLEABAG, STEAM AERIAL FLYER

Tonnage: 300 Tons Speed: 5 Endurance: 20 Days Crew: 10

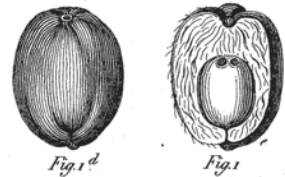
Weapons: 4" short in Armoured turret, forward; 2x 3pdr Hotchkiss Rotating Cannons, broadside; 1 sweeper, stern

THE ECOLOGY OF THE PUSHTI FRUIT

BY NEVILLE SMALLS (AS TOLD TO KEN MEGILL)

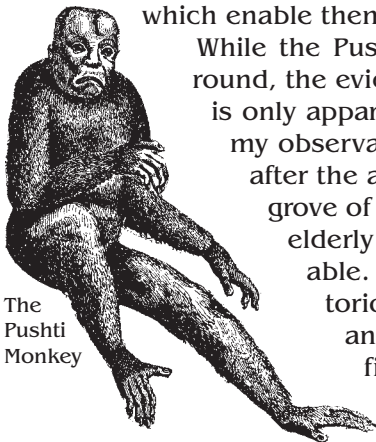
Of all the strange and exotic things that I have seen both on Mars and in the South Pacific, the strangest of all is undoubtedly the symbiotic relationship between the Pushti Tree and the Pushti Monkey. While there are lower forms of life which are highly dependent on another creature, and higher forms which may receive some useful service from a symbiotic relationship, no other pair discovered to date are both so highly advanced and interdependent.

The Pushti Fruit is about the size of a small watermelon, oval in shape and fourteen to eighteen inches in length. As is much other life on Mars, the fruits are a pale red color with a grainy texture. The Pushti Tree itself reaches a height of sixteen to twenty feet, with a thick trunk two and one half to three feet across. Starting about eight feet off of the ground, four inch branches form a normal seeming canopy. The main branches quickly divide into smaller and smaller sub-branches (as you would expect) from which sprout lush and fast growing leaves. The Pushti Fruit themselves grow from the roots of the tree, not becoming visible until they are about five inches in length. When ripe, only one quarter of the fruit will remained buried. Each tree will produce between eight and twenty one fruits (or melons, as I am told that both words are equal in their inaccuracy.)



Pushti Fruit

The Pushti monkey is a rather nasty little creature, with ugly greenish grey fur that does do a good job of helping the beast to hide. They stand about two feet tall, and as their name might hint are simian in appearance. They have nasty little claws on their four fingered hands, the claws being just long enough to inflict damaging gashes, and yet short enough to let them throw rocks with considerable accuracy. Unlike Earthly monkeys, they have no tails, but they do have long and strong toes, which enable them to climb about easily.



The
Pushti
Monkey

While the Pushti monkeys live in the Pushti trees year round, the evidence of the relationship between the two is only apparent for three weeks of each year. I began my observations of the Pushti creatures immediately after the annual Pushti fruit harvest in the eight tree grove of the Baron Jason Ebert, a very respectable elderly gentleman whose cooperation was invaluable. I was informed that the monkeys were notorious for their bad temper after the harvest, and after one ill fated foray I restricted my first months observations to a telescope set up a short distance from the grove. After the first month, I had yet to see anything

but a lot of fights among the Pushti monkeys, although I was able to confirm the rather obvious fact that Pushti monkeys eat Pushti tree leaves. After six weeks, the little buggers seemed to have stopped killing each other, and I noted that the monkey population was only four fifths what it had been immediately after the harvest. After a total of seven months observing the monkeys, I was able to arrive at only two conclusions, although two significant ones. Firstly, the male Pushti monkeys fought constantly. Second, at no time did I observe any form of sexual activity go on between any of them. In fact, for quite a while I did not observe any of the female Pushti monkeys, and I guessed, correctly as it turned out, that they were caring for their young at a safe distance from the males.

I continued my observations, but saw absolutely nothing else of interest until around five weeks before the next harvest was due. At that time, it became apparent that the female Pushti Monkeys were going into heat. My reasoning behind this conclusion was quite straightforward. The hindquarters of the females was becoming inflamed, and a pale red patch of skin had become visible. Also the fighting actually slowed down, as the males began to lavish attention on the females. Three days later, all hell broke loose as one of the females submitted to the animal lust of the long abstinent males. Within five minutes a Caligulan orgy was in full swing, with the entire hoard engaging in multiple acts of unbridled lust. Needless to say I was shocked by the intensity of their passion, but I forced myself to watch for the sake of science. Ten minutes later the males began to conclude their business, and after five more minutes the creatures had all found spots to rest themselves. I did notice that the hindquarters of the female had returned to normal. About an hour later, one of the males roused himself and approached a female. He was rebuffed. After four more hours of observation, I realized that while the females were no longer in heat, the males were ready for more. The fighting quickly renewed, and several monkeys were killed.

Over the next week, the monkeys stayed in an extra foul mood, and I noticed that they spent a lot of their time examining the nearly ripe melons now mostly revealed upon the ground. The next morning I finally discovered the true nature of the relationship between the Pushti tree and the Pushti monkey. Overnight, one of the fruit had finally ripened, and had split slightly near one end. One of the males soon saw this, and much to my utter amazement, began committing an absolutely unspeakable act with the melon! Appalled, I realized the similarity between the ripe fruit and the aroused female Pushti monkey. This disgusting pattern of behavior continued all the way until the harvest. The conclusion that the monkeys were actually performing a "service" to the trees in the way of cross pollinization was obvious, as was the benefit to the Pushti Monkeys. I am choosing to publish these somewhat rude facts in this respectable journal to warn the reader of the true nature of this Martian "delicacy" and its well-marbled flesh.



USING 15MM FIGURES IN SPACE: 1889

BY DAVID HORNING

When *Space: 1889* was first introduced I was lucky enough to meet Frank Chadwick at Historicon and play in a scenario run by him for *Solder's Companion*. I was fascinated with the concept of the *Space: 1889* universe, being of an age that still read H.G. Wells and E. Rice Burroughs. The only thing I didn't like was that the game was set up entirely for 25mm figures. Since the members of the clubs that I belong to had switched completely over to 15mm figures this was a real problem.

I asked Frank why he had done the game only for 25s since the trend in colonial gaming was to 15s. He replied "I wrote it that way because I like 25s". So having purchased the rules they sat unused in my closet until Historicon the following year. At that point as I wandered about the dealers area I happened to spot some miniatures for 15mm Elves. What the hey! They modeled the original Martian figures on Elves, right? So with a little fiddling my 15mm Martian army came into being.

With the figures in hand I had to convert the rules over to 15mm scale. By use of a spread sheet and my trusty computer the following stats were achieved. Who said an engineering degree is a waste of time? The Stats follow the standard *Soldier's Companion* Rules. All Ranges and movement are in Inches with the exception of Armor and Irregulars which is given in cm. This is to allow for them to have the same 60% of the 25s and still use a dice roll.

Publisher's Note: The tables were originally available for readers who sent in \$1 to TRMGS. This is no longer the case. To recreate the tables, multiply the movement rates and ranges by 2/3. For Calvary and Irregulars, instead of rolling 3D", the author would have you roll 3 x (D10)cm. Alternatively, you could reduce the die result of the D" roll by a third, which requires a little more math but one less measurement standard. Reproducing the author's tables involves copyright issues that prevent us from presenting them here.

As time progressed I managed to add Venusians to my collection along with several vehicles. The use of 15s has several advantages:

1. They are cheaper, by a serious amount.
2. They are lighter and take up less space, this becomes especially notable when you have to run a game at a convention or club meeting.
3. It is much easier to scratch build and do conversions in 15s than 25s.
4. The selection of period figures is generally greater with 15s than 25s, though I admit this breaks down for female figures.

FIGURE SOURCES

MARTIANS

Jacobite Fantasy Elves (orcs make good gunners) by Simtac, Inc.; 20 Attawan Rd., Niantic, CT. 06357. I used the Spearmen by cutting off the spearpoints and glu-

ing on a tooth pick stock to make riflemen; the bowmen can be used stock.

VENUSIANS

Lizard figures cast by Kaos Miniatures 3056 Culver Rd.; Rochester, NY 14622. By adding rifles and packs from the Stone Mountain Civil War range this gives you a 7' tall Venusian. Add German WW I officers and there is your unit

ANIMALS

Kaos has some heavy pack animals that look as if the Martian pack animals were modeled off them. In addition, figures by Stone Mountain, Miniature Figurines and others offer a wide variety of human and animal figures.

VEHICLES

As basis for vehicles the Roco

Mini Tanks are an excellent starting point. An N-scale tank car makes a great boiler, and the rocket launcher on the frisbee-flinger mine laying vehicle is a perfect source of Hale Rocket batteries. As for aerial flyers, most print shops offer photo reduction services for minimal cost. Thus it is easy to reduce the 25mm deck plans from *Sky Galleons* (just ask for a 60% reduction). In this scale it becomes practical to model the smaller ships at least. I have done several and they look great.

The Steam, Iron, and Tin series from Battle Vistas are great for figures and troops for the Confederate States of Venus, but that's another story.



WATCH THE SKIES!



What would the world have been like if Professor Challenger, the hero of Arthur Conan Doyle's *The Lost World*, actually returned to England with dinosaur eggs? What kind of world would it be if ALL of Challenger's outlandish adventures in weird science were actually history?

Wonder no more! In *George E. Challenger's Mysterious World*, Marcus

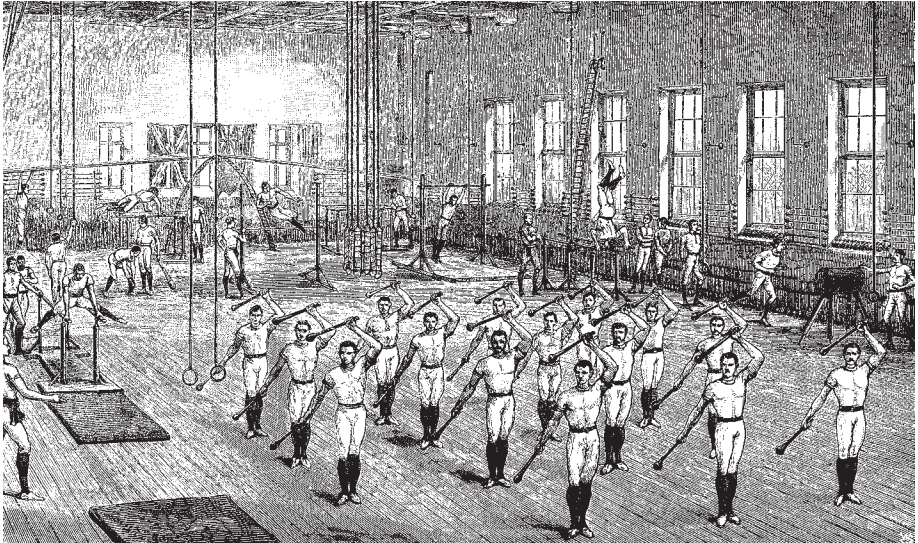
Rowland brings us the answers. This worldbook for Marcus' *Forgotten Futures* explores material based on of Doyle's writings, including all of the Challenger stories, as well as many of Doyle's other science fiction stories. Pterodactyls aren't the only things that lurk in the skies, and what are the connections between Spiritualism and the Ether?

Available now from <http://www.forgottenfutures.com>, these books will arrive in print late summer 2000.

A BIT OF HISTORY: STRONGMEN IN THE 19TH CENTURY

BY JEFF BOYLE

According to the *Space: 1889* rules a character or NPC with a strength of 6 would be counted among the strongest in Europe. But just what does that mean? Who were the strongest men in Europe?

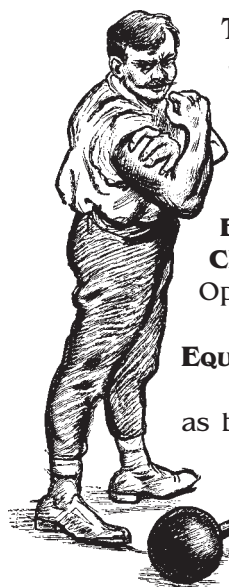


By the mid-19th Century the idea of heavy resistance exercise as a way to improve health and strength was gaining popularity. The major cities of Europe had gymnasiums rivaling anything available today. Hippolyte Trait's Gymnasium in Paris was open by the 1850s boasting an enormous exercise area with spectator galleries on the second and third floors. Patrons could participate in group calisthenics, jog, and use free weights or strength machines. Edmund Desbonnet's School of Physical Culture in Lille combined a jogging track, wrestling and boxing rings, and barbells and dumbbells. By the late 19th century the sport was becoming international. In 1891 German Athletic Association was formed for weight lifters and its first competition was held in Cologne in 1892. Feats of strength would also be an integral part of the first Olympic games.

There was actually quite a bit of money to be made for professional strongmen. These men made their living giving demonstrations of strength at country fairs and town theaters. One of the most famous of these strongmen used the stage name Eugene Sandow. Born Frederick Müller in Prussia in 1876, he first gained recognition by breaking with brute strength "test your strength machines" that were the rage in Brussels. When the owners of the machines had him arrested, he had to be released by the police when he demonstrated that he had used the proper

coin and followed the machine's instructions. Sandow achieved international fame in 1889 when he jumped onto a stage in London in evening clothes to challenge the English stongman team of Samson and Cyclops. By the Chicago World's fair in 1893, he was making between \$1500 and \$3500 per week performing feats of strength like carrying a pony over his shoulder, and picking up a barbell with people inside. There were even women involved, most notable Sandwina, "The Strongest and Most Beautiful Woman in the World." Performing for the Ringling Bros. Circus, she bent rods, straightened horseshoes, carried 600 lb cannon on her shoulders, and lifted her 160 lb husband over her head with one hand. Her arrival caused many stongman to sneak out of town.

There are great possibilities for using a strongman (or woman) in a campaign as a character or NPC. The characters could meet Sandow or Sandwina at an exhibition on Earth or Mars, or they could meet them on the street and be unaware of their physical prowess. The strongman career is surprisingly versatile. Its only restriction is that the character have a strength of 6, although only the most eccentric would become a strongman at social level 4 and above. The strongman's physical training accounts for points in fisticuffs and close combat (boxing and wrestling) and the performance aspects of the career give the character points in eloquence, theatrics, and leadership. The strongman's career could take many turns, as a person with such tremendous strength and the skill to use it will always be in great demand.



THE STRONGMAN (STRENGTH 6)

Skills: Fisticuffs 1, Close Combat 1 (club), Eloquence 1, Theatrics 2, Leadership 1

EUGENE SANDOW

St 6 **Fist** 7, **Throw** 4, **Cc** 2 **Ag** 3 **Stealth** 2, **Marks** 2

End 3 **Wild** 2, **Sw** 2 **Int** 3 **Obs** 3

Cha 5 **Eloq** 5, **Theat** 4, **Ling** 3 (German, English, French, Open) **Soc** 3 **Riding** 2, **Lead** 1

EQUIPMENT

Sandow will nearly always be found travelling in style as befits his income. He is actually quite vain about his looks (with good reason; his pale complexion and muscled body led many to say that he looked like a Greek statue) and travels with a lighted posing cabinet to better display his physique in addition to the other accoutrements necessary for his performances. He will usually

have enough money to purchase anything that he might need (within reason—he doesn't have the money to buy a ship of any kind).

Further information can be found in David Webster's *Bodybuilding: An Illustrated History* New York: Arco Press, 1979

OFFICIAL REPORT OF THE RECAPTURE OF THE CANAL DEFENSE POSITION AT WAGNER'S TRADING POST ON THE SHASTAPSH FRONTIER NOVEMBER 29, 1889

TO LIEUTENANT GENERAL EDWARD NEWDIGATE, CB,
COMMANDING HIGHLAND FRONTIER FORCE, MOERIS LACUS,

Sir,

I have the honour to report that on the 29th instant after a determined advance across open ground under enemy fire, the fieldworks at Wagner's Trading Post were taken as ordered by my column consisting of Major Sir Giles Smythe-Burrows' and Major Edward Harding's companies of the 3rd Battalion of the 3rd Regiment of Foot, "The Buffs," Major Richard D'Arcy's company of the 1st Battalion of the 24th Regiment of Foot, the South Wales Borderers, and Captain David Barton's gun section of the 11th Battery, 7th Brigade, Royal Artillery. Assistance in the form of Close Air Support was ably rendered by HMS *Aphid*, commanded by Acting-Captain John Wesley Beckwithe-Austen, Royal Navy.

As you will no doubt have surmised from my previous telegrams, we were able to recapture the fortifications intact, including the Maxim Gun lost by the unfortunate Lieutenant Huddleston, late of the Rifle Brigade. We also captured a Martian Rod Gun, supplies for a brigade for a month, and a rather detailed set of plans apparently describing Shastapshi defenses along the Canal. With aggregate losses of less than 25 percent, including killed, wounded, and missing, my officers and I believe we can hold this position until relieved. Of prisoners, there are survivors of the one company and two gun crews of German "deserters." There are also the remains of four to six Shastapshi infantry war bands, one mercenary cavalry flight, and the crew of the Rod Gun, all of who appear to be regulars.

As we approached the trenches, I ordered the infantry into a skirmish line with the artillery on the Left to cover the road against any Martian attack from that side as well as to shield the gun from counter battery fire from the enemy artillery in the fieldworks.

As my infantry cleared the last of the covering brush, the German gunners opened a murderous barrage on "The Buffs" who made up the Left and Center of the line. The men of the South Wales Borderers kept on advancing, untouched by the hail of lead and steel bursting around their comrades. Meanwhile, a band of "Cutters" forming up on the road ahead was routed by a few well-placed rounds of shrapnel from Captain Barton's 15 pounder.

Suddenly, the crew of the captured Maxim Gun seemed to have gotten the range on "A" company, 3rd "Buffs," as Captain Spalding, Colour Sergeant Mallory, and two privates were killed instantly. The fire from

the gun was so hot that the company seemed to waver and would have undoubtedly taken to their heels if not for the conspicuous gallantry displayed by the company commander, Major Sir Giles Smythe-Burrows, and his wounded Adjutant, Lieutenant Thomas Matthews. Both officers, in spite of the obvious personal danger, heroically exhorted their men into once more advancing towards the enemy.

When "The Buffs" forward progress was checked, Captain Barton ordered his artillery to wheel into a position to support the infantry. Immediately they changed position, a band of "Shooters" came charging out of the woods to his rear — formerly left front — and attempted to close into melee range. As soon as he saw the Martians, the Captain, who was mounted, ordered the gun to be limbered and moved to a position of safety behind the infantry. He then rode out to meet the oncoming foe, dispatching three of them with his saber before they could fall upon the unarmed gunners. This action, above and beyond the call of duty, enabled the gun to be saved.

At the same time, HMS *Aphid*, which had been delayed by problems involving fuel supplies, arrived on the scene. The quick thinking of Able seaman Samuel Roberts, RN, a Nordenfelt gunner on board the gunship, in firing a salvo at the Martians as they were leaving the woods, and before they contacted the gun section, was directly responsible for the low casualties suffered to our gunners by the surprise attack. The actions of HMS *Aphid*'s crew and their obviously superior marksmanship were critical factors in the successful completion of this mission. Other significant accomplishments include destroying the German 15 pounder cannon and killing or wounding the all of the gun crew serving the captured Maxim Gun on the first two shots from her bow gun.

Because the only remaining Martian artillery was the Rod Gun mounted in the old fortress, Acting-Captain Beckwithe-Austen brought his ship around so he could attack the tower with the Nordenfelt and Hotchkiss guns. As he was doing so, the Martians scored two hull hits on the HMS *Aphid*, but caused no loss of power or trim.

With the gunship's machine-guns no longer sweeping the trenches, the Martians felt secure enough to emerge, firing rifle-muskets from some sections while "Cutters" charged from others. By this time, Her Majesty's Imperial Infantry was within short range with their Lee-Metfords. In the contest between Science and Pluck, the British Soldier was on the winning side, having more of both. Even the young recruits in the two "Buffs" companies were able to hold their ground, although the odds looked formidable at first.

When the HMS *Aphid* started to fire on the tower, the Germans in that position decamped at once. They were evidently heading for the supposed safety of the trenches, but were stopped short by a burst of fire from the gunship's starboard Nordenfelt gun. With his allies dead, dying, or retreating, the German commander, a Major Claus von Guntherhof, realized the hopelessness of his situation and surrendered his men. The Martians soon followed, in such numbers that it has been impossible for me to provide you with more than the barest of details

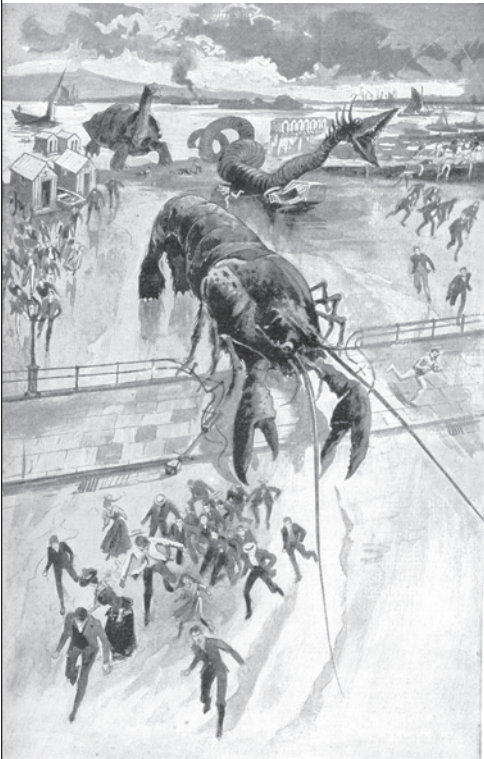
until this point.

A final note about the battle seems to be in order here. Although the two companies of "The Buffs" did suffer higher than expected casualties (up to 30 percent killed and wounded), they did not disgrace their regiment or Her Majesty's Army by running away — as has been suggested by irresponsible, so-called Special Correspondents who were not themselves present at the time. It is true that their movement towards the enemy was temporarily stopped. This was corrected by their surviving officers. Indeed, the very fact that these companies, consisting of raw recruits and depot soldiers, performed as well as they did is a tribute to their Courage and Sense of Duty.

I have enclosed a Map detailing the salient points of the battle.

I have the honour to be,
Your obedient servant,
(signed) John T. Bailey,
Brevet-Colonel, R.E.

LOOK AT THE BRIGHT SIDE!



Yes, Giant Sea Creatures are about to treat London like an open jar of fish food. But it could be worse. Think of the horrors that might have occurred instead! Even giant lobsters are better than having a volcano crop up beneath London. Or imagine the catastrophe of having London overrun by Yankee Commercialism!

Luckily for you, you can now imagine the destruction of London from the safety of your flat with Marcus Rowland's *Forgotten Futures, The Scientific Romance Role Playing Game*.

In *Goodbye Piccadilly*, Marcus outlines the various disasters as imagined by turn-of-the-century authors, and in *Fairwell Leicester Square*, he describes further exciting adventures with the disaster

theme. Both, along with the original fiction, are available now from <http://www.forgottenfutures.com> and will be in print Fall 2000.

A EYEWITNESS REPORT OF THE BATTLE OF GIDEON WELLS

BY R. H. CARTWRIGHT AS TOLD TO BRIAN KENDALL

It was the typical Martian morning, the sun beating down upon the market square like the hammer of god. I had just arrived at the small town of Utalickyia to cover the movements of Col. Baxter Cambell's desert column in their attempts to put down the native unrest north of Syrtis Major. Things were looking rather dull (the highlight of the morning officers meeting was the discussion about the fact that Utalickyia wasn't on any maps), when a cloud of dust was spied coming towards the town from the north. Since this news was slightly more interesting than watching the Martian women in the marketplace weave yarn, I went to investigate.

The cloud turned out to be a single rider on a blown gashant. He had been sent from the small settlement of Gideon Wells where the rebels of such and such (the reader must forgive me; there are so many rebel princes on Mars that one needs a score card to keep track) had seized the town and come the next morning would kill all Red Men therein (that means humans, dear reader). It would inspire you brave readers to have seen the speed in which the camp went from quietly trying to stay cool to marching full tilt towards the bastion.

The column constituted of 2 companies of the Queens Own Martian Rifles, B Co. of the Kings Royal Rifles, a Troop of the Parhoon Guides and two small Mountain Howitzers manned by the brave lads of the Royal Navy. The Parhoon Guides upon leaving town supplied security for the column as it wound its way across the Martian terrain.

One thing I will always remember about the march is the silence. Not a word was uttered by the rankers (in Martian or English); the only sound was the tread of feet and the clank of equipment, each man's face a grim reminder of what lay ahead. The only words spoken were at one point during the march when Col. Cambell had to ask Captain Smith (DSO) of the KRRC to shorten their famous stride since they were rapidly outdistancing the rest of the column.

Around 11:00 am Ensign Killian of the Guides came riding back with news from the town. It seemed that the settlement was atop a hill, to the south of which was a ridge that the column would soon reach. The bad news was the ridge was the last bit of cover, the slope up the hill being as bare as could be. Even worse, the rebels had actually shown unusual sense and had barricaded the town, a precaution probably due to the fact that Europeans had been seen in their ranks!

As we approached the ridge the column was halted. An officers meeting was held during which Col. Cambell laid down his plans for the attack. From Martians among the Guides he had learned that these rebels took their bloody Voodoo seriously and would not kill the hostages until morning. Free from worry about their safety, he ordered the guns to be

placed upon the ridge to support the infantry attack which was to be carried out by the Martian Rifles. The KRRRC were held in reserve and the Guides secured the flanks. With a "Good luck, gentlemen," Col. Cambell dismissed the officers, who then returned to their commands.

The guns were dismounted from the pack mules, assembled, and then manhandled to the ridge. Although the little howitzers immediately came under long-range rifle fire, no casualty's befell the crews, except for the dog Salty, the battery's mascot, whose ear was nicked. Behind the guns the chaps from the Martian Rifles started to form, skirmishers to the front. Major Thomas, the commander of the Martian Rifles, gave the command to advance. With rifles sloped, the first lined surged forward like race horses eager for the go; it was only the cool handling of the officers that kept the first line from breaking into a run. The advance was heralded by the fire of the naval guns, one gun at a time, the other waiting for the one that had just fired to be loaded before it sent forth its gift from the Queen to the rebels. It was at this time that I joined the Battery and it was from that spot that I viewed the rest of the battle.

As the reserve lines of the Martian Rifles crested the ridge I watched with awe the scene that was unfolding before me. The skirmishers inched closer to the settlement, leaving behind them a score of wounded. Additional troops were sent forward to reinforce them. With cool determination these khaki clad figures moved ever closer, rushing forward each time the naval battery's hits sent up plumes of debris. The wounded made their way back over the ridge. Some of these brave martians, despite their wounds, aided their more seriously wounded brothers back. The two doctors (Lt. James Owen R.N. and Dr. William Mercer) along with their orderlies began to administer to them.

The battle had now been raging for 45 minutes, and the sulphurous fumes hung heavy in my nostrils. The Martian Rifles still stood at the bottom of the hill, casualties were mounting, several of the officers were wounded and Lt. Rory McConnell had been killed while bravely leading his men. It was at this moment I watched (through my field glasses) Major Thomas raise his sword and dash forward, 200 hundred screaming Martians of the Rifles following. Upward they climbed, their full-throated yells sounding like the trumpets of doom for the cursed defenders.

Martians fell by the score but onward they went, following their brave Maj. right into the teeth of the largest barricade. As they crested the hill on which the town sat, the men of the King's Royal Rifle Corps (KRRRC) (the Colonel had brought them forward to the top of the ridge) let out a cheer. Could this be it? Had the Brave Martians freed the town? I watched as Major Thomas and his command surged forth like a tide set free, covering the final ten yards to victory.

Just then, as though the gods had not seen enough carnage that day, there arose from the battlefield a sound that stopped all cheers, a sound that dashed all hopes of victory, a sound that spelled out death with crisp clean report. The staccato whine of two maxim guns struck home like the Hammer of Thor, beating again and again. I watched help-

lessly as the Martian Rifles stacked up like cordwood in front of the rebel barricade, the body of their brave Major Thomas marking the furthest point of the advance.

I do not think I took a single breath as I watched those poor troops retreat down the hill, their dead and wounded marking the avenue of their advance and now their retreat. Those poor brave Martians, who in some ways remind me a lot of our own lads, retreated over the ridge and began to regroup, the cheers of the butchers mocking them as they went. I am not ashamed to admit to you, dear reader, that more than a few tears creased my check.

Over the next five hours Col. Cambell did his best to save the situation. He threw the KRRC out as skirmishers to keep the rebels busy while he pulled the Martian Rifles back into shape. Fewer than 100 were fit to fight, and only one officer remained, Subaltern Steven Peters, who though young showed the coolness and professionalism of a True English officer. The Colonel gave him a field promotion to Lieutenant and set him to rallying his men.

At about 5:00 PM a meeting was held at the Battery, where it was announced that only 10 rounds for each gun remained and that rifle ammo was running low. It was as if each officer there had just realized they had lost; they stared at the ground in shame. Col. Cambell, his face red with anger, spoke: "Is there no bloody way up that hill?," he asked, choking back the tears as he thought of the women and children huddled in some dark basement waiting for the butcher's knife. No one answered. The officers stood watching the town through their field glasses as the Martian sun sank from the sky.

It is at times like those that I would not trade my spot in history for anything that the genie could offer, for when all seem hopeless and dark, in walked a bearer of light, and that bearer wore sergeant stripes.

"Excuse me Sah!" we heard from behind. All heads turned to see the huge form of sergeant Collingswood of the KRRC. His dirt-smeared face did not take away one pence from his soldierly appearance — it would suffice to say that Sergeant Collingswood was every artist's model of the perfect NCO. Col. Cambell stepped forward "What is it, sergeant?" Collingswood answered as if it was quite normal for a NCO to report to a colonel "Well you see sah, it's like this, a couple of the Welsh lads from 1st section, that be Jones 4783 and Lance Christy, was out working their trade, scuse me sah! Schrimishing I mean, when the horrible little wretches discovered some dead ground right over by that wadi, sah!" He raised his hand to point and as if controlled by the sergeants secret power every officer turned and raised his fieldglass. What they saw, indeed what I saw, was a group of 10 riflemen laying Indian style in a gully. That was not the shocking part; it was the fact that they were only 10 yards from the top and under no fire that hit everyone like a lighting bolt. "My God!" the Colonel said, and then he turned and rattled off a plan.

The plan was very simple. The KRRC would handle the assault, shifting to the left into the gully as the M.R's replaced them on the line. When



"FOR THE QUEEN AND MAJOR THOMAS... CHARGE!"

assembled, the Riflemen would spring up and make for the town, bayonets fixed and not uttering a word until the last minute, and the cannons would fire their last rounds as support. The Guides would form an extended line around the rear in an attempt to contain those who tried to flee. Finally, when the KRRC was positively within the settlement, the M.R. would once more charge up the ground they had covered that afternoon.

As the last rays of the distant sun sank below the hilly horizon I watched the gallant riflemen, their blackened equipment seeming to be custom made for just this kind of show. There they lay, rifles in hand, waiting for the officers to bid them forward. My heart raced — it was all or nothing this time. As I stood by the sailors and their guns watching this horrific sight, I became aware of growling by my feet. I glanced down to see Salty, his ear bandaged, his little sailor's cap firmly on his head, and his feet planted in a truly defiant pose, growling towards the town as if to say "take this, you...." and I freely admit that at this moment, when all was to be won or lost, I laughed.

6:45pm: As the twilight orange sky was going black, in front of the riflemen a figure arose and (I swear upon the almighty), after he brushed himself off, raised a cane above his head and pointed forward. Over 100 riflemen leaped to their feet and charged forward, without a single word.

6:46pm: The Battery commenced firing as rapidly as the guns could be loaded. At the same time the Brave Martian Rifles started a brisk firing towards the front.

6:48pm: A lone Martian guard fired into the mass of the riflemen, only to be bayoneted as England's sons leap over the wall. A riflemen who had affixed a small Union Jack to his bayonet began to wave it the

fading light, which illuminated the flag like a beacon. The cheers could be contained no more. A roar arose that must have been heard on Earth. Into the settlement they poured, the flashes of gunfire adding to the apocalyptic effect.

6:50pm: The staccato whine of the Maxims thundered out as if to say "Not today, Britain," and the KRRC appeared to waver. Seizing upon this as an inspiration, the newly promoted Lt. Peters drew his sword and cried "FOR THE QUEEN AND MAJOR THOMAS... CHARGE!" The Martian Rifles, although half their number had been killed or wounded, did not hesitate a moment. Upwards they ran until Lt. Peters was seen atop the battlement, his helmet upon his sword as his Martians poured into the mayhem of the settlement.

7:00pm: All is dark except for the settlement of Gidion Wells, where the flashes of the battle cast their eerie shadows. The guns have long since run dry, and the gun crews, the wounded and their Colonel stand transfixed by the sight. What was happening inside? Had we won or had we lost? I would have sold my soul to find out, but before I could sign it over, two figures appeared atop the settlement's highest buildings. Ours or theirs, we wondered, but then, in the light of a burning structure, it could be clearly seen that they were planting the Union Jack upon the settlement. One figure put something to his lips, and a British army bugle call drifted across the valley. It sounded as sweet as the songs of the angels. We had won, we had won!

8:00am: A tattered flag flies high above the town. Only one of the hostages died, a man who gave his life to save the others when the rebels tried to kill them at the last minute. All is not joyful, however, for now the army buries its dead, Thomas Atkins alongside Johnnie Three-Fingers, all soldiers of the Queen now, all defenders of the realm.

I am not at liberty to give the precise numbers that fought and died, nor can I say what happened to the European mercenaries, but I can say that, as the last post plays over these brave men's graves that it was their courage and fortitude that made it possible for seven families to continue to live as they wished, it was these gallant khaki knight's blood that here on Mars and on Earth that keeps the sun from setting upon our most glorious empire.... God save the Queen!

How CAN You Go On Without It?

Marcus Rowland's *Forgotten Futures* CD contains almost 200 MB of articles and period graphics. In addition to the six *Forgotten Futures* volumes, each a complete RPG with extensive adventure material and the period fiction on which the games are based, the CD also includes the *Forgotten Futures* Library and a gallery of period images. A portion of the sales proceeds go to charity.

See Marcus' web site for more information:

<http://www.ffutures.demon.co.uk/ff.htm>

RIFLES TO THE CLOUD PRINCES:

AN ADVENTURE SEED FOR *Space: 1889*

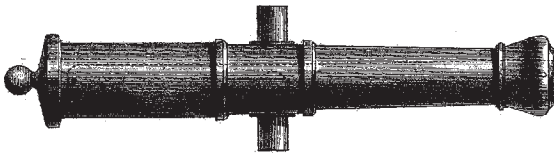
BY TERRY SOFIAN

During the American Civil War huge numbers of cannon were produced to arm the Union and Confederate artillery batteries. With the end of the conflict these guns were left, in the tens of thousands, to storage, scrapping or the slow destruction of neglect. By 1875, the majority of these pieces were obsolete, though still powerful and serviceable. Enterprising Americans, both Yankee and Rebel, realized that these old weapons would be much in demand with the native Martians. Martians had only recently begun to experiment with primitive rifled ordnance and Civil War veteran weapons bearing such names as Parrott, Brooke, Armstrong, Blackley, and Rodman would far surpass any thing that the local foundries could cast in both range and striking power. For their part the Martian Cloud Princes had started desperate searches for weapons capable of penetrating the armor of the strange iron monsters that were then beginning to prowl the sky of the Red Planet. By 1889, the Martian princes were emptying their treasuries to buy these heavy Civil War veterans.

In terms of performance the "first generation" rifles fall midway between the low power rifles and the listed Civil War smoothbores. For the most part they are muzzle loaders, all can fire shell, shot and canister. The tubes are from a variety of designers and manufacturers, but operationally they all function nearly identically. Certain designs did however have their own "personalities"; heavy Parrotts were sometimes prone to bursting and early Armstrong breech-loaders had a habit of firing their wedge shaped breech block vertically as well as the shell horizontally if the breech screw was not tightened sufficiently. Other weapons such as the James and the Clay were simply complete failures for one reason or another.

By the late 1870s these weapons could be had for scrap value, perhaps one twentieth of their listed price. After the passing of ten years the carriages were no longer serviceable and needed replacement. Since the weapons were of little threat to a modern army no special permits were required to purchase them. Characters may need to inspect these weapons to insure that the bores are not too rusted. This is a Moderate task versus Gunnery skill. Once the characters have purchased weapons they must be transported to Mars. At this point there may be some difficulty involved because certain colonial powers, the Belgians, the British and the Russians to name them, have no desire to see heavy armor piercing ordnance in the hands of Martians. Transport on an American ether flyer would be the safest route and landing at the American trading station at Thymiamata the most secure destination. This still leaves an epic thousand mile journey, by caravan or sky galleon, to either the Coprates Valley or the Oenotrian Empire, the places where wars make the need for heavy guns the greatest.

These factors give the referee a wide range of options in designing adventures for player character arms dealers. On Earth the players must have enough capital to purchase both weapons and passage by ether flyer to Mars. They must find weapons in serviceable condition. Choice of a trustworthy flyer might be difficult. Few shipping lines wish to enrage the powerful colonial powers. Finding buyers on Mars will not be hard, finding buyers who will pay in gold and not edged steel or flying lead might be. The most ominous danger will come from agents of the Colonial Powers. Spies and informants hide behind every stack of crates at the ether ship docks and every tavern wall has ears. Even officials bribed to look the other way may not stay bought. In this environment it will not be difficult for a referee to build a sense of near-paranoia amongst the players. Who can they trust? Every encounter will have a chance of betrayal or double cross. Every NPC will be viewed with suspicion and fear. Is the loafer at dockside simply that or does he have a more sinister purpose? The old gentleman with the European accent claims to be a Swiss naturalist; but is he really? Will the group deliver the guns only to be ambushed by Martians thugs in the pay of a greedy Prince? If the players must deliver the goods themselves how will they reach their destination? The skies of Mars are decidedly unfriendly to novices and the caravan trails attract bandits as bees to honey. Referees wishing to have an integrated campaign that includes elements of interaction between PCs and NPCs in both combat and non-combat venues, travel by ether flyer, liftwood flyer and/or caravan and, ship to ship combat using the *Sky Galleons of Mars* system will be able to accommodate all these facets of the *Space: 1889* universe easily into an arms dealer adventure. To succeed the player will be required to bargain and negotiate with a wide range of referee controlled persona as well as exercise the more commonly used combat skills. It will only be through clever interaction with NPCs that the players will be able to both survive and turn a profit in this kind of adventure.



CIVIL WAR RIFLED ORDNANCE STATS FOR *SPACE: 1889*

WEAPON	WEIGHT	RANGE	PEN	CREW	DV	ROF	COST
3 inch	30	2/4	1/0	3	1	1	600
4.2 inch	40	3/6	1/1	3	1	1	800
5 inch	50	4/8	2/1	4	2	(1)	1000
6.4 inch	60	4/8	3/1	4	3	(1)	1500
8 inch	70	5/10	4/2	4	5	(1)	2000
10 inch	100	6/12	5/2	5	7	(1)	3500
13 inch	300	6/12	7/3	5	9	(2)	6000

ETHER SOCIETY NEWS NUMBER FIVE

BY MARK CLARK

Welcome to the first issue of the Ether Society News incorporated into *TRMGS*. As I said last issue, it was our intention when we started *TRMGS* to become the official *Space: 1889* newsletter. With this issue we take over officially. Hope you like what we're doing.

As our long-time subscribers have probably noticed, we've got a whole bunch of new authors in this issue. Some of these articles were submitted to GDW and were sent to us, others came directly to *TRMGS*. All are good, I think, and I'd like to take this opportunity to thank everyone who sent in material. We have a few more articles in reserve for next issue, but we are actively looking for more. If you have any ideas or the odd 20 page adventure lying around, please send them along. If you need a copy of our writer's guide, send me a self addressed stamped envelope.

As to this section of our publication, I plan to use the Ether Society News for two purposes. First, I'll try and keep you informed about what is going on at GDW and other places in relation to *Space: 1889*. Second, I'll review various products that you might find of interest in running your *Space: 1889* campaign. In order to accomplish these two goals, I need you to keep me informed, so please be in touch.

SPACE: 1889 NEWS

There is nothing new about *Space: 1889* from GDW. Their major effort at this point is continuing the *Dangerous Journeys* project, along with ramping up for the next generation *Traveller* product due out early next year. As mentioned before, *Challenge* magazine is cutting back on the size of *Space: 1889* articles. They are now accepting only adventures, so any future background material will only be published here.

It appears that GDW is moving to bring all its roleplaying games into line with the 2nd edition of *Twilight 2000*. If anyone is interested, we'll do an article on converting *Space: 1889* over to a d20 system; let me know what you think.

The only other *Space: 1889* related item I'm aware of is a recent article in the magazine *Scale Modeler*. The September 1992 issue features an explanation of how to build a "Victorian Spacecraft," which I am told is a dead ringer for an *Aphid*-class aerial flyer. You might want to check it out.

REVIEWS

Savage and Soldier, c/o Milton Soong, 2946 Mauricia Ave., Santa Clara, CA, 95051, USA. Quarterly. Subscription: \$18.00/year; \$20.00/year outside USA.

This publication focuses on 19th century colonial warfare. It's similar to *TRMGS*, in that it's an amateur effort with a professional look. Each issue is 20 pages long with a cardstock cover and black and white

artwork. The quality of the articles is good, and there's lots of good stuff here if you are interested in colonial warfare or miniatures gaming. The coverage is rather eclectic; for example, the most recent issue concerns the war between the Mexican government and the Indians of the Yucatan peninsula between 1847 and 1855! The publication is in its 23rd year; some back issues are available.

Soldiers of the Queen (publication of the Victorian Military Society), c/o Mr. George Dibley, Treasurer of the VMS, Arm Farm Cottage, Blisworth Arm, Northamptonshire, NN7 3EF, England. Quarterly; includes four issues of *The Soldiers Small Book*, (newsletter of the VMS). Subscription: \$25.00/year (yes, they take checks in American funds).

The word professional comes to mind here. This is a glossy 32 page publication with halftone artwork (very nice) devoted to all aspects of military affairs in the 19th century. The focus is on the British Empire and its army, though the introduction to the journal states that they are willing to cover other country's forces. The one issue I've received so far has articles only on the British army. This looks like a great source for detailed information on the more obscure aspects of colonial warfare. The standard of scholarship is high; articles are footnoted extensively. A subscription also gets you membership in the VMS and the society's newsletter, which is almost worth the price all by itself. At the risk of offending our British friends, I must say that there is something about this newsletter that reminds me of what Monty Python used to make fun of.

Many thanks to Henry Rones for bringing the above two publications to my attention.

ISSUE FIVE EDITOR'S NOTES

BY MARK CLARK

Published in the Fall of 1992, this was the last issue of *TRMGS* to appear on anything like the quarterly schedule it was supposed to. Marked our first article by a professional author (James Cambias) and the first where I wrote less than half the material in the issue. Actually, I wrote little new except the editorial and "Ether Society News" — my plan had worked at last. Between the stuff we got from GDW and the submissions from subscribers, I had plenty to fill up the magazine. The hard part was finding time to edit and layout the issue, and over the next several years publication rate would really slow down.

THE SYRTIS STAR

Pretty much all written by Matt, except for the Polar Voyage story, which was written by a contributor whose name I don't recall. The Frusher-Boyle story was inspired by Jeff's wife joining our game — her last name after marriage was Frusher-Boyle, and we decided it sounded like some

sort of ripe fruit. Hence the story — make of it what you will.

THE *TRANSACTIONS* CAMPAIGN

I didn't have time to write this adventure up, but just used the after-action report I had written at the time. This is still the best single session I have ever GMed — it's the best session I have ever been a part of period, for that matter. The players were all on the top of their game, everybody got to participate, and the dice rolls made everything wonderfully cinematic. I take only minimal credit for scenario design — it was the way the players played that made things turn out so well. I hope the description conveys a sense of how well things went.

There is one reference here that might puzzle the reader — "Brillo Hedgehog." In an earlier adventure that did not appear in print, the characters found that the sewers of Martian cities are kept clean by an animal that rubs the walls with its prickly coat. A tough customer, several characters were almost eaten before they decided discretion was the better part of valor.

The description of how the Sgt. Major killed the captured women bothered some readers, who wrote to complain. All I can say is that the players had little time, and were unable to free the women — they thought death was kinder than prolonged agony. I'm sure some of you would have done things differently.

EDWARD'S GUIDE

The reference to Grace Brothers is of course a nod to the British comedy *Are You Being Served?* which has been widely shown on American public television stations for some years now. The characters never went inside — having seen the show they were afraid to.

THE ECOLOGY OF THE PUSHTI FRUIT

Having invented the Pushti fruit on the spur of the moment, I decided to add a bit more detail in an adventure where the Viscount challenged Lord Herring to a race, his horse and carriage against the new Daimler motorcar Herring had obtained in a previous escapade. The race was out from Syrtis Major and back along the canal — the turn-around point was the Pushti fruit plantation! Anyway, it was a fun session, with lots of dirty tricks on both sides a la the "Great Race" Saturday morning cartoons. When Ken Megill's character tried to sneak up a tree to throw Pushti fruit at the Viscount, he was attacked by Pushti monkeys (I invented them on the spur of the moment because it fit the plot well). The rest of the article is all Ken's doing — hope you like it.



EDITORIAL FOR ISSUE SIX

BY MARK CLARK

Things are going well here at *TRMGS*. We've added a new department to the magazine, a "Letters to the Editor" section, so please feel free to write in. In the big picture, our financial stability is no longer in doubt, given our increase in subscribers. We are hoping to move on to publishing roleplaying products in addition to our magazine in the near future — we'll let you know more in the next issue.

One thing really surprised me about our last issue. We conducted our first reader survey by including a feedback card in every subscriber's envelope; we also mentioned the survey in the editorial section. We even put a stamp on every feedback card to make the process as simple as possible. What surprised me was how limited our response was. Less than 10% of our subscribers responded, and if you deduct the folks who help me write and edit the magazine, the response rate falls to almost half that. As a result, I am delaying the award of the free subscription for the most popular article. The top four finishers are within a two-vote group, so if you vote it will really make a difference. Please send your vote for the top three articles from issues 1 through 5 to me by May 1, 1993. I especially want to encourage our overseas subscribers to vote — I have not received a single ballot from outside the United States as yet.

The one thing I will say about our survey results so far is that I was encouraged by the wide selection of articles that received votes. Every author from the first four issues got at least one vote. Moreover, two-thirds of all articles from the first five issues got at least one vote, indicating that we are publishing a uniformly high quality of material with a wide appeal. Since the votes are distributed among all five issues fairly evenly, I can't say we're getting better. On the other hand, we aren't getting worse, either, a supposition borne out by the fact that almost all of our early subscribers have resubscribed despite the price increase.

One last thing about the survey. I compiled a list of all articles and authors in the process of doing the survey, and the big thing I noticed was how my own involvement has changed. I wrote most of the first two issues myself, with the help of Matt Ruane, our assistant editor. Starting with issue three, I started to spend more of my time editing other people's articles, with the ultimate result being that in this issue I wrote only the editorial material and the *Transactions* Campaign adventure. Frankly, this is exactly what I hoped to have happen when I started out — I wanted other folks to write more stuff for *Space: 1889* so I can read it. I'll admit this was really the hard way to go about it, but it worked! So, please keep sending submissions — I'll fix them up and rush them into print. By the way, over one-third of the contents of both this issue and last issue were written by people outside the *TRMGS* staff, so you have a rather good chance of having your stuff published if you send it in.

FUTURE PLANS

This is the last general issue of *Transactions*; in future issues we plan to have a theme that most of the articles will fit within, though we will continue to publish a small number of non-theme pieces. Next issue's theme is "Adversaries," and will be centered around the opponents of the British Empire on Mars. We plan to have articles related to the Oenotrian Empire, the Germans, the Russians, and the Worm Cult, as well as anything you folks can come up with that will fit

Issue 8 will center on the Belgian Empire. We plan historical articles about the Belgian Congo, a *Transactions* Campaign adventure set in the Coprates, a variety of background material on the Coprates and its people, and some nifty NPCs.

Issue 9 has as its theme the role of the United States in *Space: 1889*. We will have expanded rules for creating backgrounds for American characters, several adventures set in the Wild West, a description of Thymiamata and the Tossian Empire, and the story of the Martian Cattle Barons.

Finally, issue 10 will focus on Venus. The *Transactions* campaign will move to that planet, we'll have extensive background material on all the settlements on Venus, and several short adventures. We'll also present extensive background material on Lizardmen and their society.

Please note that the articles noted above are not written yet. Feel free to contact us if you are interested in working on any of the topics mentioned above. First come, first served!

P. S. The feature article, "Her Majesty's Ether Dispatch Service," is our first one from outside North America. Thanks, Colin!



Smugglers by Bill Vitucci ©1996, 1999 Anders International, Inc.

HER MAJESTY'S ETHER DISPATCH SERVICE

BY COLIN NASH

Excerpt from a speech delivered to Parliament by Francis Greville, 5th Earl of Warwick (and a junior Minister at the Colonial Office), upon his return from a tour of Her Majesty's Crown Colony of Syrtis Lapis:

"My Right Honourable Friend, the member for Somerset East, and I made our way to Mars aboard Her Majesty's Ether Dispatch Flyer *Avenel*. Following recent questions put to Her Majesty's Government by members of the Honorable Opposition, I feel that I should take this opportunity, and I'm sure my Right Honourable Friend will concur, to inform the House of the excellent service provided by the men of the Royal Navy who serve in Her Majesty's Ether Dispatch Service.

"The *Avenel*'s captain, Captain Charles Lloyd, graciously allowed my colleague and myself a tour of the ship during our interplanetary flight.

"It is, in my personal belief, a disgrace that the Navy should force stout-hearted men, such as the crew of the *Avenel*, to labour for their country in such cramped conditions as those that exist aboard the flyers of Her Majesty's Ether Dispatch Service; the enlisted men's quarters were comparable to a shed with a few hammocks and the officers, including the Captain, all shared a single cabin between them. It is, however, to the Navy's credit, that despite these awful living conditions, the men of the Dispatch Service manage to maintain high morale and an excellent and efficient service.

"I should point out to the House, however, that these cramped conditions are not due to any institutional sadism on the part of the Royal Navy, but are rather due to the amount of space taken up by the huge Ether Engine and Solar Boiler necessary for the flyers to maintain their tremendous speed of 5 million miles per day.

"Captain Lloyd pointed out to myself and my Right Honourable Friend that the conditions are somewhat mitigated by the large amount of shore-leave that the men of the Service have in proportion to the other Naval personnel serving on ether flyers."

Entry from the soon to be published 2nd Edition of *Conklin's Atlas of the Worlds and Handy Manual of Useful Information*

HER MAJESTY'S ETHER DISPATCH SERVICE

Her Majesty's Ether Dispatch Service was formed in 1878 as a result of a meeting between representatives of the Colonial Office, the Royal Navy and the British Army at the Prince Consort's Library in Aldershot. The hosts of the meeting — the Army — were concerned about the lack of a fast, secure and regular communication and transportation system between Army headquarters at Whitehall and the growing number of units in the new colonies on Mars. For themselves, the Colonial Office and the Navy were also in need of a communication and transportation system.

After a few days of consultations it was decided by the participants to jointly fund what they had decided to call (with Her Majesty's permission of course) Her Majesty's Ether Dispatch Service. This service was to consist of a number of small, but very fast ether flyers which would carry important personnel and messages between Earth and Mars.

The first flyer, Her Majesty's Ether Dispatch Flyer *Farnborough*, was launched on the 1st of May, 1879, from the Service's newly-built shipyards at the Royal Ethereal Research Establishment in Farnborough. HMEDF *Farnborough* was immediately pressed into service and began her maiden flight to Mars, concluding the voyage in only 43 days, having achieved its designed speed of five million miles per day throughout. The *Farnborough* was joined later in the year by its sister fliers *Aldershot* and *Portsmouth*. By 1880, when the Heidelberg Expedition returned from Venus with the survivors of the ill-fated British Expeditions, there were six fliers operating between Earth and Mars. The newly launched HMEDF *Parhoon* accompanied the fleet sent to Venus to establish a British colony there. Later that year Princess Christiana Station was founded on Mercury and another new flyer — the *Gorovaan* — was detailed for the first journey to the station.

By March of 1881 there were ten *Farnborough* Class dispatch flyers in service, with plans to build at least the same number again. This, however, was the year Her Majesty's Orbital Heliograph Stations *Foresage* and *Harbinger* were conceived. Although the Service's Earth-Mars journey was in doubt for a while, its continued existence was guaranteed when it was realized that although the mirrors would transmit correspondence faster than the flyers of the Service, that wouldn't help with personnel transfers.

This fact kept the Earth-Mars run alive. Documents are still carried on this route (as well as passengers, who are its mainstay) as all heliograph messages are confirmed in writing, codebooks still need to be transferred, etc.

The Service had its independent life ended in 1885, when the Royal Navy assumed control of all aerial-flyers and ether flyers in the Empire's service. However, the Service still retains a separate, if not independent, identity due to the Royal Charter signed by Her Majesty Queen Victoria, in 1878. Her Majesty has since refused to withdraw the charter despite several requests by the Royal Navy, for reasons unknown to the general

public. As part of the Royal Navy, which the Service undeniably is, all personnel recruited since 1885 are graduates of the Royal Navy Aeronautical School at Portsmouth.

There are currently 24 *Farnborough* Class flyers operating in the Service. At any one time about half of these vessels are in transit on the 3 journeys that the Service operates (Earth-Mars, Earth-Venus and Earth-Mercury) with the other half distributed between the four planets. When a flyer arrives at a planet one of the flyers already there will begin the return leg of that particular journey three days later (allowing carriage of immediate reactions to dispatches that have just arrived). The Service has workshops for repairs and routine maintenance on all four planets, along with sorting depots, etc. These are at Syrtis Major on Mars, Fort Collingswood on Venus, Princess Christiana Station on Mercury and at the Service's headquarters at Farnborough (Hampshire) in England on Earth.

GAMEMASTER'S INFORMATION

The Royal Ethereal Research Establishment at Farnborough (which opened in 1871) consisted of, before the arrival of the Dispatch Service in 1878, a large number of government-employed scientists and inventors working on (surprise!) ether research. It is, nevertheless, a military establishment, and as a result most of the aforementioned employees hold an officer's rank in the Royal Navy, a few in the British Army and the remainder are civil servants.

(Note: This makes the Establishment a potential background site for any PCs that combine a military career and scientist or inventor.)

The reason that the Service's charter has not been withdrawn is that the Service's Commander-in-Chief, Admiral Sir Sefton Inwood, is a friend of Her Majesty and is apparently using this friendship to ensure the Service's separate identity continues.

FARNBOROUGH CLASS ETHER DISPATCH FLYER

Armour	1
Hull	2 (Hydrogen Lift)
Speed	•Atmospheric 3
	•Interplanetary 5
Prop.	•Ether 40 (Edison Propellor)
	•Atmospheric 1 (Forced draught Engine)
Power	•Solar Boiler 40
Endurance	10 days atmospheric (Coal)
Price	£74,280
Crew	6+6 (Bridge: 4+2, Deck: 2+4)
Maneuver	40
Gunners	0
Add. Crew	2 (Stewards)
Passengers	12
Cargo	10 tons
Armament	None

THE *TRANSACTIONS* CAMPAIGN: THE CITY OF MADNESS AND DEATH™

BY MARK CLARK

SUMMARY

This adventure begins two months after the events outlined in the adventure “The ARI Strikes Back” from *TRMGS* #4. The party is in Syrtis Major, having recently recovered from their brush with the agents of Colonel O’Reilly of the Army of the Republic of Ireland (ARI). As a result of the defeat of the evil Dr. McIntosh, the involvement of the German Government in the Oenotrian war has been revealed. Due to European diplomatic pressure, the Germans have withdrawn their aid to the Oenotrians, and the Oenotrians in turn have been forced to sue the British for peace. A fragile cease-fire now exists, and the Royal Martian Geographical Society has taken the opportunity to sponsor an expedition to the Gorklimsk Swamp, to be headed by the noted explorer William R. Mellville. The players are asked to accompany the expedition, which will travel by canal steamer. On the way, the players have a chance to rescue The Most Beautiful Woman On Mars, before they visit Bordobaar, The City of Madness and Death.™ The players have a chance to explore the city, before one of their number is kidnapped by agents of You Know Who.

BACKGROUND

In previous issues I gave a summary of all the adventures in the *Transactions* Campaign. Well, there are too many now for a short summary, so just go re-read them. I’ll wait.

Good, you’re back. The players will meet Mellville in the offices of the Royal Martian Geographical Society. See later in this issue for Mellville’s background. Mellville is familiar with their work, and will ask them to accompany him on his expedition to the Gorklimsk Swamp. Mellville will say nothing about his plans to visit Bordobaar, The City Of Madness and Death.™ If the party asks around about Mellville, they will learn that he is a steady but unremarkable chap. They will learn nothing about his association with so many ill-fated expeditions. Assuming the players agree to go with Mellville, they are requested to join him in several days time on board the HMS *Corgi*, an armed canal steamer (see description at the end of this article).

THE TRIP TO BORDOBAAR

The players can spend their remaining time in Syrtis Major as they wish. You might want to introduce them to the establishments described in this issue’s article “Shops of the English Quarter.” If the players do research on the Gorklimsk swamp, read them the following excerpt:

"The Swamp of Gorklimsk is an unusual area of Mars created by a fairly recent (in a geological sense) major upheaval which has completely destroyed the banks and foundations of much of the Crocea-Gorklimsk canal, as well as several stretches of the Fadath-Gorklimsk canal. The result is a large, shallow swamp with multiply changing flow channels and small lagoons. Although some aerial mapping has been done, it is of little long-term value, as most of the channels are narrow enough to be obscured from the air by leafy overhanging branches. In addition, the actual navigable channels silt up on a regular basis, and the water flow cuts new channels through former islands and land banks. It is, in short, a genuine maze, which can take weeks, or even months, to navigate (except along the most frequently traveled passages).

"Canal boats do travel between Gorklimsk and its two neighbors to the west, but do so at the risk of pirate attacks. Numerous small pirate skiffs often lie in wait in side channels and fall upon unsuspecting merchantmen. All attempts to eradicate them have failed, as the pirates simply disappear back into the labyrinth of the swamp when confronted by genuine force. Bands of pirates almost certainly live on the islands of the swamp somewhere, but no military power has yet succeeded in locating them"

Conklin's Atlas of the Worlds and Handy Manual of Useful Information, p. 65.

In addition, the players will learn that oil has been seen floating on the water in the swamp. Feel free to invent whatever rumors you like, since with the cease-fire conditions in Syrtis Major are very unsettled. However, be sure that the most common rumor they will hear is that Mellville's expedition has been charged with the responsibility of finding exploitable oil reserves for use by the Royal Navy.

When the party finally boards ship, they will meet Mellville, who is dressed in brand-new bush clothing. He will introduce them to the officers and crew of the *Corgi* (the gamemaster is free to provide these individuals with whatever personalities and backgrounds seem appropriate), and one other major NPC, the inventor Temple Covenant Jones. Jones is a confirmed eccentric who constantly cites Bible verses and refuses to use titles. He will refer to the Baron Towster as "Mr. Herring," and at dinner is given to proposing toasts to "Mrs. Saxe-Colberg-Gotha" (Queen Victoria). Despite his odd behavior, Jones is a competent inventor. Mellville has brought Jones along because he thinks that the inventor's "Jonah" diving suit (which looks rather like a small whale) will prove useful for exploring.

The trip from Syrtis Major to Bordobaar is uneventful. During their time in the Oenotrian Empire, the ship will be forbidden to travel by night, the guns will be sealed, and the crew and passengers will be forbidden any contact with civilians on shore. An Oenotrian pilot and military guard will be on board to enforce these rules. The overall impres-

sion the players receive is of a rich and well-organized society - the canals are in good repair and the people seem well-fed and happy.

THE RESCUE OF AURORA NOTTINGHAM

The first morning the characters spend near the city of Bordobaar is an excellent time to run the adventure outlined in *TRMGS* #5, "Rescue at Bordobaar." The young woman the players hopefully managed to rescue will tell her story after she has a chance to catch her breath. She introduces herself as Aurora Nottingham, a singer from the United States. She was touring Mars when she caught the eye of the Prince of Notorak's wife. It is customary to execute the youngest wife of the Price when he dies, and since the Prince was on his deathbed, the Prince's wife arranged for Aurora to be drugged and married to the Prince in a public ceremony. The Prince died two days later, and the procession the players saw was for his funeral. Aurora is very grateful to the players for her rescue, and is willing to accompany them.

Miss Nottingham is very attractive (Charisma 6), and will no doubt attract the attention of every man within eyesight. However, she will soon favor Lord Herring (diamonds are a girl's best friend, after all), and will spend all her time with him. Although she is very ladylike, the players will find that Aurora has a number of other talents, including an ability to repair machinery (her father was a watchmaker) and a familiarity with firearms (Pistol 4). Although she can be run as an NPC, she works best as a player character. This is an excellent opportunity to replace one of your players or allow them to switch characters.

ARRIVAL AT THE CITY OF MADNESS AND DEATH™

After the rescue, Mellville will reveal to the players that the true purpose of the expedition is not a trip to the swamp, but the exploration of the city of Bordobaar. Mellville will explain that Bordobaar was the administrative center of Mars during the rule of the 3rd Seldon Dynasty (Seldon XXVII to Seldon XXXIX). When the city collapsed due to the onset of the unknown disease that turned it into The City of Madness and Death™ much of the Imperial Treasury was left behind. Moreover, the Palace of Seldon in Bordobaar is referred to in ancient Martian writings as one of the wonders of Mars. As a result, Mellville has decided that Bordobaar is the perfect place to make his fortune and restore his reputation. The combined lure of treasure and fame should suffice to lure the players into the city. If it doesn't, have Mellville accuse them of cowardice; that should do it.

EXPLORING THE CITY

As the players steer the *Corgi* down the canal from Crocea and then turn left towards Fadeth, take the opportunity to describe the city to them. After the parched desert terrain of most of Mars, Bordobaar is a shock. The ruins of the city are covered with a riotous undergrowth, green vines and purple leaves everywhere. Gaudy flowers thrust their

way to the sun, voluptuous and fecund. The whole offends the eye - there is something wrong here, nature twisted by some dark power.

The dominant feature of the landscape is a huge tower that stands in the center of the city (7). Mellville will tell the others that this is the fabled Palace of Seldon, the party's goal. Unlike most Martian cities, where crumbled skyscrapers are commonplace, Bordobaar has only one tall building; the palace. It is unique in its form - clad in some mirror-like material, it rises without ornament over 1000 feet into the air, its purity a shocking contrast to the abundant organic forms at its base.

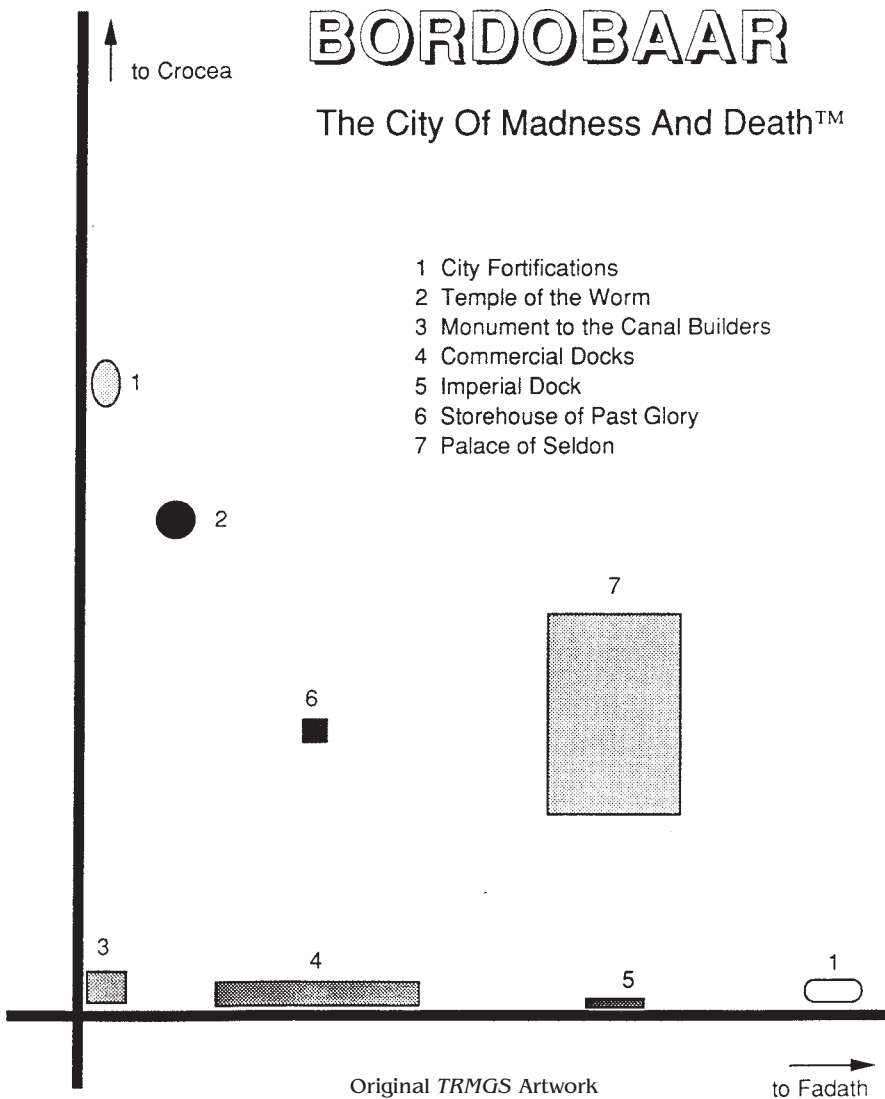
As the *Corgi* chugs its way into the city, one of the first things to see along the canal is the remnant of the city's fortifications (1), overgrown now and almost unrecognizable. At the base of the tower at the canal's edge can be seen the remains of a great chain that once controlled passage of the canal. Going further, there are a large number of bridges over the canal, but all but the one that leads to The Temple of the Worm (2) have been damaged beyond repair. At the crossing of the canals, a huge monument stands (3), covered with carvings commemorating the work of the canal builders. Mellville will stop briefly to photograph the monument, but since it has been described in other traveller's accounts, he does not wish to spend much time with it.

Proceeding down the canal toward Fadeth, the *Corgi* will pass the remnants of a huge commercial dockyard (4), now overgrown. Mellville will have the ship dock at the Imperial Dock (5), a huge stone structure with a triumphal arch that serves as a gateway into the city. Beyond is a broad avenue that leads to the palace. The avenue is overgrown, but with work the players will be able to force a passage. As the players force their way into the undergrowth, roll a d6 for each third of the journey (three times in all). On a 1 or 2, the players become aware of noises around them, and they catch a glimpse of something furry and humanoid in the undergrowth. They will be unable to follow or shoot anything; if the players try to give chase, they will be hit by a falling piece of masonry (1 point of damage) or will fall into a small pit and twist their ankle (save versus Agility or movement restricted to walking rate for 1d6 days). Make it clear someone is watching them.

THE PALACE OF SELDON

After several hours of effort, the party will reach the base of the palace. The doors are huge: standing over three stories tall, they are made of some sort of metal and are richly ornamented with scenes from the life of Seldon I. Mellville will immediately set about sketching the doors, and will soon suggest that the party take them off their hinges and take them back to Syrtis Major for installation at the Royal Martian Geographical Society. What the players do is up to them, though the Gamemaster should point out that the doors are very heavy and will take a great deal of work to move. Torture the players in any way you like if they decide to take the doors off (it is a rather silly idea, after all, though the RMGS will be quite grateful if the doors do get to Syrtis Major).

The inside of the palace will prove to be rather a disappointment. The interior is much like a gutted skyscraper. The stairs are in fair condition, but the building has been stripped of almost all furnishings. It takes about a day to map each floor (there are 112 floors in all). Feel free to include encounters with failed masonry or weak flooring — the building is very old, after all. Each floor will yield 1d6 minor objects, mostly architectural details like broken lamps or furniture. Roll a separate 2d6 for each floor; on a roll of 2 or 12 the party finds some more interesting item (broken jewelry, bones, Steppe-Tiger-In-A-Box™, etc.). The basement is flooded; exploration with the “Jonah” diving suits will turn up nothing. Allow the players to explore for as long as you like, then spring the next section on them.



THE KIDNAPPING

Prior to the start of play, take one of the players aside (other than the one who plays Lord Herring or Wentworth) and tell them that you are going to abduct their character. Let them know that that individual will be gone for some time, and have them roll up another character for use the following session. Tell this person that they should arrange for their character to wander off into the city by himself or with a small group of NPCs (not Mellville or Jones) when you pass them a note.

After arranging for the character to disappear, make sure the rest of the party goes off for a rescue attempt. NPCs are useful here; a badly wounded guard who staggers back to report and die no doubt will get things going. The party will find a clear trail; following it will eventually lead to the building marked (6) on the map, the Storehouse of Past Glory.

THE FAILED RESCUE

The Storehouse of Past Glory is a museum. The exact nature of the layout of the Storehouse is up to the Gamemaster, but it should include a large auditorium on an upper floor and a flooded basement. In the auditorium, the kidnapped character is being skinned alive by a group of the hairy humanoids the players saw earlier; four of them are doing the actual skinning on stage, and another hundred or so are in the audience. Although it should be impossible for the kidnapped character to still be alive, he is, and he is screaming in pain.

No doubt the group is thinking rescue. Play out the combat; the humanoids are Martians for combat purposes, except that they never check morale - they just keep coming until all are dead. They are armed only with hand weapons, so the players should make short work of them. However, the four humanoids on the stage will escape out the back with the kidnap victim. The players, after fighting is done, will see a small sky galleon departing when they track their friend to the roof (the blood will leave a clear trail). An easy observation roll reveals the ship is flying the flag of the ARI, and is headed towards Karkarham.

A BIT OF TREASURE

The group will no doubt be saddened by the apparent death of their friend, but will of course resume the exploration (stiff upper lip and all that). If the party explores the flooded basement of the Storehouse of Past Glory using the Jonah suits, they will find £5,000 in gold, as well as a number of documents sealed in glass cases. The documents include a number of stock certificates and bearer bonds (the exact nature and value of these items will be revealed in a future *Transactions* Campaign adventure). If the players have had too easy a time of it up to now, they can also find some nasty canal sharks (see the article following this one).

As soon as the gold is recovered, the players will learn from a passing merchant of the approach of an Oenotrian warship bent on punish-

ing them for the rescue of Miss Nottingham and the violation of the Worm Cult Temple. It is now time to shove off for neutral Fadath — the adventure continues next issue with “The Missing Prince.”

HER MAJESTY’S MARTIAN SHIP *CORGI*

Research Ship

10 First Class cabins, 20 Steerage Cabins, 500 Tons cargo

Crew: Captain, First Officer, Second Officer, Engineer, 3 Petty Officers, 12 Deckhands, 4 Stokers

Armament

Deck: 4 Nordenfelts (2 port, 2 starboard)

Arms Locker: 20 Lee Enfield Rifles, 10 Webley Revolvers, 5 Shotguns

Speed: 10 Knots (speed 2 in *Sky Galleons of Mars* terms)

Endurance: 100 Days (Coal; range can be extended by burning wood)

The *Corgi* was built in 1884 in Syrtis Major as a research vessel for the Royal Martian Geographical Society. After a number of successful expeditions, it served as a supply ship during the Oenotrian War. Recently returned to civilian service, it has been refitted for use by the members of the expedition to The City Of Madness And Death.TM

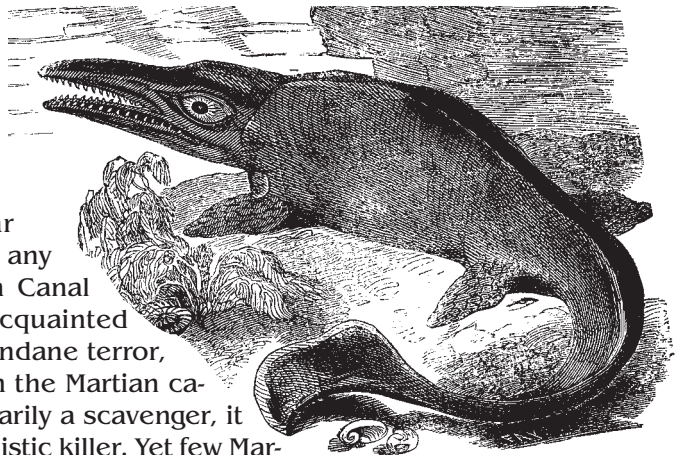
In addition to the above mentioned statistics, the ship is equipped with a biological laboratory, a chemical laboratory, a small machine shop, and a hand-operated ice-making machine.

THE MARTIAN CANAL SHARK

BY VINCE CLEAVER

FROM THE PAPERS OF THE LATE DR. JONATHAN HOLLINGSWORTH

There are many terrors native to Mars: the ravenous Roogie, the mysterious Magoo, the sly Knoe Shoshu. However, there is one beast that kills far more travellers than any other — the craven Canal Shark. I am well acquainted with this almost mundane terror, ubiquitous as it is in the Martian canals. Although primarily a scavenger, it is a skilled opportunistic killer. Yet few Martians have ever been bothered by it; instead,



it dines on the foolish and the unlucky, many of them men of Earth.

When I came to Mars, seeking challenge and adventure, I was not disappointed. Indeed, my fascination with the canal shark stems from an incident on the first expedition I was invited on. Part of the journey was via canal, and one day, not long after our noon meal, a Martian cabin boy fell overboard. He had been teasing the sharks with a bucket of slops, and slipped. My companions sprang to save the boy, dispatching a number of the beasts and rescuing him. He was badly mauled and nearly died. Between my poor skill and his rugged native constitution, he pulled through, though he lost his right foot. He is today my valet and assistant.

Naturally, this affair aroused my curiosity about the creatures, and I obtained a carcass to examine. My dissection revealed that the canal shark is not a fish, as one might assume by the name, but a sort of a finned reptile, much like the fish lizards of Venus. The one which I examined was a gravid female with a dozen eggs in her womb. When I opened the eggs to check their contents, I was astonished to find well-developed young. In this way, I am given to understand, they are rather like earthly sharks.

The odd contents of the stomach could have originated in a regular shark as well. I discovered a bit of broken native crockery, somehow tasty to the shark, and a great quantity of small pebbles. Apparently, the canal shark used them for ballast. I am grateful to Captain Meavus McCleod for suggesting this explanation to me. He reminded me that the crocodiles of Egypt use pebbles for ballast and to help them digest their food. Since the pebbles in the canal shark are smooth, they may also perform both functions as well.

The unusual thing about Martians is that, by and large, they have no fear of the sharks, despite the number of Europeans who have been eaten by these creatures. After some effort, I discovered that Martians make use of a native plant, the Oontha vine. Only mildly disgusting to the human nose, it repels canal sharks without fail. Oontha grows at the waterline of the canals, normally as a cluster of vines with very tough roots. When the canals are at high flow, the plant flowers and reproduces. At other times of the year, fragments of the plant can be found everywhere, washed up against levees, sewer-gratings and wharfs, clinging tenaciously. A species of small swimming rodent builds its nests out of the vines in urban areas.

My young assistant (Marzipan, as my sister Penelope named him for his favorite snack), had no Oontha paste to protect him that day as he went about his usual chores as a cabin boy. Poor lad, sent to do a dangerous if entertaining job. Such is the life of many poor Martian children. There is little one can do about it, but I have helped poor Marzipan, who now has a wooden foot and helps me as sort of a medical apprentice. He is a daily reminder to me of our mission to help and civilize his race, and do away with the terrors we can banish, unlike the canal shark: fear, hunger, and disease.

PLAYER CHARACTERS FOR THE *TRANSACTIONS* CAMPAIGN

Victor Hatherly (Hydraulics Engineer)

Strength: 1	Intellect: 6
Agility: 4	Charisma: 5
Endurance: 2	Social Level: 3

Stealth 3, Marksmanship 3 (Pistol), Mechanics 2 (Electricity), Wilderness Travel 1, Swimming 1, Observation 6, Engineering 6 (Structural Engineering), Science 7 (Archaeology), Eloquence 4, Linguistics 1 (German), Riding 2 (Horse).

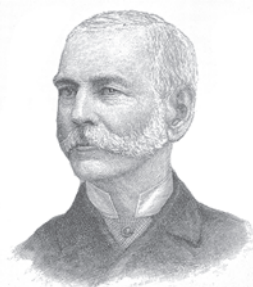


Hatherly was trained as a hydraulics engineer. As a result, he has long been fascinated by the canals of Mars. He received a small legacy after the unexpected death of a maiden aunt, and immediately spent it on passage to Mars. His only distinguishing feature is his missing left thumb; he is otherwise very ordinary.

Major Charles McGrath (Army Officer, Explorer)

Strength: 2	Intellect: 3
Agility: 4	Charisma: 1
Endurance: 5	Social Level: 6

Fisticuffs 1, Throwing 1, Close Combat 2 (Edged), Stealth 3, Marksmanship 3 (Rifle), Wilderness Travel 6 (Foraging), Fieldcraft 2, Tracking 1, Swimming 1, Observation 2, Eloquence 1, Linguistics 3 (French, German, Parhooni), Riding 6 (Horse), Leadership 3, Medicine 1.



Major McGrath served with the Guards Cavalry until four years ago, when he tired of the boring life of London garrison duty. He persuaded his longtime companion, Sgt. Major O'Shaugnessy, to accompany him on trips to India and East Africa. Soon feeling that Earth did not present a sufficient challenge for them, the Major decided to embark for Mars.

Sgt. Major Thomas O'Shaugnessy (Army Sergeant)

Strength: 6	Intellect: 4
Agility: 3	Charisma: 1
Endurance: 5	Social Level: 2

Fisticuffs 6, Throwing 3, Close Combat 3 (Edged), Stealth 2, Marksmanship 3 (Rifle), Wilderness Travel 6 (Foraging), Fieldcraft 1, Tracking 1, Swimming 1, Observation 4, Science 1 (Biology), Linguistics 2 (Hindi, Kohline), Riding 3 (Horse), Leadership 2.



The Sgt. Major has been the Major's companion for years, serving with him through a number of campaigns. Since leaving the Army, he has been the Major's guide and bodyguard during their travels. The constant need for hunting and butchering food during their trips has awakened in him a latent interest in Biology, and the Sgt. Major is looking forward to Mars and the opportunity to examine the insides of new and interesting animals.

PLAYER CHARACTERS FOR THE *TRANSACTIONS* CAMPAIGN

Lord Redmond Herring, Viscount Towster (Dilettante Traveller)

Strength: 3	Intellect: 1
Agility: 4	Charisma: 5
Endurance: 2	Social Level: 6

Fisticuffs 2, Throwing 1, Close Combat 2 (Edged), Trimsman 2 (Aerial Flyer), Stealth 3, Crime 1 (Lockpick), Marksmanship 3 (Rifle), Wilderness Travel 2 (Foraging), Swimming 1, Eloquence 4, Theatrics 2, Linguistics 4 (French, German, Latin, Parhooni), Riding 5 (Horse), Piloting 5 (Aerial Flyer).



Lord Herring, or “Kipper” as he’s known to his friends, is the flower of English nobility. That is to say, he is the product of generations of inbreeding. He would have been dead or in disgrace long ago if not for the intervention of his manservant, Wentworth. Even Wentworth couldn’t prevent the full force of Lord Herring’s father’s wrath after his last escapade, however, and so Lord Herring is now on Mars to hide out for a bit.

Clive Wentworth (Personal Servant)

Strength: 2	Intellect: 6
Agility: 3	Charisma: 5
Endurance: 4	Social Level: 1

Fisticuffs 1, Throwing 1, Close Combat 1 (Edged), Stealth 2, Marksmanship 3 (Pistol), Wilderness Travel 3 (Mapping), Observation 5, Engineering 1 (Explosives), Science 4 (Archaeology), Eloquence 5, Theatrics 4, Bargaining 1, Linguistics 4 (French, German, Kohline, Open Slot), Riding 1 (Horse), Medicine 1.



Lord Herring’s personal servant and the brains of the pair, Wentworth is most resourceful (he has to be). If Herring is Bertie Wooster, Wentworth is Jeeves, constantly extracting his master from the most awful predicaments.

Mr. Hung Wo Smith (Chinese Monk)

Strength: 6	Intellect: 3
Agility: 4	Charisma: 2
Endurance: 5	Social Level: 1

Fisticuffs 6, Throwing 3, Close Combat 6, Stealth 4, Wilderness Travel 6 (Mountaineering), Fieldcraft 4, Tracking 1, Swimming 3, Observation 4, Eloquence 1, Bargaining 1, Linguistics 1 (English), Medicine 2.



The child of English missionaries in China, Mr. Smith was hidden by his housekeeper at a monastery when his parents were killed in an anti-Christian uprising. Raised as a monk, he left China when his Temple was destroyed by the Manchus. His only possession is a locket that was once his mother’s.

THE SYRTIS STAR

"ALL THE NEWS THAT FITS"

Queen Not Amused

London: The Royal Household has released a public statement concerning the publication of a disturbing article in the last issue of the *Transactions* of the Royal Martian Geographical Society. The Queen, well known to have a fondness for information concerning the British Colony on Mars, was reportedly scandalized by the printing of the now infamous Pushti Monkey articles. The Queen has personally ordered an inquiry into the printing standards of Martian newspapers and journals that bear royal patronage. A Tory backbencher, the Right Honorable Alfred Pennypott, has introduced a private members bill to investigate the RMGS and its publication for violating the various decency acts of the British Empire. Finally, the Queen has announced that the Duke of York will head a private inquiry into the circumstances surrounding the research, writing, and publication of the offending article. The Duke of York's private secretary, Sir Reginald Crompton Perry, will travel to Mars to conduct a series of interviews with the various parties involved in this unique scandal.

The editors of *The Syrtis Star* hope that this issue is resolved in the immediate future. Otherwise, steps will be taken to review our agreement allowing *TRMGS* to reprint leading stories without editorial comment.

Tossian Empire Opens Bids To Restore Thymiamata-Oxia Canal

Our correspondent in Thymiamata informs us that the Tossian government has announced its intention to clear the dead canal that links that city to Oxia. This announcement appears to be motivated by the growing tensions between the Tossian Empire and the Belgian colonial administration in the Coprates. The traditional trade routes between Tossian territory and

the French protectorates in the Idaeus area (including Oxia) have become disrupted of late, largely due to the recent coup in the city of Baetis that installed a pro-Belgian faction. The constant rioting and civil war in Baetis has severely limited canal traffic, causing losses for Tossian and French merchants. The proposed canal restoration, which would directly link Tossian and French territory, promises to have a positive impact on trade.

In order to finance the restoration, the Tossian government has opened the project to bids from interested parties. In exchange for financing and supervising the construction, the winning bidder will be allowed to operate the canal and collect tolls. Several American and French groups have expressed interest, including one headed by Ferdinand de Lesseps, the well-known builder of the Suez canal. Since no comprehensive description of the canal exists, it is rumored that each group will send a survey team to produce a comprehensive map and survey to be used in their bid.

Lady Cathleen Acquitted!

In a scene charged with emotion, Lady Cathleen O'Donnahue was cleared of all charges in the death of her former husband, Mr. Timothy O'Ryan. Apparently strongly influenced by evidence presented by individuals who desire to remain anonymous, the jury took only two hours to return a verdict of Not-Guilty.

Lady Cathleen was joined by her brothers, Sir Donald Edmund O'Donnahue and Major Shaun Rory O'Donnahue (of Her Majesty's 3rd Mounted Colonial Brigade), after the trial. At a meeting with reporters, the three expressed gratification at the way the case was handled by Crown authorities, and

Lady Cathleen read a communication from the Queen praising those who investigated the matter.

"This has been a harrowing experience for us all," Sir Donald told reporters as he held his sister, who has been weakened by her imprisonment during the course of the trial. "However, we feel stronger as a family, and it is now time to go on with our lives." Sir Donald then added with a smile, "My sister has to get back to Earth to prepare for her wedding."

It is widely rumored that Lady Cathleen plans to marry Sergeant-Major Bartholomew Miller, aide to her brother Shaun. Sources close to the family admit that Miller proposed to Lady Cathleen during the course of the trial, but will neither confirm or deny that the wedding Sir Donald referred to involves the Sergeant-Major.

In related news, it was announced today that Major O'Donnahue would undertake an extended expedition into the Western Desert in an effort to track down and apprehend the Martian bandit Altanoor Zahroon.

Can-Can in Crown Colony

Parhoon: Tonight is the grand opening of a new show, *La Revue Francaise*, at the Variety Theater here in Parhoon. The show is an export from a rather successful and long running series of shows held at Les Pigalles Café, in Idaeus Fons. *La Revue Francaise* is a unique variety show whose high point is the closing "can-can" dance which has so scandalized French café society. The show's organizer and producer, Monsieur Marat Thibodeau, has confirmed that the show is booked for at least two weeks in a major theater in each of the cities that make up the Crown Colony. The show will remain in Syrtis Major at the Theatre Royale for at least one month, and will then travel on to Parhoon and Gorovaan. The Company is offering reduced prices for all military men, in recognition of their gallant service in the present conflict. More information con-

cerning this show or any others can be gotten from the box office.

Football League Comes To Mars!

Syrtis Major: Lord Charles Ecclesfield, chairman of the Syrtis Lapis Football League (SLFL) and owner of the Meepsoor Football Club (MFC), announced yesterday that the six teams of the newly created "Martian" League would be merged into the English Football League, creating a new third division in the current two-division league. The Martian Division teams will play one-third of their games against Earth teams, but the exact method of scheduling is still to be worked out. Preliminary reports have hinted that the teams will alternate travel between Earth and Mars, and that each team will "tour" their opponents in an extended series.

The six teams of the Martian Division are the Meepsoor Football Club (MFC), the Parhoon Football Club (PFC), the Gorovaan Strikers, the Haat Spurs Football Club (HSFC), the Avenel Arsenal Club (AAC), and the Syrtis Major Football Club (SMFC). The first scheduled Third Division League game will be between the MFC and the AAC, at Tottenham Field, Meepsoor, on Saturday, at 3 PM.

National Gallery Opens Martian Wing

The recently completed extension of the National Gallery on Trafalgar Square has seen the installation of a new gallery encompassing art by Martians and Europeans on the Red Planet. Included in this new gallery are portraits by the noted artist Sir William Depford, sculpture by Lady Alexandra Cummings, RA, and work by the famed Rogowood carver, Balatar Bellottoko. This Gallery has seen record attendance since it opened two weeks ago, with nearly 2500 people crowding in to see the 75 paintings, sculptures, and objects d'art. The gallery's hours are 10-4 weekdays, 10:30 to 4:30 on Saturdays. The nearest tube and rail station is Charing Cross

PUSHTI FRUIT UPDATE

The Honorable Dr. Mark Clark, FRMGS
Editor
Transactions of the Royal Martian Geographical
Society
Society House
Syrtis Major WC 1

Dear Sir,

I am writing to you on behalf of HRH the Duke of York, who until recently was an ardent admirer of your scholastic journal and was considering an offer to grant your journal patronage. However, it has come to our attention that you have either willingly or unwillingly, though it is hard to imagine the latter, printed a scandalous article concerning the reproductive methods of the Pushti monkey and its so-called "relationship" with the Pushti fruit. HRH the Duke of York was extremely upset by the publication of such an ill-founded set of rumors and innuendo concerning what was becoming a favored delicacy of the royal court. We hope that you will seek to redress these scandalous and unscholarly allegations by reprinting the following excerpt from Doctor Havelly's treatise on Martian botany. We ardently hope you will rectify this situation in the near future so that HRH may reconsider your request for patronage.

Sincerely,

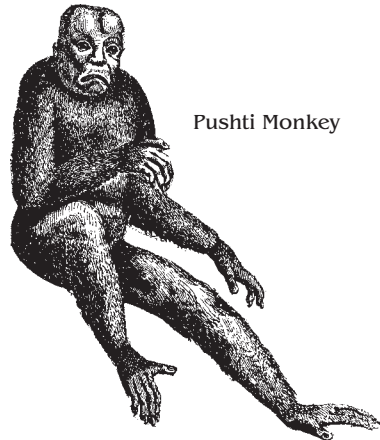
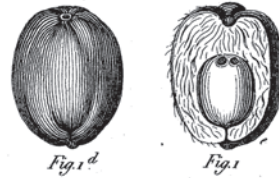
Sir Reginald Crompton Perry
on behalf of HRH the Duke of York

EXCERPT FROM DR. ALAN ARTHUR HAVELLY'S AN INTRODUCTION TO MARTIAN FAUNA AND BOTANY

(LONDON: ALLAN SUTTON, 1887)

Fruit, Pushti

A small, oval shaped fruit approximately half the size of an Earth watermelon, averaging some fourteen inches in length. The fruit's flesh is a pale red color, though its flesh is somewhat marbled, striated, and rough in texture. The fruit grows from a tree averaging eighteen feet in height, and unique to Martian botany, the fruit ripens below ground, thus possessing some of the characteristics of a tuber. The seeds of the Pushti tree are contained not in the fruit, but in the leaves.



Pushti Monkey

The leaves of the Pushti tree are consumed by an arboreal ape (See Monkey, Pushti). The juicy meat of the leaves is covered by an indigestible waxy coating, as is the Pushti seed. When these pass through the Pushti Monkey's body, they fall to the ground, where the seed combines with what seems to be some sort of pollen equivalent in the waxy coating of the leaf. The short, but sharp claws of the monkey serve not only as an aid to climbing, but also to loosen the soil as the aggressive creatures engage in ritual combat during mating season. Once stirred into the ground the seed germinates and forms the Pushti fruit, which, if left undisturbed, would transform itself into a new tree. This process, although unusual, has its parallels in other Martian plants, including

the well-known garadi bush. Thus, although it has similarities in size and shape to the Earth watermelon, the Pushti fruit itself seems to be more a nut than a fruit. The term Pushti "fruit" is actually somewhat of a misnomer, as the Pushti fruit seems to have more in common with a chestnut than a watermelon.

by Matthew Ruane and Jeffrey Boyle

A HUMBLE APOLOGY

As a member of the Board of Governors and in the name of the editors of the *Transactions* of the Royal Martian Geographical Society, I must make a most humble and sincere apology to Her Majesty the Queen, His Royal Highness the Duke of York, members of the public and our Society, and anyone else who may have been offended by the article, "The Ecology of the Pushti Fruit," published in our last issue. You can be certain that the editors have been severely reprimanded by the Board of Governors for allowing the publication of such a scurrilous and unscholarly article.

As an amateur botanist myself, I was astounded by the temerity of Mr. Smalls at even suggesting such things about the Pushti monkey. Anyone who has studied Martian botany knows of my good friend Dr. Havelly's work on the symbiotic relationship between the Pushti tree and Pushti monkey. I can state unequivocally that Mr. Neville Smalls is neither a botanist nor a zoologist, but merely a rogue and a cad. That he should try to pass off such delusions as science is utterly preposterous.

Further, it is extremely unlikely that Mr. Smalls even observed Pushti Monkey behavior at all. The Right Honorable Jason Ebert, Baronet, acknowledged giving Mr. Smalls permission to observe the Pushti Monkeys on his estate. However, after having Mr. Smalls escorted from the estate on several occasions for inappropriate behavior involving the female servants, the Baronet informed him that under no circumstance was he to return. Perhaps Mr. Smalls spent too much time under the hot Martian sun and the heat addled his brain allowing such lascivious thoughts to creep in. Mayhaps this is the true origin of Mr. Smalls' unfounded and inappropriate conclusions about Pushti monkey biology.

Be assured that the editors of *Transactions* and the Board of Governors of the Society will redouble our efforts to prevent the repetition of this most unfortunate incident.

With humble and sincere apologies,

Sir Audrey Somersby Haithornewaite
Board of Governors
Royal Martian Geographical Society

GAMING THE ROYAL MARTIAN CONSTABULARY

BY DAVID HORNUNG

The Royal Martian Constabulary was established by an act of Parliament to provide for the rule of law and to ensure the public order in the Martian Crown Colony. With headquarters in the residency at Syrtis Major (see *TRMGS* #3), the constabulary performs in a wide variety of roles all over British Mars. See *TRMGS* #5 for more details about this unit.

Given the nature of the RMC, it is natural to include it in a Martian miniatures campaign. Moreover, it can also be used to rescue player characters if they are in trouble. This article describes how to model the RMC for miniatures use.

Although the RMC has an authorized strength of 445 men, it is nowhere near this. Only 120 troopers serve at present. Most British Bobbies have no desire to go to Mars. Thus the posts are often undermanned and the Constabulary is always on the lookout for possible candidates. This has led to non-British citizens being enlisted. A number of former American lawmen have joined in the hopes of a little adventure.

EQUIPMENT

Jacket: Dark Blue; short shell jacket is standard

Pants: Gray; Senior officers have a dark blue strip

Hat: White pith helmet with silver badge

Shoes: Black Leathers; Black Canteen and Haver Sack: White

RANKS

Constable:	None
Sergeant:	Red Chevron on sleeve
Lieutenant:	Blue Shoulder Tab
Captain:	Yellow Shoulder Tab
Magistrate:	Silver Shoulder Tab
Commissioner:	Gold Shoulder Tab

WEAPONS

Rifle: Martini-Henry breech loading carbine, 577 Snider

Shotgun: Single shot, breech loading (issued for riot control)

Pistols: Webley break-top .455 revolver

Bayonet: Sword-style

Note: The above listed equipment changes greatly away from headquarters. In the field the influence of American and Canadian recruits is felt. The bayonet is generally exchanged for a Bowie knife and the Webley for a Colt. Though the blue coat is universal, a wide brimmed western-style cowboy hat is often seen.

NAVAL UNITS

The RMC operates a small marine unit, consisting of 2 steam launches for patrol of the canals.

Crew: 10, C-H-E-E + 6

Weapons: 0.5" Gatling x2.

Uniforms: Same as the other troops.

ENCOUNTERS

Members of the RMC can be met in a variety of ways. Often a small patrol can be found escorting a caravan. Outposts of 3-5 RMC lead by a Sergeant serve all over British Mars.

CAREERS IN THE RMC

CONSTABLE

Riding (Gashant) 1, Medicine 1, Marksmanship (Rifle) 2, Brawling 1, Wilderness Travel 2

SERGEANT

Drop: Marksmanship to 1

Add: Linguistics (Native Language) 1

OFFICERS

Marksmanship (Pistol) 1, Riding (Gashant) 2, Linguistics (Native Language) 2, Fieldcraft 1, Leadership 1

MINIATURES

Enlisted, Lieutenants and Captains: US infantry and dragoons from the Mexican-American War. For variety in the more remote areas you can use Confederate American Civil War. painted appropriately.

Senior Officers: Any British regular officer of the period.

HEAR YE!!! HEAR YE!!!

All gentlemen between the ages of 18 and 25 seeking adventure and an opportunity to enforce Her Majesty's laws should consider applying for a position with the Royal Martian Constabulary. Positions at all ranks are open for those candidates exhibiting the right qualities and qualifications required for the respective job and rank. Enquiries should be directed to the nearest Royal Martian Constabulary barracks, or care of the Superintendent for Recruitment, RMC, Syrtis Major, WC1 1AA. Pay starts at 1/6 per day for starting constables, rising to 2/3 per day for those possessing special talents and/or skills required by the force. Those desiring appointment to advanced positions should enquire directly with the Superintendent for Recruitment.

'TISN'T JUST VIRTUE THAT PROTECTS A LADY! ARMING THE ADVENTURESS

BY J. RUTH DEMPSEY

"On August 8, 1840, after scalping their way across south Texas, Buffalo Hump and his 500 Comanche Warriors galloped into Linnville, a port on Lavaca Bay. One of their first victims was Major Watts, the customs collector. Turning to the attractive Mrs. Watts, several warriors tore off her dress, then tackled her corset. After a lengthy struggle with its multiple hooks and criss-crossed laces, the men abandoned the assault, but not Mrs. Watts. With her in tow, they advanced on the town's center. It was empty. The residents had seized the opportunity to flee in their boats to the middle of Lavaca Bay while the Comanches were fighting their losing battle with the corset.

"After looting a warehouse and setting fire to houses, the Indians turned to their last piece of business in town. Tying the still-corseted Mrs. Watts to a tree, they administered the coup de grace — an arrow shot into her chest — and left her for dead.

"When the Texas Rangers following in Buffalo Hump's tracks found Mrs. Watts on August 9, she was not dead, only sunburned. The arrow had struck a tough whalebone stay, thus losing so much force that the injury to Mrs. Watts was minor. No one could doubt that this corset was made of the right stuff."

"The Secret Weapon of Mrs. Watts," *Time-Life Books Library of Curious and Unusual Facts: A World of Luck*, 1991, pp. 84-5.

I have nothing but the highest respect for the *Space: 1889* sourcebook, yet, I confess to being a tad disappointed in the list of

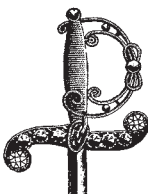
SEARS, ROEBUCK & CO., (Incorporated), Cheapest Supply House on Earth, Chicago.

435

FANCY HAIR ORNAMENTS AND HAT PINS.



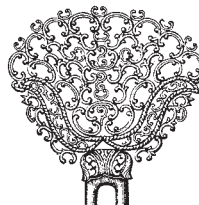
No. 62530. Gold Filled Hat Pin, raised ornamentation, set with Emerald, 5 1/2 inches long. Price, \$1.25. Postage, 3 cents.



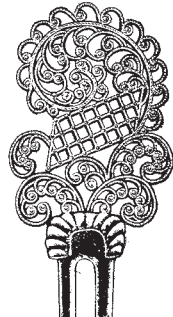
No. 62521. Gold Filled sword Hat or Hair Pin, very fancy Roman handle, set with eight Points and one Anethyst, bright polished Silver Blade 6 1/2 inches long. Cut as 1/2 size. Price, \$2.15. Postage, 3 cents.



No. 62522. Gold Filled Hair Pin, fancy, engraved and ornamented, imitation Tortoise Shell prong, 6 1/2 inches long. Cut as 1/2 size. Price, \$1.15. Postage, 3 cents.



No. 62503. Heavy Gold plated and Solid Silver, with bright cut engraving to show Silver, very beautiful effect. Cut is about 1 1/2 size, top is 2 1/2 inches wide, and Pin 6 inches long. Imitation of Tortoise Shell prong. Price, \$3.35. Postage, 4 cents.



No. 62504. Gold Filled Hair Pin, very fancy hand-engraved and ornamented. Cut as 1 1/2 size, 6 inches long, imitation Tortoise Shell prong. Price, \$3.50. Postage, 4 cents.

From the 1897 Sears, Roebuck & Co. Catalog

various weaponry and armaments. While providing sufficient choices and statistics for the manly adventurer, the book fails to mention and provide statistics for two purely "feminine" articles: the hatpin and the corset.

THE HATPIN

The hatpin at this time could be a very effective weapon, ranging in length from 9 to 15 inches of solid steel with a razor-sharp point. It was designed to penetrate the various layers of ribbons, cloth, straw, feathers, flowers and what-nots that composed the hat and anchor the construction to the Victorian lady's "bun" or "Gibson girl" hairstyle. Usually 3 to 4 were used to keep the hat in place. In a sticky situation, a lady would sacrifice her dignity and her hat to utilize the pin as a stabbing weapon. The most famous example of this is the woman known as "Typhoid Mary:" upon her arrest she used her hatpin to hold off three policemen until her subdual.

Using the hatpin falls under Close Combat (edged weapon) in *Space: 1889*, Fencing in *Call of Cthulhu*. Damage is 1 for the former system, 1d4 for the latter (impale is possible). Base price is 5p, more for ornate or decorated versions.

THE CORSET

While much can be said against the corset as an article of bodily torture, there is a great deal to be said for its armor value. The corset consisted of vertical "stays" of either steel or whale-bone sandwiched between layers of light-weight sail canvas, covered with either cotton (the "maid's corset"), silk, or satin (the "Aristocrat's corset"). Metal hooks secured the corset's inner layer while the outer layer was laced with sturdy twine. The corset hooked and laced either in the front or the back; servant-class women tended to wear the front-lace cor-

SEARS, ROEBUCK & CO., (I)



No. 23649 A Stiff High Bust Corset, with shoulder straps; made of fine quality sateen. This corset is especially intended for ladies with small bust dimensions. Colors, white and drab. Price, 90c

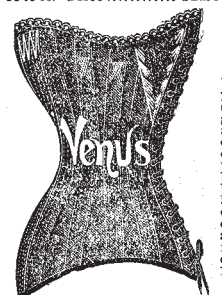
No. 23650 This Corset is modeled after the finest French shapes and will fit any lady of average proportions; it is made with soft busts and stayed with unbreakable French wire. Colors, black or drab. Size 18 to 30. Price, 75c

No. 23651 Comfort and elegance, a summer corset made of improved holding; striped with satin; reinforced front steels; two side steels, and extra heavy back wire; six hook clasp; as perfectly fitting as any of the highest price corsets. Colors: white or drab; size 18 to 30. Price, 45c

No. 23652 A well made summer corset, with double bust; two side steels; wide zone; in white only; size 18 to 30. Price, 39c



No. 23653 French Coutel Corset; extra long waisted; sateen striped; fitted with unbreakable French wire; trimmed with handsome silk embroidery and heavily flossed, and produces an elegant appearance equalled only by corsets costing double the money. Colors: White, drab or black. Sizes, 18 to 30 only. Price, 35c
Extra size in black only; size 31 to 36. Price, \$1.20



No. 23654 The Very Latest Improved French Corset, very highest grade workmanship and material; made of finest Zanella cloth, extra long waisted, medium size bust and hips, cross boned, high back, beautifully embroidered and finished in every way equal to any corset retailing for \$2.65 each; colors, drab or black; size, 18 to 30. Price, \$1.89

No. 26655 High Grade Special Corset, in every way equal to the best imported corset that retails for \$2.75; one of the best quality improved sateen, long waisted, high back, extra heavy clasp, elegantly embroidered and silk trimmed. Colors: white, drab or black; sizes 18 to 30. Price, \$1.25



No. 23656.

No. 23656 Ball's Child's Waists, with patent tape buttons and buttonholes; sizes, 18 to 28. A perfect fitting waist; colors white and drab. Price, 38c

No. 23657 Ball's Misses' Waist, white and drab; sizes, 18 to 28. Ball's waists are unequalled by any others in the market. Price, 55c

THE MARTIAN MAGNETIC FIELD

BY ALLAN E. JOHNSON

The Explorer's Club
Syrtis Major
October 18, 1889

Mr. Matthew Ruane
Editor, *Syrtis Star*
426 Ship Street
Syrtis Major EC1

Dear Sir;

Many among your readers may be planning an outing in the Martian back country. I wish to call to their attention certain peculiar features of this planet which bear upon the task of navigation and travel overland.

The magnetic field of Mars is almost nonexistent, and can be detected only with special sensitive instruments. Magnetic compasses manufactured for use on Earth are altogether useless. Do not rely upon them.

You will find that in most instances this lack is more than remedied by the cloudless sky of Mars. Sun and stars will be excellent guides for the experienced explorer. For travellers in the northern hemisphere, the pole star is especially easy to locate. It is the star Deneb, in the familiar constellation Cygnus, Earth's Northern Cross. Deneb is quite bright, and the constellation is unmistakable. Finding the north pole star on Mars is considerably easier than finding Polaris on Earth.

However, under some circumstances navigation by stars and sun will prove quite difficult. It is, of course, easy to become disoriented underground or in the chambers of some vast ruined city. It is also easy to become lost in a sandstorm. Those in the Martian Crown Colony should keep in mind that they are within a few degrees of the equator. As a result, the Sun will often be directly overhead, or even north of the traveller. Moreover, at night the pole star, Deneb, is low on the horizon, often hidden by buildings or mountain ranges.

When travelling on Mars, it is therefore most advisable either to have some knowledge of astronomy or to obtain the services of a reliable native guide.

Respectfully yours,

A. E. Johnson

In case you are wondering, yes, the Martian magnetic field is nearly nonexistent, based on measurements made by various probes that have been sent to the planet over the last three decades. For documentation on the magnetic field and Deneb as the pole star, see Patrick Moore's *Guide to Mars*.

Actually, one of the things I find most delightful about *Space: 1889* is the care the designers put into the background. GDW's Mars is in large measure consistent both with 19th century speculations (see the old maps of canals from Moore's book) and also modern Mars probe data — the Belgian Coprates colony, for example, is set in the middle of the Mariner Rift Valley, surely one of the most dramatic pieces of real estate in the solar system. This means old speculations and modern detailed maps are legitimate sources for Martian geography! In fact, the GDW "Three Faces of Mars" map that appears on the flyleaf of the basic rules and in *Conklin's Guide* is based on a 1972 *National Geographic* map of Mars as seen by the probes. I plan to develop some more detailed local maps for future publication; please let *TRMGS* know if you are interested.

THE FUTURE'S NOT WHAT IT USED TO BE...



What will the future be like? Every generation has its own set of ideas and predictions. At the turn of this century most pundits thought that the mighty power of steam and electricity would usher in a new age of peace and prosperity. In the fifties the future was mostly seen as doom, gloom, and nuclear destruction. In the nineties we are obsessed with computers, and convinced that the future will revolve around information technology. Each of the earlier views was valid for its era; each was at least partially wrong. By looking at earlier guesses we may be able to discover what is wrong with our own vision of the future — and make even worse mistakes when we try to correct it!

Forgotten Futures is a role playing game based on these discarded possibilities; the futures that could never have been, and the pasts that might have led to them.

Forgotten Futures is available from

<http://www.forgottenfutures.com>

and will be available in print Fall 1999. The book will include the *Forgotten Futures* rules, material on the historical Victorian/Edwardian era, Spiritualism, Weird Science, and other nifty stuff.

CLOUD CAPTAINS CORNER: ETHER OBSERVERS

BY STEVE WHITMORE

During the last Oenotrian troubles the Royal Navy found the need for a high-altitude observation craft. This need was no doubt accelerated by the desire for the Royal Society to obtain a high-altitude research craft. The First Sea Lord, being ever quick to seize any opportunity to obtain a greater control of the skies, established the Royal Naval Flying Observation Service, RNFOS, and provided them with funds to build a trans-atmosphere vessel capable of sustained orbit. The funds proved enough to fund two prototypes, both completed in late 1887. The first, HMAS *Hermes*, was lost during trials due to basic design flaws. The second prototype, the *Pegasus*, also experienced a number of problems, but after testing was considered by the Navy to be a marginal success. As a result, four more flyers based on the *Pegasus* prototype were ordered. They entered service in 1888, and were designated Ether Observer Mark II. The *Pegasus* is considered to be the Mark I model, and is the only one of that designation.

The hull design ordered into service by the First Sea Lord was a unique wood and rubber construction. The hull is framed in much the same manner as a conventional ship, with ribs strung along a solid keel. In the case of the *Pegasus* class ships, the keel is actually a large metal plate. The ribs are covered by three layers of material. First, a layer of light-weight wood planking is fitted. Great care in fitting is taken so as to leave very little room between the seams. The entire ship is then covered in a 1/2 inch layer of rubber. The outer shell is formed by another layer of wooden planking that is caulked to form a solid air-tight barrier.

The inside of the main cabin and the observation cabin are lined with a half-inch of cork to provide a barrier to the noise of the engineering spaces. The engineering spaces have a double lining of cork to insulate the sound of the internal combustion engine that powers the flyer in the atmosphere. After the basic hull is formed, the liftwood panels are fitted in the lower hull. They are mounted in external bays with the controls passing through the hull to the control panel on the bridge. Special hydraulic valves are used to isolate the cabin from the ether. The other controls also use the special hydraulic valves for isolation from the ether.

There were originally only two openings cut into the hull, the main hatch and the engineering hatch. The latter was only accessible from the exterior of the ship. During trials a third hatch was added to the top of the hull. This hatch is used to couple to the docking ring found on many of Her Majesty's ether ships, thus allowing replenishment while in orbit. The coupling of the orbiter to an interplanetary ether flyer allows the orbiter to be ferried between Earth and Mars. For a time, an ether tender was planned to allow for extended service in orbit, but it was dropped due to the projected cost.

ETHER OBSERVER Mk II

1. Main Hatch
2. Observation Dome
3. Lift Wood Panels
4. Ether Coupling Ring
5. Engine Ventilation Port
6. Ether Propellor
7. McPherson Patent Propellor

Hull Size: 1/2 Atmosphere Speed: 9
Atmosphere Endurance: 10 days
Ether Speed: 2

Ether Endurance: 6.7 days*

* Can dock with orbiting ether flyers for unlimited ether endurance.

Armor: 0 Armament: None

Weights:

Ether Propeller: 4 tons

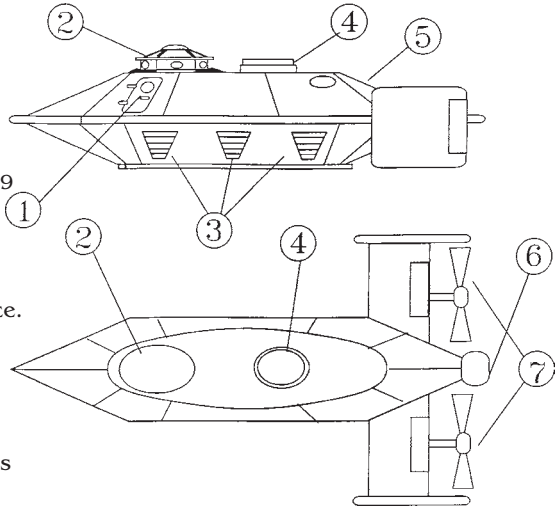
Batteries: 26 tons

Internal Combustion Engine: 2 tons

Oil bunker: 5 tons Gyro: 1 ton

Retractable Signaling Mirror: 2 tons

Telescope: 1 ton



Original TRMGS Artwork

A small hatch was added to the engine compartment of the last three ships to provide ventilation during operation in the atmosphere. The main problem of working in a totally enclosed cabin in the heat of the Martian sky was the lack of adequate ventilation and the build up of heat. The first attempts to correct the problem was a the addition of the bulkhead between the engineering spaces and the main cabin. The engineers further tried to improve circulation by placing grates in the floor of the main cabin, but this only increased the risk of atmosphere loss if the gaskets around the telescope port failed. In the end, the solid floor was replaced between the upper and lower decks. A series of small ventilation blowers were installed between decks. These blowers have air tight hatches that can be closed in an emergency.

The last addition to the design came as a direct result of the Board of Inquiry into the loss of the *Hermes*. It was found that the *Hermes* had been struck by a small meteor in the bow while making the transition from ether space to atmosphere. The resultant loss of cabin pressure caused the loss of control that lead to the terrible fall to Earth. In an insightful action the designers added armor plate to the front faces of all ships to deflect meteors.

Several attempts were made to arm the ships; the most successful was the placement of a Gardner Gun on a ring around the Ether Transfer Hatch. The Admiralty eventually ruled out any armament as a single hit could keep the ship from gaining orbit due to loss of cabin integrity. The flyers rely on their speed to outrun any potential threat.

Information gathered by means of the telescope is signaled to the surface by means of a retractable signaling mirror. As with all the controls that come in contact with the atmosphere the mirror is raised and lowered by means of a hydraulic control.

THE NATURE OF THE BEAST: VENUSIAN SWAMPCATS

BY DONALD E. BRYNELSEN

"It's the Lord's holy truth, gov'ner! We never meant the little nip-pers any harm. We was just supposed to snatch them and hold them until their Da paid the ransom. We had no idea there was a monster guarding them. I'll never forget that sight if I live to be a hundred! That thing standing there with Tim's arm in its mouth. Holy Mary, mother of God, I swear 'is fingers was still wiggling! And the little girl was watching us the whole time wi' the devil's own smile on 'er face!"

From the police files on the attempted O'Donahue kidnapping

INTRODUCTION

In March of the year 1884, during an expedition to locate a downed zeppelin, a German scouting party became the first humans to encounter the creature now known as the Venusian Swamp Cat, or *Felinus Tyrannous*. The group happened upon a pack of the creatures near Lake Heidelberg, and the leader of the party, an avid hunter, made the mistake of bringing down a female and one of her cubs. This brought the wrath of the entire pack down upon the unfortunate search party. When the lone survivor staggered out of the jungle nearly a week later his babblings about the creature were dismissed as delirium. So the matter rested until 1887, and the arrival on Venus of a botanical expedition led by Lady Cathleen O'Donahue.

Lady Cathleen's expedition was in search of a plant said to have remarkable curative powers. One day, while alone gathering samples for testing, Lady Cathleen was attacked by a huge creature which sprang from the depths of the jungle. Snatching up her rifle, she managed to get off a shot hitting the creature at the base of its neck and knocking it down. Wounded and enraged, the creature was about to attack again when it was felled by the fire of several other expedition members who had been alerted by the sound of Lady Cathleen's shot. As the echoes of gunfire died away, the expedition gathered around the fallen beast. It measured over seven feet from its nose to the base of its tail. As they examined the creature, two small ebony forms approached the monster and sniffed at it while emitting soft meowing cries. Undoubtedly the fallen monster was a mother and these were her cubs.

As one of the expedition scientists later reported, "Her Ladyship then began crying uncontrollably as she gathered the two orphans to her bosom. She ordered the mother buried over the protests of several who wished to study the beast further. She brought the two cubs back to our camp where she cared for them, refusing to let anyone else come near

them. The creatures were dubbed Ramses and Nefrititi by Doctor Riker who had a background in Egyptology and were brought with us when we returned to Earth."

The following year the Hotchkiss-d'Alberville zoological expedition returned to Venus to study the creatures at length. Over the course of a three year study, it was learned that the creatures travel in packs consisting of a dominant male, between two and six females, one to four cubs, and several subservient males. Relations between male pack members were typically peaceful until the number of the pack got above fifteen. When that happened, round after round of bloody combat ensued for leadership of the pack. These combats were almost always to the death, but in nearly every case a least one of the subservient males managed to steal one or more of the pack's females while the pack leader was engaged in combat. Zoologists theorize that this prevents the packs from becoming too large for their territory. Excess males are killed in combat or manage to steal away females to start their own packs.

Most of the time members of the pack are very protective towards one another. When a member of the pack is in danger the rest come immediately to its rescue, as no doubt that party of Germans discovered in 1884. The pack is extremely protective of its cubs. Gestation is extremely rare among swampcats. In three years the Hotchkiss-d'Alberville expedition observed four different packs of swampcats totalling some seventeen adult females, yet recorded only eight births. The double birth of the O'Donahue swampcats must have been extremely rare, unless it was actually a case of a milking mother adopting an orphaned cub from the pack, which the expedition observed several times. Newborn cubs are extremely vulnerable at birth, being only about two feet long (remember, this is Venus), and they reach full growth in about two years.

Adult female swampcats are called sphinxes, both in keeping with the original O'Donahue cats and for the regal way they sit and watch their cubs which is reminiscent of the Great Sphinx in Egypt. Adult males are, of course, called pharaohs. They can generally be found in the swamp regions of the planet, though lately several packs have been reported in some of the drier, more hilly regions.

APPEARANCE

The average full grown swampcat stands about five feet from the ground to the top of its shoulders and between seven and nine feet in length and weighs between eleven and fourteen hundred pounds. It somewhat resembles an Earth lynx, although sturdier and with a more pronounced snout. Their bodies are sleek and muscular with a tough hide to protect them from their enemies. Their fur is short and course, ranging in color from muddy browns to a rich ebony. Although none were observed by the Hotchkiss-d'Alberville Expedition, lizardman legend also speaks of Great White Cats, which are reputed to be the reincarnated souls of honorably fallen ancestors. The lizardmen believe these Great White Cats to be the guardians of their sacred burial grounds.



METHOD OF ATTACK

A swampcat has powerful jaws with sharp teeth that are capable of penetrating the thick hide of small and medium size dinosaurs, not to mention ripping a man's arm off with one bite. Sharp, retractable claws in its forepaws allow a swampcat to slash at its prey. Finally, a powerful tail serves both as a whip and a bludgeon and is quite capable of sending even the strongest of men sprawling. A swampcat's powerful muscles make it a terrific jumper. Expedition members reported seeing a swampcat leap from the ground onto the back of a large ceratopsian. They estimated that a swampcat at full speed could probably leap thirty or forty feet. A swampcat can attain great speeds, and can maintain a full run for about two and a half miles before tiring. Once a swampcat has caught its prey, usually hadrosaurs and other smaller lizards, it attacks by biting their necks while slashing with its fore and hind claws. Swampcats find lizardmen unappetizing, but have found a new delicacy due to the influx of humans on Venus.

SKULKER

When Lady Cathleen returned to Earth with the two orphaned cubs, she decided that the male would be presented to her young American cousins and she would keep the female. Unfortunately, Nefrititi did not adapt to the change in environment and died a year later of unknown causes.

The male cub, Ramses, flourished under the care of Lady Cathleen's cousins. The two children were ecstatic over their new pet, which they renamed Skulker because the swampcat cub would skulk about the family's island home off the coast of Maine and pop out to playfully

attack family members. Their father found the cost of keeping the beast in fresh meat nearly prohibitive, but he could not bear to separate his children from their beloved pet. A large herd of elk was imported to the island for Skulker to hunt. In addition, the swampcat developed a taste for fresh seafood, which made the local fishermen very happy. As Skulker grew, he became very protective of his young master and mistress, acting as if he were simply part of the O'Donahue pack, and would become extremely agitated if they were threatened. On one occasion, a newly hired governess was chased screaming from the house by the half ton swampcat when she tried to punish his master and mistress for playing a prank on their older sister. Only the timely intervention of their father averted a tragedy and, thereafter, only Dr. O'Donahue could punish his children.

In 1889, Skulker's existence came to international attention during the O'Donahue Kidnapping Case. Skulker slaughtered two of the three kidnappers, American Fenians, who tried to seize the two children in order to force Dr. O'Donahue to turn over designs for a new weapon to them. The third kidnapper escaped with his life only because he took the opportunity provided by the dismemberment of his accomplices to hide in Dr. O'Donahue's experimental steel mechanical ice box which withstood Skulker's blows until the police and Dr. O'Donahue could be summoned.

When it was learned that Skulker was domesticated, it set off a mad rush to Venus to capture swampcats for sale to zoos and the gentry. Recently, coats made of swampcat fur have been appearing in some of the more exclusive lady's shops in London and Paris. The danger involved in capturing and killing a swampcat make the acquisition of one nearly prohibitive. Certain London swags have been heard to comment that the swampcats have benefited more from the hunting than the humans have. Certainly, many eager swampcat hunters never return.

GAME USE

The *Space: 1889* statistics for a swampcat are given below:

#APP 2D+3 • SIZE 1x4 • MOVE L65 • WOUNDS 20 • SAVE 1 •
WEIGHT 1100-1400 • WEAPONS Teeth (2,4,0,4) Claws (3,3,1,2)

Venusian Swampcats are best used while still on Venus for the simple reason that they are unknown on Mars and extremely rare on Earth. Skulker, a pair in the Royal Zoological Gardens, and a handful traveling with various large carnivals and circuses are the only ones known to be living on this planet, though undocumented specimens may exist as well. Players with a mind to obtaining a swampcat cub to raise as a pet should be reminded of the immense costs involved, and the consequences should the beast "go rogue" and begin munching on innocent bystanders, which is a good basis for an adventure. For reference, use the food costs presented in the *Space: 1889* rulebook (page 131) and multiply them by 15 to represent what it would cost to feed a swampcat

on a daily basis. Remember, you're dealing with a carnivore, so fresh meat is the order of the day. Also required is a large piece of land for the creature to roam. Oh, and one other thing, remember, what goes in invariably must come out, so be sure to have a large sandbox handy.

ADVENTURE SEEDS

TERROR IN THE HIGHLANDS

Recently, swampcats have been seen in the drier highlands of Venus, driven from their marshy homes by humans bent on capturing them for sale or for their pelts. Several packs have abandoned their traditional food supply for a comparatively easier prey, human homesteaders. Several German settlements have been slaughtered to the last man, woman, and child. Several of the governments on Venus have determined to rid their territories of the savage monsters. The PCs could be big game hunters hired to drive the swampcats back into their jungle habitats or they could be part of a team dispatched by the Royal Zoological Society to try to prevent the mass slaughter of these magnificent creatures.

DEATH STALKS THE ETHER

An etherliner loaded with passengers is returning to Earth from Venus. In mid-journey the ship experiences ether turbulence that shakes the ship around and frees six full grown swampcats escape from their cages in the hold (talk about the hazards of ethereal travel!) which now roam the ship. Quickly adapting to their weightless state, they begin eating the passengers and crew one by one. Fighting a swampcat on solid ground is tough enough, battling six that can "fly" is nearly impossible!

SKULKER, COME HOME

During a visit to New York City, Skulker runs off. His young master and mistress are heartbroken and their father is offering a substantial reward for his safe recovery. Just how hard can it be to find a six foot, 1700 pound black feline in a city of well over a million people? Did I mention that he is getting hungry? Did I mention that city officials want him dead before he eats someone?

SEARCH FOR THE GREAT WHITE

The PCs have been hired by a wealthy aristocrat or industrialist to travel to Venus and procure for him the first Albino swampcat pelt so that he can have it made into a coat for his lovely wife. Remember, the expedition would also have to deal with the lizardmen who believe these creatures are the reincarnations of their ancestors. This would be a good opportunity for the players to learn more about lizardman culture and religion. How would they feel about humans slaying the guardians of their sacred burial ground?

The patron had better be offering a substantial reward for this to be worth it!

EDWARD'S GUIDE TO SYRTIS MAJOR: SHOPS OF THE ENGLISH QUARTER

BY JON BAHLs

ELLERBY'S

This establishment is the best known purveyor of perfumes and fine scents on Mars. The shop carries everything the discerning (and the not-so-discerning) customer could want. Included among its vast selection are rare Brazilian scents, common English flowers such as roses, and common Martian flowers, among others. There is always something new at Ellerby's due to the persistent procurement of new flowers and other extracts from tropical regions and the fabulous jungles of Venus. Many of the new scents from Venus are sold in the shop's small, but popular, set of aphrodisiacs. None of the Venusian scents, however, sell as well as the traditional Martian Pushti Fruit scent. Ellerby's also carries a set of scents for the practical joker (though these are tactfully not displayed) such as the ever popular skunk oil.

MCDERMOTT'S TOOL SHOP

While this shop is perfectly adequate for whatever tools an explorer may need for excavations and field repairs, fine machinery is where it truly excels. If one has any difficulty with some piece of equipment, it is nearly a sure thing the proprietor, Ian McDermott, can fix it. Ian McDermott is a loud, harried Scotsman who is also one of the finest mechanics anywhere. He is well known amongst the experimenters and inventors of Syrtis

Major as the man who can build exactly the piece or tool you need. The price of his services are quite reasonable for any job he can do in his shop, but becomes very expensive for house calls. Nevertheless, Ian is often away on business, far too often in his opinion. Mr. McDermott is not available for retainer because he likes to change projects frequently. The newer and more original, the more likely it is to hold his attention. Indeed, customers have been thrown out of the establishment for bringing in the sort of job anyone could do.

APOTHECARY

This shop carries all manner of healing herbs, salves, poultices, elixirs, pills, and other concoctions. Mr. Warner, the shop's proprietor, is indiscriminate in stocking his store. If asked, he will proudly spout forth the purported healing properties of any of the items carried. Some of these concoctions actually work, but many are addictive. Mr. Warner employs Alan Simpson, a rather burly fellow, to hustle off any disgruntled customers.

TANNERY

A piece of the American west has found its way to Syrtis Major in this place. All of the traditional leather goods are made in this shop, mostly from gashant hides. The tradesman, Mr. Bill Hanson, also does a small amount of tannery for wealthy big game hunt-

ers. Mr. Hanson will be reluctant to deal with Americans and do his best to keep all interactions with Americans short and brisk. This is because Mr. Hanson is wanted by US Marshals for the murder of a federal judge.

ERLANGER'S FINE JEWELRY

This pleasant jewelry shop sells many fine necklaces, rings, and other pieces of jewelry, but carries an exceptional set of pocket watches. Alfred Erlanger is of Swiss origin and specializes in time-pieces. His services are high priced, but always high quality. For a small fee he will reset any Earth watch to go on Martian time or vice versa.

MARTIAN MAPS

Martian Maps is owned and run by Mr. Reginald Cooper. It is the home of Syrtis Major's most extensive collection of Martian maps, exceeding even that of the Explorer's Club. Mr. Cooper has maps of all areas of Mars and all of the major cities, in addition to many smaller cities in the Crown Colony. The size of the collection is due to two major factors. The first is Mr. Cooper's willingness to pay well for copies of maps of unexplored regions. The other is Mr. Cooper's willingness to be creative while drawing his maps. If some area is unknown or unexplored, Mr. Cooper adds whatever details strike his whimsy. It seems as though no one has caught on to these inaccuracies, at least no one who wasn't a member of an ill-fated expedition. If any discrepancies are noticed, Mr. Cooper will express great interest, saying that he wishes to keep his maps as current as possible, but the world changes so fast.

JOHN SMITH'S WORKSHOP

This small shop contains some of the most fascinating items available on Mars. John Smith is a retired seaman who has turned his talent for whittling into something special. He makes a fair number of plain wood carvings, but what most people come here for are the marvelous toys, all hand carved with liftwood components. As one might expect, such toys are quite expensive, but the simplest among them inspires joy and delight in children of all ages. No small number of nobility have stopped by this shop to bring home something for young ones at home. Mr. Smith is a kindly man who passes the hours whittling and talking to visitors. He has lost almost all of his teeth, and says he's going to carve himself some dentures soon. However, he has been saying that for five years now and no one who knows him really believes it.

FRAU DAHMER'S

Mrs. Dahmer was the wife of a German explorer who perished in an ill-fated expedition. In order to support herself after her husband's death, she opened this candle shop. She personally makes all of the candles in the shop and carries a variety of interesting styles. She doesn't seem to have ever gotten over the death of her husband and always wears black. In addition, she never goes anywhere without her late husband's journal, which she refuses to show to anyone. As such, many of the candles in the shop are dark and macabre. If asked about her behavior, she will just say it was destined by the gods.

PLEBEIANS AND PERSONAGES: SIR WILLIAM R. MELLVILLE

BY BAXTER CLOHAM AS TOLD TO BRIAN KENDALL

As one of my many assignments, I am asked every so often to send Earthward a short biography of one of the many interesting people I meet here on Mars. These larger-than-life Red Captains, adventurers, and pirates are commonplace here, and usually it requires no more effort than a walk to the docks to speak with them face to face. They are always happy to see a visiting journalist, and will talk for hours about their exploits.

The man I chose to write about this time, however, is a much more modest fellow. Although he is one of the most intrepid explorers of our age, he is not one of those sabre-wielding broad-chested masculine types who sweep women off their feet and crush foes with ease. No, he is, if I may step out on a limb here, an anti-hero, a modest man who has tried to keep himself out of the public eye as much as possible. None of the information related below is from the man himself. Instead, I have had to rely on the testimony of friends (and enemies) to tell this amazing story. So please sit back, get comfortable, and allow me to introduce you to... Sir William Mellville.

When I first set eyes upon this man, I was in the company of a Mr. Bruce Hyde, who if the reader recalls, was the subject of a earlier report in this publication (see *TRMGS* #3 — editor). Bruce and I had just ventured into the untamed wilds of the Bradley House (see *TRMGS* #4 — editor) for our afternoon tea (Bruce was in fact nursing the pains from overindulging the night before) when he turned to me and said "Now there's a fine bloke for ya, cold as ice, nerves of steel... as long as women aren't involved, of course." Bruce is not much given to praise, so my curiosity was aroused. I immediately turned in my seat to see the man he was referring to. Much to my surprise, I saw sitting in the corner, not a muscled Hercules as I expected, but instead a man who resembled a librarian. His clean white suit clung to his average frame, and his glasses rested on his average nose, which, as fate would have it, was attached to an average-looking face. He sat in the back corner with a amusing look upon his face, reading a freshly ironed copy of *The Syrtis Star*. "Really, Bruce, don't have me on so!" I exclaimed to my stoic Australian Bushman. "I may not be the most observant man in the world, but that fellow would run from slightly aggressive mouse!"

"I ain't piss'n down your leg, mate," he answered as he leaned forward. "That's a man's man and no mistake." Bruce then began to tell me a story about the time that fellow led a expedition down into the Gorklimsk Swamp. Things got a little out of hand with some of the Three Fingers, and Bruce saw that chap fire 8 rounds out of a Lee-Netford into a charging horde of over 200 Martians, then be cool-headed enough to pull the bolt from the rifle before he threw it away so it couldn't be used against

us. "The man is 100% tiger when he needs to be, don't think he's all milktoast. He had the guts to put down the three-fingered bastard that did that to him." I followed Hyde's pointing finger, and saw as the man got up that he had a huge scar running down the left hand side of his face. "Good lord!" I exclaimed. "It looks as though someone tried to skin him alive." "That's another story entirely," said Bruce, but his story was interrupted by the approach of the man we had been talking about.

As the man walked across the room, Bruce rose from his seat. "Eh! Mellville, half a mo, mate" he shouted across the tea room. The man reacted as if to say "What? Me?" and sheepishly came up to our table. "Mr. Cloham, I'd like you to meet me mate Sir William R. Mellville, of the R. M. G. bloody S." Bruce said. Mellville just stood there, clutching his paper like a school boy who was being

scolded. After an awkward pause, I rose and said "Honored to make your acquaintance." After at least a minute's worth of seconds ticked past, this "tiger" finally decided which hand was to be extended (after dropping his newspaper all over the floor) and said in a quite meek voice "Pleasure to make your acquaintance, sir."

Mellville and I stood in silence as Bruce slapped him on the back and made a series of inquiries about mutual friends. Melville, looking like a man who thought he was to go to the gallows in the morning and has just been told he is to be shot right away, limited himself to a few nods of the head. Bruce finally ran out of questions, and after taking his leave, Sir William made his way out of the shop. He looked for all the world like he was going somewhere to cry his eyes out, and the contrast of his appearance with what Bruce had said about him left me with the largest feeling of wonder I have had since witnessing the Great Train Robbery. I immediately decided to put the adventures of this "Anti-Hero"

MELLVILLE OF MARS



to paper, starting with the stories of Mr. Hyde.

It seems that Sir William was born into the poorer gentry to a German mother and English father. His father, Sir Charles Melville, died some 10 years ago due to an excessive fondness for drink. Sir William spent his young years at the Bamfield school. His classmates report he is remembered chiefly for his answer to the Headmaster's question, "What do you want to be when you get out of school?" Mellville is reported to have sheepishly answered "Why, English, of course, Sir!" Upon leaving Bamfield he attended Eton, and then went on to Oxford, where he received a degree in archeology. Since his performance in school had been flawless, he had no problem whatsoever obtaining a position with a dig in Egypt. The exact details of Mellville's life over the next two years probably will never be known in detail, but it was at the end of that time that his legend was born.

On the 23rd of September, 1880, a young William Mellville walked out of the Egyptian desert, alone and delirious. He was the only survivor of the ill-fated Lost City of Rome Expedition. His peers marveled at his written account of the journey, published as *A Few Notes On My Experiences In Egypt, Including An Account Of The Death Of Sir James Balderwicket-Snubs And The Other Members Of The Expedition To Nuevo Carthage*. In 1881, he was the only European survivor of the ill-fated Trans-Borneo Expedition, returning to civilization in a log canoe he had built using only his penknife. In 1885, Mellville brought back several pieces of jewelry from the ill-fated Shangralla Mountain Expedition, everything else having been swept away in landslides. All of the other members of the expedition were killed by a mountain tribe after the party had been in the field only two months, but Mellville persisted for another three years in the face of continual tribal warfare and his own sufferings from Scrotal Fever.

As you might guess, the fate of Mellville's companions did not go unnoticed by other scientists. Mellville was labeled a jonah, a jinx, and he was unable to get any work for years. When the RMGS opened its office on Mars in 1887 Mellville was so desperate for a job that he applied for the position of map-room attendant there. When he got the job, a group of his fellow explorers raised the money for his ticket. When asked why, they would say only they were doing it for "the good of all future expeditions on Earth."

On Mars it seems that Mellville found his niche in life. He was made head of the RMGS's map room after a few months, and it is recorded that he took to his new station with zeal. All was well in his life until one morning in 1889 when he was picked to lead the Greater Gorklimsk Swamp Expedition. The expedition was funded by Lady Balderwicket-Snubs, who asked that Mellville lead the expedition (when asked why, she said she simply wanted to give Mellville the same chances in life that her husband had had to visit dangerous unexplored areas). The RMGS agreed to the request for Mellville's services, in large part because, as a confidential file put it, "Mellville is a man whose talents will not be missed, an important point since not many people survive adventures into the

swamp."

Mellville quickly put together his team (including the intrepid Mr. Hyde) and set off by canal. Whilst under way he announced to the brave team that the real purpose of the trip was not to explore the swamp, but to attempt to enter Bordobaar, the famed City of Madness and Death™. One wonders what the party must have thought that night as they drifted off to sleep.

During a stop just prior to reaching Bordobaar, Mellville was instrumental in putting down a Worm Cult ritual sacrifice and helped to save one Aurora Nottingham from certain death. During the hasty retreat Mellville lead the heroic group covering the retreat, giving orders and planing their moves, until finally the group leapt into the canal and their waiting boat helped them to make their escape (Mr. Cloham's account differs here from other reports of these events; see "Rescue at Bordobaar" in *TRMGS* #5 —Editor). When asked about the incident at an embassy party recently (Miss Nottingham is now married to Lord Redmond Herring), she said "Poor Mellville! He seemed far more worried by my lack of attire than by the hordes of Martians pursuing us".

Then came Bordobaar, where Mellville led his group into the very heart of the city. Our brave Mellville took the now-famous rubbing of the bronzed doors of the capital spire and completely mapped the first five floors. He also brought back several priceless treasures that are now on display at the British Museum. But things weren't all that easy for Mellville: he lost several members of his party who were abducted by the mutant Martians of the city. An epic chase took place as Mellville led the charge into the mutants' temple, but alas — it was too late to save their companions even though they killed the Martians responsible. On this somber note, the party returned to Syrtis Major.

Since then Mellville has been on several other adventures, some that decorum (and in fact governmental policy) prevent us from divulging. However, what can be revealed is that this "blasted little Englishman" (as one enemy described him) was instrumental in stopping several threats to the Crown and early this year was summoned to Earth, where he was knighted by her most Britannic Majesty Queen Victoria. Those who witnessed the ceremony stated that they had never seen one more happy to be knighted and in fact a person close to Mellville told me that it was in fact the fulfillment of his childhood dreams.

It is now time for High Tea in the Bradley House. I sit here watching a man read his copy of *The Syrtis Star*, a shy humble man who would rather face a thousand deaths than spit on the Union Jack. No mindless cronies follow him about, he does not have a Martian princess on each arm, he rarely wears weapons, and he always stands when a women enters the room. It is said that he writes his mother every week no matter where he is, and when it comes time to sing "GOD SAVE THE QUEEN" his voice sounds the loudest of all. Mellville is an unlikely hero, but to those who know him (or fear him) he is MELLVILLE OF MARS, explorer without peer.

STEAMPUNK 1920:

UNITED STATES ARMY AVIATION

BY TERRY SOFIAN

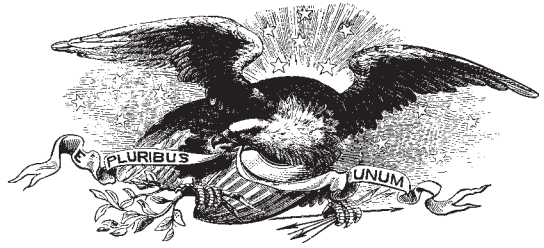
In the United States of America, the Army was able to maintain an aviation program independent of the Navy's. Unlike events in Great Britain, where by 1886 the Royal Navy had become sole custodian of all military aerial flyers, both American services continued to develop flyers suited to their own needs until 1920 and beyond. Even before the discovery of liftwood, the U.S. Army had experience in the use of balloons in combat and was determined to retain the capabilities that aerial vessels offer as a factor in the land warfare. By the 1910s, with the help of increased defense expenditures caused by growing fears of foreign threats, the United States Army aerial forces had clearly stated missions and could boast some of the most impressive flyers in the world.

The Royal Navy is and always has been the preeminent of all British combat forces. The strength of an island nation can rest nowhere else but on her fleet and the English people can be justly proud of their admirals, seamen and ships. It was not at all surprising then that when the British Army came into conflict with its more respected sibling over ownership of the new flying ships that they should be defeated as the Armada was. The English skies are ruled by the Royal Navy. In America the two sister services are far more evenly matched and although funding was severely restricted both were able to maintain at least the semblance of experimental aerial programs.

The Army funded liftwood flyer experiments as early as 1876. In 1878 the United States Army Aerial Detachment was officially formed, and under the aggressive leadership of Brigadier General Emory Upton was to prove many of the techniques that would later allow it to become an effective fighting force. Using the aerial steam launch the USF (United States Flyer) *Lexington* as well as two of Doctor Solomon Andrews' Aereon Flyers (one hydrogen filled, the other with a liftwood hull), the Aerial Detachment was able to set many records and experiment with a variety of important tactics and pieces of equipment. However, the Detachment was forced to weather a storm of budget battles with Congress and was always chronically underfunded. In 1881 the Army's aerial service lost its strongest supporter with General Upton's untimely death by suicide. Very quickly the service was reduced to near-caretaker status and its future existence was itself very much in doubt.

It is likely that the Detachment would have passed the way of America's Camel Corps had not foreign and technological events intervened. By the turn of the century, the clouds of change could be seen on the horizon. It was a time of Empire and Invention. As a result of the aerial bombardment of New York during the Spanish-American War, the President formed a board of review, headed by Secretary of War, to examine the state of the Nation's fortification, navy, and army and to make

appropriate recommendations to ensure effective defense of the country. The ensuing report was anything but reassuring, noting that the entire American seaboard was open to assault by any Major Power and that



there was little that the tiny U.S. Navy or the antiquated and unmaintained coastal fortifications of the Army could do to prevent this. In an unprecedented peace-time action the board recommended the expenditure of over one hundred and twenty million dollars to upgrade the coastal defenses alone. The board also recommended the expansion of the Army's flyer service to supplement the recommended fixed defenses.

The board's report led directly to the release of large amounts of cash to the starving services. The report also restated that the main mission of the United States Army was to prevent foreign aggression directed at the nation or its territories. Supporters of aviation were quick to point out the value that flyers might have in the coastal defense role. Again there was a major inter-service battle in Washington and again the Army emerged firmly in control of its own aerial arm, now uplifted to the status of an independent corps, The United States Army Aerial Corps, or USAAC for short. The USAAC was headquartered at Sandyhook, New Jersey and quickly began to develop flyers suited to its new combat-orientated role. The staff viewed the mission as twofold: first, to prevent the invasion of the coast by enemy surface fleets, and second, to destroy enemy flyers before they could attack targets within the United States itself. Two different types of flyers were designed for these tasks, each optimized for their envisioned role.

The *Shenandoah* class of "Flyer Destroyer" is the more conventional of the two, designed along the lines of European aerial cruisers. She mounts eight guns and carries a ram nose for close actions. Two six and two four inch guns provide firepower concentrated ahead. Numerous machine guns and cannons discourage boarding attacks. A new model Smutts discharger, the first ever purchased by the United States, fires forward. Drogue torpedoes and tether mines round out the armament. The *Shenandoah* is a fast, high climber and is capable of chasing down and engaging any foreign cruiser or flying fortress with an excellent chance of destroying them.

The other type of vessel, which was designed to sink surface warships, is unique in many ways. The *Mustang* class, first laid down in 1905, are the fastest war vessels in the world, reportedly making sixty knots. To achieve such a high speed they sacrifice altitude, gun armament and range. The massive engines, powerful enough for a conventional flyer four times their size, are oil-fired to further reduce weight. The flyers carry a five inch gun and two three pound revolvers for self-defense, but rely on their heavy armor to protect them from the massed fires of battleships, the *Mustang* class' natural prey. To destroy such

large targets, each flyer has four torpedo bays each with four torpedoes, one ready and three reloads. Unlike the United States Navy, the Army has adopted the Whitehead self-propelling torpedo rather than the unsatisfactory Howell device. This formidable array of weapons, designed to attack surface ships where they are most vulnerable, below the water-line, gives the *Mustang* class the ability to cause massive destruction amongst an enemy invasion fleet. The short range of these flyers is not a problem as they operate close to their bases. Their lack of endurance also guarantees that they can not conduct offensive action against enemy nations. This was an important political factor when the need to convince Congress that the vessels would be used only for the defense of America arose, and to prevent a conflict with the United States Navy, within whose area of responsibility all long-range flyers fall.

This conflict over rights and responsibilities, as well as resources, with the Navy has led the USAAC to develop its own traditions and peculiarities based on terrestrial rather than nautical ones. To emphasize the lack of any connection with the maritime services, the aircraft of the Corps are always called flyers, never boats or ships. What would be called a bridge by a naval aerialist is known as a control station where a driver (helmsman) and a planesman (trimisman) are directed by the Aerial Commander (Captain). Instead of a bow and stern, the flyer has a nose and tail, and right and left are used instead of port and starboard. Gun mounts are called emplacements, and the deck is referred to as the barbette level.

Army aerialists, who are generally drawn from the engineering and artillery corps, wear a distinctive heavy fleece-lined coat, and when flying replace their wide brimmed black Stetson hats with a close fitting leather helmet that keeps out the wind. The remainder of the uniform is that of the artillery, except that the branch insignia is an eagle holding crossed thunderbolts in its claws. Aerial troops carried aboard the *Shenandoah* class ships are armed with lever action shotguns and revolvers. Long knives replace both the bayonet and the sabre for hand to hand combat.

The *Shenandoah* class sport white hulls with dark blue upper works and black smoke stacks. The low flying *Mustangs* are painted to make them blend in with the sea being dark green and grey above and night black below. This has earned them the nickname of "Black Stallions".

In 1920, the United States Army has four *Shenandoah* class flyer destroyers and twenty *Mustang* Class torpedo flyers. The Army is also experimenting with a variety of aircraft, and Congress recently authorized the construction of a new class of aerial fortress, the *Constitution* class. The Endicotte Board stated the need for a squadron of flyer destroyers at each major city and large numbers of torpedo flyers to protect the coasts and the Navy's harbors. The construction program of the 1920s will meet that goal in the near future. It now seems assured that the United States Army Aerial Corps will continue to be an important force, in aerial science as well as national defense, into the foreseeable future.

AN AMERICAN EXPEDITION TO VENUS

BY DAVID A. HORNING

It was announced today at the offices of the President of Yale University that a new American Expedition to Venus was to be undertaken. The President further elaborated that the Scientific research would be under the guidance of the famed American paleontologist and head of Yale's paleontology Department Dr. Othneil C. Marsh.

At this point the world renowned Professor took the podium to continue the announcements. Dr. Marsh stated that in addition to researchers from Yale, the expedition would be joined by members of the faculties of Pennsylvania University and Miskatonic University. The personnel from Yale would handle the Zoological and Botanical studies while the personnel from Pennsylvania would concentrate on the Geological research. Miskatonic had requested to join the expedition in order to conduct research into the societies of the natives and research their ancient religions.

In continuing his account to the press, the Professor stated that the United States government had agreed to support the expedition in order to obtain more information on that amazing orb. It is this writer's opinion that the enthusiastic support of the government is in no small part due to Dr. Marsh's stature in Washington due to his key roll in exposing the Indian Ring. Additionally it is no small secret of his friendship with high ranking military officers, due to his numerous expeditions to the western United States.

The expedition is to be transported partially by the inaugural flight of the new American Ether Flyer *USES Thomas Edison* and the rest by commercial ether transport, with the New

York Central Lines Ether Ship *Niagara* being mentioned. The large amount of transport is necessitated by the sheer size of the expedition. The scientific party will number some 40 individuals. The supporting troops will consist of 4 Infantry Companies, 1 Company of the Corps of Engineers, a Signal Corps detachment, an Artillery unit equipped with light field guns and Gatlings, and a US Naval Detachment. Finally, a special Army marksmanship unit equipped with heavy rifles would be raised due to the size of the animals on Venus.

At this point Dr. Marsh introduced Capt. Stanley Lechner, US Army, for a few remarks on the military's role in the expedition. The Army spokesman stated that the purpose of the military detachment was to provide security for the scientists. Additionally the Signal Corps would provide communications while the Engineers performed survey and provided technical assistance. It is expected that the Navy will handle small boats and maritime surveys on that watery world.

Dr. Marsh resumed his remarks by stating that the first goal of the expedition would be to establish a fortified camp in the westerly foothills of the Venusian Alps, with a secondary base on the north coast where the Alps meet the Mackenzie Sea. Dr. Marsh also stated that it was his hope that the expedition would be able to cover a far greater area than previous parties, in part due to the cooperative venture of the three universities and the support of the government.

GAMEMASTER NOTES

The above news story is basically true — Marsh does swing an incredible amount of clout. However, the

American government has two additional motivations for supporting the expedition. First, growing numbers of influential Americans are increasing disturbed about the lead of other powers in space. Men such as Rockefeller, Gould, and others have been working behind the scenes for a vast increase in American colonial activity.

The second reason is somewhat more sinister if it proves to be true. After the Civil War, many Confederates went to Mexico and further South in order to avoid the Union forces. Rumors reported by the Secret Service seem to indicate that German agents have helped these Confederates to establish a colony on Venus. The US government considers this a grave threat considering the fact that these persons are extremely hostile to the United States. The Secret Service has assigned one of its best agents, Jamie West, to the expedition as an aid to Dr. Marsh.

Future issues of *TRMGS* will include adventures centered around this expedition.

JAMIE WEST

Jamie West is the daughter of Maj. James West, late of the US Secret Service and a lady of the stage who will go nameless. Raised by her father and Uncle Arty (Artimis Gordon, also of the Secret Service), Miss West learned many things that refined young ladies are rarely exposed to.

After Finishing school in the South of France, Jamie returned to the US and was recruited into the Secret Service, carrying on where her famous father left off. Unbeknownst to even her father, Miss West has also been recruited into the ultra secret Bureau 13, which is the agency



charged with protecting the US from other-worldly horrors.

In appearance Jamie is a strikingly attractive young woman of 26. jet black hair frames a peaches and cream face. Skilled at disguise, she is also a consummate horsewoman and a crack shot with a pistol.

UNITS

US Army

Infantry: 2nd and 3rd Company, 8th US Army; One Company, 25th US Army

Artillery: B Battery 2nd US Field Artillery; 1-3" Ordnance Rifle (RML), 2-1" Gatling Guns

Engineers: One Company US Army Corps of Engineers
Signal Corps: One Detachment US Army Signal Corps

US Navy

Naval Crew, includes Deckmen, Blackgangs and Gunnery

Naval Landing Party: One Company US Marines

All Troops except officers, artillery, and sharpshooters are armed with .45-70 trap-door Springfield breech loaders. Officers and Artillery armed with Colt .45 cal. SA Army Revolvers.

CIVILIANS

Yale: Yale is sending a twenty-five member party. Twenty Scientists and graduate students, two photographers, and three secretaries.

University of Pennsylvania: A ten man party of seven scientists, one field artist and two secretaries.

Miskatonic University: A six man party of four researchers, a photographer and a secretary.

Most of the members of the field parties carry Colt .45 cal. SA Army Revolvers, and, when not too burdened with equipment, lever-action Winchester .444s.

A BIT OF HISTORY:

DR. OTHNIEL C. MARSH

BY DAVID A. HORNUMG

Born Oct. 29, 1831 in Lockport, NY, Othniel Marsh was an uninspiring youth who disappeared from his chores to go down to watch the construction of the Erie Canal. Here he was befriended by Colonel Ezekiel Jewett, who was a supervisor of the construction on the Lockport section. Marsh learned two things from Jewett, a love of fossils and how to be a crack shot with a rifle. Both were to serve Marsh well.

Marsh was a lazy student and seemed doomed for a lackluster career. At age 22 his sister died. Marsh was stunned by the loss, but he resolved not to waste his life. From then on he was a straight A student and school leader. He went to Yale, and in 1860 graduated 8th out of a class of 109.

He turned down the offer of a Major's commission in the Civil War due to an eye condition. He went on to do two years graduate study at Yale and three years in Germany. During his years in Europe he met such notables as Charles Darwin, Thomas Huxley and Charles Lyell.

Returning to the US in 1866, he was appointed professor of Paleontology at Yale. From then on, Marsh had a way of grabbing the headlines. He exposed the Cardiff Giant Hoax in 1869. He led his first western expedition to collect dinosaur bones in 1870, where he first met Bill Cody. His expeditions became the stuff of legends. Indian wars, storms, nothing would detour Marsh from a promising bone bed.

The Sioux were perplexed by Marsh because although he wanted to get into their land, he was NOT after gold. They called him Bone Medicine Man. The Pawnee scouts, on the other hand, named him Heap Whoa Man after his riding habits.

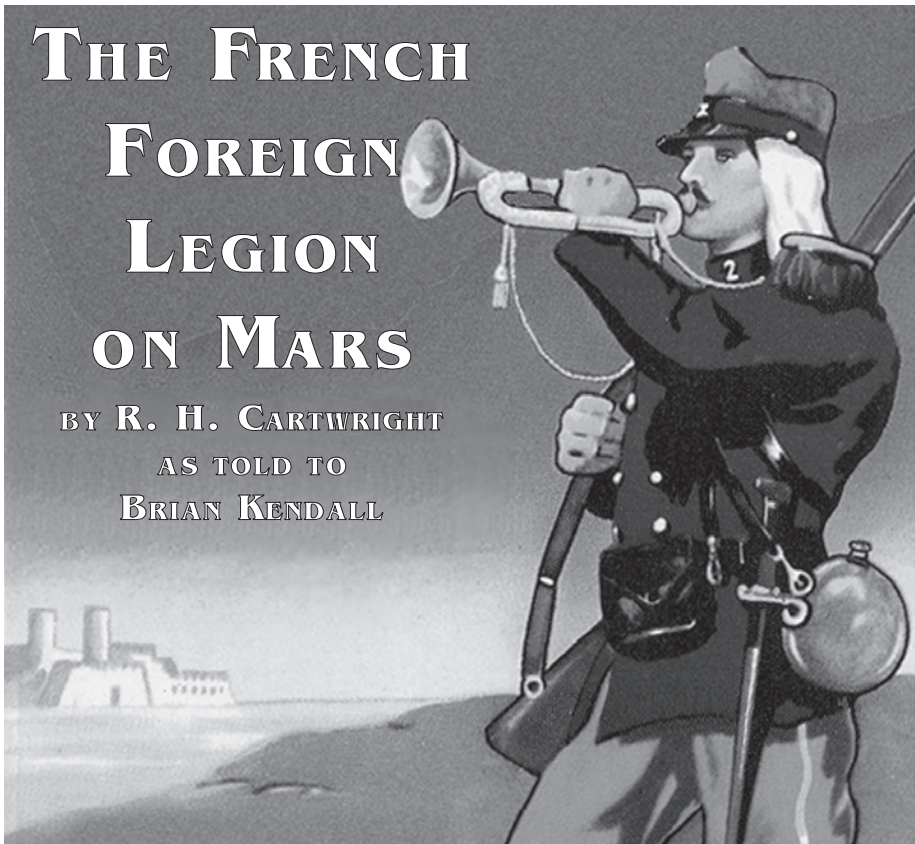
Because he had promised Red Cloud to take his grievances to Washington in exchange for the right to explore on Sioux land, he tackled the notorious Indian Ring. The Grant Administration was one of the most corrupt to ever hit Washington. One of its darkest spots was the treatment of the Indians. When Marsh was snubbed and the Commissioner appointed a panel to white-wash everything, they had not counted on Marsh. In two years Marsh forced the resignation of Commissioner Delano and was something of a national hero.

Marsh was elected first vice-president and then president of the National Academy of Science. In early 1890 the long simmering feud with Edward D. Cope erupted and became one of the most embarrassing events in the history of American science. Marsh died in 1899 of pneumonia.

Professor Marsh could be encountered many ways in a campaign. He would most likely be encountered on Venus or out West in the Bad Lands involved in a dinosaur hunt. Marsh could also be a patron offering the adventurers a commission to collect specimens.

THE FRENCH FOREIGN LEGION ON MARS

BY R. H. CARTWRIGHT
AS TOLD TO
BRIAN KENDALL



It was spring of last year when I had the privilege to make the acquaintance of some unique soldiers of France. I was on a hunting trip when, during a sudden stampede of a huge herd of Ruumet Breehr, I became separated from my party. After wandering the Martian deserts for a week with no food or water, my trusty gashant "Cromwell" finally gave out, but I staggered on. Time seemed to stand still, interrupted only by several hallucinations (I rather enjoyed the one that included a large reptile named "Herbie" manning a fish and chips wagon), and I finally fell upon the baked Martian soil to die. Slowly my eyes closed, and I said good-bye (or so I thought) to the world.

"I think he must be English," said a voice in the darkness in, of all languages, French.

"Why?" asked another voice

"Because only an Englishmen would be alone in the middle of this god-forsaken desert."

I remember first thinking "My god, how rude, disturbing my eternal rest like this." Then almost immediately my thoughts switched to, "Oh no! I'm in Hell, for surely if there is a language of Hell, it would have to be French!"

I opened my eyes, expecting to see the horned head of Satan himself laughing at me, but to my surprise (and relief) I saw ten soldiers standing around me.

"Would you like some water?"

said the young officer leaning over me. "Bloody right, mate" was the only words my parched lips could get out.

So having meet young Sous-Lieutenant Henri Dagino, we started off back to his posting, at a place called Fort Zinderneuf. I was surprised to find out that my saviors were members of the 2nd Bataillon de Marche, drawn from the world-famous French Foreign Legion. What had started out as being polite interest soon became fascination as I began to grill the young officer on his unit as any good newspaper man would.

It seems that on March 9th, 1831, King Louis-Philippe waved his kingly scepter and created a Foreign Legion to serve outside of France. Since then the Legion has grown and shrunk. It has served in every hemisphere and was even called upon to violate its charter and serve in France during the Franco-Prussian War. In all its battles the legion has maintained itself with the highest standards of bravery and honor.

The soldiers of the Legion on Mars are mostly veterans of the Sudan and Tonkin. Their experiences serve them well on Mars. Most of the soldiers know how to ride and have been trained to serve as mounted infantry; however, the current lack of mounts hampers their ability to function in this capacity.

As for their uniforms on Mars, the standard field dress is white cotton linen shirt and trousers. Most men have been issued the new khaki colonial coat which has a small collar. For the most part the men wear sun helmets, although most officers and NCOs wear a kepi covered by a havelock (a white cloth

that covers the neck).

One of the most surprising things to me was the way the men were armed. It seems once the Legion arrived on Mars they received the new Modele 1886 rifle or the "Lebel" as the men call it. Its most unusual feature is its 8-round tubular magazine, but "being a hell of a lot better" than their old Gras rifles, you'll hear no one complaining about this 8mm weapon. To carry more ammo for these weapons, many legionnaires have taken to wearing homemade cloth ammo pouches that are worn across the chest. No two are alike, and quite frankly it takes away from their soldierly appearance.

Unlike English garrisons, however, the Legion has troops trained to man their fort's small howitzers and Maxim guns. This in a way is a strong point because it cuts down on chain of command problems. I'm told for the types of duties the Legion carries out it is effective.

The main weakness of the Legion on Mars as I see it is distance. Each company is given a huge area to patrol. This makes it quite impossible for them to consolidate and present a formidable defense like our grand British columns.

After being in the company of young Dagino for three days I departed with a new respect for these troops of France (words I thought I would never put to print). As the song *La Boudin* fills the air and the French tricolor is hoisted high into the morning air, my mind swims with the romantic legacy of the *Régiment Étranger*. So to these forgotten sons of the world, it is to you I dedicate this story — Long Live The Legion!

SKY GALLEONS OF . . . VENUS?!

DIRIGIBLE BATTLES USING THE *SKY GALLEONS OF MARS* RULES

BY JAMES L. CAMBIAS

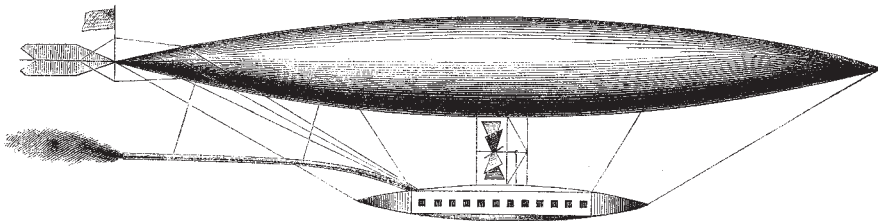
On Venus, the imperial powers have begun using dirigibles, and colonial ambitions inevitably create conflict. Dirigible battles can be fought using *Sky Galleons of Mars* with a few minor changes.

AIRSHIP DESIGN

Rules for hydrogen dirigible design are given in *Ironclads and Ether Flyers*, and are very similar to the *Sky Galleons* shipbuilding system. The difference is the hydrogen gasbag. Hydrogen can only be used to create vessels of 200 or fewer tons (the Zeppelin works in Germany can build airships up to 1000 tons). A gasbag costs £5000 per hull size number. Rams may not be used.

Propulsion follows the *Sky Galleons* rules, but petrol-burning engines are favored. In determining engine size it is useful to employ fractional hull sizes. A 150-ton dirigible would count as hull size 1 1/2, and consequently would need an engine of 15 tons to drive it at speed 6. Fuel consumption should also be worked out to fractional values. In combat, however, hull size is rounded down to the nearest whole number, so a 150-ton ship has Hull Size 1.

Armament follows the standard rules, but liftwood devices such as Tether Mines or Smutts Torpedoes do not exist. Drogue Torpedoes and Spike Droppers may be used normally. Incendiary devices are out of the question.



AIRSHIP COMBAT

There are few differences between airship combat and the *Sky Galleons* rules. Because a gasbag is so easily punctured, all shells pass through the envelope without detonating, so all Hull hits inflict only 1 point of damage. Fires automatically destroy hydrogen airships. If one catches fire at Low or Very Low altitude, the crew may try to ride the flaming wreckage to a safe landing. Each crewman who rolls a 6 on one die survives; the remainder perish.

The damage rules for targets at different altitudes are reversed for airships, since the bulk of the hull is above the crew compartment — the reverse of the usual arrangement for liftwood flyers. If one fires at a dirigible at a lower altitude, then all Crew hits count as Hull hits. If one fires at a target which is at a higher altitude, then all hits are resolved normally on the damage table.

AIRSHIPS IN USE ON VENUS

GERMAN ZEPPELIN GUNBOAT

Though flimsy compared with gunboats on Mars and Earth, the Zeppelin is a veritable battleship on Venus. The armament is chiefly for use against dinosaurs and Lizardmen. The German air fleet on Venus includes four such vessels, the *L* ("Luftschiff") -16, *L-19*, *L-20*, and *L-24*.

The gunboat is a hydrogen-filled Zeppelin, hull size 2, with an oil-fired steam engine of size 2 and a 40-day petrol supply. The ship is armed with a 6-pounder Hotchkiss forward, three 1-pounder HRCs sides and aft, and two Nordenfelts broadside. It has room for 8 passengers and 31 tons of cargo. The Zeppelin costs £13,060. It can reach Very High altitude and has a speed of 6.

ITALIAN DIRIGIBLE

The Italians have pioneered the semi-rigid dirigible, of which this is a good example. It has a rigid keel along the base of the gasbag to which the engines and gondola are attached. It is a multipurpose patrol craft, not a warship. There is currently one such ship on Venus, the *Umberto*.

The *Umberto* is a hydrogen-lift airship of 150 tons; the Hull Size is 1 1/2. It has an oil-fired steam engine and 30 tons of fuel (enough for 40 days). It is armed with two 1-lb. HRCs at the bow, one aft, and two wing-mount Nordenfelts. It has space for 20 tons of cargo and 8 passengers. The ship can reach Very High altitude, has a Speed of 6, and costs £9,840.

ITALIAN PATROL BLIMP

This smaller craft is a nonrigid blimp; it is cheap and fast. The Italians presently operate two blimps, the *Roma* and the *Venezia*.

The blimp is Hull Size 1, with a total weight of 83 tons. It has an oil-fired engine and carries 20 tons of oil (burning 1/2 ton per day). The blimp mounts a 1-lb. HRC forward and has 3 Nordenfelts mounted in the wings and aft. It can carry 13 tons of cargo and 6 passengers. The ship can reach Very High altitude, has a Speed of 6, and costs £6580.

BRITISH ROYAL NAVY AIRSHIP

The British have had difficulty translating their expertise in liftwood flyer design to dirigibles. This blimp is essentially a copy of an Italian design, but with heavier armament to offset German power. The British have three blimps in their colony, the *NA.3* ("Naval Airship"), *NA.5*, and *NA.6*.

The blimp is Hull Size 1, weighing 83 tons. It has an oil-fired engine

with 20 tons of fuel (burns 1/2 ton each day). Armament consists of one 6-lb. HRC forward, one 1-lb. HRC aft, and two Nordenfelts in wing mounts. The blimp carries 10 tons of cargo, and has space for 3 passengers. Maximum altitude is Very High; speed is 6; cost is £6640.

RUSSIAN ARMY BLIMP

The Russian blimp sacrifices speed and altitude for armament and carrying capacity. It can transport two squads of troops to a trouble spot and provide fire support, or carry vital cargo. The Russians currently have two blimps, the *Alexander* and the *St. Petersburg*.

The Russian blimp is of Hull Size 1, weighing 100 tons. It has an oil-fired engine of size 1/2, and 10 tons of fuel. The armament consists of three 1-lb. HRCs at the bow and wings; and a single Nordenfelt aft. The blimp has a 12-ton cargo hold and space for 15 passengers. It can reach High altitude, and has a top speed of 3. Cost: £6320.

SCENARIO 1: LINES ON A MAP

In the spring of 1888, the Zeppelin *L-19* was sent to survey the Venusian Alps northwest of the Italian colony. The Italian governor got word of the mission, and feared the Germans were trying to secure a colonial claim in Italian territory. The newly-completed *Umberto* and a patrol blimp were sent to chase away the *L-19* and protect Italy's rights to the area.

Rules: Use the mountain map from *Sky Galleons of Mars*. The contour lines mark different altitude levels. The Germans start at any height in the center of the map; the Italians enter from one side at any altitude.

Victory: The Italians win if the German ship is destroyed or forced to leave the map. The Germans win if they withstand the Italian attack.

SCENARIO 2: HEARTS AND MINDS

In August 1889, Russian and Italian blimps were sent to establish relations with the coastal tribes north of the Hestia Highlands. Both states hoped to overawe the natives with their flying ships. The two blimps arrived within a week of each other, and the captains began shooting at one another shortly thereafter.

Rules: Each side gets one blimp. The desert map is used, ignoring surface features. The two ships enter from opposite sides of the map at any altitude.

Victory: The victor must destroy his enemy and still be able to return home. To return home an airship must have a working screw and rudder, and must be able to reach Low altitude.

SCENARIO 3: VICTORY AT SEA

William Sigerson, a British spy in the Italian colony, was discovered and had to flee. With the help of sympathetic Lizardmen, he reached the coast and sailed toward British territory. Sigerson was pursued by the *Umberto*. In mid-ocean, however, a British blimp arrived just as the Ital-

ians began to attack the raft.

Rules: The British get a blimp; the Italians get the *Umberto*. Either map is used, ignoring surface features. A marker in the center of the map represents the raft, which moves 1 hex toward the right-hand edge each turn. The Italians start within 4 hexes of the raft at Medium or higher altitude; the British enter one side of the map at any altitude.

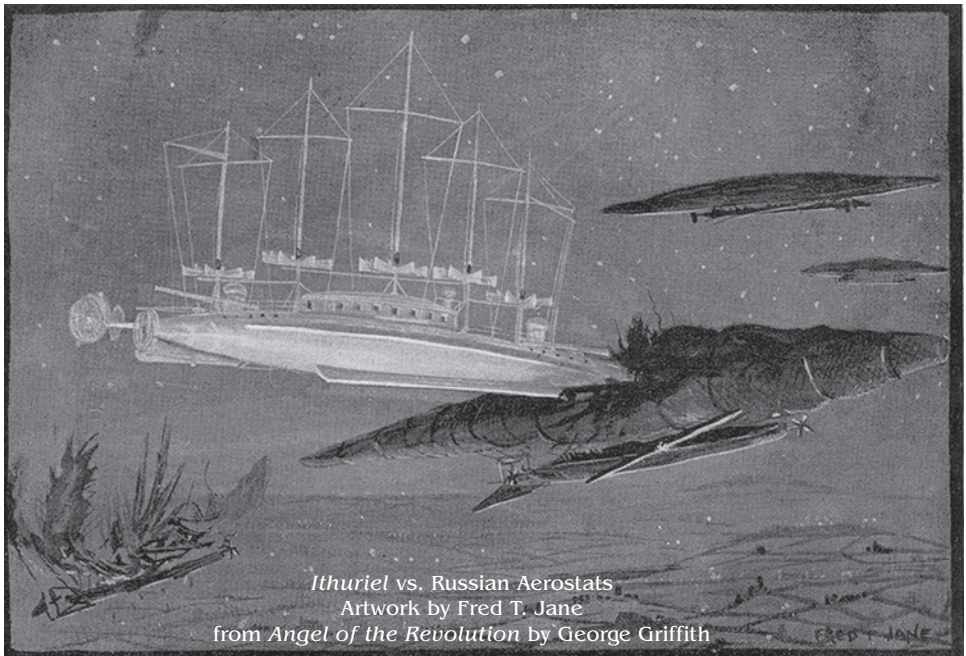
Victory: The British win if they can finish one turn at ground altitude on the raft (to pick up Sigerson) and leave the map, or else destroy the *Umberto*. The Italians win if they sink the raft before Sigerson is rescued, or destroy the blimp. To sink the raft, the Italians must score a total of 30 hits on it.

SCENARIO 4: A SCIENTIFIC DEBATE

The feud between Kaptanleutnant Freitag of the *L-19* and Lieutenant MacRoss of the *NA.5* began because both were amateur naturalists. MacRoss repeatedly beat Freitag into publication with descriptions of Venusian flora and fauna. Freitag claimed plagiarism. When the *L-19* encountered the *NA.5* over German territory, Freitag decided to end the feud once and for all.

Rules: Use the desert map. The contour lines mark different altitude levels. The British get a blimp; the Germans get a Zeppelin. The *NA.5* begins at any altitude in the center of the map; the *L-19* enters at Very High altitude from the right-hand edge. The German player automatically gets the initiative on the first turn.

Victory: The British player must escape off the left-hand edge of the map, or destroy the *L-19*. The German player wins if the captain of the *NA.5* is killed.



LETTERS TO THE EDITOR

Dear Sir,

In issue 4 of *Transactions* in the "Cloud Captain's Corner" column was an article entitled "Micro Hulls". This was an excellent article, but I do have a question regarding the endurance figures that the author included for his Rutledge Mk I and Mk II flyers. In the *Cloudships and Gunboats* rules manual the formula given for endurance of a steam powered flyer is as follows:

Endurance in days = (10 x Bunker Size) / (Engine Size)

When using this formula the Bunker Size is ten times its weight in tons. The formula would be best written as:

Endurance in days = (10 x Bunker Weight in tons) / (Engine Size)

Using the formula on the Mk I and Mk II Rutledge flyers gives us an endurance as figures as follows:

Mk I Endurance in days = 2 (Bunker Weight in tons) / .5 (Engine Size) or $2/.5 = 4$

Mk II Endurance in days = 5 (Bunker Weight in tons) / .5 (Engine Size) or $5/.75 = 6.7$

In the article the Mk I's endurance was given as 40 days whilst the Mk II's was 67 days. Could you please tell me if the decimal points were omitted from the article or is it that I missed a special endurance rule for micro hulls.

Yours Faithfully,
Colin Nash
Aldershot, England.

Dear Colin;

When I submitted the article to Mark, I left the decimal points out of the final draft. The flyers were given a small endurance to force choices from players. I hoped that they would be forced to leave some of the equipment that adventures are want to carry. After all, the second kitchen sink is probably not necessary for the party to survive. The Mk I can achieve 20 days endurance and still lift 6.5 tons of equipment (8 more tons of bunker) and the Mk II 11.5 tons of cargo and achieve the same endurance. Thank

you for bring this omission to our attention. I am now using your formula for calculating endurance on my flyer construction worksheet.

Steve Whitmore
Travel Editor

Dear Mark;

This letter is in reference to your effort in producing *TRMGS*. I find all of the various features very useful in the campaign I run. I've been running *Space: 1889* since the game's release with a gaming group ranging now in age from eighteen to twenty-two. The first campaign was one of planet-hopping, with the players pursuing three villains: an air pirate, his psychotic mad scientist daughter, and an obsessed hitman. This was concluded recently. The new campaign is entirely based on Mars. My players are ecstatic about the setting and the change from the other games. They also like the change to normal adventurers from power-monger super-heroes, kill-crazy Monty-Hall fighters, and cybered-out killing machines. Keep up the good work — I find your magazine well worth the cost, and I hope to read it for years to come.

I would also like to make some suggestions. I support the Cthulhu 1889 setting and find the Steampunk 1920 setting intriguing. Any further resources/adventures for either will be greeted favorably. Please continue with your idea with conversion to a d20 system, but a d10 system would also be appreciated. I have not yet read *The Difference Engine*, but I intend to do so.

Sincerely
Michael Sandlin
USA

Thanks very much for your kind remarks — it's nice to know you folks like what we're publishing. We'll be doing more Steampunk 1920 stuff in the near future; the "United States Army Aviation" article this issue is a preview of what you can expect. Our Cthulhu 1889 adventures have been very popular, and I've been encouraging Matt Ruane to write some more of them, but since he's busy with his doctoral dissertation I'm not sure when we'll see more of his work.

Mark Clark

ETHER SOCIETY NEWS NUMBER SIX

BY MARK CLARK

The most important news for *Space: 1889* fans is that *TRMGS* and GDW have finally reached agreement on the transfer of subscription information about the Ether Society. GDW will print and mail one last issue of the Ether Society Newsletter to society members (issue #4) and then turn over the balance of subscription funds to us. All articles in issue 4 are from issues 1 and 2 of *TRMGS*. We prepared the final issue of *Ether Society News* in the Spring of 1992, but due to delays at GDW associated with the *Dangerous Journeys* product, it is only now being sent out. All Ether Society members whose subscriptions run beyond issue 4 will have their accounts with us credited at \$2.00 per issue remaining, since a one-year subscription cost \$8.00. Regardless of the remaining balance, everyone whose subscription ran beyond Ether Society News #4 will get *TRMGS* #5.

In other news, the *GURPS Difference Engine* product will be done by another author. Our readers will remember that we were negotiating with Steve Jackson Games to do the project, but they selected another author, who just happens to be friends with William Gibson. It is likely that the *TRMGS* staff will be playtesting this *GURPS* supplement — more on this as it develops. We have also been offered a surprising new product to design by Steve Jackson Games; we can't say more pending a contract, but I'm sure you'll love it if it comes off.

As reported before, GDW has no plans to release any *Space: 1889* products in the near future. We have heard rumors of a re-release based on the *Twilight 2000/Traveller: The*

New Era d20 system, but these do not come from GDW sources. We'll be doing a d20 article in *TRMGS* 6 or 7, but that will not be an official product. We are also trying to find out more information on two *Space: 1889* products that were announced but never released: *The Venus Sourcebook* by GDW and *Buffalo Bill's Wild West Show on Mars* by 3W. If any of you have any knowledge about these products, please let us know.

The only new *Space: 1889* product I am aware of is a new fanzine produced by Don Brynelsen, *Journal of the Britannic Technological Society*. Don wrote the article "Nature of the Beast" in this issue, and he has also run two *Space: 1889* play-by-mail games. Don informs me that he plans to have regular columns on creatures, inventions, and humor, as well as an adventure in every issue and a news column similar to *The Syrtis Star*. I haven't got my first issue yet, but it looks interesting. You can contact Don at 21W127 Tee Lane #3, Itasca, IL, 60143.

One last thing — it appears that a new company will be taking over the license to produce lead miniatures based on the ships in the *Sky Galleons of Mars* game. The company plans to market examples of all ships included in that game, as well as those from *Ironclads* and *Etherflyers* and back issues of *Trans-actions*. Included in the product line will be a *Duke of York* class ether battleship in the same scale as the plastic miniatures already on the market. By my calculations, this means it will be over three inches long! More on this as it develops.

PRODUCT REVIEW

This issue we look at the products of Ragnarok Games, a small American company. They've been around since the mid-1980s, but their products are not widely distributed. They publish an eclectic mix of games, including the minor classic *Suburban Slasher*, a card game based on the *Friday the 13th/Halloween/Mutilated Teenagers* movie genre. Included in the mix are two products of interest to *Space: 1889* gamers, both of which are reviewed below. These products are hard to get; most game distributors do not stock them. If you are interested, the address is : Ragnarok, POB 140333, Austin, TX, 78714.

LONDON BY NIGHT

A Victorian-Era supplement to Ragnarok's generic roleplaying system *To Challenge Tomorrow*. Originally published in 1984 and updated in 1991, the most recent edition is 44 pages long. The quality is roughly the same as *Transactions*; B&W artwork, cardstock cover, stapled binding. Although this is a supplement, the book includes a complete set of rules for character generation, skills and combat, and a description of Victorian society, all of which are forgettable. Four adventures are also included. The first is a rehash of Bram Stoker's *Dracula*, the second a simple murder mystery, the third an occult mystery involving murder and Egyptian sorcery, the last a very conventional espionage investigation. Only the third adventure is at all original and interesting; all four adventures are so short on descriptions and background that the referee must do a fair amount of work to run them.

The only thing that makes this product worth its suggested \$9.95 purchase price is actually part of the artwork. Between pages 7 and 32,

London By Night reproduces the entire 1894 *Baedeker Guide to London*. The type is tiny but readable; there are 72 pages in all. *Baedekers* includes hotel and restaurant listings (with prices), customs information, currency and banking for travelers, a guide to transportation in the city (cabs, trams, underground, etc.), as well as details on all the museums of the city, most notably the British Museum. Buy this product just for the reprint of *Baedekers* — it's damn well worth it.

DARK CONTINENTS

A set of four role-playing adventures, two set in the 1890s and two in the period between the world wars. Physical quality of the product is identical to *London By Night*, and it is also 44 pages long. Suggested retail is \$7.00. The two 1890s adventures involve supernatural elements, and are set in Egypt and Africa. The other two are straight pulp adventures (Shanghai and Rio de Janeiro), though they do include false hints of supernatural involvement. All of the adventures would work best as part of a *Call of Cthulhu* or *Cthulhu by Gaslight* campaign. Unless you are willing to allow for the supernatural, they are not suitable for *Space: 1889* or the Wild West.

As with *London by Night*, all of the adventures are short and sketchy. The two 1890s adventures are not very good, containing no original ideas. On the other hand, the two interwar adventures are interesting, especially the one set in Shanghai. Buy this if you run a 1920s or 1930s *Call of Cthulhu* campaign — otherwise don't bother.



ISSUE SIX EDITOR'S COMMENTS

BY MARK CLARK

The first issue with no real graphic embarrassments — this and two subsequent ones looked rather handsome, at least to me. Just wish the real world had allowed me to publish them on a more timely basis.

HER MAJESTY'S ETHER DISPATCH SERVICE

Colin Nash was our first overseas author — it amazed me that a few copies of *TRMGS* actually made it to England. Other than that, the article is unremarkable, though the dispatch ships do fill in a bit of the puzzle of how things get from Earth to Mars and vice-versa.

THE SYRTIS STAR

Who could resist the headline "Queen Not Amused"? Not me! Anyway, these are all Matt's, aside from the Lady Cathleen article by Don Brynelsen and the Thymiamata-Oxia canal story, which I wrote as part of the preparations for my new campaign set in the Tossian Empire.

PUSHTI FRUIT UPDATE

Matt Ruane and Jeff Boyle never liked the whole Pushti fruit thing, so they wrote this in reply. I had planned to have an adventure centered on the Pushti fruit and exactly which of the two naturalists was right in issue #7, but by the time that issue came out everybody was tired of the joke, so I dropped the idea.

ARMING THE ADVENTURESS

J. Ruth Dempsey has the distinction of being our only female author. She also wrote the article on suffragettes for issue 8. Unfortunately, I never asked her what got her interested in *Space: 1889*, but what

struck me was that she saw the game in a much different light than we tended to do in the *Transactions* campaign. We treated women as delicate Victorian flowers, and the only woman who joined our group went along with that. Ruth showed us a much more naughty side to *Space: 1889* females, and I for one am grateful.

THE MARTIAN CANAL SHARK

The canal shark, the Oontha paste and the young Martian boy Marzipan are my creations — they all come from an adventure I ran before the *Transactions* Campaign started. Vince Cleaver played Dr. Hollingsworth in that game, and Marzipan is one of the few NPC patients he treated who lived. Vince enjoyed the whole thing so much he decided to write it up.

THE MARTIAN MAGNETIC FIELD

A great example of using real-world science to enhance game play.

ETHER OBSERVERS

Think U-2 spy plane and you'll see where this design came from. One of the things the *TRMGS* staff always enjoyed doing was sitting around speculating on what impact on society the altered technology of the *Space: 1889* universe would have — this article is the result of one such bull session.

THE NATURE OF THE BEAST

The only article by Don Brynelsen I published — he eventually set up his own *Space: 1889* newsletter, the *Journal of the Britannic Technological Society*. The main reason was that Don and I had very different

tastes in *Space: 1889* adventure. Mine (and my group's) tended to be very historically oriented and factual (with the exceptions confined to humor). Don, on the other hand, played a much more "space opera" style of *Space: 1889*, and that's reflected in his writings published in *JBTS*.

SIR WILLIAM R. MELLVILLE

One of the characters Brian Kendall played in our campaign. He played him exactly as described, though Brian also added an undertone of bizarre sexual creepiness — never made explicit, only implied. Mellville spent a lot of time in his cabin "polishing his equipment" during the Bordobaar expedition — exactly what he was really doing is anybody's guess.

The setting for this story is the Bradley House, described in *TRMGS* #4. That was not a part of the *Trans-actions* Campaign — we added it to our game world after that issue came out, however. Same with a number of things from our contributors — it enriched our play immeasurably.

UNITED STATES ARMY AVIATION

Terry Sofian originally wrote this article with a timeline that ended in 1889. I didn't like it, since I thought it introduced new aerial technology too fast and contradicted some things published in GDW's *Space: 1889* material. With his permission I changed the chronology to shift many developments to a later time, using the Steampunk 1920 setting I had published in issue #2. I prefer this alternate chronology — it gives a logical pace of development that mirrors what happened in our universe some decades later.

AN AMERICAN EXPEDITION TO VENUS

Unfortunately David Hornung never got around to writing additional

adventures set on Venus. Not surprising, since Venus is a lot harder to set adventures on than Mars. Most of what GDW published for *Space: 1889* is for Mars, and Venus is a big blank spot. I once spend almost a month plotting ideas for Venusian adventures, and I came up with very little. Too bad, since I think Lizardmen are rather cool.

Why? Well, I ran my gaming group in Houston through a short humorous adventure set on Venus that centered around yet another plot by the Anti-Scone Society. In addition to Horace Manning and Bob Grimes (described in *TRMGS* #3), played by Kent Miller and Charlie Clark, our friend Dale Ritchie played Gupta, a lizardman educated by Anglican missionaries. Dale did a great job with an accent that combined arch British tones with a reptilian hiss. While Gupta was usually pretty civilized and always wore his rubber bowler hat, he had a disconcerting habit of catching insects with his tongue. Not to mention the fact that the other players never managed to persuade him to wear pants. All this added up to a memorable image that I still automatically call to mind whenever I think about Lizardmen.

ETHER SOCIETY NEWS

GURPS Difference Engine was never written — the author selected died tragically (in a car accident, if I remember correctly), and by then it was too long after the book had come out to be commercially viable. Steve Jackson Games would probably be interested in something for their magazine *Pyramid* — they asked me to write such an article some years ago, but I was too busy at the time.

As for the "surprising new product" we were asked to design, well, I can't remember what it was, and obviously we never created it.

EDITORIAL FOR ISSUE SEVEN

BY MARK CLARK

It has been some time since our last issue, and I want to apologize to our readers for all the delays. We've had a variety of personal and technical problems here at *TRMGS*, but it appears that things are now back on track. You can expect the next issue in late July of 1994.

I hope you like this special issues on adversaries. We've tried to give you some information on countries other than England and the United States to help you broaden you campaigns. I am particularly pleased with the "Raum 1889 article." I think the author has done a fine job of correcting some of the stereotypes about Germany in the late 19th century.

Our next two issues will also be theme issues, though obviously not everything they contain will apply to the theme. *Transactions* 8 will focus on Belgium and the Coprates Valley. The *Transactions* Campaign, missing from this issue for space reasons, will be back, as our hardy band of adventurers investigate the rumours of unspeakable horrors committed in King Leopold's name. We'll also have a piece on the Belgian Army, as well as some Belgian ship designs and NPCs.

Transactions 9 will be the eagerly anticipated American issue. I've had lots of submissions for this one, so it should be great. We'll have a full description of Thymiamata, as well as details of the mysterious Tossian Empire, the largest political entity on Mars.

All of our subscribers should have received a mailing by now from Scott Flower about his new line of *Sky Galleons* miniatures. Yes, this is the secret I've been keeping for the last few issues. Scott has promised to send me some sample castings, so I'll have a review in the next issue. By the way, I provided him with the *TRMGS* mailing list so he could advertise. If you do not want me to send your name to manufacturers, please let me know.

READER POLL RESULTS

BY MARK CLARK

We finally tabulated the results of our readers poll for issues 1 through 5. I am still a bit disappointed about the level of feedback, since only 32% of our subscribers sent their postcards in. Moreover, not a single non-subscriber sent us a letter, which is a bit surprising since half our issues are sold to that audience. However, all of you had your chance, so I'll just have to accept things as they are.

Before presenting the results, a few words about how we did the poll. We asked you to list your three favorite articles not written by yours truly, the editor (though a good many of you voted for my articles anyway — thanks!). Some of you had a hard time deciding; one of our subscrib-

ers said the whole thing was a “great strain,” since he thought that all *Transactions* articles deserved first place! We gave each article listed first two points, the other articles one point. Here is a list of all articles that got more than 2 points. This eliminates from the list all those authors who voted for themselves (you know who you are).

Points	Article (Author)	Issue #
9	Martian Religions (James Cambias)	5
8	Deep Green Sleep (Matthew Ruane)	2
6	Where No Englishman Has Gone Before (Ken Megill)	4
5	Ethersuits and Ethernauts (Matthew Ruane)	1
5	Syrtris Major Residency (Steve Whitmore)	3
4	The Yards of Avenel (Thomas Gray)	5
4	The Defense of Wagner’s Trading Post (John Bailey)	5
3	Cthulhu 1889 (Matthew Ruane)	1
3	Steam Punk 1920 (Mark Clark)	2
3	H. G. Wells (Lee McCormick and Mark Clark)	3
3	The Bradley House (John Gannon)	4
3	The Battle of Gideon Wells (Brian Kendall)	5

There were no real surprises on the list for me, except perhaps for the strong showing of Ken’s “Where No Englishman...” piece; most of the staff didn’t really care for it, perhaps because the playtest went so poorly. I was also surprised that “The Bradley House” didn’t do better — it’s one of my favorites.

Another interesting point is that the top five articles came from five different issues. Moreover, every issue had at least two articles that made the list. I think that result indicates that we’ve been able to maintain consistent quality as time goes by. Feel free to write me with your comments on this matter.

For all our potential authors, this list is instructive. All the articles that did well are fairly long, two or more pages in published length (which is at least six pages typed double-spaced). Either adventures or background material are acceptable; both sorts of articles did well. On the other hand, ship and weapon descriptions did very poorly in the ratings, as did descriptions of NPCs. I plan to change our editorial policy to reflect this. From now on, we will include no more than one ship description per issue, and NPC articles will have to be very good to get in.

James Cambias gets a free one-year subscription, Matthew Ruane a two issue extension. By the way, issue 1 got 9 votes total, issues 2 and 3 got 15, issue 4 got 16, and issue 5 no less than 22. It’s comforting to know that you folks think we’re getting better.



THE SYRTIS STAR

"ALL THE NEWS THAT FITS"

MANNING MISSING

The well-known detective, Horace Manning, is missing after a mysterious explosion and fire at his residence at 22B Butcher Street, Syrtis Major, late last night. Police have searched the rubble but have found no signs of a body. Manning's manservant is also missing, though authorities believe that he was not at home when the explosion occurred. The police have asked anyone who was in the area last night to come forward and give evidence.

Inspector Morepenny of the RMC has stated publicly that there is no connection between the explosion and the rumors that have swept the city that Manning was the anonymous individual who provided the evidence that cleared Lady Cathleen O'Donnahue in her recent murder trial. "Manning himself denied those rumors categorically," Morepenny explained. "Those who knew him know how unlikely it is that he was the one responsible for saving Lady O'Donnahue." When asked later what he thought caused the explosion, Morepenny said that he understood that Manning had recently begun experimenting with the effect of strong ethereal rays on scones, and was known to keep a variety of experimental chemicals on hand for use in those experiments. "There are probably some things about scones man was not meant to know," Morepenny said with a smile on his face.

A formal coroners inquest will be held next Friday.

AMERICAN HEIRESS FEARED KIDNAPED!

American Industrialist Donald E. O'Donahue II, Cousin of Sir Donald O'Donnahue, has come forward and offered a reward of one million dollars for information leading to the location and safe return of his daughter, Priscilla, who vanished one week ago while shop-

ping with companions along "Ladies Row." Miss O'Donahue was said to have gone alone into an establishment offering ladies undergarments, promising to meet her companions at a nearby cafe for lunch within a few minutes. When she did not appear after a reasonable time, her companions went to search for her and discovered her missing. The authorities were quickly summoned, and upon questioning the staff of the shop revealed the Miss O'Donahue purchased two corsets and several pairs of stockings. She then departed, having spent no more than fifteen minutes in the store.

Given the stature of her father in American commerce, and the fact that several of his firms hold contracts for the production of military hardware, it is believed that the young woman was seized by persons desiring a large ransom or access to top secret weapons designs. The possibility that Miss O'Donahue disappeared for romantic reasons, to elope with a lover or escape her current engagement to Mr. William Milton of Berkshire, is widely discounted, since she was known to be very close to her fiancé. Moreover, her family heartily approves of the match. Mr. Milton, when contacted at his London offices, expressed extreme concern over the fate of Priscilla, and he issued a plea to her captors for her safe return.

VENUS CLAIMS VE HERTER

Instead of Christiana ve Herter claiming a bit of Venus for the Netherlands, it appears that Venus has claimed ve Herter and the team of scientists and colonists who accompanied him. Recent reports from the city of Venusstadt have revealed that ve Herter's etherflyer, the *Levaithion*, is now over two months overdue. Although there have been no confirmed sightings of the ship since last Febru-

ary, it is widely believed that the Levaithion is somewhere in the central coastal lowland region, the site where the expedition had planned to land.

The Royal Dutch Academy of Science is hopeful that this intrepid group has survived, and the Dutch government is planning a rescue expedition. The Academy is seeking volunteers to join the expedition; a bonus of 300 Guilders per man will be paid to successful applicants. Interested parties are advised to contact the nearest Dutch consulate.

BELGIANS FIND TEMPLE

New Amsterdam: The Royal Belgian government reported today that an expedition led by Phillippe Sirois has discovered another temple complex deep in the marshes of the Coprates. In what appears to be a deliberate attempt by the Belgian government to steal some of the thunder from the recent confirmation of the claims of the late Dr. Jonathan Hollingsworth about the armillary sphere discovered by the Grenouille expedition last year, Sirois has claimed that his temple is filled with numerous ancient scientific gadgets that will advance Belgian science.

Phillippe Sirois may be better known to some of our readers as the "Butcher of the Coprates" for his violent tactics in removing Martians from the Belgian Gumme plantations. It is rumored that the recent expedition to the temple resulted in the death of several thousand natives. However, several respected independent observers who recently visited the site have said they found no evidence of any mass killings. Sirois was unavailable for comment.

HOLLINGSWORTH PROVED CORRECT

Royal Observatory, Greenwich, England: Dr. Robert H. Lipton, head of the Solar System Telescopy Experiment at the Royal Observatory has reported that the findings of the late Dr. Johnathon Hollingsworth, RGS, have been only recently confirmed through the latest observations received from

the massive Space Telescope Project now in orbit around Mars. Our readers will remember that Dr. Hollingsworth, a member of the famous Grenouille Expedition of 1889, had presented a paper to the RGS based on his findings from an ancient map of the universe found in the temple complex near Tharsis. Though subject to a tremendous amount of skepticism and public ridicule, the findings of Dr. Hollingsworth could never be entirely discounted as a mere hoax.

Dr. Lipton, head of the 1888 Telescopy Experiment and one of the fiercest critics of Dr. Hollingsworth's conclusions, has admitted that he was wrong and is prepared to submit a paper on the subject to the Royal Astronomical Society and to offer co-contributor status to the estate of the late Dr. Hollingsworth. Though Dr. Lipton would not speculate until more data has been accumulated, he did inform this reporter that Dr. Hollingsworth's boldest assertion, that the ancient Martians once possessed the ability to travel between planets and perhaps the stars, may eventually be proved correct.

PERSONALS

Anyone knowing the whereabouts of Sergeant Arthur L. Corkran, late of the Khye-Kheen Hills, please contact Mr. Rudyard Kipling, 43 Villiers Street, the Strand, London.

All persons wishing to contact the Baron Towster should be advised that his lordship has embarked on an extended journey around Mars. Messages may be left for him at the offices of the Drone's Club, Syrtis Major. Creditors are requested to contact his solicitor, James Ashton, 37 Empire Way, London.

Dr. Peakefellow's Pure Vegetable Lotion

At last, relief for those suffering from Martian Saddle Itch! Peakefellow's Tonic has long been known for its effectiveness in dealing with this troublesome complaint. Now that he has reformulated his tonic in a more convenient lotion form, Dr. Peakefellow asks the public "Why endure discomfort when you can buy Peakefellow's Pure Vegetable Lotion instead?"

So Smooth, So Soft, So Refreshing!

TSARIST MARS

BY THOMAS C. GRAY, JR.

In 1883, with the signing of the Treaty of Cebrenia, Russia took the first step towards establishing a Martian colony. The treaty established spheres of influence on Mars, dividing the planet between the European powers. The Tsar, eager to enjoy the benefits of Martian trade, and looking for a place even more remote than Siberia to send enemies of the state, sent envoys to the city of Hecate Lacus immediately after the treaty went into effect. Now, in the year 1889, the Russian colony established in that city is a thriving center of trade and industry. However, recent events have thrown the colony into turmoil. The Martian puppet government is in a state of flux. High-Prince Jaimougaa's ill health has prompted the early return of Heir-Prince Thimmajoun, who has been educated on Earth, primarily in Russia. With High-Prince Jaimougaa now on his death bed, Prince Thimmajoun has taken over the duties of the High-Prince's office, mainly those duties dealing with Foreign Affairs, the Military, and Commerce. This action was taken against his father's wishes and the orders of the Noble Legislature. The officials of the Noble Legislature ran the city after the High-Prince became ill, and were pushed aside only by threats of force from the Heir-Prince when he returned a few months ago. The Noble Legislature was enacted by the High-Prince to rule until his death and until his son was ordained High-Prince, and there is some question of its legality, although it has the support of most of the Martian population.

While the political structure of Hecate Lacus is in a state of flux, the economy is as strong as ever. The economy of this wealthy city-state is based on a good mixture of shipping and trade, manufacturing, agriculture and banking. While no one area monopolizes the economy, if one area should fail the entire economy would be placed in a downward spiral that it might not be able to recover from. Under the reign of High-Prince Jaimougaa, relations with all kingdoms and city-states were open and friendly, while relations with European powers other than Russian were cool. During the Noble Legislatures's recent tenure relations with the European powers stayed the same, while relations with other Martian city-states and kingdoms became strained to the point of breaking. The most notable event was the expulsion of the Oenotrian Ambassador Lord Sollateheww. The Ambassador had tried to create an anti-human atmosphere in the city, and he had openly recruited a military force to fight in their war against the British. Upon Prince Thimmajoun's return one of his first actions after taking over the duties of the High-Prince was to expel Lord Sollateheww. Since taking that action he has sought to maintain the status quo by neither improving or worsening relations between Hecate Lacus and other Martian city-states and European powers. Some are saying that he is bidding his time until his father is dead before setting long term plans in motion. His only positive action has been to send a personal envoy to Styx to inquire on the possibility of

marriage between Princess Ppaatriccia and himself.

Although normally the Imperial Russian Government maintains a policy of staying out of internal Martian matters (preferring to rule from behind the scenes), the recent in-fighting between the Heir-Prince and the Noble Legislature has prompted the Russian Ambassador to openly support the Heir-Prince. The struggle for power between the Heir-Prince and the Noble Legislature has allowed corruption to slip into a once-honest government on a minor scale. The Noble Legislature has also been quick to point out two very controversial actions on the part of Prince Thimmajoun. First is the fact that he is seen on a regular basis attending the Russian Orthodox Church within the Russian Quarter. The second was his presence at and open show of support for the opening of a Martian Orthodox Catholic Church and his open embrace of three newly ordained Martian Priests. Many say that for these reasons Prince Thimmajoun is no longer eligible to rule and that one of High-Prince Jaimougaa's other sons should be named Heir-Prince, or that the Noble Legislature should retain the reins of power after High-Prince Jaimougaa's death. In each case support is limited.

It is the military where Heir-Prince Thimmajoun's true interests lie. Prince Thimmajoun, a graduate of the prestigious Russian Corps of Pages military school, saw his takeover as a chance to both improve and enlarge the military, so upon his return he immediately took over the duties of Lord-Commander of the Army. He also replaced the aging High-Admiral with a younger officer who had more experience in the use of cloudships and screw galleys but who was also a childhood friend and supporter. His second act was to order the reorganization of the army along the lines of the Russian army. He also ordered the enlargement of the army by ten infantry bands, seven cavalry flights, and five artillery bands. This enlargement will be made possible by the introduction of a draft for males between 18 and 35 years of age. The city and the surrounding villages and settlements who owe allegiance to Hecate Lacus will be given a quota that they must fill each year, and on the birthday of the ruling prince, prisoners will be given a chance to volunteer for military service. Each draftee will serve for a period of twenty years, at the end of their service they will be given a plot of land and will not be taxed for a ten year period. Prince Thimmajoun has also vowed to incorporate the mercenary forces into the regular army by organizing them along the lines of the Russian Cossacks. It is also Prince Thimmajoun's intention to uniform his troops in a Martian style Russian uniform. There has been little opposition from the Navy or the Noble Legislature for the following reasons: The navy has been promised that those who wish to join the city's navy may do so, and that any draftee not fit for field service will be turned over to the navy. The Noble legislature sees it as a chance to be rid of some of the cities undesirable element, and many approve of incorporating the mercenaries into the army to save what is deemed as wasted money.

While the political squabbles of the ruling house of Hecate Lacus are of little concern to Moscow, the military situation is of major interest to

the Tsar. With the addition of a cavalry squadron, a third battery of artillery and a General Officer to serve as garrison commander, Russia now dominates this colonial outpost. Second in the Tsar's mind is the growing number of Russian citizens who are settling in the region. This emigration makes it imperative that the Russian presence on Mars is strengthened either by complete annexation or by having a friend on the throne.

The Russian military presence on Mars has also recently undergone a change. Colonel Stepenovich Volkoff was relieved of his duties as garrison commander by General-Adjutant Andrei von Schoultz, who brought with him the 42nd Don Cossack Cavalry Regiment and one battery of 12 pounder breech loading cannon to be added to the garrison. Colonel Volkoff retains command of the Kamchatka Infantry Regiment, which remains on Mars. The Don Cossacks did not bring their mounts for they will be mounted on Gashants. Commodore Rolya Ryzhov has begun to receive the components for a *Troika*-class aerial gunboat, but it is expected to take seven to ten months before all the components are on Mars so labor gangs must wait before assembly can begin. General von Schoultz and Heir-Prince Thimmajoun have also agreed to aid each other in endeavors that they wish to see successful. The Heir-Prince will aid in the raising of a regiment of infantry for the Tsar's military on Mars which will be commanded by Russian Yunkers¹. Once the regiment is raised it will be inducted into the Imperial Guard as the Imperial Cebrenia Grenadiers. General von Schoultz will allow Prince Thimmajoun to use the Cossacks and Infantry of his command to aid in the training of his reorganized military.²

MAP LEGEND

1) Citadel Palace: This is the Royal Palace of High-Prince Jaimougaa and his family. The palace also houses the Imperial Russian Embassy and three war bands of infantry known as the High-Prince Life Guard. There is a small landing field for the Royal Yacht.

2) High Docks: This is the main landing field for the city. All cloud ship, screw galley and aerial flyer traffic both in and out of the city uses the high docks.

3) Nakhimov Naval Station: One of the few fortifications within the city, this particular strong point used to be known as the High Dock Bastion. When the Russians arrived, they took it over for their naval facility. Housed here are the crews for the Russian gunboats and their support crews, along with a platoon of infantry and a battery of Gorloff guns.³

4) St. George Bastion: It is here where the main strength of the Russian military on Mars is garrisoned. This is the home of the Kamchatka Infantry, one squadron of the 42nd Don Cossacks, one battery of Gorloff guns, and one battery of 12 pounder BLC. It is also here where General von Schoultz has his headquarters and where the recruits for the Martian Native Regiment are billeted.

5) Academy of Education: Within the walls of this complex of buildings the business of education goes on. In this hall of learning, every-

thing from the basic education that every citizen of Hecates Lacus is entitled too to the very best education that money will allow is available within these walls.

6) Japanese Embassy: This is a small compound housing the Japanese Trade Mission. It is guarded by a squad of infantry. It is rumored that the Japanese secret service operates from here as well, spreading anti-Russian rumors and aiding those exiled from Russia.

7) British Embassy: This is the Trade and Diplomatic Mission of Queen Victoria. The compound is guarded by a company of Royal Marines. Relations between Russia and the British Empire are strained.

8) German Embassy: The Trade and Diplomatic Mission of the Kaiser. Relations between Russia and Germany are at the breaking point at present.

9) French Embassy: The Trade and Diplomatic Mission of the Republic of France. France has the advantage of maintaining a favored nation status with Russia. It also means the French merchants have a easier time dealing with Hecates Lacus bureaucrats and merchants.

10) Citadel Bastion: This is the main fortress of the city. It is here where the bulk of the Hecates Lacus army is housed. Also stationed here is one platoon of Russian infantry.

11) Russian Quarter: This is where the majority of the Russian citizens live. One could swear that a small part of Moscow or St. Petersburg has been transplanted on Mars. The streets are well patrolled by Russian Police and Martian Auxiliaries, so the crime rate in this section of Hecates Lacus is well below that of the rest of the city. Another reason for the low crime rate is the fact that a twelve foot high wall between the Russian quarter and the slum district gives a criminal no easy route of escape.

12) Slum District: This district is a collection of hovels and run down homes. Only the extremely poor or those who have no other means of existence⁴ live within this section of the city. The enforcement of the city's laws in this section of Hecates Lacus is non-existent — no member of the city's Mounted Constabulary or Foot Auxiliaries will enter the district after dark.

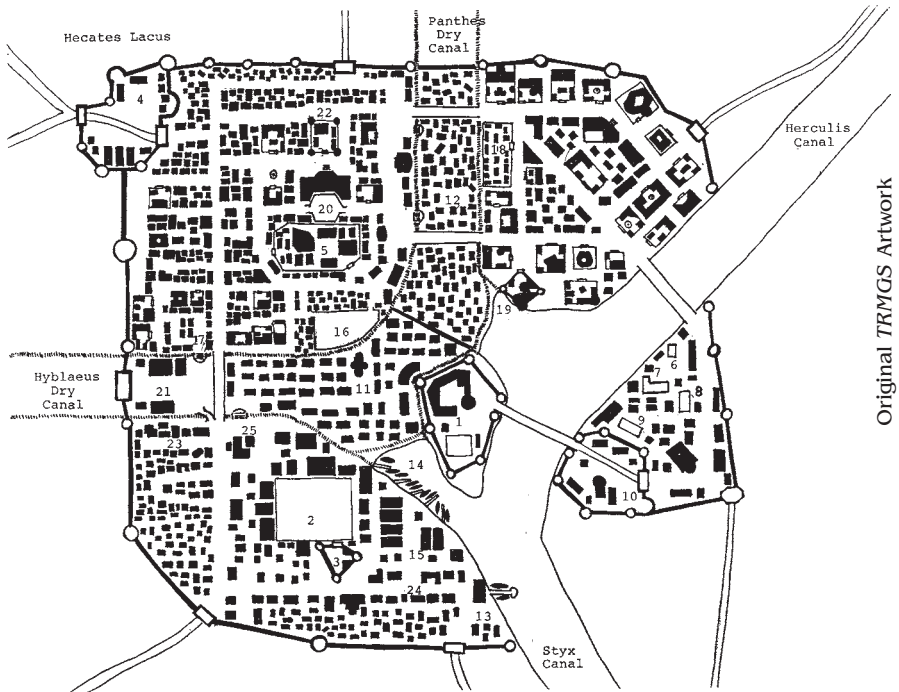
13) Customs House: All canal traffic must come and pay the city's tariffs on dock and mooring usage. There is a similar customs facility at the high docks for cloud ships and screw galleys. For those who refuse to pay the customs, patrols have swift canal cutters and screw galleys to ensure that proper payment is rendered to the city.

14) Wet Docks: As the name implies, this is where the canal traffic is able to dock and load or unload cargo. This area of the city is always a hive of activity day and night; the work never seems to stop.

15) Warehouse District: Any cargo that a canal barge or cloud ship unloads is stored here until it is needed by the purchaser or until it is shipped to another port facility. Every major company has it own warehouses within this section of the city. The majority of the warehouses are now Russian owned.

16) Bazaar: This is a open air market that caters to every taste.

MAP OF HECATE LACUS



Everything from Martian fruits to black market Arkiska bolt action rifles can be found here. There are open stalls as well as buildings

17) Physician's Square: This is the area of the city where the medical profession can be found. Human doctors, martian medical healers, even martian and human charlatan and faith healers have offices here.

18) Hecates Lacus Zoo: The city's collection of live animals native to Mars, the zoo is open every day for a slight fee. Heir-Prince Thimmajoun has recently given the zoo a rare gift: a bear native to Russia. If this animal survives on Mars, Prince Thimmajoun plans to bring a few more exotic animals to the zoo.

19) Heir-Prince's Palace: This is the official home of Heir-Prince Thimmajoun. This is also the headquarters of the Prince Thimmajoun Light Uhlans, a cavalry regiment the Prince Thimmajoun formed upon his return from Moscow. Also stationed here is a troop of the 42nd Don Cossacks.

20) Culture Square: This square is the center of the arts and entertainment quarter of the city. The square is the garden to the Red Dome, a combination playhouse and museum that regularly puts on plays and operas for the city, as well as housing some of the city's masterpieces of artwork by famous Martian artists. A section of the Red Dome now has a few pieces of art by up-and-coming Russian artists.

21) Caravan Bazaar: Like the open air bazaar, the caravan bazaar has anything a person might want if one knew where to look. This area has open air stalls with warehouses and stables around. It is located by

a well-guarded gate.

22) Constabulary Fort: This is the military headquarters for the city's army, the Mounted Constabulary, and the Foot Auxiliaries.⁵ Also located here is the Russian Secret Police and a troop of the 42nd Don Cossacks. Prisoners are held in the dungeons of this fort until they are transferred to the labor gangs spread around the region controlled by Hecates Lacus.

23) Guild Lane: This is where the city's guilds are located. This is also a good place to pick up information.

24) Tavern Row: Taverns catering to every taste, both martian and human, can be found here.

25) Imperial Mars Trading Company: The only Russian royal charter company on Mars, the Tsar being the majority stock holder. Anything that the company imports and sell on Mars, or anything that is exported and sold on Earth, the Tsar gets a share of. The director of the company on Mars is the Russian Ambassador.

GAMING SCENARIOS

1) The players are asked by the British Government to go to Hecates Lacus and to observe what possible threat the Russian might have to the British Crown Colony.

2) The players are hired either by Heir-Prince Thimmajoun or Princess Ppaatriccia's father to escort her to Hecates Lacus for her wedding.

3) The players come across a group of High Martians or Hill Martians who are attacking Princess Ppaatriccia's caravan, barge, or cloud ship. If one of the attackers is captured after some questioning he will reveal that they were hired by a noble of Hecates Lacus.

FOOTNOTES

1. These are Russian nobles who failed to graduate from the military academies. They were placed in the ranks of the Russian Army as Sergeants, given all the privileges of officers, but served in the enlisted ranks for 5 years before receiving an officer's commission.

2. General von Schoultz has been ordered by the Tsar to ensure that Prince Thimmajoun gets every assistance he may need, even if its necessary for the Russian forces on Mars to come to his aid if military force is needed to keep him in power.

3. Gorloff guns are the Russian version of the Gatling Gun. The guns present on Mars are .50 caliber Gorloffs and there are two batteries stationed on Hecate Lacus, one battery at the Naval Station and the other at St. George Bastion.

4. Those who have been deported from Russia once they arrive on Mars are left to their own means of survival. They either do very well or they do very badly. Those who have fail in Hecates Lacus live within the slum district.

5. The Mounted Constabulary and Foot Auxiliaries are the police force for Hecates Lacus and the surrounding towns and villages.

RAUM: 1889

GERMANS IN THE ETHER

BY WADE F. SMITH

In 1889, Germany was emerging from a year of chaos into an era of seeming greatness. The previous year had seen the death of the founding Kaiser, Wilhelm der Grosse, the long awaited accession of the liberal Emperor Friedrich III, followed by his death just three months later and finally the coronation of Wilhelm II. The German Empire was less than twenty years old. Few guessed that it might not outlive its young master.

The portents seemed good. After generations of weakness, schism, and humiliating conquest by Napoleon, the “nation of poets, philosophers and dreamers” was not only united, but a military power for the first time in centuries, and had even acquired an overseas empire. German industry had begun its own revolution, forging to the cutting edges of Victorian technology and creating a domestic prosperity that promised to end the steady flow of German emigrants to America, Brazil and Chile.

However, storm clouds were already appearing on the horizon. France was determined to seek revenge for the defeats of 1870, Italy was an unreliable ally, and England was looking askance at Victoria’s favorite grandson’s plan for naval supremacy. Perhaps worse, millions of Germans were opposed to the Reich. The largest socialist movement in Europe vowed that “for this system, not one man, not one penny.” The Imperial mastermind, Bismarck, was already beginning to clash with an Emperor who intended not only to reign, but to rule. Whether Wilhelm’s ability matched his intentions was another question.

The German Empire of 1889 was in fact a federation of what had been, up until 1870, over two dozen independent states, ranging from giant Prussia (which covered almost two-thirds of Germany) down to Hanseatic city-states and postage-stamp Thuringian duchies.

Despite Prussia’s dominance, resentment of the so-called “land of the corporal’s stick” and resistance to it were far from dead, especially in traditionally more liberal southern Germany. Bavaria, the second largest and most nationalistic German State, retained not only its own army uniforms, but its own General Staff, and banned flying the German flag on the Kaiser’s birthday.

If Bavaria looked down its nose at Prussia, then Hamburg, Bremen and Lubeck, secure in their ancient status as independent maritime city-states, looked down their nose at Germany.

Other states had insane boundaries. Saxe-Coberg-Gotha, home of Queen Victoria’s husband, consisted of two separate tracts of land sixty miles apart, totaling only 110 square miles altogether.

Politically, the Empire was a jumble of anomalies. The only state in Europe that gave the vote to all adult males without qualification, it was a deeply right-wing government created by liberals which harbored the

most powerful left-wing movement in the world. Its constitution was carefully constructed to give the appearance of democracy while preserving real power in the hands of an aristocratic ruler, who was as yet only first among equals with the rulers of the 25 separate states that made up his empire.

As Kaiser, Wilhelm von Hohezollern actually wore three hats. He was simultaneously German Emperor (never Emperor of Germany); King of the largest German state, Prussia, and Supreme Warlord of the Imperial Armies and Navy. As King, he appointed all royal officials in Prussia, including seventeen members of the Federal Council (Bundesrat); as Warlord, all military and naval officers; and as Emperor, the Imperial Chancellor (Riechskanzler), who to 1889 had always been Otto von Bismarck.

Bismarck was thus to a great degree free of his own creation, the democratically elected Reichstag. Although Bismarck was no friend to democracy, the political reality that liberals would support German unification while conservatives opposed it had forced certain concessions on him. However, since he depended on royal favor, not the consent of the Reichstag for his office, Bismarck could and often did simply act as his wished in the teeth of Parliamentary resolutions to the contrary.

In addition, all laws had to pass not only the Reichstag, but also the Bundesrat, which represented the rulers of the member states, in which any 14 votes vetoed the bill. Since the Emperor effectively controlled 17 votes, he was assured that no bill he disliked would pass.

However, any three or four of the medium sized states such as Bavaria or Saxony could also muster that number of votes, so the Old Emperor and Chancellor had found that the ability to block any legislation they opposed did not mean the ability to make any law they wanted. Also, the government needed money, which meant taxes, which required making enough concessions to get a majority in parliament. At this art, Bismarck proved a master, cheerfully switching his support from liberals to conservatives depending on which one was more likely to vote his way at the moment.

In this, he was helped by the way the Reichstag was divided between 6 or 7 major parties, plus a few minor ones, all representing relatively narrow class and sect interests.

On the right were the Conservatives, dedicated to preserving aristocratic privilege and the autonomy of the smaller states where they held sway. Although they blindly supported the army and its blue-blooded officer corps, they frequently opposed naval build-up in the false belief that the navy was pro-liberal. The Riechspartei was equally conservative, but pro-navy, pro-colonial, pro-Bismarck and smaller than the traditional Conservatives. Both parties primarily drew votes from the upper classes and farmers.

The National Liberals were the party of big business. Traditionally, they had supported German unity, a navy, free enterprise, democracy, civil rights and some concern for the poor. Bismarck had delivered on unity and free enterprise. In exchange, the Liberals junked the rest of

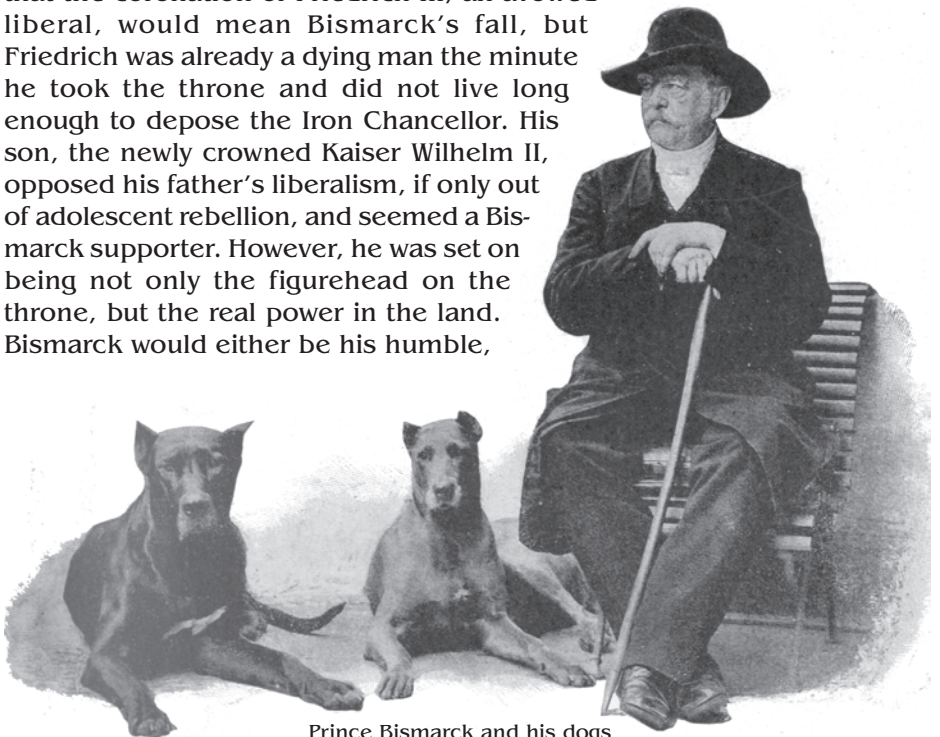
their program for a political power that now eluded them. The Freisinnige Liberals were a small collection of intransigents who clung to the old program and were even farther from real power. Most of their voters were small businessmen and skilled workers.

The Social Democrats were the voice of the working class. Closely tied to the labor unions, avowedly radical socialist, and anti-imperial, the SDs were on their way to becoming the largest party despite having been outlawed in 1885. Despite the banning and Bismarck's continuing persecution, they had preserved an underground structure and continued to win elections. In the end, the persecution succeeded only in creating a small anarchist faction, the FVDG.

Equally harassed were south Germany's Catholics. In response to Bismarck's Kulturkrieg, they had organized the Centre Party. The only party representing people of all social classes, and the closest thing to a moderate party in Germany, its narrow religious base kept it from becoming a true mass party. It was usually allied with a minor party representing East Prussia's Polish minority.

Other minor parties included the Danes, Guelphs (who wanted restoration of the Kingdom of Hanover), and portending an ugly future, the anti-semites.

If Bismarck had misjudged the power of the Reichstag, he also misjudged his royals. Old Wilhelm I had early recognized that Bismarck was smarter than he was and had always stayed in the background, giving his chancellor a free hand and backing him blindly. It had been assumed that the coronation of Friedrich III, an avowed liberal, would mean Bismarck's fall, but Friedrich was already a dying man the minute he took the throne and did not live long enough to depose the Iron Chancellor. His son, the newly crowned Kaiser Wilhelm II, opposed his father's liberalism, if only out of adolescent rebellion, and seemed a Bismarck supporter. However, he was set on being not only the figurehead on the throne, but the real power in the land. Bismarck would either be his humble,



Prince Bismarck and his dogs

obedient servant (never apt adjectives for the bluff old autocrat), or he would be replaced.

In his own way, Wilhelm was to cast as long a shadow over the Germany of his era as his grandmother did over England. His contemporaries thought him one of the brightest and best educated European monarchs of his day. Certainly one of the most charming by all accounts, for he had a keen sense of humor that could usually laugh at himself. However, a need to compensate for his crippled arm lead him to adopt a macho front that had Berlin constantly apologizing for his tough talk.



Emperor Wilhelm II

Among those charmed were the English. Relations between the powers at this time were good. Bismarck had carefully kept from any action that might threaten English interests overseas and the British Empire was not concerned with mainland Europe. Besides, there were all those family ties. Queen Victoria's ancestors had

been kings both of England and the German state of Hannover. Her cousin, the Duke of Cumberland, was not only pretender to the throne of Hannover but heir to the Duchy of Brunswick. Victoria herself had married a prince of Saxe-Coburg-Gotha. Since her brother-in-law was childless, one of her sons was now heir to this small German throne. Her oldest daughter Vicky had married Friedrich III and the Kaiser was the Queen's own favorite grandson.

So, the basis for a firm friendship seems in place, but blood doesn't just unite; it also feuds.

Economically, the Empire was undergoing a real boom. Much like the United States, Germany was transforming itself from a large but underdeveloped rural nation into an industrial giant. A huge steel industry was developing in the Ruhr Valley and a chemical and optical industry in Saxony. Hamburg and Bremen were home to shipping lines that were about to challenge the British merchant fleet for supremacy on the seas. Germany also had the most developed forest industry in Europe and had forged the cutting edge of Victorian technology as inventors and scientists like the Siemens brothers, Otto Diesel, Karl Benz (of Mercedes-Benz) and Ferdinand von Zeppelin created new tools, processes and forms of transportation.

As Germany compiled impressive triumphs in science, medicine and engineering, expanded her trade across the world and dreamed of becoming an empire on the scale of Great Britain, it was hard



Bismarck
and
Wilhelm

for Germans to resist the feeling that they stood on the threshold of national greatness. Even the dissidents found themselves in danger of being carried away by a tide of sentiment previously unknown to Germans: Nationalism. Even the pacifists cheered when each March, Germany celebrated the military victory at Sedan that created the empire.

GERMAN SOCIETY

Like England, Germany was divided into fairly clear social classes, perhaps even more rigidly. At the top of the pyramid were the Kaiser and the rulers of the other German states and their immediate families. Under them came the other levels of society.

The Aristocracy consisted of the high nobility, including “mediatized princes”, former rulers of states absorbed by larger neighbors. Generally, this meant anyone over the level of duke. Owing to Germany’s lingering economic underdevelopment, this class had much less money than its British equivalent, but vastly more pride. This was especially pronounced in East Prussia. The Prussian economy was so impoverished before the empire that the old Kaiser had frequently had to travel Third-class on the railways (The young Kaiser, however, had his own private train).

The Wealthy Gentry in Germany was far from wealthy. In many cases, it was downright poverty-stricken. It did however, include the landed nobility with the titles of Baron, Count, and Rittmeister, as well as the wealthy capitalists who were beginning to appear. The Gentry included those nobles who had no lands or money, just the title. A number of them attempted to remedy this by marrying wealthy foreigners, such as American debutantes. It also included high-ranking, but non-noble, government officials; persons granted titles for service to the realm and members of the learned professions such as professors, doctors, scientists or lawyers. Army officers did not have to be members of the Gentry (even a few working class sergeants made officer during this period), but were always treated as if they were.

The Middle Class was pretty much the same as its equivalent in England, but less assertive politically. Many, despite the factiousness of German politics, took great pride in being “non-political”. They asked only to be told what to do, and what taxes to pay. On the other hand, radicals like Karl Liebknecht also came from this strata.

The Artisans were also much as in England, but less well paid or organized.

The Working Classes, on the other hand, were far more militant. The Social Democratic Party and affiliated labor unions provided an number of services, such as workers’ clubs, hostels and adult education classes. In many ways, the SDP was a whole alternate society from upper class Germany.

The Rural Laborers were also much like their English counterparts, but again more poorly paid, especially in eastern Germany. However, western Germany and the Alps were home to numbers of free, landholding yeoman farmers. The eastern peasants and serfs should be treated

as being Soc 1 and the yeomen as Soc 2.

In addition to social class, Germany was also divided by religion. Northern Germany was mostly Protestant, southern Germany and the Polish minority Catholic. Religion added fuel to the constant rivalry between the hated northern "Pig-Prussians" and the despised "Bavarian Swine" of the South. In the 1870s Bismarck had tried to suppress the political power of the Catholics, but succeeded only in making a stronger opposition. Ironically, under German law, the local ruler was simultaneously head of both churches in his domain.

Jews could be found everywhere, but were most common in the Rhine Valley. Odd as it sounds today, at that time Germany was the heart of Jewish culture in Europe. Prejudice existed, but anti-semites were far from control of the country and recent laws had ended all the ancient medieval disabilities. Few Germans were ever as patriotic and proud of the country as were the German Jews. For Game purposes, Jews are restricted to SOC 4 or less, and may not become army officers except in technical branches, but may enter any other career for which they qualify. Jewish characters automatically receive Linguistics 1 in Yiddish, a German dialect used by Jewish communities in Eastern and Central Europe.

Other minorities included Poles, Alsations, Schleswig Danes and Wends in Mecklinburg. The Poles included titled noblemen and Polish characters may be of any Social level up to 5 and enter any career for which they qualify. Their native language, however, is Polish, and they automatically receive Linguistics 1 in German as a foreign language. Further levels are purchased according to the usual game rules.

The Alsations had been French citizens up to 1871, and many were still openly loyal to France, an attitude Imperial governors encouraged by their arrogance. Despite this, some Alsations were German patriots and had been throughout the 200 years France had held the land. An Alsatian's native language could be either French, German or Alsatian, an odd dialect combining both tongues. For Game purposes, all Alsations will understand the local dialect and either French or German. They automatically receive Linguistics 1 in the other language as well. They are restricted to SOC 3 or less, may become officers in the French, but not German armies, and may not enter government careers.

The Danes are treated similarly, except that their native language is Danish. The Wends have been so thoroughly Germanized that they are almost indistinguishable from other Germans. If a character is from Mecklinburg, he is Wendish on a role 4-6 on 1d6 and can speak Wendish as well as German on a second role of 5-6. There are no other special rules for Wends.

THE GERMAN ARMY

The German Army, or rather armies, as each kingdom technically kept its own, was larger, better organized, and less experienced than the British. With no colonial empire, Germany had fought no colonial wars, and her army had fought only three campaigns since 1860. These were the Danish War of 1864, the Austrian War of 1866, and the Franco-

Prussian War of 1870-71. All were short and victorious. Indeed, Germany's military reputation rested less on how often she had fought than the dazzling speed with which she won against even superior foes. A large part of the credit was due to the meticulous planning of the General Staff which always had detailed war plans ready for any possible conflict, and was more willing than the British or French to adopt technical innovations.

Unlike the British, the German Army was permanently organized in Corps of 4 infantry regiments, 2 cavalry regiments, and an artillery regiment of 3 batteries, plus engineers, medical and supply troops. Some of these were actually the armies of the smaller states.

Most of the different German uniforms are described in the *Soldier's Companion*. A few which are not are described below, along with rank insignia for the Imperial German Army.

Saxon Artillery: Jacket, green with red shoulder straps, collars and cuffs; Pants: black with red stripe; Helmet: black leather with ball mount on top. Equipment: black leather. Unit value and weapons as line artillery.

Guards: Guards regiments, including engineers and support troops wear the regular uniform with silver or gold double lace bars on collar and around the buttons on the cuffs.

Engineers: The same uniform as artillery troops, but with spiked instead of ball helmets. Railway, Telegraph and Airship units also wear guards lace, plus silver letters on the shoulder straps: E for railway, T for telegraph and L for airships.

Medical: Engineer uniforms with dark blue collars and cuffs.

Wurttemberg troops: As line infantry, only with double-breasted jackets.

Officers all wear silver colored metallic braid on their shoulder straps. Lieutenants and captains wear plain, flat braid with one pip for Oberleutnant, and two for Hauptman. Majors had their braid twisted into a knot. Lt. Colonels and Colonels wore major's braid with one or two pips respectively. Generals had knotted gold and silver braid with up to four pips and gold oakleaves on red collars and cuffs. Both officers and enlisted men wore their regiment's number on their shoulder straps.

Privates wear no insignia. Lance Corporals (Gefreiter) wear a button with the state coat of arms on the collar. Corporals have a silver or gold lace strip around the edges of the collar and cuffs. Stabsfeldwebels (sergeants) combined the button and lace strips; Vizfeldwebels had a larger button and the full feldwebel added a second lace strip on the cuff and an officer's sword.

GERMANY AT SEA

The Germany Navy in 1889 was not nearly as formidable as the Army. It was so weak that it had not been able to challenge, let alone beat, the Danish navy in 1864 and had been commanded by army generals for the last 15 years. However, the new Kaiser had absorbed a love of the sea from his British ancestors and his fleet would soon be able to chal-

lenge the proud Royal Navy for command of the sea.

Naval uniforms were similar to British. Officers wore a dark blue double breasted, knee length coat, or, aboard ship, waist length jacket with white shirt, dark blue vest and pants, and black bow tie. The hat was a peaked cap with a black, white, red cockade in a wreath on the front. In the summer or tropics, the blue uniform was replaced by a white military tunic and trousers with a white cap or sun helmet.

Deck officers wore the officers short jacket with petty officers' insignia on the shoulder straps.

Enlisted men dressed as did British sailors, but added short monkey jacket for parade dress. The caps were softer and higher than the British with the Imperial cockade on the front and the ship or unit name in gold on a black ribbon around the base.

Officers wore gold rings as rank insignia on the cuffs of blue uniforms. Line officers had the Kaiser's crown above the rings, other officers had velvet between the rings in the following colors: Engineers, black; Medical, dark blue; Torpedo Officers, dark gray; Paymasters, light blue. In the white uniform, or the colonial forces, army style rank insignia were worn, but with black-silver-red, instead of plain silver braid on the shoulder straps, which were of arm of service color.

Enlisted rank insignia was worn on the left sleeve in gold or cornflower blue on the white uniform. Petty officers wore an anchor backed with a trade badge with a gold crown above for chief petty officers. Leading seamen wore a gold chevron under the badge. The Deck Crew had no badge. Boatswains wore a foul anchor, topmen a plain one. Maneuver crew had a gold cogwheel; gunners, crossed cannons; torpedo gunners, a red mine; signalmen, crossed red and white signal flags. Helmsmen wore a gold anchor with a red chevron underneath.

The German Navy had two battalions of marines, the Seebattalionen in 1889. The Seebattalionen wore dark blue jackets with white facings and shoulderstraps with a gold crown and crossed anchors. Pants were dark blue with a white stripe, The hat was a black shako. Equipment was white leather. Rank insignia was as for the army. Officers carried sabres and revolvers, enlisted men bolt action rifles and bayonets. *Soldier's Companion* rating: UV V0

GERMANS IN SPACE: 1889

Unfortunately, the popular image of Germany is set not by the Second, but by the Third Reich. It is therefore necessary to begin by saying that Germans in 1889 are not strutting, brownshirt Storm Troops. They have never heard of the Nazis and they should be played that way. They are not necessarily the bad guys, either. While the Germans of the Kaiserzeit could be arrogant and oppressive of natives, so were the British and French. On balance, they were no worse, and sometimes better than, their imperial rivals. It's worth noting that in the 1930s the people of Togo asked the League of Nations to take them away from the French and give them back to the Germans.

Given the diversity and localism of Germany society, it is hard to

come up with a single description of the Victorian Germans. Among themselves, there were dozens of current stereotypes of what the people of the different regions of the country were like. Obviously, they weren't very accurate, but for the sake of color, some of them are repeated below.

Prussians: The Prussians (and other northern Germans) were the Spartans of Europe. North German Protestantism always had a Calvinist streak, aggravated by the persistent poverty in the east. Prussians prided themselves on making do with the absolute minimum, and an ironclad sense of duty. A true Prussian took responsibility and did what had to be done, no matter how difficult or distasteful, with maximum efficiency. The effectiveness and economy of their Civil Service were widely admired as were the courage and fighting spirit of their army. Their weakness was absolute faith in authority. They would obey all laws and orders — even the most insane or suspicious — without question. If they were obedient to superiors, Prussians could be unbearably arrogant to outsiders and servants. It may have been more a compensation for an inferiority complex, but it made them seem cold and dislikable, much as it did the British gentry who had a milder form of the same attitude.

Rhinelanders: Rhinelanders were supposedly much like their wines: effervescent and bubbly. Considered the wittiest and best-humored of Germans, they were noted as constant talkers and poets.

Saxons: By all accounts, the most down to earth and pragmatic of Germans, they were also the most left-wing and rebellious.

Bavarians: Bavarians were the most independent of Germans, and the most provincial. If they didn't invent the Redneck phrase "If you ain't from around here, you ain't worth cowflop," they certainly agreed with it. The premier party animals in a nation of party animals, they were also notorious for sheer crudeness. Prussians like to think of the Bavarians as a little slow — an impression many Prussians lived to regret.

Hamburgers: The Hanseatics have a long tradition of overseas contacts and world trade. They are easily the most cosmopolitan Germans, and know it. In many respects, the wealthy merchants of Hamburg resemble well-bred English gentlemen, right down to their sneering attitude towards Germans.

If there is one thing that could be definitely said of the Germans, it was that they were not Victorians. They had a healthy regard for good clean (or even dirty) fun. The threat of having their beer cut off would drive even the most law-abiding *Deutscher* to riot. They enjoyed theatricals, parties, comfort, pretty girls or boys, didn't apologize for it, and despised the British excessive delicacy about sex and bodily functions. They preferred blunt, even impolite speech. Though more formal than Americans, or even the English, to "talk German" still meant calling a spade a bloody shovel.

Still, almost everyone had some kind of title, and was to be addressed by it. Heaven help anyone who forgets that.

As mentioned above, Germany had a strong reputation for science, philosophy and poetry. On the other hand, the Germans have always

had a strong streak of mysticism, especially with regards to their forests and nature in general, and a sentimentality that could easily degenerate into kitsch.

Finally, this was a great era of emigration. Germans left their homes to move (and trade) all over the world. There were German sergeants in the US Cavalry (a Prussian nobleman had ridden with Jeb Stuart), German merchants from China to Brazil, German anarchists in London, and a German turned Muslim governing Equatoria. There was also a German prince, Louis Mountbatten, who became an admiral in the Royal Navy and a Scotsman, Tom von Prince, who became a German officer, married a countess, and retired to an estate in Africa.

GENERATING CHARACTERS

German player characters generate stats and skills in the same way as do British characters. However, there are some differences in careers available to reflect the differences in German society.

Government Careers: Although Germany had a colonial empire in 1889, it had only acquired it in the last five years. To reflect this, the Colonial Office career is not available, and is replaced by a bureaucratic career called Official. The Police career is also available.

OFFICIAL (INT 4+, SOC 3+): Eloquence 1, Leadership 2, Observation 2, Linguistics 1 (Latin or Greek), Science 1

POLICE OFFICIAL (SOC 3-5, STR 3+): Leadership 2, Observation 2, Close Combat 1 (Edged Weapons), Marksmanship 1, Eloquence 1

POLICEMAN (STR 3+, SOC 2+) Close Combat 1, Leadership 1, Marksmanship 1. In addition, select one of the following specialties:

SCHUPO (PATROLMAN) Close Combat 1, Marksmanship 1, Observation 1 Crime 1

KRIPO (DETECTIVE) Observation 2, Crime 2

SECRET POLICEMAN Theatrics 2, Crime 2

FORESTER: The gamekeeper career is a government service in Germany.

Army Careers: Skills are the same as for the English army, but with the following exceptions:

There are no colonial or fashionable regiments in the German Army. Fashionable regiments are replaced by the Guards Regiments and the Staff.

Colonial units in the German colonies are not considered part of the regular army and are available only as a second career.

For Engineers, the additional branches of Railway, Telegraph and Airship Battalions exist. Railway troops substitute Civil Engineering for Earthworks skill. Telegraph troop branch skills are: Electricity 2, Civil Engineering 1. Airship Battalion skills are: Piloting 2 (zeppelin), Trimsman 1. Social status 5 or 6 may not enlist in technical branches.

Infantry PCs may choose to enlist in a Jaeger regiment. The charac-

ter loses one skill point and automatically gains 1 extra level of marksmanship and fieldcraft instead.

German Cavalry lose one skill point and add 1 level each of riding and pole arms (lance) skill.

Navy Careers: German Naval Characters are generated as in the standard rules, but add the following:

TORPEDO OFFICER (SOC 3-4): Electricity 2, Explosives 2, Leadership 1 and any two from the same group as enlisted men

SURGEON (SOC 3-4): Medicine 2, Biology 1, Leadership 1 and any two from the same group as enlisted men.

DECK OFFICER (INT 5+): Deck Officers were a category of warrant officers midway between petty officer and commissioned officer found only in the German navy. They are available as a second career only for petty officers with skills in Piloting, Steam Mechanics or Gunnery.

Optional Rule: the German Army, unlike the British, is raised by the draft. Roll 1d6 and on a roll of 1-2, the character is drafted (if male) and must spend his first career in either the Army or Navy.

REWARDS

Every successful adventure needs something for the heroes to win. Germans, like other characters, strive to win fame, cash, and medals.

The German currency in 1889 was the Mark, worth close enough to 1 shilling as makes no difference. Owing to the generally poorer German economy, referees may wish to limit German characters to half of the starting cash of British characters.

GERMAN MEDALS

Order of the Red Eagle: Prussia's highest award, it conveys an automatic title of nobility (increase SOC to 5 if less and add "von" to the name). Given only for the most extreme acts of heroism.

Order Pour le Mérite: Despite the French name, this was a Prussian award, second only to the Red Eagle. Awarded both for civilian and military courage, it also conveys nobility. Also known as the Blue Max.

Iron Cross: Equivalent to the English Military Medal. Given in two classes and the most commonly awarded medal.

Order of Maximilian: Awarded by the Bavarian king for distinguished scientific discoveries and explorations by Catholics.

Order of Sophia: This, and several similar medals, were awarded to women only for distinguished social service. They were often named after some prominently female member of the dynasty.

Most states also awarded their own medals to their citizens, including the **Order of Albert the Bear** (Anhalt); the **Lion of Zahringen** (Baden) and the **Order of the Wendish Throne** (Mecklinburg).

TOOLS OF ILL-OMEN

BY THOMAS C. GRAY JR.

THE LE MAT CARBINE

A carbine is a short-barreled shoulder weapon that came into use toward the end of the 16th century. Shorter than the standard infantry weapon, the carbine is chiefly intended for use by mounted troops.

The Le Mat carbine first saw service in the American Civil War as a shoulder weapon for Confederate cavalry. It was invented by Dr. Jean Alexandre Le Mat of New Orleans, Louisiana, the same gentleman who invented the Le Mat revolver. Both weapons share the same nine-chamber cylinder that revolves around a central shotgun barrel. The ammunition for the

carbine is nine rounds of .45 caliber for the cylinder and a 12-gauge round for the central shotgun.

While the Le Mat carbine used in the American Civil War was a percussion model, the 1889 carbine is a version that uses self-contained cartridges and a firing pin. The percussion Le Mat carbines were taken into U.S. Government arsenals at the end of the Civil War and sold as surplus; some have even turned up having been converted to firing pin use. The 1889 model is made in Belgium by a new arms manufacturing company called Fabrique Nationale.

GAME STATISTICS

Weapon	Shots	Mag	Reload	Wnd	Strength	Save	Range
Carbine	3	9	(3)	2	2	1	55
Shotgun	1	1	-	1d6	3	0	15

Weight: 7 pounds. Cost: £ 8 6/-

THE SPENCER REPEATER

The Spencer carbine and rifle was considered by many to be the single best weapon during the War Between the States. It was invented by Christopher M. Spencer, a Quaker, and patented in 1859. A metal tube that was inserted into the butt of the weapon held the self-contained .52 caliber metallic cartridges. By pushing the trigger guard lever down, the breech opened, ejecting the spent casing. By returning the lever to the ready position closed the breech, allowing the tube spring to push a new cartridge into the barrel. All the firer had to do was cock the hammer before lowering the lever.

The Spencer was test fired by President Lincoln; thus it earned the nickname, "Mr Lincoln's Gun." It was the principle cavalry weapon in the last two

years of the War, and was used by many infantry regiments in the first years of the Indian Wars. To ensure the soldier had a ready supply of ammunition, the Blakeslee case was added to the soldier's equipment. The Blakeslee case carried a total of seven pre-loaded Spencer cartridge tubes, which allowed the user to pump out fifteen shots a minute with both deadly accuracy and punch.

The American government sold all the Spencers that it had in its inventory to arms dealers as surplus when the military adopted the Springfield 1873 breech loader. It is for that reason the Spencer breech loading repeater can be found in the hands of lizard men on Venus, Canal or Hill Martians on Mars, or even huntsmen on Earth.

GAME STATISTICS

Weapon	Shots	Mag	Reload	Wnd	Streng	Save	Range
Rifle	2	8	(2)	2	3	1	90
Carbine	2	7	(2)	2	2	1	60

Weight: 8.5 lbs / 8 lbs Cost: Rifle £ 2 18/- Carbine £ 2

THE BRITISH HONOURS SYSTEM

BY BRIAN MOWBRAY

Since many readers, being colonials, will be unfamiliar with the system of honours prevailing in Britain, I shall briefly outline them in this article.



First, here is a simplified Table of Precedence:

Royal Family
 Archbishops
 Peers (Dukes, Marquesses, Earls, and Viscounts)
 Bishops
 Peers (Barons)
 Knights of the Garter, of the Thistle, and of St. Patrick
 Privy Councillors
 Judges
 Baronets
 Knights Grand Cross of the Bath
 Knights Grand Commander of the Star of India
 Knights Grand Cross of St. Michael and St. George
 Knights Grand Commander of the Order of the Indian Empire
 Knights Commander (Bath, Star of India, St. Michael and St. George, and Order of the Indian Empire)
 Knights Bachelor
 Judges
 Commanders (Bath, Star of India, St. Michael and St. George, and Order of the Indian Empire)

Peerage titles and Baronetcies are hereditary; the rest are conferred for life.

To obtain the title of Baron it is necessary to have an income of at least £5000 a year, to possess a country seat, and to own a thousand acres or more of land. Besides these criteria, you should have done something to merit the granting of a title. Distinguished public service as a Member of Parliament, General, Admiral, Governor, judge, or senior civil servant all qualifies. In addition, the donation of large sums of money to either a worthy charitable cause or to a political party will often lead to the awarding of a title.

A knighthood in the Order of the Garter is only open to members of the Royal Family, foreign sovereigns, and the most influential Peers. The Orders of the Thistle and St. Patrick are for the leading men of Scotland and Ireland, respectively.

Privy Councillors are leading politicians.

Baronets are hereditary knights; the title is generally bestowed upon middling landowners with an income of at least £3000 a year.

The Order of the Bath is awarded for public service in military and civil divisions. To obtain the title of Companion of the Bath in the military division, you must have at least the rank of Major (Army) or Commander (Navy) and distinguish yourself in battle.

The order of the Star of India and the Order of the Indian Empire are given to civil servants and important natives in India. Note that the senior ranks are Knights Grand Commander (not Knights Grand Cross) so as not to offend the non-Christian inhabitants of India.

The Order of St. Michael and St. George is bestowed upon colonial civil servants.

Knights Bachelor are knights not belonging to an Order and outnumber all the orders put together.

FURTHER NOTES

ON THE BRITISH HONOUR SYSTEM BY MATTHEW RUANE

The following titles are non-nobility in nature, and are awarded for professional accomplishment. Individuals awarded these titles can use the abbreviations given in parentheses when writing their names.

Fellow of the Royal Society (F.R.S.): Scientists

Fellow of the Royal Astronomical Society (F.R.A.S.)

Fellow of the Royal Historical Society (F.R.Hist.S.)

Imperial Service Order (I.S.O.): Civil Servants

Fellow of the American Geographical Society (F.A.G.S.): Explorers and Ethnographers

The following abbreviations are also encountered. However, they are professional titles rather than honorary awards.

J.P.: Justice of the Peace

K.C.: King's Counsel (lawyer)

Q.C.: Queen's Counsel (lawyer)

L.R.C.S.: Licentiate of Royal College of Surgeons

For those who are running a late 19th century campaign, the following is a partial list of English Peerages that were extinct at the time. These titles can be used to create backgrounds for player characters and NPCs, or they could be awarded to characters for extraordinary service to the Queen.

Marquess of Ormonde

Earl of Digby

Earl of Ranelagh (Irish)

Earl of St. Maur

Viscount Avonmore (Irish)

Viscount Bantry (Irish)

Viscount Castelmaine

Viscount Eversley of Heckfield

Viscount Lyons

Viscount Ranelagh (Irish)

Viscount Sherbrooke

Baron Bantry (Irish)

Baron Barrogill

Baron Blachford of Wisdome

Baron Broughton

Baron Dalling

Baron Farnborough

Baron Hatherly

Baron Rokeby (Irish)

Baron Strathnairn

Baron Waveney

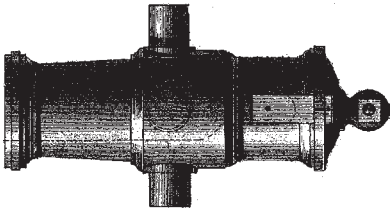
Note: See the article "Queen Announces New Peerages For Mars" in *The Syrtis Star* of TRMGS #4 for a description of new Orders created to honor characters in the *Space: 1889* universe.

MARTIAN THUNDER JUGS

BY TERRY SOFIAN

The Martians, like 18th century Earthmen, developed short smooth-bore cannon that fire a heavy shot for their weight. These cannon can throw their projectile only a short distance, but it arrives with shattering impact. On Earth these weapons gained fame as “carronades.” On Mars they are known as “thunder jugs.”

Thunder jugs have never enjoyed the widespread acceptance of their terrestrial counterparts. Short cannons can never match the range, accuracy or penetrating power of their longer bored cousins. At most ranges they are inferior to them. If, however, a ship armed with long guns can be lured into carronade range, the short guns will quickly decimate it. Light-weight weapons mean more bangs for the ton, with more hits. Since each hit has the same chance of causing critical damage, the more hits the better. The average DV per ton of weapons and rate of fire per DV are also higher with thunder jugs, giving a ship armed with a larger number (but identical weight) of them the ability to batter a long-gunned opponent to splinters.



Short cannons appeal most to armed ships whose primary business is not warmaking. The small crew sizes and simplicity of operation of thunder jugs means that a merchant skipper can hire less crew and waste less time in training. This, coupled with their range and penetrating power limitations, have meant that historically the thunder jugs have most often been met with aboard armed merchant kites that are interested in defense. Most kites mount but a few jugs. However, some *Warm Winds*-class ships have been seen with up to ten of the heavy thunder jugs on each broadside. The small size of the weapons also make them easy to conceal. More then one pirate has been obliterated by a hail of carronade shot as it came alongside what it thought was easy prey. To players, this will mean that a Martian merchant kite will be able to carry impressive short range fire power, enough to fend off machine gun armed European privateers. The next encounter your players have with a *Warm Winds* out of Crocea might be more bloody then anticipated. A broadside of grapeshot from a battery of thunder jugs is enough to make even the heartiest of Red Captains consider a safer occupation.

MARTIAN THUNDER JUGS

<u>Weapon</u>	<u>Weight</u>	<u>Range</u>	<u>Pen</u>	<u>Crew</u>	<u>DV</u>	<u>ROF</u>	<u>Cost</u>
Light	10	0/1	0/0	1	2	1	200
Heavy	20	1/2	1/0	2	3	1	400

THEATER OF THE BIZARRE

GATLING GUNS AND CAMELS

BY CHARLES F. HAWKINS

Reprinted from the American Sentinel

Ever since the first projectile was hurled from a sling, warriors have sought ways to leverage their firepower with multiple-firing weapons. The advent of gunpowder in Europe around the 15th century and improved metal-working skills of the time combined to further the quest of militaries to seek means of delivering rapid and repeated shots against an enemy without increasing the overall number of firearms.

Although some interesting examples came about — the Puckle Gun in England in the early 1700s; the French Mitrailleuse, with its 37 rifled barrels in the mid-19th century — it remained for an inventor of agricultural machines to bring about the first widely used quick-firing weapon.

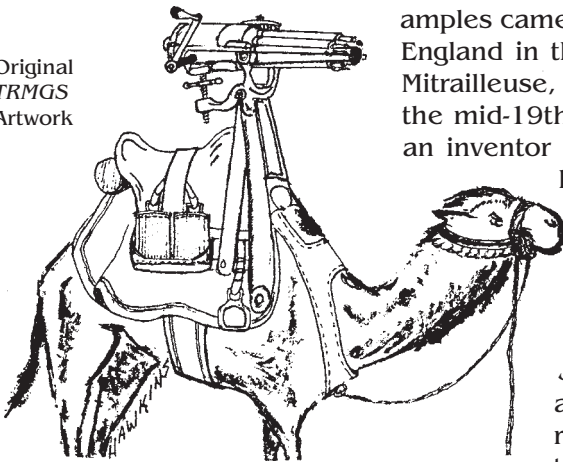
The most successful rapid-fire weapon of the mid-19th century was the handiwork of Dr. Richard Jordan Gatling (1818-1903), a South Carolina inventor less remembered for his agricultural inventions than his 200-

shots-per-minute Gatling Gun. Patented in November 1862, the gun fired paper cartridges, later replaced by copper rim-fire cartridges, sequentially from six musket-caliber barrels which were rotated by a hand crank that also fired the weapon. Feeding ammunition was accomplished by a gravity-feed mechanism at first and later by a positive-feed magazine in the 1890s.

After numerous modifications, the U. S. Army ordered 100 of the weapons in 1866, and within twenty years, Gatling's "labor saving device for warfare" saw service in nearly all the militaries that could afford it, and in most regions of the world.

Indeed, one place the Gatling Gun saw service was in Egypt in the 1870s, where British troopers and their Egyptian allies mounted the weapon on camel saddles. There is scant information on whether such an arrangement was actually used in battle; the Gatling's life cycle was cut short by the invention by Hiram Maxim of the first fully-automatic machine gun in the mid-1880s. Still, one is left to ponder the circumstances of the camel-mounted weapon and the effect it might have had — on foe, friend and camel alike.

Original
TRMGs
Artwork



THE NEW FRENCH ETHER-CRUISER

BY JAMES CAMBIAS

Though Great Britain seized an early lead in the development of military ether flyers with the construction of the mighty Duke of York-class ether battleships, the Great Powers of the Continent have not been idle. France, Germany, and Russia have all come up with plans to challenge British dominance of the ether.

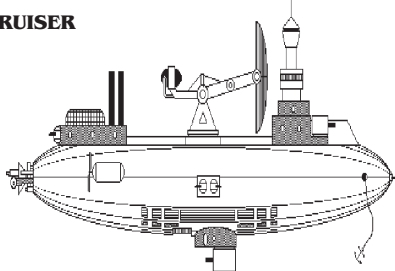
The French ether-cruiser *Île-de-France* is nearing completion at the Toulon arsenal. Its intriguing design sacrifices armor and armament in favor of speed. The American-built propellor can drive it at up to four million miles per day. So the *Île-de-France* can outrun anything it cannot outfight. The high interplanetary speed also means that in a crisis, a cruiser could be on the scene weeks before units of the other

Great Powers. Her bomb load and troop capacity make the *Île-de-France* very effective at projecting French power to other planets.

The *Île-de-France* is scheduled for completion in June of 1890. After trials, she will voyage to Mars in October of that year, with courtesy calls planned at Thymiamata and Hecates Lacus. The French Government has approved funds for three more ships in this class. The *Bretagne* is due to be completed in the summer of 1891, and the *Normandie* and *Gascogne* will follow in 1892 and 1893. Though the French have declared that the cruisers are intended only to protect French interests on Mars and to guard commerce, it is feared that a "naval race" in ether flyers could be beginning.

ÎLE-DE-FRANCE CLASS ETHER-CRUISER

Original TRMGCS Artwork



Hull: Size 30 (3000 tons), liftwood hull, £600,000.

Ether Propellor: Edison Propellor, Power Level 480 (Ether Speed of 4); 480 tons, £480,000.

Solar Boiler: Power Level 480; 960 tons, £240,000.

Aerial Propulsion: Boiler Size 15 (Airspeed of 3); 75 tons, £30,000.

Water Supply: Recirculation System (value 3), and Water Tank (10 days' endurance between refills); 150 tons, £33,000.

Fuel Supply: Coal Bunker Size 15 (10 days' endurance); 150 tons.

Hull Armor: Armor Value 2; 600 tons, £60,000.

Batteries: Power Level 1 (20 days' endurance); 20 tons, £200.

Armament:

Two 6" guns in a ventral turret, AV 1; 220 tons, £2200.

Two 6" guns in forward sponsons, AV 1; 220 tons, £2200.

Two 6-lb. HRCs in aft sponsons, AV 1; 33 tons, £484.

Four 3-lb. HRCs in wing sponsons, AV 1; 44 tons, £792.

One 3-lb. HRC in a fixed forward mount, AV 1; 11 tons, £198.

Two bomb racks with two reloads each; 30 tons, £160.

Troops: 90 men (one battalion); 90 tons, £2700.

Cargo: 17 tons.

Crew: 345 men.

Cost: £1,452,000.

(Note: The *Île-de-France* was designed using the "Steam Recirculators" rules described by Steve Whitmore in *Trans-actions* number 5. Players who think those rules are unnecessary can delete the recirculator and the water tank, which gives the ship an extra 50 tons of cargo space and reduces the price.)

XAVIER CRUMB AND THE BLACK GANG

BY BAXTER CLOHAM AS TOLD TO BRIAN KENDALL

It is said that the most powerful criminal organizations are the ones no person living knows of, such as Italy's la Costra Nostra, Japan's Yakuza, and the dreaded Indian Thugies. If this is indeed the case, then Mr. Xavier Crumb and his Black Gang are the masters of the shadows.

One hot Martian afternoon I returned to my small office in Syrtis Major, hoping beyond all hope that somehow the ceiling fan had been repaired (an invention of a dear friend of mine). Alas, it was not to be, and with much cursing I sat behind my typewriter to work on my new story. To my surprise, the chair in the corner of my room began to swivel to face me. "Gads!" I thought as visions of Jacob Marley began to swim in my head. Just as I came to the conclusion that I had no long dead partners to haunt me, the chair came full around. In it sat what at one time must have been a man. Now, however, scars covered half of what was left of his twisted face, and only one arm and one leg were still attached to his torso.

"Good day, Mister Cloham", the half-man said in amazingly genteel English. Well, what can I say. I sat there like a guppy at feeding time, mouth open with surprise. My pipe fell from my open mouth to the floor. It was its rap upon the floor that finally brought me around. "Good day si-si-sir" I finally blurted out, stammering like a blasted school boy before the Headmaster. "What can I do for you?" I asked him, sincerely hoping that he had made a mistake and was looking for another man named Cloham. "Just listen" he said in a whisper, then he looked over his shoulder and added, "and type."

"No doubt you are wondering who is responsible for my current condition, crippled as I am. The man's name was Crumb, Xavier Crumb, and although he went under many aliases, he was quite fond of that one. However, the name he was born with and had until he was twenty-one was Gierade la Foudre. He was an officer in the French army, that is, until the Prussians came marching in. This young officer was charged with cowardice and sentenced to death. The charge of course was false, brought on by a superior to cover up his own blundering, but none the less he was sentenced. However, when the day came for the firing squad all the executioners found was a empty cell."

I found myself hypnotized by the tale of the half-man, as he spoke in a penetrating whisper that sounded like a voice from beyond the grave. My fingers flew across the keys of my typewriter as he continued. "He came to Mars posing as a Belgian professor named Crumb. He was fluent in over 20 languages and spoke 4 with no detectable accent, so it was easy for him to make his way. On the trip to Mars it seems he made the acquaintance of a Mister Kotoshi who was the ship's cook. All that is known about Kotoshi is that since his arrival on Mars and his jumping ship, the two have been virtually inseparable; although at times it may appear that Crumb is alone, trust that the Oriental is close by."

Once in Syrtis Major Crumb lost no time settling to his new business. He gathered around him twelve of the most accomplished villains on Mars, each swearing their loyalty to Xavier. Now he was ready. He began planning the first of his many crimes, the robbing of the Wells Fargo office in Thymiamata. "Good Lord!" I gasped, "That crime had gone unsolved for four years, no one had a clue!" He nodded, and then continued. "His method was meticulous. First, he and his Martian mistress (who is know only as Slissia) cased the bank and made the acquaintance of one of the clerks. Miss Slissia is a very persuasive women, and soon they had all the information they needed. Then, a small firebomb was placed in the store room of the Madison Hotel with a clockwork timer set to go off at two in the morning. The results were horrific — while the whole city watched, ten people burned alive in the Madison, including a certain young clerk of the Wells Fargo company. Crumb's people entered the back door, opened the safe, removed over £10,000 worth of fire gems, closed and locked the safe and exited the way they came. The only witness, a drunken martian in the back alley, was found the next morning with a broken neck caused by a 'fall'."

This was too much for me to believe. I could no longer restrain my questions. "But none of those gems have ever been recovered. What did he do, eat them?"

"There are other people on Mars besides Europeans, Mr. Cloham, all more than willing to buy the gems, and quite afraid to reveal where they came from. The terror of the Black Gang runs across racial boundaries."

"The Black Gang?" I asked "Why the name Black Gang?"

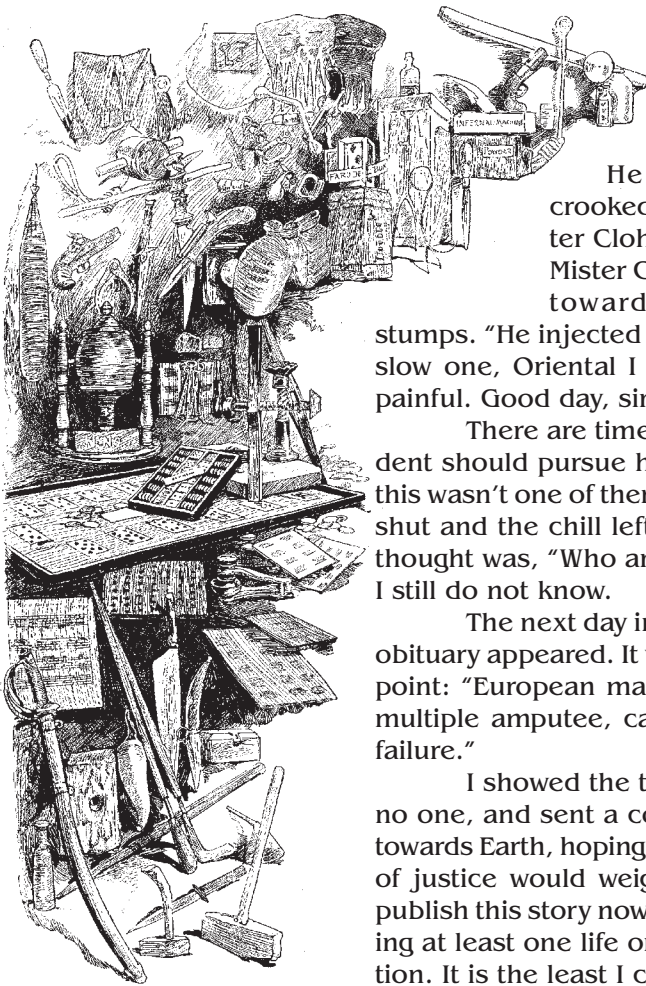
"Do you remember the *Tolisi Queen*?"

"Why yes, the converted screw galley that blew up on its way to Parhoon for a wedding of Princess such and such..." As I answered, the strangers gnarled face simply looked at me blandly, his eye a cold steel grey. Then it hit me. "Good Lord!! you don't mean to say..."

"Yes, Mister Cloham; you see, it's legendary the amount of gifts Martians give their royalty at such occasions, and since the only Europeans on board were those needed to run the boilers, Xavier and his cutthroats took the guise of a 'Black Gang.' When the ship was over the middle of nowhere they released a sleep gas, stole everything on board, and caused the boilers to explode, making their escape on a small aerial flier. 100 Martians dead, no witnesses, no evidence... nothing." He fell silent, his eye the only moving thing in the room as it glanced at the door and then back to my face.

I could hear my heart beat in the lingering silence. "Why?" I finally said.

"Why am I telling you all this, you mean?" he answered. "Ha! It certainly isn't because I'm a fan of your sophomoric prattle, that's for sure..." His voice became weak. "Someone has to know, someone has to stop him... there's got to be some person who can stop this madman..." His voice became strong as he struggled up on his crutch. "Do what you do, man, and write this. Send it to Earth and let those cold bastards digest its meaning."



The Black Gang's Tools of Crime

As he hobbled out the door, I called after him. "What will you do now?"

He glanced over his crooked shoulder. "Me, Mister Cloham?... Why, I'll die, Mister Cloham." He nodded towards his scars and stumps. "He injected me with a poison, a slow one, Oriental I should think, quite painful. Good day, sir."

There are times when a correspondent should pursue his story, but I know this wasn't one of them. As the door softly shut and the chill left my spine, my only thought was, "Who are you?" To this day, I still do not know.

The next day in *The Syrtis Star* an obituary appeared. It was short and to the point: "European male, name unknown, multiple amputee, cause of death heart failure."

I showed the typewritten pages to no one, and sent a copy on the first flier towards Earth, hoping that soon the scales of justice would weigh this dark case. I publish this story now in the hopes of saving at least one life or saving one reputation. It is the least I can do to honor that poor halfman. May God have mercy on his soul.

IDEAS FOR THE USE OF THE BLACK GANG

Crumb is crafty and sneaky, and his plotting will reflect this. If the players cross him, he will plot his revenge with care. Here are some ideas:

A) Framing the players: If one of them has a unique weapon or device, have Crumb steal it one night, use it in a crime, then return it.

B) Trap the players: "Here, take this map to the treasure of blank." Unknown to your players, it's a one way ticket to doom.

C) Mistaken identity: Crumb circulates Wanted posters with the players' faces on them.

If the players catch Crumb, let them get him to court, then have him convince the jury that he was trying to solve the same crime the players were, and he had infiltrated after many years only to have all his work torn apart just before he uncovered Mister Big.

THE TRAP DOOR SPRINGFIELD

BY BRIAN KENDALL



Picture from the Springfield Armory National Historic Sites's Cyber Museum:
<http://www.rediscov.com/spring.htm>

Immediately after the American Civil War, the U.S. Army began testing breechloading cartridge rifles for eventual adoption as the army's standard longarm. A wide variety of weapons were examined, most of them complex in operation (like the Remington Rolling Block rifle), but the winner was a very simple design. The rifle the army adopted was simply a standard Springfield muzzleloader (produced in the hundreds of thousands during the Civil War) modified by adding the Allin action and a new hammer.

The Allin action, of British origin, was a simple but reliable open breech mechanism. Its ease of operation was a prime selling point for the Army. To operate the action, the soldier first threw a release lever, unlocking the breech. The breech then pivoted forward over the barrel towards the muzzle. This revealed the base of the barrel, from which the just-fired cartridge was extracted by hand. The soldier then inserted a fresh round and swung the breech closed. To discharge the piece, the external hammer was pulled back two clicks — the trigger could then be pulled.

Like most military rifles of the period, the trap door Springfield fired a large caliber black powder round, the .45-70. This round caused some problems during early use due to poor quality shell casings and the black powder itself. Black powder doesn't burn clean like most modern powder, but leaves a gritty residue. Casings often jammed in the barrel as a result, rendering the rifle temporarily useless. The casings themselves had an annoying tendency to expand when fired, giving the same result. The casing problem was later corrected (cruel gamemasters might want to give player characters a batch of old style rounds just for fun, however), though since the rifle retained its ramrod for clearing jams, they were never more than a temporary problem.

The trap door Springfield was in service until the end of the century and was carried in the Spanish-American War. The rifle had two properties that accounted for its longevity, namely simplicity and reliability. In the hands of trained troops it was very accurate and well suited for long-range fire, especially in the vast plains of the West. By the late 19th century it was obsolete, however, and was replaced by the Krag-Jorgenson rifle.

DEATH FROM ABOVE

AIRBORNE UNITS FOR STEAMPUNK 1920

BY TERRY SOFIAN

Soon after the widespread appearance of liftwood flyers allowed man to gain the long held dream of conquest of the air, intrepid individuals set about experimenting with novel methods of regaining the ground from those lofty heights. The Earthly powers had long noted the tactical flexibility of the High Martians with their natural flying ability. Although unable to achieve independent flight for individuals on a large scale, the new aerial troops that the major colonial powers formed became yet another revolutionary element of the changing face of warfare at the close of the nineteenth century.

The use of flying parties by High Martians for boarding aerial vessels is an ancient tactic, and numerous Europeans and Martians have fallen afoul of it. Canal Martian legends speak of hordes of High Martians descending in near silence from the dark night sky to sack small cities. The small size of an individual Martian, when compared to even the most diminutive flyer, makes them easily concealable and highly maneuverable. They are nearly noiseless and tactically flexible, especially in restrictive terrain such as mountain passes. It has long been known that if it were not for their poor training, leadership, and armament, the High Martians would pose an even more serious threat than they already do.

Very early in the colonization of the Red Planet two of the Powers deployed special equipment designed to give their boarding parties the same kinds of advantages that High Martians enjoyed naturally. Both Great Britain and Belgium had realized that to lay an armored aerial steam gunboat alongside a Martian vessel was to surrender the advantages of speed, long range fire power, maneuverability, and invulnerability that such ships enjoy. Additionally, it opened the gunboats to counterboarding by the more numerous crews of Martian flyers. In order to maintain the advantages of stand-off tactics the Royal Marines in 1886 procured a number of Throckmorton Personal Conveyors, small man-powered liftwood flyers.

The MK Ia Conveyor was capable of carrying a fully loaded Marine but was unarmored and itself unarmed. Also, though reasonably maneuverable, it is difficult for a pilot to both fire his rifle and fly. This restricted the combat potential of the Marine boarding party until they landed and disengaged themselves from their machines. Since the conveyors are man-powered, they have limited endurance and prevent a landing party from carrying all but the lightest weapons, rifles and such, rather than more effective ones like pack artillery or machine guns. As a result, the MK Ia was seldom used in combat and was quietly dropped from service in 1903.

The Belgian Colonial forces faced a greater threat to their holdings and engaged in more offensive boarding actions than their British coun-

terparts. The Belgian solution to the problem of supplying stand-off options to aerial units conducting operations was therefore far more ambitious than that of the English. In 1887 the Belgians ordered a large steam gunboat whose most outstanding feature was the installation of a pair of large steam powered “accelerators” that could launch large turn-crank propelled assault boats. Each assault boat, in turn, could carry a platoon of troops and a bow-mounted Nordenfelt machine gun. This arrangement gave the boarding parties increased mobility, great fire power, and cohesiveness exactly where it is needed most: at the point of attack.

The Belgian assault boat idea proved much more successful than the British personal conveyor concept. Most colonial navies on Mars had adopted some variation of the Belgian idea by the early 1900s. This type of craft was never widely used on Earth, however, due to the heavy armoring of European aerial flyers and the proliferation of automatic weapons on board them. These design developments made attacks by light assault boats suicidal. Thus, by the early years of the 20th century, military men were looking for new methods for extending the reach of aerial units. The solution was found in the building of aerial flyers designed expressly for carrying troops into battle.

The idea of using aerial flyers to transport assault units was not a new one in the early 20th century. In fact, the first major use of aerially transported troops on a large scale used no special equipment whatsoever. Late in 1893 Major General Charles Mansfield Clarke CB launched what was termed an “aerial outflanking” against forces that were threatening to overwhelm British troops along the Oenotria-Syrtis Major canal. Leaving a small covering force to deceive the enemy, Clarke placed the bulk of his forces aboard requisitioned commercial flyers and skillfully inserted them deep behind the front. Surprise was complete — when they attacked the rear of the enemy, Clarke succeeded in not only preventing the destruction of his command, but also forced the Oenotrians to retire over fifteen miles south of their previous positions.

The success of Clarke’s aerially outflanking quickly revolutionized military thinking on Earth. The aerial flyer was becoming an established element of all modern navies and some armies as well. Their high speed and ability to operate over both land and water were highly attractive assets. Military men soon realized that these craft were not just gunships, but could be used as transports as well. Although there was no question about their utility, the proper way to use flyerborne forces of considerable size became the object of intense military debate. At first, most theorists advocated the use of personal equipment like the Throckmorton Conveyor. These writers based their thinking directly on the way the High Martians fought. However, it soon became apparent that duplicating the High Martian flight capability with a machine was both too expensive and ineffective on the battlefield. Thus, by roughly 1905, all of the colonial powers had begun to build special attack craft designed to hold units of a battalion or more each.

One of the first uses for these craft was in the support of amphibious

landings. Amphibious assaults have been conducted since classical times, but had always been restricted by accidents of geography. Beaches capable of supporting the logistical burden of an invading army are few and far between. Defenders are well aware of their locations and can deploy accordingly, ready to catch an attacking army when it is most vulnerable, with its feet in the water. An invading army could, with flyers, cross the coast at any point of its choosing and land its troops in any area suitably sized to contain them and located conveniently near important objectives. No defending army, unless of immense and unreasonably large size could hope to meet an attacking army at all the possible landing sites. Either it would be forced to place smaller detachments at each location, risking defeat in detail, or to concentrate in one area and perhaps be in the wrong place at the wrong time. In this way the world's coastal fortifications were rendered of limited value.

The ability of aerial forces to give the flexibility of launching attacks deep into the rear of enemy armies appealed greatly to the so called "Continental Powers". These nations, namely Russia, Germany and France, had always been restricted in their wartime strategies to attacks along well known and heavily defended avenues dictated by topography. They had also surrendered a certain amount of the strategic initiative to naval powers who enjoyed the freedom of maneuver that amphibious operations provide. The Continental Powers saw the acquisition of aerial and aerially mobile forces as methods of gaining that flexibility without having to engage in a naval arms race with the then pre-eminent maritime power, Great Britain. Each of these countries quickly set about constructing the beginnings of aerially mobile forces. In Great Britain and in a totally horrified United States of America (which suddenly found itself stripped of the protection that the oceans had provided for over a hundred years) response was likewise immediate. Each of these five nations would begin the training and equipping of experimental aerial troop carriers and formations by 1908. Japan, which had already converted and deployed the aerial assault transport *Mikasa* on Mars in 1886, also began to build that type of craft on Earth in 1909.

The idea for squadrons of assault carriers may have originated amongst the Continental Powers, but England's vast holdings on Mars and her experience with aerial vessel construction allowed the Royal Navy to complete the first of this type of vessel well before any of its rivals. To ease design and building difficulties the new "aerial marine transports" were based on the successful *Macefield*-class heavy gunboat, and in fact the lead ship in the class was a half-finished *Macefield* converted before completion. The conversion required the removal of the 4.7 inch bow gun and remounting the aft 4 inch weapon in its place. The drogue torpedo and tether mines are also deleted. In the place of this armament, two complete companies of Royal Marines and two sections of Royal Marine Artillery were carried. In order to deliver this complement of troops to their destination, a pair of armoured steam launches were provided. These small vessels can each transport a company and gun section from the ship to the ground and support the landing with

fire from its own Nordenfelt machine gun. These ships were widely used to support aerial fleet operations over Germany during the 1914 War, and they continue in service in 1920.

The French vessels were entirely different in concept and operation from those of her cross-channel rival. The French Army had begun construction of vessels designed not only to deliver their troops to the site of the battle, but also to support them with direct fire from heavy artillery. Each flyer carries two companies of Chasseurs l'Aviation, elite light infantry, as well as a 6 inch gun and two machine guns. The additional weight of heavy armor prevented these aerial turtles from reaching either great speed or altitude, but their performance seems well suited to supporting the stately advance of the infantry. The French planned on constructing sufficient craft to lift an entire regiment and envisioned using them both in support of colonial adventurism as well as a threat to their ancient enemies, the British. As it turned out, the French force was thrown into battle in the early days of the 1914 War and managed to blunt the German thrust into Belgium long enough for the front to stabilize. Many credit this action with insuring Germany's defeat, since it allowed the British aerial fleet to continue operations against the German rail network instead of being called back to support the BEF. The victory was purchased at a considerable price to the French army, however: every French assault transport was destroyed in the action. In 1920, the French maintain no assault transports — they rely exclusively on parachute delivery for aerial attack by ground troops.

If the French plans prior to the 1914 War were impressive, then those of the Czar can in hindsight only be seen as staggering. Each Russian vessel was to carry a regiment and two artillery batteries as well. Realizing that its strength lay in numbers, the Czar's army planned on constructing enough of these cruiser sized flyers to transport both of the newly formed Aerial Grenadier Guards Divisions with all their artillery and supplies anywhere in the empire or beyond, most likely to Berlin. To accomplish this, sacrifices were made in terms of armament. Only three 3 inch guns and some lighter weapons were fitted to the completely unarmored hull. Apparently these huge ships were to move in fast convoys, escorted by the *Czarina* class gunboats, disembark their troops, and then depart the battle area as soon as possible, leaving the fighting to ground forces and more conventional gunboats. As it turned out, the Russian armada was destroyed by the German First Aerial Fleet over the Masurian Lakes of East Prussia, their unarmored hulls proving to be no match for Krupps 40cm guns.

Whereas the Russians elected to utilize large numbers of troops to achieve their strategic and tactical goals, the Imperial German Luftschiffabteilung built a number of small flyers each transporting only one company of Luftpioneertruppen and two of the new Panzer Kampdreifuss PzKpfd I Storch combat tripods. The role of these relatively small but powerfully armed ground detachments was seen by some observers as one of deep penetrating strikes in the rear of the enemy in order to disrupt his communications and cause confusion and despair.

These vessels could also land parties well ahead of the main advance to seize bridges and fortifications before they are properly manned. The flyers themselves were small and could carry both moderate armament and armor. The German troops acquitted themselves well in operations against Belgian fortifications early in the 1914 War, but after the destruction of the German Combined Aerial Fleet over Dortmund on September 26, their light zeppelins soon fell prey to Anglo-French hunter-killer teams. As a result of the Versailles treaty, none of the states of the former Germany maintain assault carrier capability, at least officially.

The vessels that the Imperial Japanese navy constructed prior to 1914 were much more heavily armed. Japanese experience on the Red Planet apparently had shown them the value of a transport that can fight off other flyers on the way to landing its troops and then use its guns in support of their mission. Comparable in armament and size to the French cruiser *Gloire*, but sacrificing some armor protection and altitude for speed and carrying capacity, the *Kamikazi* class carried its battalion of Imperial Guards infantry into the thick of battle on both Earth and Mars. These ships made short work of the garrisons of the German treaty ports, and the Japanese navy still maintains a large number of these ships.

The United States of America had few colonies of its own, but regarded South and Central America as its own since the days of the Monroe Doctrine. The United States Marine Corps has often been called to intervene in the affairs of local governments when they ran counter to the desires of Washington. To improve the capabilities of the Corps in this mission, the United States Congress authorized the construction of two Aerial Boarding Sloops on modified *Eagle*-class hulls in 1906. The main rocket armament of the *Eagle*-class was retained, but the bombs and one of the 3 inch guns were replaced by a near tripling, to battalion level, of the *Eagle*'s already impressive marine complement. The performance remained identical to the original *Eagle*-class, allowing close cooperation between the two types. The heavy rocket batteries were intended to smother any enemy forces near the landing site and prevent their interference. Based on observations of the European war, several larger versions of these craft have been built since 1916, but American military secrecy laws mean that their capabilities are unknown at present.

TRENDS FOR AERIAL UNITS IN 1920

One of the major lessons of the 1914 War was the vulnerability of assault transports to both ground fire and other aerial vessels. Ships that could carry a large enough number of troops to make a tactical difference were just too vulnerable to attack due to their lack of armor and weapons, and those that were well protected just could not carry enough men to make a difference on the ground. Moreover, the well-armed transports were often pressed into the role of aerial gunboats, a task for which they were not suited, and therefore suffered a high casualty rate. Thus, by 1920 both the French and the Russians had developed new units and transports centered around an old device: the parachute.

The spirit of adventure and daring-do motivated many of the Victorians. This devil-may-care attitude was reflected in their willingness to attempt any feat, face any challenge. The parachute, a device originally described by Leonardo De Vinci, was “re-invented” in numerous places during the late 1880s. Quickly parachute or “aerial diving” clubs sprang up and records were made and then shattered. By 1900, there were over ten clubs in Great Britain and almost as many in the U.S. Thousands of men and dozens of women had undergone the exhilarating experience that was said to be “like dying and being reborn” by a young Winston Churchill. In August of 1902, Henry Brunel, son of the famous engineer I. K. Brunel, was knighted by Queen Victoria for his leap in a special pressure suit of his own design from the ether flyer RMF *Vulcania* at an altitude of 75,000 feet. Sir Henry plunged almost thirteen miles before he deployed his first ribbon parachute, and another 3500 feet before he could open his more conventional parasol-shaped main one. He landed safely on the Salisbury Plain not more than three miles from his intended target, the ancient monument of Stonehenge.

Despite this activity, the parachute only began to attract military attention after 1915. The primary reason for the interest was the growing power and accuracy of anti-aerial flyer artillery (AAFA). These weapons made traditional operations where flyers landed troops directly increasingly dangerous. Since these operations had been very successful in the past, military men wanted to preserve the capability of performing aerial landings. Thus, all of the colonial powers now maintain airborne units capable of making mass parachute drops from high altitude, out of the reach of AAFA. The French have by far the largest units, and can deposit a full division within a few hours when the army is on full alert and has activated the reserves. The other European powers have smaller capabilities along the same lines.

THE AERIALYBORNE SOLDIER'S COMPANION

The introduction of highly mobile, flyer-transported troops of various types with a range of carriers will influence the conduct of war in the *Space: 1889* timeline just as gliders and paratroops did in 1940 in our universe. The front line ceases to be a concept of real meaning, and a prudent general must now allocate resources to defend his non-combat support elements which would be far better spent elsewhere. Just as the paratroops and commandos in our century are élite, highly trained specialist troops, so should the ones in *Space: 1889* have been. Included below are some troop profiles for each nation's aerialyborne forces in *Soldier's Companion* statistics. Feel free to modify them to suit your purposes and confound your players. The arrival on Mars of a *Moltke* class vessel and her troops and armored tripods could be disastrous for Great Britain, but player characters caught up in a nasty Latin American revolt will cry with joy when they see the United States Marines arrive behind a barrage of rockets. Add a squadron of troop carrying ships in any of the campaign games from *Ironclads and Etherflyers*.

The new mobility of assaulting units will force, or open the way for, new tactics and strategies. By introducing highly mobile units into the world the slaughter of the trenches will be no more then an unrealized nightmare. With these new ships, even more then gunboats, the flyer becomes a pivotal technology on the battlefield.

AERIALYBORNE SOLDIER'S COMPANION STATISTICS

FRANCE

Chasseurs l'Aviation

As light infantry with white coat and sky blue piping. UV:V2S

GERMANY

Luftpioneertruppen

As Line infantry with steel "coal shuttle" helmet. UV:V3S

GREAT BRITAIN

Royal Marine Light Aerial Infantry (sky blue) UV:V2

Royal Marine Aerial Pack Artillery (sky blue) UV:V0

Armed with 6pdr guns, 7pdr howitzers or Maxim machine weapons.

JAPAN

Imperial Guards Aerial Infantry

As Guards Infantry. UV:V1

RUSSIA

Aerial Grenadier Guards

As Grenadier Guards. UV:V2

UNITED STATES OF AMERICA

Marines

As normal. Some individual units had *Eagle* emblem on cuffs of sleeves. UV:V2



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THE ABSENT-MINDED INVENTOR

BY STANLEY A. LEGHORN

Our adventure begins as one of the characters with a scientific background or with Aeronautics as a hobby or speciality discovers that a certain Professor James Timothy MacDreer is preparing to test out his latest aerial flyer. The flyer is powered by a revolutionary new style of engine that might enable the European aerial fleets to be released from their dependence on imported coal for fuel on Mars. This remarkable engine runs on compressed methane, readily available from any of the Martian city sewer systems. The engine also has potential for applications on Earth, where it could use the currently wasted natural gas that is often found in conjunction with oil. MacDreer's gas turbine reportedly also allows a tremendous savings in powerplant weight. The advantages for investors who back the invention are quite obvious, and the characters should be encouraged to investigate further.

Please see the end of this article for a character description for our good Professor. You will note that he has an impressive array of scientific credentials and skills to back up his invention. However, he does have one small flaw: he has no mechanical aptitude to speak of! The engine itself is a watchmaker's dream of precision work done by MacDreer's engineer friend, and performs exactly as advertised. However, the engineer had to leave Mars suddenly to attend to a family illness in Scotland. This left the Professor all alone as he did the final design and assembly of his aerial flyer. Thus, while the ship has the lovingly polished brass, mahogany, and red leather that one expects from a proper Victorian invention, under that veneer lurks a veritable spider's web of control wires and levers, the slipping of any one of which will cause loss of trim, jamming of the rudder, uncontrollable changes in the power output of the engine, or any combination of the above!

Once the party has had a chance to examine the ship's exterior, the ship will take off for its maiden flight. There is no way to discover the potential problems with the control system prior to takeoff since all systems are well locked down and hidden. After the party has gotten used to the rather conventional controls of the ship, it is time to make Failure rolls for the various aspects of the ship. As was stated before, the engine itself will run perfectly; it is only the controls from the bridge that will cause it to run wild or to shut down. It is most likely to create the most tension if the ship careens off at high speed while heeling over to one side from the failure of the wires under the decks. It will take DEX saves to prevent from being thrown to the deck. Failing that, another successful roll is needed to avoid falling over the side. If both rolls are failed, give the character one last chance to catch the safety nets before consulting the falling damage table. Once the initial shock of the failure is felt, it will take several skill rolls versus mechanical, electrical, and naval architecture skill to repair the Failures. It will take 24 segments for the ship to lose one altitude level. Recovery of trim will be easiest to effect,

requiring 2 successful rolls by the party as these controls are the closest to the Bridge and can thus be gotten to quickest. The regaining of control of the rudder will take 4 rolls to do, and cannot be done while the trim is out. This will allow a straight course to be flown until such time as the motor control is regained. Any attempt to turn while the motor is in runaway will result in loss of trim as the ship heels over again. Only one save will be needed to recover trim at this juncture in the adventure. To shut down the engine will only require finding the fuel valve which is located just forward of the turbine itself on the centerline.

As to what Prof. MacDreer is doing during all of this, he will either be clinging for dear life to wherever he ended up on during the ship's initial failure, or he will remain on the bridge desperately trying to regain control from there. His rather low skill rolls make this place the best for him to remain, and if the party waits for him to save them, well, they deserve exactly what they get.

Once the party has control once again, it will be a rather easy task to return to the launch site. This could be spiced up with a random encounter or two to be inserted here, but unless you want the players to be running like scared rabbits, this should be confined to patrol ships or potential rescuers that will be rubbing their hands together in anticipation of towing fees. Another time to meet important new contacts or plot hooks. Once the ship has limped back to port, and all missing characters have been recovered, the party may attempt to repair or, more accurately, rebuild, the control system. Or they can wash their hands of the entire mess and leave the poor Professor drooping over his creation in forlorn sadness.

STATISTICS FOR THE *LIGHTNING*

Hull Size 1	100 Tons	Engine Size 4	2 Tons (Gas Turbine)
Bunker Size 80	40 Tons	Cargo	20 Tons
Passengers 10	25 Tons	Altitude Very High	Speed 15 (75 Knots!)

For turns made at speeds above 10 (50 Knots), Helmsman skill rolls must be made at -2 per unit of speed above 10 to avoid Loss of Trim. Normal crew would be four bridge crew, one turbine operator, and one deck crewman.

**PROFESSOR JAMES TIMOTHY MACDREER
(INVENTOR,SCIENTIST)**

Strength 2 (Fisticuffs 1, Throwing 1, Trimsman 1)
Agility 3 (Stealth 2, Electricity 1) • Endurance 2 (Wilderness Travel 1)
Intellect 5 (Observation 5, Naval Architecture 2, Chemistry 3)
Charisma 4 (Eloquence 3, German 2) • Social Level 4 (Riding 3, Aerial Flyer 1)

Professor MacDreer is a personable and outgoing fellow, and seems familiar with the design of aerial flyers and their powerplants. His ideas and theories are sound, and with outside help his designs can be made to work. However, he has no practical experience to speak of at manufacturing or testing machines, so if left to his own devices he will build equipment that is highly prone to failure.

TOP TEN SPACE: 1889 MOVIES

BY MARK CLARK AND MATTHEW RUANE

We got to talking here at *TRMGs* about how to get players in the mood for playing *Space: 1889*, and we decided that watching the right movies on video will often do the trick. My assistant editor Matt Ruane and I put together this top ten list for your amusement; all of these films make for great beer and pretzel entertainment. We want to hear from you on this topic — send us your lists and we'll publish them in future issues.

10) *Flash Gordon* (the original B&W serial from the 1930s, not the stupid remake with music by Queen) Sure, it's set in the future, but all the tech is straight *Space: 1889*. The dialogue is corny, the plots are weak, but lots of action and cool cheap-o special effects make this fun to watch. The truly perverse should check out *Flesh Gordon*, the humorous 1970s porno flick loosely based on the serial (best line: a character steps out of a spaceship, sniffs, and then says "There's oxygen on this planet!"). Be sure to get the X version, not the cut-up R one.



9) *Back to the Future III* (1982; Michael J. Fox) Yeah, I know it's the weakest of the three movies of the series, with a tired plot and enough holes to drive a flying train through. However, just fast-forward through

the stupid bits and check out the cool stuff the professor builds in the 19th century. Now that's what Steam Punk machinery is all about!

8) *King Kong*

(1933; Fay Wray, Bruce Cabot)

There have been lots of lost world flicks with giant monsters, but the original is still the best. Tell the players to pay close attention at the beginning so they will learn how to organize an expedition properly.



7) *The Bridge Over the River Kwai*

(1957; Alec Guinness, William Holden, Toshiro Mifune) Even though it's set in World War II, this is a great portrait of just what makes the British officer corps such an inspiring yet stupid institution. The ending is also a great example of how to plot a climax for your players with maximum excitement and suspense. Deserved every Oscar it got.

6) *Mister Johnson*

(1990; Maynard Eziaski, Pierce Brosnan) You've probably never heard of this one, but it's a minor masterpiece. It's set in early 20th century British Africa (the film never reveals the date, and until a truck shows up in one of the final scenes it could be 1889). The title character is an educated black colonial whose ambi-

tion and lack of moral fiber propels him first to success and then to ruin. The film is very good at capturing the nature of British Colonial administration — I've used several of the characters from this film as models for NPCs.

5) *Quigley Down Under* (1990; Tom Selleck, Laura San Giacomo) An under-rated effort that contains some great acting from the minor characters (Alan Rickman went on to reprise his bad-guy role in this film as the Sheriff of Nottingham in *Robin Hood: Prince of Thieves*). A nifty portrait of 19th century Australia, with an exciting show-down at the end. Neat guns, too.

4) *King Solomon's Mines* (1956; Stewart Granger) In typical Hollywood fashion, this adaptation of Rider Haggard's pulp classic adds a romantic interest and eliminates several characters that made the book a textbook example of how to set up a party of player characters. However, enough of the original plot remains to provide an exciting, fast paced movie with some gorgeous footage of African scenery. Noble Savages, Manly Heroes, Big Treasure, this movie has it all. If you like this one, you'll also want to check out the movie *She*, in either the 1935 or 1965 version.



3) *The Four Feathers* (1936) A rousing colonial adventure centered around the English campaign in the Sudan against the Mahdi. The

hero goes through Hell to redeem his honor, including a great branding scene and lots of thankless tasks. Of course, it's all worth it since he gets to raise the English flag in the end (and he gets the girl). Best line: "You know, when those Dervish fellows get ahold of you, they cut off your nose and hang you up by your toes. Dammed inconvenient — all the change falls out of your pockets!"

2) *Gunga Din* (1939; Cary Grant, Douglas Fairbanks, Jr.) Loosely based on the Kipling poem of the same title, this exciting epic depiction of combat on the Indian frontier is worth watching again and again, if only to see Cary Grant pretend to be Canadian. Lots of hairbreadth escapes and wonderfully photographed battle scenes, plus a great evil villain, makes this a keeper.

1) *The Man Who Would Be King* (1978, Michael Caine, Sean Connery) No one, but no one, could write about colonialism like Kipling could. This adaption of his short story is brilliant: the photography is breathtaking, the costumes perfect, the dialogue believable, and the progress of the action has all the terrible beauty of a Greek tragedy. Caine and Connery are perfect for their parts, Caine the calculating Cockney, Connery the gifted leader whose desire outruns his sense. Two snaps and a Masonic thumbs up on this one!



THE FRENCH ON MARS

BY JAMES L. CAMBIAS

The French have always considered their nation to be the fountain-head of civilization in Europe. During the colonial period, they believed that France had a mission to spread that civilization across the Earth. In the world of *Space: 1889*, the French would inevitably feel it necessary to bring civilization to Mars, whether the Martians want it or not.

IDAEUS FONS

The center of French influence on the Red Planet is the city-state of Idaeus Fons, located in the highlands west of the Mare Acidalium.

Idaeus's population is about 80,000 Martians, with a resident Terran population of 4000. Ninety percent of the Terrans in Idaeus are French citizens (the remainder are mostly Americans and Italians). The city is located on the Grand Canal which links the Mare Acidalium with the Coprates Valley. The area around the city is arid and rough. Even along the canals the farmland is marginal. The climate is generally cool, similar to that of the Canadian Rockies.

Despite the terrain and climate, the city is prosperous. Its economy is based on the canal trade and on metal production. The rugged hills surrounding Idaeus hold some of the richest deposits of copper and lead on Mars. For thousands of years the smithies of Idaeus have produced copper pots and bowls, bronze tools, and cannon for export to the Acidalium cities and the Coprates Valley.

Slavery was common in Idaeus until the arrival of the French. Slaves worked the metal mines and rowed the canal boats. The French abolished the slave trade and decreed that the children of slaves would be free, but did not liberate those who were already enslaved. Nowadays, the slave population in Idaeus is dwindling, and mostly consists of household servants.

The language of Idaeus Fons is Thark, but a substantial proportion of the population — especially the upper classes — speak Na-Gaaryani. The most common Terran language is French.

THE SURROUNDING REGION

The rugged area surrounding Idaeus Fons is sparsely settled. A few farms exist along the canals, but the chief occupation is herding.

The mines of Idaeus have been worked for millennia. The hills and mountains of the region are honeycombed with ancient tunnels and galleries. Many of these ancient mines have not been mapped in recent memory. Brigands and fugitives often seek refuge in the mines, and tales tell of horrible creatures dwelling underground.

The area around Idaeus is home to the Drukhma plant, an extremely dangerous carnivorous plant armed with poisonous thorns. From time to time Martians have been killed by this plant, but Terrans usually suffer

only a painful allergic reaction to the toxin.

FRENCH CONTROL IN IDAEUS

The French presence in the Idaeus region dates back to 1873. The first French scientific expedition to Mars, led by Dr. Claude Massigny, landed near the city and established friendly relations with King Lotmar, the ruler of Idaeus Fons.

More scientists followed, accompanied by merchants, missionaries, and explorers. By 1875 nearly four hundred Frenchmen were living in Idaeus. But anti-Terran sentiment was already growing in the population, particularly among the nobility and the priests.

Riots broke out in July of 1877, when a mob of Martians attacked a Bastille Day celebration. Six Frenchmen died in the fighting, and much property was damaged. The French Consul demanded a full apology and reparations from the King. When he refused, the French declared war. Five regiments landed in November of 1877, and shattered the city's army in three battles.

The French compelled King Lotmar to step down in favor of his nephew Akvan. Several nobles were imprisoned, and their lands were turned over to the French government as compensation. In 1878 King Akvan signed a treaty accepting French military protection and guidance in foreign affairs. Separate courts for French citizens were set up, and a reduced tariff was set for goods brought in on French ether flyers.

Ambitious French officers seeking victories as the quickest route to promotion conducted extensive campaigns on the frontier. Independent towns were forced to recognize the sovereignty of Idaeus, and Hill Martian tribes were subjugated or forced out. French columns pushed as far as the rim of the Mare Acidalium in the east, the Tempe mountains to the north, and several hundred miles across the deserts to in the south and west.

The inhabitants of Idaeus Fons have an ambivalent attitude toward the French. On one hand, the memories of the war of 1877 and the humiliating treaty are bitter, and recent immigrants from the Coprates tell horrifying tales. On the other hand, the city has prospered economically due to trade with the French, the bureaucracy has been purged of corruption, and patrols have nearly eliminated banditry in the surrounding hills. The priests and what remains of the aristocracy are more fervently anti-Terran than ever, but the merchants and the military leaders have a growing respect for the aliens.

THE FRENCH IN IDAEUS TODAY

Since 1877, the French presence in Idaeus Fons has grown dramatically. French firms hold important business concessions — a French company now runs a steamship line to Nilokeras, and another owns the largest lead mine in the area.

The scientific endeavors that initiated French involvement on Mars are still going on. The Republic has established an *Institut Martien des Sciences* in Idaeus Fons. The Institut occupies a large building, formerly

the palace of a noble family. Laboratories study Martian weather, animals, plants, and minerals; as well as the culture and prehistory of the Martians. The Institut sends expeditions ranging far over the surface of Mars, and is generous in its sponsorship of independent explorers.

Where Frenchmen go, wine follows. Ten years ago a group of vintners purchased a tract of land in the hills south of the city, and began trying to raise grapes. After a few years spent experimenting with various root stocks and fertilizers, the first bottles of *Maison Zoraad* became commercially available. The wine has become quite popular in Idaeus and elsewhere on Mars. Some other wineries have begun operation in recent years, to keep up with the demand.

GOVERNMENT

Technically, the city of Idaeus Fons is still an independent state, ruled by King Akvan. The only formal tie with France is a treaty of alliance and a guarantee of protection for French citizens. In practice, though, the city is run by General Pierre Saint-Honoré, the commander of the French garrison. In addition to his French military rank, Saint-Honoré also holds the title of "High Warlord" of Idaeus, making him second in command after the King.

King Akvan is thoroughly under the General's thumb, and all his edicts are drafted in Saint-Honoré's office. The various government ministries of Idaeus Fons have all been stocked with French officials, who answer to the General. The offices function honestly (though with the usual French bureaucratic fussiness and sloth). The only part of the government free from French influence is the law-courts. The Martian judges have complete jurisdiction over all the Martian inhabitants of Idaeus Fons, and the French do not interfere with them. A separate French court decides cases involving Terrans.

MILITARY FORCES

The French currently have eight regiments based in Idaeus Fons, plus the city's own army, which is effectively under French command. The French units are the 2nd Foreign Legion Infantry, the 3rd Marine Infantry, the 79th, 81st and 114th Infantry Regiments, the 1st Foreign Legion Cavalry, the 6th Hussars, the Composite Regiment of Spahis, and five artillery batteries (one horse artillery battery armed with 9-pounders, two mountain



batteries armed with 6-pounders, a field battery with 15-pounders, and a heavy battery with 6" howitzers).

The Idaeus Army is of Poor quality, and has thirteen bands of infantry armed with muskets, eight bands of cavalry, and twenty cannon. General Saint-Honoré has organized one Good-quality infantry regiment along European lines, with 180 men armed with modern rifles and four field guns. All the officers are French.

The Marines, the 79th Infantry, and the 81st Infantry are based in the city, along with the modern-style Martian regiment and six infantry bands. The remaining French units and the rest of the Idaeus army are based in frontier posts. The French regiments are broken up into separate battalions, and are paired with one or two Martian bands. No Martian units are free of Terran supervision.

Despite their impressive force of ground troops, the French have been handicapped by a lack of aerial vessels. Although the mountains north of Idaeus Fons have plentiful liftwood groves, the city has no shipyard. All of the city's cloudships were bought from Acidalia or Niliacus. At one point, funds were allocated to have a pair of *Harpon*-class aerial gunboats constructed at Syrtis Major, but since the outbreak of the Oenotrian War, the British have been using the Syrtis yards at full capacity for their own fleet.

Currently, the French operate the old Idaeus Fons cloudship fleet, and have rearmed a few vessels with modern guns. The King still has the Royal Yacht (an unarmed *Clearsight* screw galley). The fleet consists of two *Hullcutter* screw galleys, a *Whisperdeath* kite, a *Sky Runner* galley armed with a 3" gun and two 6-pounder Hotchkiss cannons, a *Bloodrunner* kite armed with 6-pounder HRCs, and two *Swiftwood* kites, one of which has been rearmed with a 4" short gun and two 3-pounder HRCs. The fleet is Trained quality. All marines are drawn from the French 3rd Marine Infantry; they are Experienced troops armed with modern rifles.



FRENCH INFLUENCE OUTSIDE IDAEUS

While Idaeus Fons is the only city under French political control,

most of the surrounding cities have small groups of French merchants. Many have signed treaties of friendship with France, and the rulers take great pains to avoid outbreaks of anti-Terran violence that might provoke a military response.

Acidalia: The French presence in Acidalia is growing. There are numerous French merchants, and plans are afoot to have officers in the army trained by the French. Both the government and the inhabitants of Acidalia are friendly towards France.

Chryse: Prince Tarkrakar of Chryse has tried to steer a course that will enrich himself and his city. He has welcomed French assistance in building a highly efficient army, and dreams of conquering Niliacus with French help. He is trying to balance the French against the Tossians and so retain his autonomy. Tarkrakar has worked on developing his military, and in doing so has neglected the administration and economy of his city.

Nilokeras: Osuuva, the Potentate of Nilokeras, is decadent and incompetent. Under his rule the city's economy, government, and military have all declined to an abysmal level. French influence here is strong, and the terrible state of the city's military has made it a virtual French protectorate. The government is very unstable — only French subsidies and support keep it afloat.

Niliacus: Prince Dardag of Niliacus is a weak ruler dominated by the priests of the city. High Priest Aaverdigon recently became Prime Minister. Niliacus has the nearest and largest shipyard available to Idaeus Fons, and the French have worked very hard to woo the prince. The priests are very intolerant of dissent and heresy, and require all human visitors to remain in the Foreign Quarter of the city at all times.

There is a small French presence in Niliacus, which the government tolerates only due to fear of possible intervention. A small faction of military and mercantile interests wish to see the city modernized, but they are still very much a minority.

RELATIONS WITH OTHER COLONIAL POWERS

The Belgians: The French attitude toward the Belgians on Mars is compounded equally of patronization, envy, and exasperation. The French have always viewed Belgium as a kind of detached province of France, and so tend to view Belgian colonial activities as an extension of their own. Certainly Frenchmen make up the largest contingent of foreigners in the Coprates.

At the same time, French commanders and officials on Mars are terribly jealous of the support given to Belgian colonial activities by the government on Earth. They compare it with the unhelpful attitude of their own government. French forces on Mars dwarf the Belgian army in the Coprates, and with enough backing they could have annexed the entire Mare Acidalium by now.

Finally, the French are profoundly irritated by the clumsy and barbaric methods used by the Belgian Coprates Company. (It isn't the barbarity itself that annoys them so much as unnecessary barbarism). The

Belgians make all the other Terrans look bad. The thought has occasionally been expressed that the Coprates might be run better by some other power... France, perhaps.

The Americans: Growing American influence centered at Thymiamata has led to conflicts between French and American commercial interests in Chryse and Niliacus. This is not very serious, however, since the eyes of the French are mostly turned towards the Mare Acidalium region, while the Americans are more interested in the Tossian Empire. Relations between the two nations are good, and this is reflected by cooperation among French and American officials on Mars, especially concerning the extradition of criminals, suppression of piracy, and efforts to control anti-Terran agitation.

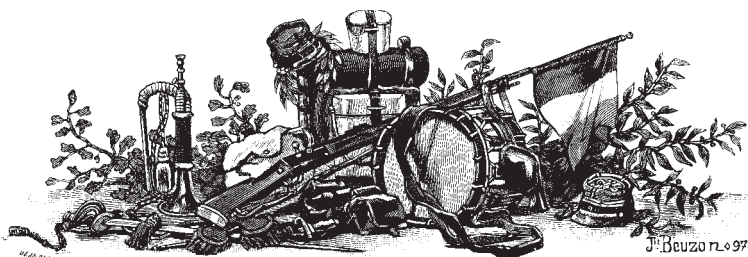
The Germans: Since 1871 French relations with Germany have been uniformly bad. On Mars, what little contact the two nations have has been chilly, but officially polite. Both sides have set up spy networks in the other's sphere of influence, and both work to undermine the other's colonial efforts. Several times the French have sent anonymous tips to the British about German operations in the Boreosyrtis cities. The Germans have been quietly expanding their presence in the Mare Acidalium, and have made friendly overtures towards cities that might have cause to fear the French.

The British: French relations with Britain are currently at their lowest ebb since Waterloo. This is curious, since both countries are concerned about growing German power. But colonial rivalries in Africa and Southeast Asia have caused a deep rift between the two governments, and centuries of habit are hard to break.

On Mars, French and British interests do not directly compete, since their respective spheres of influence are far apart. But there is still no love lost between them. French arms merchants have been active in Shastapsh, and there has been talk of French-made rifles being found in Oenotrian hands.

The French government depends heavily on the British heliograph system for rapid communication, and cannot build any gunboats on Mars without British cooperation — all of which is intolerable to French pride.

Conflict between the two is mostly at the level of continual minor annoyances on both sides. The fact is that there is really a great deal of common interest in their colonial activities, but a potentially fruitful cooperation has been poisoned by bad feeling.



LETTERS TO THE EDITOR

Dear Mark,

In regard to the articles on Mr. Hyde, the Australian character you specially referred to me to when I subscribed, I do not see anything which distinguishes him from other characters except his "history" which is full of errors. Poaching is not an Australian habit/career for similar reasons to those in America during the period: no special game or restricted areas to hunt. In Australia we call ranches "stations" if they are large enough (normally those properties measured in square miles rather than acres); smaller ones are called "farms." By the 1889 time frame the only truly unique Australian term for ranch, "selection," which referred to land grants from the government, was no longer in use. As for him hunting and trapping for a living, this is doubtful since there are no fur animals of note in Australia. People did at various times hunt dingoes (native dogs) and kangaroos for a bounty (paid by the government or a stationowner), but this was an activity pursued between the major work seasons (shearing, harvesting, etc.) to tide them over until the next real job.

The other articles in issues 1-3 were all interesting, although the *Transactions Campaign* is a bit far fetched and the results seem predetermined. How does Mr. O'Reilly get control of the *Aphid*, anyway? Remember these aerial flyers are rare and vital to the Crown Colony's security! The recently received issue 4 is much better and the campaign adventure is far more believable.

Yours Sincerely
Peter Schutze
Australia

Well, all I can say is that this is what happens when Americans try to develop Australian character backgrounds based on stereotypes rather than historical research. Peter sent us an article outlining two new Space:

1889 careers for Australians, and I've asked him to expand it to cover Australian characters in general. The final product will be much like the article on Americans in Challenge #43. I hope it will be ready by next issue.

As to the comments about the Transactions Campaign, these adventures are based on the campaign I've been running here at the Days of Knights Game Club for the past several years. My players often complain my adventures are too scripted, and I've tried to make them a bit less structured for the magazine. However, since this is an ongoing campaign, I have to impose some events in order to maintain continuity from issue to issue.

Finally, as to Colonel O'Reilly and the Aphid, just check out his character description in issue 1 if you have any doubts that he could do it. This is one tough bad guy!

Mark Clark

Dear Mark,

I was surprised to read in *Ether Society News* 6.5 that you're looking for information on a graphic novel called *The Adventures of Professor Thintwhistle and his Incredible Aether Flyer*. I have this little publication! The publisher is Fantagraphics Books, 7563 Lake City Way NE, Seattle, WA, 98115. It was originally a serial running in the magazine *Heavy Metal*, February-December 1980, and was published in book form in 1991. The comic is based on the novel *Into the Aether* by Richard A. Lupuff, published in 1974.

The Adventures... is a parody of early science fiction novels from 1880-1920, and is written in a mock-Victorian style. It takes place in Buffalo Falls, Pennsylvania in the year 1884. Professor Theobald Uriah Thintwhistle has just completed construction of his incredible Aether Flyer, a double-stacked steam powered vessel intended to fly to the moon. No specifics of how it ac-

tually flies are mentioned, but the professor and his friend Herkimer and his man-servant Jefferson depart in the craft on a voyage to the moon. They have all sorts of bizarre adventures including entering the breast of a gigantic woman.

It's all rather goofy, but I think the lively writing style puts it a notch above run-of-the-mill comics.

I hope this information is useful to you and your readers.

Sincerely

Walter E. Walker, Jr.

*I'd like to thank Walter and the others who wrote in about Professor Thintwistle and his flyer. This letter is the most detailed description I got, but I should point out is also the most favorable. The others who wrote in were much less positive in their evaluations; one fellow went so far as to call the novel "garbage." I've ordered a copy, so I'll be able to see for myself soon. We are always looking for books that are related to *Space: 1889*, even if they are old, so please let us know what you come across so we can fill other people in.*

Mark Clark

ETHER SOCIETY NEWS NUMBER SEVEN

BY MARK CLARK

Big news from GDW: the film and television rights to *Space: 1889* have been sold! Yes, that's right, we may soon be seeing Red Captains and High Martians on the silver screen. Personally, I'd like to see a guest appearance by Horace Manning and the Anti-Scone Society, but then I'm biased.

It is important to note that this is only the first step — no money has been raised yet to actually make the film. The production company that bought the rights is now in the process of selling the idea and getting the cash. According to GDW, the production company will be working to find British and German backers as well as American financing, since they plan to release the film in those markets. This probably means that there won't be any Prussian bad guys in the film, though I suppose the Belgians are still fair game.

If and when the film gets made, GDW will re-release *Space: 1889*, but with a new rule system (almost certainly based on their *Twilight:2000/Traveller: The New Era/Dark Conspiracy* house system). Since GDW is concentrating on releasing as much

Traveller: The New Era material as possible right now, and more stuff is in the pipeline for that game, don't expect the new *Space: 1889* products to be released before late 1995. A more realistic time frame is 1996-7.

Needless to say, the rumors we reported in Ether Society News 6.5 about GDW selling all rights to *Space: 1889* are false. There were rumors that Steve Jackson Games was going to do a *GURPS* version of *Space: 1889*, but with the recent cutbacks in *GURPS* new releases, that project now appears to be on indefinite hold, if it's not actually dead.

What does this mean for the Ether Society Newsletter and *TRMGS* in general? For the immediate future, very little. Since GDW hasn't been releasing new *Space: 1889* products for some time, I see no reason why the game's following will decline very much now. GDW's house magazine *Challenge* will continue to publish *Space: 1889* adventures, and will carry our advertisement indefinitely. Our subscriber base continues to increase, and our distributor sales have gone up as well.

For the long run, things are less clear. I will publish this newsletter as long as people subscribe and submit articles, and I will continue to keep the quality as high as possible. However, our plans to produce modules and other non-magazine products that we mentioned in Ether Society News 6.5 is now on hold. We did get a number of enthusiastic responses, but not enough to convince us that there was a big market. GDW still wants a substantial licensing fee for *Space: 1889* products by other companies, so there is considerable financial risk for us in publishing anything right now. Given that the game is out of print, sales would be minimal. We know that there are hardcore *Space: 1889* supporters that would buy anything we produce (almost every new subscriber buys all our back issues), but to make money we need more sales than that. TRMGS now plans to wait until GDW releases *Space: 1889*, 2nd edition (*Space 1890? Space: 1889.1?*). With the interest generated by a new advertising campaign, we think we could do well, primarily by offering niche products.

As reported in issue 6.5, *Space: 1889* is now officially out of print. GDW sent out the last call for orders in March of 1993, and no additional product will enter the distribution pipeline. We strongly recommend that you hurry up and purchase any modules or sourcebooks you do not already own, since neither we nor GDW have any plans to reprint old material.

Along those lines, we've been told by GDW that the Venus Sourcebook, which was advertised in several GDW publications as a *Space: 1889* product, does not exist, having been canceled before it was written. We hope to eventually do Edwards' Guide to the Colonies of Venus, but when is up to GDW.

PRODUCTS

One of our subscribers, Von Campbell, phoned me the other day with several suggestions about 25mm miniatures for *Space: 1889*. For those who are looking for Canal Martian figs other than those in the boxed set from GDW, try the new Dark Elves series from Grenadier. They come five to the pack, so they are not too expensive, and they run a bit large, so they work as 7 foot tall Martians. One set is particularly interesting. The figs are armed with what are called "Arquebows," which look like muskets with a bow stuck on front. Just file off the bow part and they look like gunners (for the ultimate in realism, be sure to file off the extra finger on their hands as well). The Wood Elves series from the same company make good Hill Martians.

Von also builds scale aerial flyers, and he tells me a great source of raw material is the flat cardboard the post office uses to ship stamps. His local post office is happy to give him all he wants — apparently they just throw the stuff away otherwise. I've asked Von to write us a short article about his construction techniques — look for it to appear soon.

Von also sent me a copy of a video from the SciFi cable channel. It was a short video called "A Tale of Two Robots," which he taped as part of a longer show which was a collection of Japanese Giant Robot animation. "A Tale of Two Robots" is set in late 19th Century Japan, and shows two giant robots made of wood doing battle. One, run by a team of Japanese heroes, runs on steam and shoots fireworks. The other robot, the product of a mad foreign (non-Japanese white guy) scientist, is powered by a huge bank of storage batteries and mounts a muzzleloading rifled cannon. Needless to say, its great!

ISSUE SEVEN COMMENTS

BY MARK CLARK

It took so long to get issue 7 out I actually produced and sent an eight-page issue 6.5 with some of the issue 7 material to keep subscribers happy. I like to think it was worth the wait — I think the last two issues are some of the best in terms of design and content.

No *Transactions* Campaign in this issue — didn't have time to write it!

TSARIST MARS AND RAUM 1889

These two articles are the exact reason I set up *TRMGS*. I learned something new, and got some great background material to use in my campaigns.

THE SYRTIS STAR

Lots of authors — almost every story was by a different author. Matt wrote the one on Hollingsworth and I wrote the one on Manning. We wrote the Peakefellow's one together. Don Brynelsen did the O'Donahue one, and frequent contributor Thomas Gray did the one on ve Herter. The others I can't remember...

THE LE MAT CARBINE

The Le Mat was a rare weapon historically, but it seems like every player character wants one in *Space: 1889* (and other 19th century RPGs). I once joked during a session of the *Transactions* campaign that the way to make one's fortune was to set up a Le Mat factory on Mars and sell them to all the player characters. Not long after I got a submission from a subscriber that described such a factory. Needless to say, I never published it.

THE BRITISH HONOURS SYSTEM

Brian Mowbray sent this article in to help clarify the system of recognition used by the British Empire. Matt Ruane had been working along similar lines, so he wrote up his section of this article soon after Brian's article arrived.

XAVIER CRUMB & THE BLACK GANG

This was entirely Brian's creation — Crumb never appeared in any of our games.

DEATH FROM ABOVE

Again, this article was originally set in 1889. This time I asked Terry to re-write it with Steampunk 1920 in mind — he did and it turned out very nicely.

TOP TEN SPACE: 1889 MOVIES

The first five are really sources of ideas, though *King Kong* is pretty close to a *Space: 1889* adventure in feel. I have a soft spot in my heart for number 6, *Mister Johnson* — it's the only obscure one on the list, and I got several letters from subscribers who rented it and really liked it. The top three really should be required viewing — the next time I run a *Space: 1889* campaign I'll make the players watch them before we start up.

ETHER SOCIETY NEWS

Anders International, the firm that obtained the film and TV rights to *Space: 1889*, are still interested in doing a project, but have never managed to get funding. I still hope Horace Manning gets his day on screen, but I'm not holding my breath.

EDITORIAL FOR ISSUE EIGHT

BY MARK CLARK

Well, I suppose you have noticed by now that there isn't much about Belgium in this issue. In fact, there is nothing about Belgium in this issue, which was supposed to be the Belgian Special Issue! Now, before you send me nasty notes, let me point out that this issue is on time, unlike the last one. The folks who were supposed to write the articles on Belgium are two of our editors, Matt Ruane and Jeff Boyle. Matt is still trying to finish his doctoral dissertation, plus he's working for me on one of my book projects, so he's got next to no spare time at the moment. Jeff's also trying to finish his dissertation, plus his wife just had their first baby, so he's got even less free time than Matt does. My choices were to delay this issue until they were able to write, or substitute some material from our files and delay the Belgian issue until next time. Since I want you folks to trust me again, I decided to get this thing done and out the door.

That said, I think you'll like what's in this issue. Grant Sinclair's article on British East Africa is excellent coverage of a neglected *Space: 1889* topic, the exploration of Africa, and should provide you with plenty of ideas for adventures. Peter Schutze has several pieces in this issue, bringing his Down Under perspective to the Victorian Age (Peter hails from Australia). Finally, our prize-winning author James Cambias details interplanetary trade and ether combat for you. Enjoy!

Those of you who pay attention to graphic design will notice that this issue looks a little different from previous ones. The reason is very simple. I finally have my very own desktop publishing system. It's not very high powered, but for the simple graphics and text we use here at *TRMGS*, it works just great. For the technically minded, here's the software and hardware we use: Apple Macintosh Performa 475 (mass market version of the Quadra 605) with 160 Meg hard drive and 8 Meg of RAM, 14 inch color monitor, Apple LaserWriter Select 300, and Aldus HomePublisher. HomePublisher is a stripped down version of Pagemaker, which is the program I used to do the previous issues. Although not as intuitive as Pagemaker, HomePublisher is cheap (less than \$50 compared to over \$400 for Pagemaker), and it does everything I need to do. Also, since it's a smaller program, it actually runs faster than Pagemaker. If any of you are planning to do some home publishing with a Macintosh system, I recommend the program highly.

Things are going very well around here. We just started up our third *Space: 1889* campaign, after taking a six-month break from the game. We actually played *Dungeons and Dragons* during that period, believe it or not, and our assistant editor Matt Ruane created a wonderful quest for us set in Ireland, with lots of elves and magic and a Really Nasty Bad Guy. We suspect he was actually Colonel O'Reilly from *Transactions* #1, but Matt denied it.

The new campaign is set in an unexplored area of Mars, far from

European influence. Our players will be forced into a life of piracy and lawlessness after their ship is stolen, and will eventually learn an astounding secret about the origins of Martian civilization. Bits from their adventure will probably show up over the next few issues — I'll keep you informed.

By the way, if any of you doubt my devotion to things technological and British, doubt no more. I have just finished my mechanical restoration of my new toy, a 1963 Triumph TR-4 sports car. I bought it last year and have since lavished a great deal of attention on it, including an engine rebuild (six months of weekends), new interior including dashtop, rebuilt carburetors, and rebalanced wire wheels (expensive!). I am now using it as my everyday car (proving I'm crazy), though I do keep a full toolkit in the trunk at all times. I've had to use it a few times, believe me. If any of you are in Delaware any time soon, give me a call — I'll give you a ride.

One more thing — for those of you who have joined the information age, you can reach me now by e-mail at <old address deleted – the new one is TRMGs@heliograph.com>. I check my mail every day, so it's a good way to get in touch with me.

ANDERS INTERNATIONAL, INC. RENEWS SPACE: 1889 LICENSE WITH FRANK CHADWICK

January, 1999—Anders International, Inc announces the renewal of its SPACE 1889 Licensing agreement with game creator, Frank Chadwick. This agreement allows Anders International, Inc to develop, produce and distribute motion pictures and television series based on the popular GDW role playing game, SPACE 1889.

"We are continuing our development efforts for both the television series and the film," states producer and President of AI, Ellen Bartola. "We still believe 100% in this product." Anders International has spent the past two years developing and producing the feature film *Falling to Peaces*, an intergenerational story about fathers and sons. They are currently marketing the completed film now. "We will be screening *Falling to Peaces* in L.A. at the end of February. While we are on the west coast, we will be meeting with potential production partners on the 1889 project. We are enthusiastic about our current prospects."

Information about Anders International, Inc and its projects can be found on their website at www.andersinternational.com.

**Anders International, Inc
11654 Plaza America Drive
Suite 621
Reston, VA 20190**

CLOCKWORK FLYERS

BY TERRY SOFIAN

One of the first and most important technology that Earth men imported to Mars was the flywheel. From the moment that Thomas Edison gave a canal prince his pocket watch, the face of Martian ship building was changed forever. The screw galley, which until that time had been a marginal technology, became a method of transport more efficient than any other on the red planet. Where the screw galley had previously been unable to maintain a constant velocity due to the fatiguing of its turncranks, those equipped with large mainspring and flywheels, greatly enlarged versions of those in Edison's watch, could store energy during periods of cruising flight for use during times when more power was needed. Within ten years the idea of the energy-storing mainspring had been carried to almost every ship yard on the face of Mars. It was not long before aerial architects, both Earthly and Martian, began to look more closely at the mainspring and flywheel method of storing energy and providing motive power in flying vessels.

At approximately the same time, designers on both planets saw the mainspring as an ideal energy source to propel aerial ships. The two worlds produced greatly different applications of the same principles though. The Martians elected to build large, fast, short-endurance vessels. The designers of Earth saw spring power as a way to build very small craft without being forced to add the complexities of conventional engines with the added weight of fuel and the safety problems of steam or gasoline engines.

On Mars the first of the so called "Clockwork Rams" was produced in the shipyards of Skorosia. This class of seven moderately sized vessels were completed to give the city some defense against the modern ironclads of the British squadron on Mars. Rather than carry a huge number of turncranks as well as a large spring, the vessel carried only the spring, but one of tremendous size, stiffness, and weight. It was fully wound by a series of water wheels, or if needed ground-based turncranks using giant capstans. With its mainspring at maximum tightness, a clockwork ram could sit ready for immediate action. Once cast off, the energy in the spring would be released, just as in a pocket watch or conventional screw galley, to turn gears, in this case connected to a large air screw. The speed of the flyer was directly proportional to the amount of energy released from the spring into the gears. The more energy released, the faster the vessel would go. Each spring was different, but all functioned within certain physical limits. A given spring could only hold so much energy. Just as a pocket watch may be over-wound, so could any mainspring, destroying it. Likewise, a spring could only give up so much energy at any one time. In a watch this is very important; if the spring releases too much energy, the watch runs fast, too little, it loses time. In the case of the clockwork flyers the springs were generally designed to give up as much energy as possible to allow higher-speed flight.

These two factors determined the size of the power plants and their cost. The more energy a spring could hold, the heavier it had to be. The more quickly it could give up its stored energy, the more expensive it was to construct. These two factors would, with the hull size of the vessel, determine the flyer's speed and endurance.

A typical clockwork ram of the early 1890s would have been 800 tons. Its spring would have accounted for three hundred tons. On average, a spring of that time and place could have held 5 points per ton, giving 1500 points. This may seem a lot, but a ship uses 1 point for every hex it moves, more at high speed. A well-made spring, one from Crocea or Bethlehem Steel in America, could provide some twelve points of power per turn. The gearing of a clockwork vessel often rivaled that of a steam ship, allowing then similar efficiencies. This would have given a ram the speed of 45 knots, but only for at most an hour. When the spring had wound down, the vessel had to return to its berth and be wound up again. Several Martian cities purchased large, ground-based steam engines just for this purpose, feeling that it was more economical to buy one engine for winding many ships rather than being forced to equip each flyer with an individual power plant.

The speed of these vessels, much faster than any contemporary Martian vessel, came as a rude surprise to the first European Captains to encounter them. Not initially realizing the serious limitation of their enemies' short endurance and therefore limited range, the British gunboats that first encountered them were nearly panicked by Skorosia's small squadron of well-armed ships which could outpace any European warship on Mars. It was quickly determined that the new ships were no threat far from their home ports. The Martians realized this also, and several city states, upon the adoption and proof of the effectiveness in action of clockwork vessels, converted large kites into spring tenders. A spring tender carried a huge number of turncranks and the apparatus for rewinding the powerful springs aboard a ram. Kept hidden from enemy vessels, or used to decoy, a spring tender would keep its squadron of rams fully ready, wound for action. When enemy forces were sighted, the rams would be cast free and enter combat. As each ram wound down, it would return to its mother ship for replenishment.

This team of tender and spring vessel worked well until European forces learned to hunt down the big, vulnerable kites and destroy them, leaving the deadly rams helpless once they had expended all their stored energy. The era of the clockwork ram did not last long, less than twenty years by most accounts, but it did provide the Martians with an important countermeasure to European steam-powered armored gunboats when one was most needed.

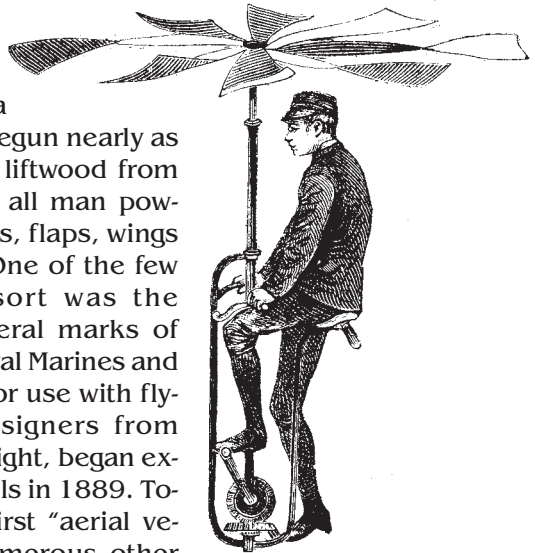
The springs of clockwork rams are hit on engine criticals. For every engine hit, the ability of the spring to give up energy is reduced by one point. A spring is destroyed on any boiler hit. A spring requires one oiler for each point of energy it can give up in a single turn. For each oiler lost, the amount of energy the spring can release is reduced also.

The spring costs are dependent on their ability to give up energy, the

more energy a turn that they can provide, the more expensive they become to build. A spring will cost a number of pounds per ton equal to half of the sum of the amount of energy each ton can store added to the amount of energy that the power plant can release each. This gives our example's power plant a cost of 9,000 pounds (300 tons X {1/2 5 points per ton + 12 energy points per turn}) This is quite a bit cheaper then a conventional steam power plant but can not provide the long range cruising capabilities of the more conventional engine.

AERIAL VELOCIPEDES

For their part, the Europeans saw the spring in an entirely different light. The hunt for a very small powered flyer had begun nearly as soon as Edison returned with liftwood from Mars. The first attempts were all man powered, using a wide range of oars, flaps, wings and pedal driven propellers. One of the few effective devices of this sort was the Throckmorton Conveyer, several marks of which were procured by the Royal Marines and a number of foreign services for use with flying parties. Two bicycle designers from America, Wilbur and Orville Wright, began experimenting with small flywheels in 1889. Together they constructed the first "aerial velocipede" that year. Soon numerous other companies where manufacturing such devices.

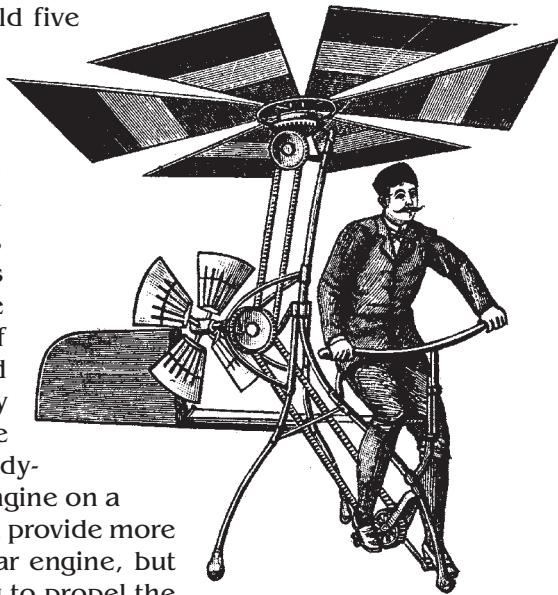


In general, characteristics each differed very little from the next. The motive power was supplied by a small but very strong spring, which through a series of reduction gears drove a pair of counter-rotating propellers at the rear of the vehicle. The riders, of which there where one to three, sat astride the body of the machine, where they were provided with no comforts save a small wind screen. The foremost rider generally steered the machine while any other passengers operated the trim controls. Due to these primitive appointments, the velocipedes gained only limited success. They proved good scouting vessels for military forces and served well as dispatch carriers. As with many things of limited use and large cost, they became the play things of the rich. By 1894 the Velocipede Regatta had become an annual event over the Crystal Palace. Here the costume flyers of the rich competed for large cash prizes.

To design an Aerial Velocipede, a modified form of the flyer construction tables must be used. First, a hull size must be chosen. Each hull size is one ton, not one hundred. Aerial velocipedes were rarely above ten tons. Next, a spring and gear set must be purchased. As with Martian craft, the spring holds a number of power points dependent on the mass of the mainspring, and can only give up a set amount per turn dependent on its quality as demonstrated by its cost. Springs in Euro-

pean use could usually hold five to seven points per ton.

Since the mass of the Aerial Velocipedes is much smaller than of that of a conventional flyer, multiply the energy in the spring by fifty. The smaller springs used in these tiny vessels had an additional advantage due to a reverse economy of scale; the springs they used could give up more energy per turn because they were under considerably less dynamic stress. Just as the engine on a motorcycle in our world can provide more power per pound than a car engine, but would be burned out trying to propel the



heavier vehicle, so too with the light, high power springs of the aerial velocipedes. The Swiss springs often procured for these vehicles had numbers of up to 30 points per turn. A typical example of a flyer constructed in the period of around 1893 would have been five tons, of which three were devoted to spring and gears. Three times seven gives twenty-one power points, which when adjusted for the tiny mass of the flyer yields the equivalent of 2450 points. The speed of a European designed clockwork small craft would be $S = \text{amount of energy released per turn}$. If S is greater than 8, all values over 8 are reduced by half, so 8 and 9 would be 8, 10 and 11 would be 9, etc. etc. This would have given the typical vessel a speed of 95 knots, and a range of over 125 miles at top speed. Due to their tiny nature, no velocipedes were ever armored. They required 500 pounds allowance for each crew member and could carry a Maxim gun for the same allowance or a 1pdr pom pom at a cost of one ton. A half size bomb or one normal torpedo may be carried externally for the cost of two tons. No gun may fire at aerial velocipedes at long range and all other fire is at -1. The number of hits from a rocket battery is reduced by three. One hit from any weapon above a 1pdr will destroy the vehicle. Hits by smaller weapons will go to the normal hit location table. In this use the aerial velocipede will have two hull hits for each altitude level they can reach. One engine or boiler hit will destroy the spring. All other hits by these weapons are determined normally.

The cost of powerplants for these small vessels is figured in the same manner as for their larger cousins. One half of the sum of the storage factor and the energy release factor is multiplied by the weight of the spring in tons. This is the cost of the power plant in pounds.

THE SYRTIS STAR

"ALL THE NEWS THAT FITS"

PEAKEFELLOW'S TONIC POISONS 100

Asharant, Parhoon Region: Reports from the city of Asharant indicated that more than one hundred Hill Martians have been killed after drinking a shipment of Dr. Peakefellow's Vegetable Tonic and Elixir. The tonic was found by the tribe in an abandoned caravan which was heading north from Parhoon. A detachment of Royal Martian Constabulary was sent to investigate both the caravan and the city of Asharant after reports filtered back from missionaries that the Hill Martians had been poisoned by unknown means. Lieutenant Rory Kincaid, RMC, who led the investigating detachment, confirmed that the poisoning claimed at least 100, and that as many as 200 additional Hill Martians became violently ill upon drinking the tonic. He also confirmed that the caravan had been led by Dr. Peakefellow himself, who was going to the Boreo Syrtis League city-states in an attempt to bolster flagging sales.

The members of the caravan were apparently attacked by a band of brigands and there was no sign of Dr. Peakefellow or any other European. Anyone with information about the attack, or who knows the secret ingredients of Dr. Peakefellow's Vegetable Tonic and Elixir should contact Lieutenant Kincaid, c/o RMC HQ, Parhoon Region, Crown Colony.

CHRISTMAS PUD INJURIES FAMILY OF NINE

Syrtis Major: Inspector John Wilson of Her Majesty's Royal Martian Constabulary, has issued a report concerning the mysterious explosion of a Christmas pudding that injured the Cranstuff family of Little Dorrit St, Syrtis Major. The pudding was made and tinned by the Harppooni Baking Company, Ltd, Littlewatercress Row, Meepsoor, and promised "only the best Earth ingredients made to an exacting recipe handed

down for generations to our staff". After being in the oven for nearly two hours, the pudding exploded with the force of a gas explosion, shattering windows in the Cranstuff home, and propelling raisins, suet, and pudding at deadly velocities throughout the home. Several of the children were injured when they were hit by the dangerous currants. Initial reports state that the RMC believes the Martian bakers mistakenly replaced the baking powder with gunpowder or some other explosive, thus providing the propellant behind the deadly pudding. The RMC are asking readers to return any tins of the pudding to their local merchant for a refund.

FABIAN FOUNDER ARRESTED AS BOMB MAKER

Government House, Syrtis Major: A spokesman for the Lieutenant Governor General's Office reported that a Miss Clarissa Turnbridge, founder and head of the Syrtis Major branch of the Fabian Society of Mars, was arrested early this morning by elements of the city's constabulary. Miss Turnbridge, who is perhaps best known for involvement in numerous protests against the Cadbury Chocolate factory in Syrtis Major and its use of Martian children to stoke fires and haul coal, will be charged before the Central Criminal Court tomorrow morning with being an anarchist and Fenian terrorist, and with attempted murder of a government official. Police raided the meeting of the Fabian Society of Mars last evening after being reliably informed that Miss Turnbridge would be present.

A government spokesman has informed this reporter that evidence has been gathered which allegedly connects Miss Turnbridge to several bombings and attempted bombings, including the attempt to destroy the Cadbury Chocolate works three weeks ago. An

investigation of Miss Turnbridge's home early this morning revealed the presence of nearly ten gallons of nitroglycerine stored in crates in her basement, evidence of bomb making facilities, and the presence of several firearms, including a gold engraved pistol believed responsible for the shooting and wounding of Police Constable Henry Evans last Saturday evening.

ONCE AROUND MARS IS ENOUGH...

New Amsterdam: Reports have filtered in from our correspondent in the Belgian colonial capital that the Nieuville Expedition has mysteriously decided to halt their circumnavigation of Mars expedition begun only two weeks ago. Their experimental zeppelin/ether flyer was to circumnavigate Mars and take pictures of the planet's surface for eventual publication of a fully detailed geographical survey of the Red Planet. Launched with great pride and ceremony, the event was hailed as a moment of triumph for Belgian scientists and geographers. Less than two weeks after lifting off, they returned to the outskirts of the city, dirty, disheveled and looking downtrodden. Dr Armand Nieuville, the financier and lead scientist is reported to have said "Once around Mars is enough if a man wishes to remain sane and happy... and I wish I were either at the moment". What this mysterious comment means and why the expedition returned will have to wait for further reports to come from our correspondent in New Amsterdam.

TYLER FOUNDATION FUNDS NEW DIG Tyler Museum of Martian Antiquities,

Syrtis Major: Mr. Lionel Tyler, the boy wonder of Martian archaeology, has announced that he and his associates have recently uncovered the lost city of Uaruarti, three hundred miles to the north, northwest of the Belgian city of New Amsterdam. Mr. Tyler, with his usual self-confidence, announced that this may yet be the biggest archaeological discovery on Mars. He stated that he and his associates were being pur-

sued by a band of High Martians who were intent of slaying the Tyler party for the mistaken assumption that they had been involved in the rescue of the missing heiress Colleen Macquire. When the High Martians flew too close to their damaged aerial flyer, Mr. Tyler took his patented dynamite cannon and fired at the pursuing villains. Admitting that he had misjudged the amount of dynamite the gun could safely discharge, he fired the gun into the trailing High Martians. The estimated two thousand pound charge of TNT plummeted to the ground before exploding, but in the process unearthed the tops of several ancient Martian buildings. After the rest of the party discouraged the pursuing Martians through more conventional means, they returned to explore the now exposed city.

The party investigated the top floors of several buildings before discovering an inscription describing Uaruarti, once famed for its dramatic rogo wood carvings and for its fanciful, swooping warkites. One of the party members, coincidentally the once missing Miss Macquire, also discovered a small model of a Uaruarti constructed warkite, believed to have once been a child's toy. The piece is now on exhibit at the Tyler Museum. Mr. Tyler would like to inform the general public that he is looking for a brave group of seasoned explorers to return with him to the lost city of Uaruarti and to explore it thoroughly. Enquiries can be made care of the Tyler Foundation in Syrtis Major.

PEAK FREENS BISCUITS AND CRACKERS ARE MOST NICE

Yes, for those evenings of joyous company, waiting to be served their Stilton and Port, the Water Biscuit should be your first choice. For Cream Tea, or just your ordinary one, the Tea Biscuits we make are just wonderfully appropriate to fill the hole in your appetite. We have the right biscuit and cracker for every occasion and are proud to announce that they are now available in Syrtis Major and other large cities in the Crown Colonies.

NOTES FROM THE *TRANSACTIONS* CAMPAIGN

BY MARK CLARK

Gamemaster: Mark Clark

Players:

Lord Redmond "Kipper" Herring (Matt Ruane):

Wealthy traveler and all-around annoying person

Clive Wentworth (Jeff Boyle):

Lord Herring's manservant and keeper

Sir Evan Wesley (Ken Megill):

Ethership Captain with an inner-ear problem

Nahloujie (Martian NPC):

Guide and source of local color

David Hannay (Steve Whitmore):

Intrepid reporter and photography buff

Aurora Nottingham (April Frusher-Boyle):

Actress/Singer/Model/Carpenter

Dr. Jonathan Kensington (Jon Bahls)

Surgeon and Inventor

The Honorable Walter Q. Harrison (Mike Brandes)

Trigger-Happy Colonial Officer

KARKARHAM COUP

After several weeks, our heroes finally arrived at the city of Gorklimsk. When they reached the dock, Mr. Melville, the Sgt. Major, Mr. Hyde and Mr. Jones set out for the high docks, intent on booking immediate passage for Syrtis Major. Mr. Hannay and Miss Nottingham went out shopping. Lord Herring and Wentworth were just about to leave the ship as well when they were approached by a young European. He introduced himself as the Honorable Walter Q. Harrison of the British Colonial Office, and said he was looking for Major McGrath. Upon being told that the Major was missing, he expressed some surprise, but soon recovered and asked Lord Herring if they could talk in private.

Accompanied by Wentworth, they went to Lord Herring's cabin, where Harrison told them that there had been a coup in Karkarham, resulting in a change in policy by that government that was hostile to British interests. Prince Samaam, the gentleman who had sold his automobile to Lord Herring, had escaped Karkarham for parts unknown. As he is the best hope for reestablishing British influence in Karkarham (he is known to sympathize with British imperial aims), Harrison has been told to find him and bring him to the city of Niront. Harrison then asked for Lord Herring's help, which Herring was only too happy to give.

They then resolved to begin the search immediately. It was well known that the Prince had served as a common canal sailor in his youth, and

Lord Herring remembered that the Prince had told him in conversation about the ship "*Pride of Dahlat*." Wentworth set out for the office of the harbor master to see what information he could obtain. After the use of some money to loosen the tongues of the officials there, Wentworth learned that the ship in question had not sailed in over ten years, and its present whereabouts, as well as those of the crew, were unknown. Wentworth was told that the best place to look for more answers was the Rutting Gashant, a tavern near the docks.

Meanwhile, Herring and Harrison were walking the docks, looking for the ship and questioning sailors. As is usual when Lord Herring is about, they managed to attract a great deal of attention to themselves when Lord Herring was the victim of a pickpocket attempt. When a small child tried to take Herring's money, Harrison whipped out his rather large revolver and fired in the air. The child dropped the purse, and everyone at first looked at them and then looked away. The shot also attracted the attention of Wentworth, who joined the pair.

They then went to the Rutting Gashant, where, after surviving a few encounters with some obnoxious pirate imitators, they learned that the *Pride of Dahlat* had been based out of Syrtis Minor, a city some 600 miles to the East. Returning to the boat, they found a Martian waiting for them. Nahloujie was his name, and he had been sent by the British Counsel to serve as a guide for Mr. Harrison. After chatting with him briefly, they sent him off to arrange passage on a cloudship to Syrtis Minor.

Lord Herring then went to his cabin, though no one is really sure why, and the rest of the party went off to spread the rumor that Lord Herring wanted to sell his automobile, and that the *Corgi* wanted canal crewmen. While out, they encountered Sir Wesley, who recognized Harrison from their trip out to Mars. They then returned yet again to the ship, where they met Dr. Kensington, who was hired by Lord Herring to look after his stump. The next day the group set out for Syrtis Minor. Their cloudship took two days to make the journey.

After landing, they sent Nahloujie out to make inquiries. At the same time, they set out to look around. Lord Herring made offers to small children to find the captain of the *Pride of Dahlat*, which resulted in them finding out where he lived. They went there, found a robbery in progress, fought off the robbers, and managed to find out from the captain before he died that the Prince was in Olonia. They slipped out the back just as the civil guard came in the front. Can they escape from the city? Why is the Prince in Olonia? Tune in next week for: "Olonia — City of Sanity and Light?"

OLONIA — CITY OF SANITY AND LIGHT?

The excitement of the confrontation in the Captain's dwelling soon turned to boredom when the players managed to return to their hotel. After Dr. Kensington tended to their wounds, the players were stunned to realize that the authorities were actually looking for them. After all, all they had done was break down a door in broad daylight, kill several

people, and run from the town guard. I mean, that's not a crime, is it!? The characters were saved from public embarrassment by Wentworth, who noticed the use of the ritual bribery gesture by the hotel's manager. The exchange of a sum of money obtained for them silence and the penthouse rooms of the hotel, to which they moved with some haste.

The group sent Nahloujie out to find out how they could leave the city of Syrtis Minor for their destination, Olonia. Upon his return, Nahloujie told them the first ship to leave would be in two days, and it would take them to Surukaan — there were no flights going directly to Olonia. The players, though tense at the delay, resolved to wait things out.

The delay and potential of enforced confinement seems to have unhinged Mr. Hannay's mind (such as it is). The first sign of his derangement came when he insisted on going out into the city, come what may. It was only the insistence of the more sober and rational party members (i.e. not Lord Herring or Sir Evan) that his departure from the hotel would lead to not only to his death but also to the deaths of the rest of the party that kept him inside. Miss Nottingham then invited Mr. Hannay to accompany her to lunch, but he turned her down and retreated to his room. After inquiries, it turned out that only Dr. Kensington was willing to accompany her. They went down to the hotel dining room and had a very nice meal.

The rest of the day passed without incident, and as the morning dawned, it seemed that our heroes would wait out their time without incident. Of course, this could not and would not be. A new spirit of conviviality seemed to animate Mr. Hannay, and he accompanied Wentworth and Mr. Harrison to lunch in a private dining room. They then stayed on to play a bit of poker. The poker game was cut short by Mr. Harrison's demonstration of a little fancy shuffling, which led to Mr. Hannay proposing to play whist instead. They passed several hours at play, and then decided to go back to their rooms for a nap.

Meanwhile, Lord Herring and Sir Evan had spent the morning at pranks and escapades. After some experiments with dropping wet towels on passerbys from their windows, they decided to play a few jokes on Mr. Hannay. They snuck into his room, sharpened all his pencils down to very short nubs, and then emptied the gunpowder from all his ammunition. The pair then returned to their room and spent some time constructing a small explosive device. After bribing a small child to deliver the explosive to Mr. Hannay, they started to play darts. This attracted the attention of Dr. Kensington, who immediately went to their room, believing that if there were any people on Mars who could not be trusted with something sharp, these two were they.

Naturally, Mr. Hannay was none too pleased when he returned to his room. Through an act of mental cognition that no doubt made smoke come out his ears, he deduced that Lord Herring was responsible. Cocking his shotgun, he walked out into the hall and knocked on the door of Lord Herring's room. Wentworth heard the sound of the shotgun being cocked, and reached Mr. Hannay's back just as the knock rang out. Sir Evan opened the door, and Mr. Hannay leveled his shotgun at Lord Her-

ring. As there was no gunpowder in his shotgun shells, nothing happened when he pulled the trigger. Lord Herring then taunted Mr. Hannay to fire again, which he did, and again nothing happened. As Mr. Hannay grew more frustrated, he decided to draw his pistol, at which Lord Herring took offense. Lord Herring flung the darts in his hand, which pierced Mr. Hannay's hand and caused him to drop his gun. Rather a loud and prolonged argument then ensued, which only ended when Mr. Hannay was persuaded to return to his room, where he spent the rest of the afternoon learning card tricks from Mr. Harrison.

Aside from a rather interesting exchange between Lord Herring and Wentworth (neither of whose lapels will ever be the same), the rest of the time before departure passed without incident. The party disguised themselves as very short Martians and traveled to the city high docks, where they boarded a commercial cloudship for the journey to Surukaan. They arrived at that city without incident, and then chartered a screw galley to take them to Olonia. As they approached Olonia, they saw that the swamps that surrounded the city were caused by a large number of craters in the ground, possibly asteroid strikes, that had destroyed the canals and allowed the water to leak out. Olonia itself was a small city, built on the ruins of old Olonia, serving as a base for hunters and trappers who worked the swamp. Searching the town and making inquiries led to their hiring of Spivan One-Eye, a former trapper, as their guide.

The trip out to where the Prince presumably was proved rather trying for Mr. Hannay. He was first pushed into the swamp by Lord Herring and Sir Evan, which did little to improve his disposition, and he was then seized by a Knoe Shoshu and dragged from the boat. Surprisingly, it was Sir Evan and Lord Herring who rescued Mr. Hannay by killing the beast, but as Mr. Hannay was unconscious from the Knoe Shoshu's bite at the time, he didn't know it. That evening, the group camped on a small island in the middle of the swamp, and they dried out Mr. Hannay's possessions.

The next day brought them to the dock at the Prince's hideout not long after Mr. Hannay regained consciousness. As they headed up the path towards his hut, they were seized by living plants and held fast, except for Lord Herring, who managed to break free and run forward straight into the arms of the Prince! The Prince's followers then freed those trapped by the vine, though the juice they used to free the party caused some rather enthusiastic technicolor yawns. When they finally got back to the dock, they found that Spivan One-Eye was dead and that Nahloujie was gone, along with Spivan's boat. Where did he go? What was he planning? Will our heroes ever make it out of this swamp? Tune in next issue for: "The Prince and the Pumpkinhead."

SCENE OF THE WEEK

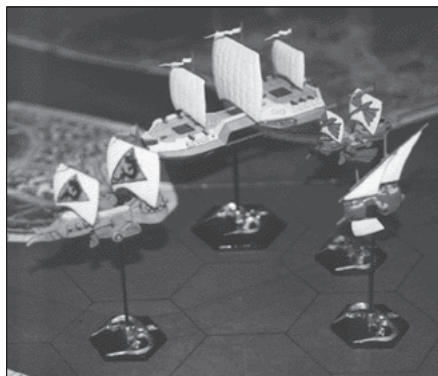
The Honorable Walter Q. Harrison drying Mr. Hannay's bullets by the fire (only minor injuries, of course).

GAME TECH GUNBOATS: A REVIEW

BY MARK CLARK

Well, I've been telling you about Scott Flower's plans for a line of *Sky Galleons* miniatures for over a year now. Most of you have received Scott's mailing, and some of you have ordered the first three ships he released last month. For those of you have not ordered yet, the following review will give you some idea of what he is up to.

Since these miniatures are the first product for *Space: 1889* that has come on the market for nearly three years (aside from this fine magazine, of course), we were very excited when the envelope from Game Tech arrived. The package contained the



A Fleet of Martian Kites from GameTech

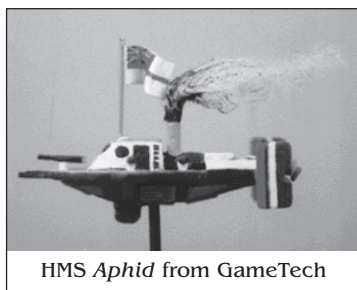
three ships currently available. They are all British aerial gunboats. They are: *GB-1*, the *Aphid*; *GB-2*, the *Dauntless*, and *GB-3*, the *Macefield*. According to Scott, by the time you read this two more ships should be available. They are the American *Ranger*-class gunboat and the German *Hamburg*-class Aerial cruiser. Check with Scott for release dates.

Each miniature comes packed in a poly bag. In addition to the ship's hull, each bag contains a stand, a small bag with additional parts, and

painting instructions. All parts are lead-free pewter.

The casting quality of the examples I received is very good. There is a minimum of flash, and parts fit together well. Compared with the plastic models that come with the *Sky Galleons* game or previous lead miniatures, there is much more detail and the hull structure is better defined. Little details like liftwood panels, doors, and ladders show up clearly. Scott's ships are also wider than previously produced models. This change was based on Scott's discussions with GDW, and brings the hull shapes closer to what you see in the printed supplements.

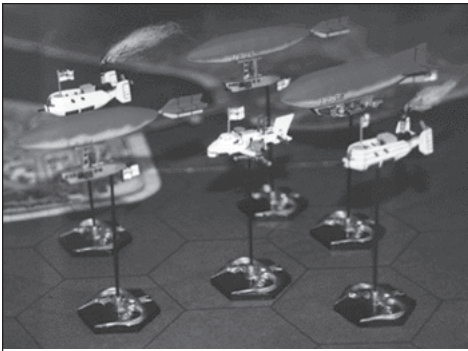
The only things that might cause some problem in assembly are the small parts included with the kit,



HMS Aphid from GameTech



Screw Galley Fleet by GameTech



German Aerial Fleet from GameTech

such as smokestacks and deck guns. The *Aphid*, for example, has five tiny deck guns ready for to glue to the hull, as well as a smokestack and a flagpole with a tiny British Naval Ensign (that's a flag, for you landlubbers out there). You'll need a steady hand and Superglue to get this detail right. The model is usable without the tiny pieces, but they improve the looks of the model greatly.

The assembly and painting instructions are clear and well researched. In contrast to GDW, which let its artists use whatever colors looked good, Scott has researched historical ship colors from the 1880s.

One little touch that shows Scott's attention to detail is the base plate. Not only does it have decorative scrollwork that looks good, but the base also has a flat section designed to hold the ship's altitude marker.

Overall, we here at *TRMGS* were impressed by the quality of the Scott's product. I urge you to send for his catalog if you do not have it already. These miniatures offer good value for the money, and will work well in any campaign. If you support him with purchases, Scott says he will continue to release new ships, eventually producing all the ships listed in *Cloudships and Gunboats*, as well as designs from past issues of *TRMGS*.

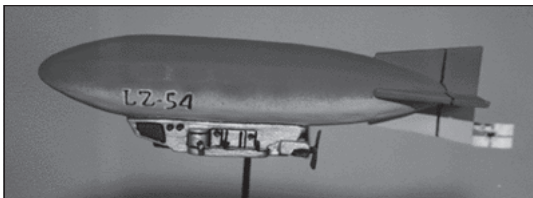


Whisperdeath Martian Kite from GameTech

You can contact Scott at:

Game Tech
Box 247
Springport, MI 49284
USA.

A catalog costs \$1.00, refundable with your first order.



LZ-54 Zeppelin from GameTech

Publisher's Note: These pictures were all taken recently (May 1999) from the GameTech web page at

<http://www.pcisys.net/~glanducci/gametechnet/gthome.html>

These pics are all converted GIFs of photos by Scott Flowers. They look MUCH better in color, so be sure to visit the web page for a better look! Scott's catalog offer still stands as of August 1999.

TRADE GOODS OF THE THETIS MOUNTAINS

BY PETER SCHUTZE

SHARTAAM WOOD

This strange tree grows in certain scattered areas of the Thetis mountains of Venus (those areas with a high bauxite mineral content in the soil) and is used for a variety of purposes by the area's lizardman tribes. Its branch and leaf structure closely resembles the terrestrial "umbrella tree" with a bamboo like cellular trunk. The wood has three useful properties:

1) It can only be cut horizontally, and then only at the cell joints (which occur every 2 foot regardless of plant size) before the wood dries and cures.

2) Internally it has a definite wood-like ring pattern with soft pulpy rings in between the useful hard rings.

3) The hard rings are formed from a complex high aluminum content resin which gives it the strength of average steel at less than half the weight.

To process the cut wood, the lizardmen soak it in a bog for up to a week to remove the pulpy rings, then force the hard rings apart before hanging them in a sheltered place to dry and cure. After they have dried out properly (about 1 day per inch of circumference), they can be turned into useful items such as those described below. If the cut wood is not soaked (or some other way used) to remove the pulpy rings the wood will decay as normal since it is this pulpy matter which normally rots the hard rings.

The plant can easily be propagated by ripping out a branch and sticking it into the ground. Healthy

trees will also flower and seed every alternate year. The tree will grow quite well in normal soils (i.e. not bauxite-rich soil) but will only develop totally useless tissue thin hard rings and will not flower or seed.

Common uses of shartaam wood by the lizardmen are:

1) Water and food pots (especially useful for fermentation).

2) Construction materials (e.g. hut frames).

3) Hunting traps for large dinosaurs (e.g. punji stakes).

4) Armour and weapon pieces made from the innermost rings of the wood (e.g. blowpipes, spear shafts, shields)

NAQUAARL POISON

This poison is made from the fermented sap of the reddish naquaarl vine and is used extensively throughout the Thetis mountains. The vine grows easily from cuttings but requires a parasitic host and hot house conditions.

When ready the poison has hardened from its original orangey sap color to a rich red-brown putty like substance which is rubbed into the texture of the flint weapon heads.

Once the poison has entered the bloodstream of Venusian animals (and Earth reptiles), it will kill even the largest brontosaurus within a minute (by causing massive blood clotting). Fortunately, it only produces instantaneous nausea and a slow creeping paralysis in humans which immobilizes a man in about five minutes and will wear off in 1-3 hours.

CLOOSARSH FERN (OPIATE)

The shamans of many tribes in the western portion of the Thetis mountains produce a mildly hallucinogenic tea from the leaves of this fern for religious ceremonies (mainly before raids, etc.). Some villages will also have them growing near the Shamans hut where they have been raised from root branches.

All participants drink the tea under the shaman's supervision and recover from its effects in 10-15 minutes. Humans participating in an important hunt or raid will be offered the tea along with the rest but it has a slightly altered effect on humans: it produces a heroin-like feeling of well-being for 1d6 hours as well as the visions (fireworks and other colorful meaningless images).

For those addicted to opium, this relatively harmless infusion will hold off the cravings associated with withdrawal, allowing a slow but reliable cure. Smoking the ground bark/central stem of the fern however will exactly duplicate the effects of opium smoking including its addictiveness/physical damage, and is a valid substitute for an opium addict.

JAPRAAS TREES AND OINTMENT

The japraas tree looks very similar to a weeping willow with tiny, honey-scented yellow and lilac flowers. It is normally found only in the southern hemisphere's mountains in small groves along water courses. After the flowers die, small seed pods develop which are harvested by lizardmen for grinding into a porridge-like substance. The dead flowers are also collected by shamans and pressed to extract their oil which is used in japraas ointment.

This ointment is made from a

ground mix of common plant parts in a weak infusion of cloosarsh tea and oil of the japraas flowers. It is used as a cure for inflammations (and arthritis and similar diseases in those rare lizardmen who live long enough to suffer from them).

HABISSASH COMPRESS

This compress is made by soaking dried leaves (or bandages) in a mixture of naquaarl vine sap, japraas flower oil and a few common herbs. When applied to a wound, it rapidly clots the blood and deadens the pain, thereby preventing the effects of blood loss and shock. However a lizardman who has already been rendered unconscious from multiple wounds may die as if by naquaarl poison if all wounds are treated with habissash compresses, while a human similarly treated would suffer 1 additional wound and be paralyzed for a number of 8 hour periods equal to the number of wounds being treated (not the damage done by them).

YARBALLA FUNGAL RASH CURE

This lotion is made from a red-blotched brown ledge-type fungus called yarballa by the lizardmen. Since it is a symbiotic fungus collecting the spore to infect another tree of the same type is the best way to reproduce the fungus.

The ledge is cut off (not the anchor and stem which cause severe itching) and processed to produce concentrated juices which form the final brown-black lotion. The lotion will cure most rashes and fungal infections after 2 or 3 applications and is frequently needed by lizardmen who have spent a considerable time in the lowland bogs.

DRAGON'S FIRE

AN ADVENTURE FOR SPACE: 1889

BY PETER SCHUTZE

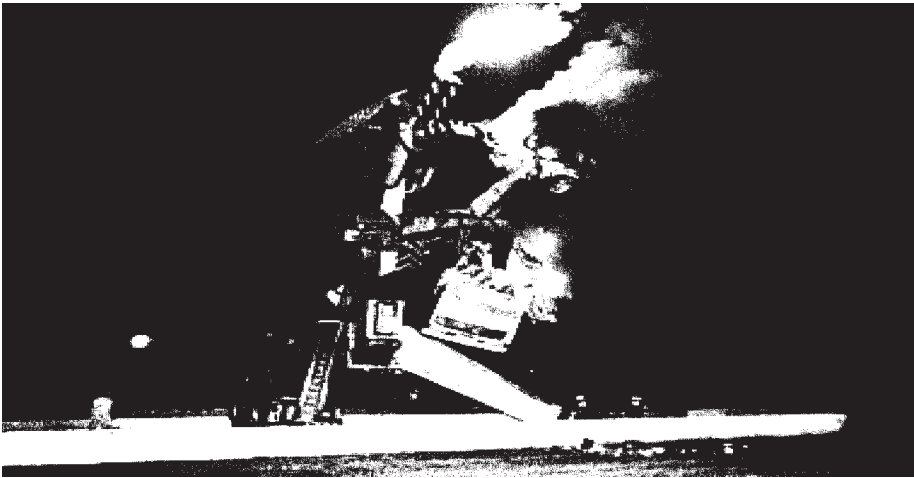
While traveling around Mars (preferably in the Boreo Syrtis League cities or the British possessions), the party is summoned to a meeting with the local representative of Her Majesty's Government (whoever is appropriate). A disturbing two week old report has just come in from an agent in Protonilus of a huge monster near Ismenilus destroying outlying villages and spewing fire when approached. Since this area is under German influence, direct interference by the Crown is undesirable. Considering the group's reputation and past services to the Crown, he hopes they would be interested in giving things the once over in Ismenilus for him.

The group should travel to Ismenilus in the guise of traders seeking the jewels available in Western Dioscuria and hopefully some Bhutan spice from the League or liftwood shipped from further south. Adventures along the way to Protonilus at the discretion of the referee, although the adventure "Escape from Dioscuria" published in GDW's *Challenge* 58 and 59 is recommended for use on the return journey. Instead of traveling as merchants, the adventure "Monastery of Tasharvan" in *Challenge* 62 could be used, and then the party could travel directly to Ismenilus or Protonilus.

The British field agent in Dioscuria is missing but he told his landlady he was moving on to Protonilus. When the party tries to find him in Protonilus they are told that a man of his description was killed in a cart accident at the market yesterday morning.

From Protonilus the group will have difficulty continuing as no caravans, escorts or guides are willing to travel towards Ismenilus while the monster is loose. Should they contact anyone in authority (human or martian) they will be told that all patrols have been curtailed and travel to Ismenilus is officially discouraged. These inquiries will also attract the attention of the German agent operating in the area, who will send a gang of stock NPC martian thugs (three thugs for every two people in the party) to rough them up and rob them (giving him clues to their identity) near their lodgings that night. The thugs will not know who hired them, but believe it was the local Ground Cleanser cult.

With all avenues of assistance closed, the party will have to continue alone. If they leave by the road to Ismenilus, a number of riders on gashants equal in number to the party will follow hoping to attack once the party has stopped for a meal or set up camp. They are opportunistic hill martian bandits and not related to the German plans. Otherwise, only normal encounters will occur until the party is within a few hours of Ismenilus. Along the way several small villages will be found burned and deserted. A careful examination (a formidable observation task) by someone with Gunnery-Machine Gun skill will reveal several bullet marks from



machine guns, otherwise these will resemble teeth and claw marks.

When about three hours from Ismenilus, the party will witness the destruction of Kappra Sul village by something that appears from a distance to be a fire-breathing dinosaur! Hopefully the party will follow this creature (an easy Tracking or Wilderness Travel task) to its lair in a cave about 17 miles north of the canal. While watching the cave they will see a German soldier smoking in the cave mouth. This should encourage the players to make a nocturnal visit to the cave. At the cave, the party will engage in a fight with Major Johann Steuben and six German soldiers (stock NPC's who operate the tripod machineguns), three of whom will arrive in a disheveled state. Major Steuben will surrender before he is seriously injured and will explain the plot to the party.

If the party does not follow the monster they will meet a drunken soldier in an alley in Ismenilus, who mistaking them for his drinking friends, will tell them jokes about the *Drachen Dreifuss* ("dragon tripod") he now crews which is based in the hills three hours to the north-east of the city before he collapses.

Major Steuben's part in plan is to test-run the *Feurwerfer* combat tripod (which is covered in plaster to superficially resemble a dinosaur, since anyone close enough to see through the disguise should be killed by it or in a total panic!) and cause serious disruption to the government of Ismenilus, allowing the Germans to come to the rescue when unrest in the city has grown. If the operation is a success the Imperial German Army would begin mass production of this advanced tripod and have gained a lot of influence if not outright control in Ismenilus.

With the monster threat removed (Major Steuben will destroy it by collapsing the cave as soon as he escapes or is freed on parole as an officer and gentleman), returning to deliver their report should not be difficult and the appropriate rewards collected. One renown in Service to the Crown (and one in Heroics if the Germans were fought) plus a small cash payment of 10-20 pounds each should be enough. Any profit they made from trading during the journey are also theirs to keep (after the caravan is restocked, if a decent profit was made). Skill points should

be awarded in accordance with the rules. If the party thinks to take photos of the Tripod, especially its experimental equipment, they will be paid an extra pound per picture.

The *Feurwerfer* (firethrower) Combat Tripod (experimental)

	weight	cost
Frame (large)	3 tons	1500
Armour (1)	1.5 tons	150
I/C engine (special)	nil	1200
Fuel sprayer	nil	350
Smoke disch.	nil	150
6pdr HRC (bow)	1.5 tons	220
2 x 3pdr HRC	1 ton	360
Tether mine	nil	200
Total	7 tons	3830

NOTES

Combat Results: A ‘12’ fuel/power critical hit destroys the tripod and triggers a ‘Fuel sprayer’ attack.

Fuel sprayer: When used it fills 3 random adjacent hexes (treat as Martian Liquid Fire) using 1 hour of the fuel supply and prevents the tripod from moving next turn. If the same hex is rolled twice, the second attack affects the vehicle’s hex (and the tripod) instead.

Smoke Discharger: When used, fills the vehicle hex and 2 down-wind with thick grey smoke and prevents the tripod from any other firing in the current turn.

Artillery Major Johann Steuben
Imperial German Army (Army/Inventor)

Major Steuben is a tall, brown haired, impeccably groomed Prussian military officer who has a slight limp in the right leg and favors his left arm due to his war injuries.

STR 3 Fisticuffs-2 Throwing-1 Close Cbt(edged)-1
 AGI 4 Stealth-3 Marksmanship(pistol)-1 Mechanical(Steam/Machinist-2)-3
 END 2 Wilderness Travel(foraging)-1
 INT 5 Observation-4 Gunnery(BLC)-3 Science(physics)-3 Engineering(Naval Architect)-4
 CHR 2 Eloquence-1
 SOC 3 Riding(horse)-2 Leadership-2

Motivations: DRIVEN(usefulness to army); LOYAL(to Germany); KNOWLEDGE(of war machines)

Major Steuben was retired to the reserve officer list after an injury received in the Franco-Prussian war and has been working with Krupp Isenfabriken (ironworks) as the army’s liaison on their tripod design staff. He was then selected to test the *Fuerwerfer* tripod prototype as he was crucial to the development of many of its special features such as the Internal Combustion engine and the fuel spray defense weapon.

SOME NOTES ON THE ETHER:

CLARIFICATIONS AND NEW RULES FOR ETHER FLYERS

BY JIM CAMBIAS

Thomas Edison's invention of the Ether Propellor has opened up the Solar System to exploration and trade. In the past two decades, the Ether Propellor has become as essential a part of civilization as the steam engine or gas lighting. Yet it is surprising how few people actually understand how one works.

ETHER-PROPELLOR THEORY

Given the enormous speeds which Ether Flyers achieve, it is obvious that the energy which drives them is not furnished by the ship's solar boiler. The astonishing fact is that the energy which accelerates an Ether Flyer comes from the ether itself. The Ether Propellor extracts energy from the ether, and uses it to accelerate the ship. The electricity generated by the boiler is used only to trigger the release of etheric energy.

Ether Flyers are still subject to Newton's laws of motion. Therefore the Ether Propellor accelerates the ship, but once the vessel has reached a suitable speed, the Propellor can be shut off and the ship continues to move. Alert readers may wonder why, then, do Ether Flyers have a maximum speed? Why can they not simply accelerate indefinitely, reaching very high velocities?

The answer lies in the nature of the Propellor's interaction with the ether. The amount of energy extracted varies inversely with the Propellor's velocity relative to the ether. As an Ether Flyer approaches

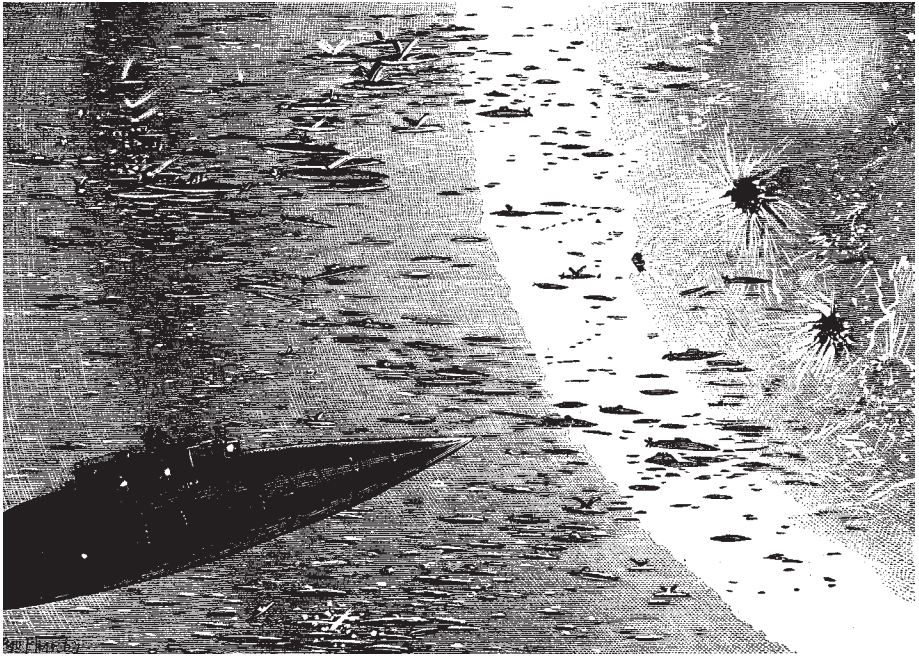
its maximum speed, the energy released from the ether rapidly drops to nothing, making it impossible for the ship to accelerate further. This is why ships with more powerful Ether Propellors can reach higher speeds: they can extract energy from the ether at higher velocities.

The acceleration produced by an Ether Propellor is chiefly limited by the strength of the Ether Flyer's hull and by what the passengers can withstand. Most commercial Ether Flyers do not accelerate at more than one gravity, but military craft occasionally accelerate at up to two gravities. At an acceleration of one gravity, it takes about half an hour to reach Ether Speed 1.

ETHER FLYER OPERATION

One constraint with which all Ether Flyers must cope is the escape velocity of the planets. Flyers must be able to reach escape velocity for any planet they visit. Fortunately, the Earth is the largest of the inner planets, so any ship which can reach Earth orbit can do so at any other planet as well. Earth's escape velocity is the equivalent of an Ether Speed of 0.6, so all ships must be able to reach that speed to leave the Earth.

But Ether Flyers must also be able to match speeds with the planets as they move in their orbits. The swiftest planet is Mercury, which orbits the Sun with a velocity equivalent to Ether Speed 2.6. Only very fast ships can reach Mercury, which explains why that planet has



remained largely unexplored.

Venus has an orbital speed equal to Ether Speed 2, placing it within reach of most commercial Ether Flyers. Note that the low-powered Zeppelin Propellor is of little use for ships traveling to Venus. German military and commercial ships on the Venus run generally use Edison Propellors, manufactured under license by the Siemens company.

Earth moves in orbit around the Sun with an Ether Speed of 1.6 This should be considered the absolute minimum speed for any Ether Flyer. (Note that this means that the British Ether Battleship *Duke of York* is unable to leave Earth as currently designed.) Ether Flyers with an Ether Speed less than 1.6 can only travel to and from Earth orbit.

Finally, Mars has an orbital speed equal to Ether Speed 1.3.

Many of the commercial vessels plying the ether between Earth and Mars are unable to reach any of the inner planets.

COMBAT IN THE ETHER

Because ships in space move in accordance with Newton's Laws, the high speeds at which they travel have no effect on combat. It doesn't matter if two Ether Flyers are whizzing along as fast as a cannon-shell, so long as their relative motion is nil. Instead, the real limit on combat in space is range.

Modern fire-control and aiming devices are all designed for action on the surface of the Earth. Consequently, they are only of use in combats taking place at relatively close range. In space, Ether flyers are almost always separated by vast distances, far greater than gunfire range. Only when they are in orbit around a planet is combat possible.

COMBAT DETERMINATION

Because evasive maneuvers can easily take an Ether Flyer out of range in combat, a battle in space can only occur if the commander of the more Agile of the two ships wishes it. Agility is defined as the sum of a ship's Ether Speed and the Pilot Ether Flyer skill level of the helmsman. If the ship has an Analytical Engine aboard, its Reliability is added to the Agility rating. The more Agile ship always determines whether or not combat will occur. (Note that events in battle can change a ship's Agility, making it possible to break off combat.)

The initial range between ships in combat is 10 *Sky Galleons* hexes (or cables from *Ironclads and Ether Flyers*). The more Agile ship starts in front of its opponent, due to the peculiarities of orbital mechanics. Altitudes are ignored. The combatants begin at rest, facing in the same direction.

TURN SEQUENCE

Ether Flyers in combat follow the normal *Sky Galleons* turn sequence, with some additions. The turn progresses as follows:

1. Check Agility. The more Agile ship may choose to break off and end the engagement.

2. Initiative. Roll a die to see which ship has the Initiative this turn, as in *Sky Galleons*.

3. First Player moves (see the Movement rules below).

4. First Player fires; Second Player may fire simultaneously.

5. Second Player moves.

6. Second Player fires; First Player may fire any weapons not used previously.

MOVEMENT

Because an Ether Propellor can give a ship enormous acceleration, it requires a very careful hand at the controls to move the ship in orbit using tiny bursts of power. An Ether Flyer's movement in combat is determined by the skill of the pilot. An Ether Flyer has a number of Movement Points equal to the pilot's skill level. A Movement Point may be used to either accelerate 1 hex per turn, or change facing by 1 hexside.

Movement is Newtonian: ships accelerate or decelerate using their engines, but velocity is conserved. Ships can build up speed over several turns. Players should use a sheet of hex paper to keep track of their accelerations, since the addition of vectors can become quite complicated. For example: if a ship accelerates 2 hexes in direction 1, then changes facing 1 hexside to direction 2, and accelerates an additional hex in direction 2, in subsequent turns that ship will continue to move 2 hexes in direction 1 and 1 hex in direction 2, regardless of facing. The only way to stop moving in one direction is to accelerate in the opposite direction.

During a player's Movement Phase, the residual motion from previous turns' maneuvering occurs first, then any Movement Points are expended.



WEAPON FIRE

Only cannon and rockets may be used in space. Liftwood devices like Smutts Torpedoes or Tether Mines don't work, nor do dropped weapons. Because Ether Flyers are entirely enclosed, machineguns and shrapnel are useless. Weapon ranges are normal, and altitude effects are ignored.

DAMAGE RESULTS

Roll a die and consult the following table:

- 1-2. Hull
- 3-4. Cabin
- 5. Gun
- 6. Critical

Hull: The ship takes damage to its hull. The hull is protected by armor. Check off a number of hull boxes equal to the gun's Damage Value. If the flyer has a hydrogen-lift hull, it is assumed that the gasbag is kept deflated in space, so damage may be patched before entering atmosphere.

Cabin: A shell hits the crew section of the ship. If it penetrates armor, a number of crewmen are hit equal to the damage value of the gun. On a roll of 6 on one die, the injured are officers or bridge crew. Player characters hit this way take 1 die of damage, and may make a save roll. It is assumed that all cabin hits can be swiftly sealed with meteor patches to avoid depressurizing the hull.

Gun: One gun is hit. The gun must face towards the firing vessel. If there are no guns which can be hit, this is a Hull hit.

Critical Hits: If the ship suffers a critical hit, consult the following table (roll 2D6):

CRITICAL HIT TABLE

- 2. Spinning
- 3. Boiler Destroyed
- 4. Magazine
- 5. Bridge Hit
- 6. Greenhouse Hit
- 7. Solar Boiler Hit
- 8. Ether Propellor Hit
- 9. Atmospheric Propulsion Hit
- 10. Steering Jets Out
- 11. Ether Propellor Destroyed
- 12. Ship Spinning

Spinning: The force of the shot starts the ship rotating wildly. If the steering jets are intact, the crew can halt the spin quickly, leaving the ship facing in a random direction determined by a die roll. The ship cannot maneuver or fire weapons this turn. If the ship's steering jets are out, it continues to spin, and cannot maneuver or fire weapons until the spin is stopped. Agility is reduced to 0 while an Ether flyer is spinning.

Solar Boiler Destroyed: The ship has no power, and cannot maneuver. Agility is automatically 0. The ship can fire each weapon once more, but they cannot reload. Steering jets may be used to change facing once only. If there are batteries on board for life support, the crew can survive, but without power they will quickly perish. The Solar Boiler is not protected by armor.

Magazine: Resolved following the standard rules in *Sky Galleons of Mars*.

Bridge Hit: Resolved using the standard rules.

Greenhouse Hit: The ship's greenhouse is destroyed. The Ether Flyer's life support system will only last another hour before the oxygen runs out. The Greenhouse is

not protected by armor.

Solar Boiler Hit: The ship's boiler has been hit and knocked out of alignment with the Sun. There is no power available until the ship's Movement Phase in the following turn. The Ether Flyer may fire weapons and change facing, but cannot accelerate. Agility is reduced to 0. The Boiler is not protected by armor.

Ether Propellor Hit: The ship's Ether Propellor has been hit. Its Agility and Movement Points are reduced by the damage value of the gun which scored the hit. The Ether Propellor is covered by armor.

Atmospheric Propulsion Hit: The Ether Flyer's airscrew has been damaged. Speed in atmosphere will be reduced by the damage value of the firing gun. It may be possible to repair this damage before entering atmosphere. The airscrew is not protected by armor.

Steering Jets Out: The maneuvering jets are inoperable. The ship may not change facing until they are repaired. At the start of each turn, roll a die to see if repairs are successful. The jets are repaired on a roll of 1 or 2 on 1D6. They are protected by armor.

Ether Propellor Destroyed: The Ether Flyer's Ether Propellor is destroyed. The ship may not accelerate, and its Agility is 0. The ship may change facing and fire weapons. The Ether-Propellor is covered by armor.

RAMMING AND BOARDING

An Ether Flyer may ram another when both ships occupy the same hex. The base roll for a ram attempt is 4 or less on one die. The target ship may expend up to half its Movement Points to evade; subtract

the expended points from the base roll.

No Ether Flyers are equipped with rams, so both vessels suffer damage. Each ship rolls a die and suffers 1 hull hit if the result is less than the hull size of the other ship. If a ship's Hull Size is more than 6, the other ship automatically takes 1 hit and rolls for the Hull Size over 6 only. Both ships in a collision suffer the effects of a Spinning critical hit.

Boarding is only possible if the target ship has no Ether Propellor or steering jets in working order. The boarders must come from a ship in the same hex, which must be moving on the same vector as the target. Boarders must wear vacuum-suits, connected to their own ship by long hoses. The target ship's crew may resist by going out on the hull to fight, if they have a working life-support system. In combat between boarding parties and defenders in vacuum, all casualties are fatal.

ETHER WAKES

Activating an Ether Propellor generates turbulence which can damage other ships. If a ship is in the hex directly behind another vessel whose Propellor is in operation, the target ship may suffer damage. At a range of 1 hex, the target suffers damage on a roll of 3-6; at a range of 2 hexes, it is damaged on a 5-6. To determine the effect of turbulence, roll on the Turbulence/Meteor Damage table on page 132 of the *Space: 1889* rulebook. A Minor Damage result means that 1 hit is rolled on the normal Damage Table above. A Major Damage result means that the ship suffers a Critical.

BRITISH EAST AFRICA

BY GRANT SINCLAIR

INTRODUCTION

British East Africa (BEA) is a British territory which sits astride the equator of the Dark Continent. In 1889, BEA comprises the land which later becomes Kenya and the western part of what will later become Somaliland. Within a few years, the area which now is called Uganda is added to BEA (though it is still considered to be a separate country within it). You may have seen/read of Kenya in *Out of Africa* (Dineson), *Born Free* (Adamson), *The Green Hills of Africa* (Hemingway), *King Solomon's Mines* (Haggard) and the *Flame Trees of Thika* (Elspeth Huxley). The nearby country of Rwanda (just south of Uganda) was the site of *Gorillas in the Mist*.

PHYSICAL NOTES

British East Africa is divided into five regions.

The first of these is the coastal belt, which is delimited on the western side by a series of low hills. The shore is indented by bays, inlets and river mouths and is dotted by islands (including the Mombasa and Lamu islands). In the south, the strip consists of a narrow strip two to ten miles wide; it widens after the mouth of the Tana to form a plain called the Tana Lowlands, which ends up over 100 miles wide and comprises the north eastern part of the country.

The second is the vast Nyika plain, which comprises most of the north (east of the Rift Valley) and the area west of the coastal strip. Its surface is covered with thorn scrub and is dotted with striking elevated formations, including some hilly regions.

The third are the semi-arid and arid regions. To the north and north east, the Nyika plain merges with an area of increasing aridity that covers most of the northern part of the country. A similar area is located in the southern part of the Rift Valley around Lake Magadi. There are scattered trees and grasses, but the meager and unreliable rainfall usually supports only dwarf shrubs and bush. Areas of real desert are limited to the region east of Lake Rudolf (now Lake Turkana).

The fourth is the very fertile highland region, which runs north-south down the western side of the country. It is split by the Rift Valley into two sections, the Mau Escarpment on the west and the Aberdare Ranges on the east. The relief of both highland are complicated, including plains, deep valleys and mountains. The Mau Escarpment reaches 3000 metres, stretching northward from the GEA border and curving to westward to the Gando Koro border. The Aberdare Ranges reach over 3000 metres, rising in the southern part of the country and stretch northward to the northern plain. Snow capped Mount Kenya (5200 metres; called Kirinyaga in Swahili) is connected to the Aberdare Ranges via the Nyeri saddle. The Rift Valley varies between 30 to 80 miles wide; its floor rises from 500 metres in the north around lake Rudolf, to about 2500 metres at

Lake Naivasha but then drops to 700 metres at the border with German East Africa. It is occupied by a chain of shallow lakes that are separated by inactive or extinct volcanoes. The largest lake is Lake Naivasha. The Suguta Swamp lies between Lake Baringo and the southern tip of Lake Rudolf, in an area where the valley flattens.

The fifth is the Lake Victoria Basin, which extends from Lake Victoria to the Mau Escarpment. It is composed of a level plateau between 900 and 1200 metres above sea level. The fertile, rolling grassland is cut almost in half by the eastward extension of the Lake known as the Winam (now Kavirondo) Gulf.

HISTORY

In 1889, the earliest known inhabitants of Kenya are the Bantu people, who have occupied the country for thousands of years. In fact, since it was later determined that the Kenyan and Tanzanian areas are the sites of the oldest known human fossils, the country has perhaps been the home of people since the human race has existed.

The coastal zones of the country had been known for centuries (the Arabs called it Azania, "Land of the Blacks"). Lamu and some other towns were established by Arabs many centuries ago, and other countries (such as Persia) also had some small presence. In fact, some Chinese settled along the coast in the 15th century (they were members of a delegation who decided to stay and marry locals). The Portuguese (including Vasco Da Gama on his famous voyage East) came in the late 15th century and defeated the Arabs; they constructed Fort Jesus in Mombasa in 1593. The Portuguese gained supply bases for their ships and an annual tribute of gold. The Arabs (under the Sultan of Oman) then returned in the late 17th century and progressively expelled the Portuguese until the Portuguese had left the BEA coast completely by 1720. The BEA coast was then again under Arabian influence.

In the interior, the Bantu were expelled by the organized, warlike Maasai (two syllables, emphasis on the second syllable, who came from the north down to the south of the country) and the Kikuyu (who now occupy much of the central parts of the country).

The Arab and Swahili caravans penetrated from Mombasa to Mt Kilimanjaro and beyond to Lake Victoria for ivory, but these were not as popular as places further south because of the desert country of the Taru plain and the warlike nature of the Maasai. The outposts were only nominally under Omani control, and when the Sultan Seyyid Said tried to assert his authority, they resisted and asked the British for aid in 1822. Two British survey ships came in 1824 and declared a protectorate under the British flag, but this was repudiated by the British government when they returned home. Seyyid reasserted his control, garrisoned Fort Jesus and planted clove plantations on Zanzibar (an island off Tanzania). He later moved his court to Zanzibar (it was still there in 1889). The British established a consulate at his court, and used it to attempt to dissuade him from his efforts in the slave trade.

The first Europeans to penetrate into the interior were German agents

of the Church missionary society, Krapf and Rebmann, who established a mission at Rabai, a short distance inland in the Wanyika tribal lands. In 1848, Rebmann became the first European to see Mt Kilimanjaro (the highest mountain in all Africa), and in 1849, Krapf ventured still further inland and saw Mt. Kenya (the second highest mountain in all Africa). Both of them were derided for claiming to see snow there, since the mountains are so close to the equator, but both claims are true (in fact, both mountains have glaciers at their summits). No other journeys were attempted by Europeans for 30 years.

By this time, British attempts to dissuade the Sultan of Zanzibar from slave trading had failed, and force was being used (mostly interception of slave ships by the sea- and aerial- vessels of the Royal Navy). The Germans were showing interest in east Africa as well, which only added to the desire for the British to be a force there too. The Maasai's reputation kept Europeans from the interior for many years, but even this could not discourage European colonial interests forever.

In 1878, Stanley (who had found Livingstone some years earlier) visited Mombasa and flew to Lake Victoria in an aerial flyer, circumnavigating Lake Victoria from the air. He was able to verify the claim of Speke and Grant in 1862 to have found the source of the Nile (now called the White Nile) at Ripon falls (the only exit from Lake Victoria) by flying north to the Nile Delta. The source of the Nile had been an obsession for many years of such men as Richard Burton and Speke.

In 1882, one of the first explorers to enter the interior on foot and live to tell the tale was Gustav Fischer (a German whose party was virtually annihilated by Maasai on Lake Naivasha).

In 1883, the explorer Joseph Thomson (and his companions) became the first British traveler to pass through Maasai country in search of a direct route to Buganda. His route from Mombasa went to Kikuyu, then to Lake Naivasha, then along the Rift Valley to Lake Baringo, then west from there to Lake Victoria. Along the way, he discovered the spectacular falls which are named after him. His journey started in March from a beach on the south coast and he did not actually return until June 1884. Along the way, he maintained an uneasy peace with the Maasai, who were fascinated by his white skin and his trinkets and magic tricks; subsequent travelers found these diversissements less effective. The route to Buganda on foot is very important, since aerial ships are still far too rare.

The Maasai were then preoccupied by an outbreak of disease called rinderpest, which attacked their cattle.

Coastal Arabs begin occasional journeys to the Lake Victoria Basin along the same route as Thomson, paying tribute in wire, cloth and beads to bands of Maasai warriors encountered. These caravans never challenged the Maasai but were often attacked by them, taking heavy losses from battles, cold and starvation. When they arrived, they would hunt elephant and enslave natives to carry ivory back to the coast on their heads. They also did a little barter trading. These trips continued until 1895, by which time the British stopped them.

In 1884, the German Karl Peters returned to Zanzibar from an expedition with his "ten treaties" of eternal friendship, which opened up German expansion into East Africa. Karl Peters was a ruthless man who became famous (he liked the "kind of impression that a rifle made" and eventually was removed from office and punished for cruelty).

In 1885, James Hannington (an Anglican bishop) traveled west through BEA. He was killed in October when he reached the Nile (which flows north from Lake Victoria) in his attempt to set up a diocese in Buganda. His death was ordered by Mwanga, chief of the Ganda in Buganda (who had three missionaries put to death earlier in the year).

By this time, the Sultan of Witu (an area of Arab influence along the coast, north of Lamu) began to gain regional influence due to the waning influence of the Sultan of Zanzibar.

Karl Peters secured an imperial charter for his German East Africa Company.

By this time, a total of 300 missionaries exist in East Africa. This includes BEA, GEA, Zanzibar and Buganda.

In 1886, Britain and Germany split up East Africa between them (except for the coastal strip, which was claimed by the Sultan of Zanzibar), establishing the present border between the two spheres of influence. This was recognized by France in return for territory elsewhere. It is said that the southern border with German East Africa was originally to have been a little south of Mount Kilimanjaro, but Queen Victoria already had Mount Kenya, and Kaiser Wilhelm wanted a snow capped mountain too.

In Buganda in May, Mwanga orders a massacre of thirty Christian converts. His excuse was that they refused to yield to his "unnatural" desires and to recant their Christianity; the massacre became one of the most impressive martyrdoms of the century. Their martyrdoms serve to increase the popularity of Christianity in the region.

In the Galla area, Maasai kill the missionary Houghton and his wife. 1886 is the year in which the Maasai range the most widely.

In 1887, Samuel Count Teleki partially climbed Mount Kenya and explored the Lake Rudolf region (the summit of Mount Kenya has been visited by aerial flyer, but the mountain has never actually been climbed). His expedition, like that of Fischer of about the same time, is attacked by Kikuyu, and the Kikuyu become temporarily even more feared than the Maasai. Caravans skirt the Kikuyu lands for some years as a result.

Sir William Mackinnon and the BEA Association accepted the Sultan's territory for a 50 year concession, though the Sultan retained some power in certain places along the coast (e.g. Lamu).

In 1888, the British government (which was reluctant to directly administer the territory) incorporated the BEA Association. The Imperial British East Africa Company did not really have the financial resources to develop the whole territory, particularly when they became involved in a civil war in Uganda (then called Buganda by its inhabitants). The Maasai and Kikuyu did not recognize the BEA Company's sovereignty. BEA efforts are being encouraged in London by an obscure Colonial

Officer named Winston Churchill. In June, riots occur among Arab plantation owners and traders in Mombasa against the IBEA and the nearby mission stations (the Arabs hated the missionaries, since they were against slavery and the mission stations were natural havens for their runaway slaves).

Continuing unrest in Buganda sees Anglican and Catholic factions raise a thousand fighting men. The local Arab traders and their friends and religious followers comprise a smaller power bloc as well. Mwanga is caught in a scheme in September to rid the country of all three parties and is summarily deposed. Kiwewa (Mwanga's eldest brother) is declared Kabaka and splits offices of state among all three power blocs. In October, the Moslems cleverly oust the Christian chiefs from the capital and seize power for themselves (possibly with the assistance of Sultan Bargash's representative, Sulaiman bin Zeher). Kiwewa refuses to be circumcised and is deposed in favour of his more tractable brother, Kalema. Fighting against the Italians to the north east occurs.

Khalifa succeeds Bargash as Sultan of Zanzibar. He makes no secret of his dislike for all Europeans.

The Sultan of Witu signs an agreement with the German Dendhart brothers, hence transferring the area to German influence. The Sultan calls himself Simba (Swahili for "lion") and his Sultanate is called Swahililand, which even issues its own coins and postage stamps.

In 1889, epidemics of rinderpest and smallpox were beginning to undermine the Maasai wealth and power base. The tribe was split upon the death of their great laibon (spiritual leader) M'Batian. M'Batian had once predicted the coming of the Europeans in a parable of a flock of large white birds. He also predicted something to with a great snake reaching from the coast (later fulfilled when the railway is built) and the eventual destruction of most of the tribe at the hands of the strangers, after rebellion against them.

Jackson and Gedge set out to find a direct route from Lake Naivasha through the Mau forest to Buganda (they succeed). Until this discovery, all traffic to Buganda followed the route found by Thomson in 1883, supplied by the various tribes along the way (particularly the Kikuyu). Machakos is established; it is the IBEA's first inland trading station (it will become the site of the first white settler of the colony, in 1894).

Mwanga sets himself up in the south of Lake Victoria. He is joined by the Christian chiefs in September and invades Buganda in October, taking the capital (he has received military aid from the Germans). The Moslems counter-attack and drive them out.

An attempt to fully explore the Tana with a view to opening up the interior is abandoned, due to unrest in Witu. The Sultan of Witu has gained enough power now that many of the coastal Arabs look to him for leadership, rather than Zanzibar.

In 1890, the territory is established as a British Protectorate in an Anglo-German agreement. Germans concede Witu to Britain, but the Sultan refuses to deal with the British; the British take Witu by force. The Sultan is forced to abdicate to his son.

The British continued to acquire other lands within the territory from the natives, mostly by treaty or outright purchase.

In Buganda, which is not part of the territory, Mwanga counter-attacks in February and drives out the Moslems once and for all. Mwanga splits up offices among the Anglican and Catholic chiefs but throws his influence to Germany and signs the treaty offered by Karl Peters in preference to the one offered by Jackson of the IBEA. The Anglo-German Agreement of July then settles the dispute in favour of Britain, making an enemy of Mwanga for ever. Frederick Lugard of the IBEA later makes a treaty with the Moslems.

The German government takes over from the German East African Company.

THE COLONIAL PRESENCE

Colonial officers are still mostly found in coastal towns or in Buganda, though some are found in the interior (e.g. at Kisumi). Some land has already been purchased from the natives (for whom there are many nicknames, including niggers, golliwogs, and darkies). The land is presently held in trust by the IBEA, since no colonization is intended until the completion of the Uganda railway, for which surveying work will start soon.

The IBEA is run by a board of directors headed by Sir William Mackinnon, an ageing Scotsman who began as a grocer's assistant and became the founder of a large steamship line. He is one of the wealthiest men in Britain. In Mackinnon's character is mixed deep and rigid piety with exceptional financial ability; but his performance as an imperialist is lacking. He is impulsive, changeable, and does not think through his large plans, which are impracticable due to the undercapitalization of the company. He favors buying out slaves from the Arabs, rather than forcing them to give up slavery. Kitchener advised Salisbury to "get rid" of Mackinnon as early as 1888.

Other people working for the IBEA are George Mackenzie (the calm chief of central administration in Mombasa); George Portal (who, in 1893, was British Commissioner reporting on the situation in Buganda to the British Government); Frederick Jackson (who led caravans into the interior and dealt with the Maasai and seems a reasonable sort of guy); and Frederick Lugard (who spent most of his time in Buganda, eventually becoming Governor General of Uganda).

The main European presence in the interior still consists of ivory hunters and explorers, who are supplied from trading posts at strategic points (usually on rivers, for water). "Hunters" are all self-employed and actually involve themselves in any sort of money-making venture, not just hunting; some are even reputed to indulge in the slave trade. There are no organized safaris yet (nor are there until after the turn of the century); but white hunters or natives can be employed as needed. Otherwise, anyone who wishes to hunt is on their own.

Transport is generally by conventional means, since all aerial flyers (such as steam launches) are Naval vessels used against the slave trade,

vessels of the British East Africa Company or private vessels of the few nobility who live here (the ones that do have usually committed some crime or offense against expected modes of behavior and are in unofficial exile until they have served their time). Travelers into the interior go by land (usually on foot, rather than on horses) or by steam launch up a river and by land thereafter. There are Zanzibari porters available for land journeys and a steamer has been chartered by the IBEA for journeys up the Tana and Juba rivers (north of the Tana). Pack animals (donkeys and camels) and carts pulled by Cape oxen have been imported and available for journeys from Mombasa (but they all die). Some roads have been made for a short distance in from the coast (but they are doomed to be washed away by the rains). There is no Zeppelin service to or into British East Africa. Sea travel along the coast is commonplace, ranging from Arab dhows to European merchant craft.

POLITICAL INTERESTS OF FOREIGN POWERS

GREAT BRITAIN

The British have little interest in the land itself, since much of it is arid or semi-arid and inhabited by hostile tribesmen. The British are at this time more interested in protecting the land that they have and pressing on to make further claims in areas still under dispute. The British are here because (1) the Germans are here; (2) it gives them a route to the fertile Buganda plateau immediately north of Lake Victoria, which is inhabited by three million people already and has a much greater potential for economic development. Buganda is the most powerful central African regime. Their previous route, down the Nile from Egypt, has now been disrupted by the revolt of the Mahdi; (3) it gives them a base to oppose slavery in the Indian Ocean and the Red Sea; (4) it is another piece needed to give Britain an unbroken strip of land from the Cape Colony to Egypt (they are thinking of building a big railway the whole way).

GERMANY

The Germans have some interest in the Witu region, and in developing their own lands. They are also interested in frustrating whatever plans the British may have. They would like to have Buganda.

THE SULTAN OF ZANZIBAR

The Sultan makes a lot of money from slavery and intends to continue doing so. The slavers who deal with him have informally split up the whole of East and Central Africa into individual territories, much as the American gangsters of the 1920's. There are many Arab villages dotted about these regions. There are some Moslems in Buganda from contact with the ivory traders, and these quarrel with the Anglican and French Catholic missions there.

THE MAASAI

The Maasai (name spelt variously) are probably the most famous

(and feared) of all of the peoples of East Africa and know it. Their reputation is not exaggerated; only the Kikuyu do not run away when the Maasai come raiding. Although the Bantu people had been in British East Africa for thousands of years, the Maasai had no trouble expelling them and lost few people to the slave traders who raided the area (unlike the Bantu). The Maasai are the subject of much interest by Europeans, with their Spartan ways and belief that they are the rightful owners of all the cattle in the world. The Maasai like blue beads (every tribe seems to have its favorite color and are totally uninterested in beads of other colors). They inhabit the southern portions of BEA and the northern portions of German East Africa (GEA). They have more territory in GEA but more population in BEA.

They are distinguished by their character, their good manners, and their impressive physical appearance. They believe that their god Ink gave them all the cattle in the world (in modern times, they graciously lend them to other tribes) and their lives are centered around cattle; for instance, their warrior tradition was originally based on a need to protect their cattle and the lands they need for them. A common greeting is "I hope all your cattle are well". They are therefore a pastoral people.

Life for the Maasai is one big celebration. From birth up to (but not including) death, every significant event is a cause for celebration. They group their people by age, each with its own dress code. The junior ages form the basis of their warriors, the famous *moran*. This time is very important, for they are not allowed to marry later unless they have killed someone. Wife-lending is common among the same age-set. Like many local tribes, they practice male circumcision. This is done at puberty without anesthetic (ouch) and is a test, since they may not become warriors if they flinch (that's me out, then).

The Maasai are a nomadic, pastoral people. They have lots of kraals about the countryside, which are mud-dung houses surrounded by a large, circular thornbus fence. The kraals are owned by the people as a whole. They do not practice agriculture, since they subsist almost entirely on their mixture of blood and milk (it sounds awful, but the Maasai have one of the lowest rates of heart disease in the world, and it is thought that this diet, although now archaic, is responsible for this). They wear red ochre on their bodies (their whole torso is painted in event of battle) and their women wear coils of wire on their limbs. They traditionally have a type of democratic society, with public opinion able to sway the decision-making process. At this time, their runners are the equal of any tribe in BEA (since Kenya in modern times produces some of the best runners in the world, this is quite something). They can run all day, quite fast, without stopping, thus covering immense distances.

The Maasai are one of the few tribes who have no fear or real interest in Europeans and their ways. They alone do not refer to Europeans as Bwana.

In modern times, the tribe has been greatly reduced in numbers. They are one of the richest tribes in Africa, from the treaties they made with Europeans for their lands. Their current lands and some of the

National Parks are contiguous; they are custodians of their lands with real power. Having Maasai as a type of park ranger would undoubtedly be an incentive for visitors to obey all the local park regulations.

OTHER TRIBES

The main other tribe is the **Kikuyu**, who live in the central highlands. They are less significant than the Maasai, despite being greater in population, because they have no central government structure and are therefore less organized. At this time, they are feared more than the Maasai (wrongly). Later, they will become the most numerically superior tribe and will be responsible for Kenyan independence. Inter-marriage between the Maasai and the Kikuyu was quite frequent. They are excellent agriculturalists and used to supply Swahili caravans with food (they will later do the same for European expeditions).

The remaining tribes are more peaceful and agricultural based:

The **Bantu** tribes are now found in large numbers only in the NW, though there are numerous small tribes throughout the country. The most famous are the Kamba (see below).

The **Nandi** are found to the W, into Buganda.

The **Wataveta** are found on the slopes of Mount Kilimanjaro, where they hide from the Maasai in the forests there.

The **Watu** are nomads from the northern plains, who are renowned as the best hunters and trackers in BEA and famous for their use of the longbow (which actually dates back to before Agincourt).

The **Kamba** are skilled hunters and good agriculturalists, who live in the Machakos region, adjacent to Maasai lands. Machakos (their "capital") is the site of the first IBEA inland trading station. They were evicted from the Kilimanjaro region by the Maasai. This tribe has had the main contact with foreigners and have done quite well from trade; their hunters have many techniques for killing elephants, for the ivory trade. The tribe is one of the most important in modern Kenya.

The **Turkana** live near Lake Rudolf; they have headdresses made from their own hair and that of their ancestors and cuts in parts of their bodies to show the number of enemies killed. They, along with their neighbors the **Suk**, have strange weapons which are unknown anywhere else in the world.

The **Samburu** are related to the Maasai, but live in the northern semi-arid areas of the Matthews Range, the Ndoto mountains and Mount Nyira and surrounding plains. They have a pastoral lifestyle and get blood from their camels rather than their cattle. The name *Samburu* means "butterfly", and they have a reputation for being dandies. They look like a tribe of Michael Jacksons, but are actually quite good fighters. Society is interwoven by relationships of blood, by bond, and by joking bond (informal). They have no chiefs and live by consensus. Oral tradition states that the Samburu migrated from the Lake Turkana region in 1840 after invasions by the Turkana.

The **Njemps** are Maasai speaking relatives of the Samburu who settled

near Lake Baringo. They are small in number and have an agricultural lifestyle, plus fishing (from canoes in the lake).

The **Luo** live in the Lake Victoria area and are mainly agricultural. They also have cattle, which they ride into battle.

The **Embu** are related to the Kikuyu and are their neighbors, living in forested areas. They live in caves or hollow trees and live in a hunter-gatherer lifestyle, though this is now changing since they obtained maize from coastal traders.

The **Pokomo** are the best known coastal and hinterlands tribe. They are mostly agricultural, though they also fish. They are mainly found along the coast north of the Tana. They use agricultural success as a way of measuring status, since the ability to feed guests well is important to them. In their society, no one goes wanting, since the excess food produced by one group is given to groups who have had problems (the first inklings of communism?).

The **Mijikenda** are another tribe of the coastal hinterlands, living south of the Tana just inland of the coastal strip. Their women appear to have enormous backsides, but this is purely artificial (the effect is created by 40 metres of cloth folded and placed under their skirts). They live an agricultural lifestyle with a limited amount of livestock.

MOMBASA

Mentioned by Ptolemy in the 2nd century AD (then called Tonikw). Mombasa has a hot and steamy tropical climate with palm trees swaying in a gentle cooling breeze, a warm sea lapping against golden sands and a coral reef. There are dhows here (as in Lamu) which trade up and down the coast. Mombasa's modern history dates back to the 12th century, when native Africans had a small town here, visited by Arabs. Mombasa was one of the main targets when the Portuguese took the area; one raid netted so much loot from the Arabs that much of it had to be left behind when the fleet left (they burnt the town down behind them).

In 1889, Mombasa is the "capital" of British East Africa and the home of the Imperial British East African Company (the offices are in Leven House). Local notables are members of the Mombasa Club, the center of Mombasan society (such as it is), which has a good view of the harbor and Fort Jesus. The docks are extensive (and remain so today). Houses are made of wattle and daub with bits of coral and roofs made of palm thatch or tiles. Many houses have the carved doors and doorframes found in Lamu, as well as the balconies with intricate enclosures (the Moslems give their women great privacy). Shops have ornate signs and etched glass windows. Some Indians live here as businessmen and entrepreneurs. At this time, Mbarak Hinaway Road was called Vasco Da Gama Street.

LAMU

An island with a large population, in a town dating from the 14th century with many narrow alleys with people riding donkeys through

them (the alleys are too narrow for anything else). An Islamic town, the women wear black and have veils and things, though society is not as strict as some. Lamu is still controlled by the Sultan of Zanzibar and many slaves are shipped by Zanzibar in dhows. The British intercept some (using aerial flyers to locate them) but many get through.

Lamu (like some other coastal towns) is famous for the carved wooden doors and lintels which keeps carpenters busy. It exports slaves, ivory, cowries, tortoise shell, mangroves, oil seeds, and grains and imports oriental linen, silks, spices and porcelain. It is quite well off (its economy will collapse when slavery is eventually banned in the region).

MALINDI

Has a pedigree going back to the 12th century and was visited by the Chinese junks of Cheng Ho between 1417 and 1419, before the Chinese Emperor prohibited further voyages. They got on well with the Portuguese; a pillar erected by Vasco Da Gama as a navigation aid still stands. The climate is very nice for most of the year, though the sea gets really muddy during the rainy season from silt washed down rivers from the interior. There is a break in the coral reef here.

THE RIFT VALLEY

The Rift Valley is the home of extremely high populations of incredible wildlife, in settings of great beauty. The various lakes here host huge populations of flamingos (60% of the world's population of flamingo live in the Rift Valley; Lake Nakuru is home to 2 million of them). The Rift Valley actually extends north and south of British East Africa, but it is said to be at its best here. The valley has geothermal springs, alkaline lakes, waterfalls, shattered lava beds, oases of lush vegetation hemmed in by craggy mountains, forested mountains surrounded by sand deserts, and many other delights for the explorer. In the north, the Valley includes Lake Rudolf, the legendary "Jade Sea". The best falls are Thomson's Falls, which are near Lake Nakuru; they are nearly 100 feet high.

The weather here is unpredictable, particularly in the north. The day can be 50 degrees C and totally still and humid, with mirages everywhere and all animals hiding from the heat, suddenly broken by the most violent thunderstorms that most people would ever experience in their lives tearing through the place and taking all before them. Then they stop suddenly, with absolutely clear star-studded skies.

ANIMAL LIFE

The following animals are found through British East Africa: buffalo (prefers grassy areas and muddy pools; easily provoked and quite dangerous), antelope (various, some of which described herein), aardvark (at night only), baboons (various), bat-eared fox (usually only at night), cheetah (generally hunts alone, sometimes found in pairs. Prefers grassy areas, where its famous sprint ability is at its best), monkeys (including

the beautiful Colobus monkey and the more common Vervet (or Black-faced) Monkey), crocodile (not usually dangerous), dik-dik (a small antelope which mostly lives in scrub), eland (the largest of the antelopes), genet (the size of a large cat, very carnivorous, likes hares, birds and similar sized creatures), Gerenuk (gazelle with a long neck), giraffe (two types. Gentle), gazelle (various; the main two are Grant's Gazelle and Thomson's Gazelle), hartebeest (large weird-looking antelope), hippopotamus (generally good-natured, but dangerous when provoked. Can run faster than men. Thought to dislike people getting between themselves and the water), hyena (various types. Sometimes kills for itself and have been known to bite the side of a man's face while he sleeps. Unusually, it will eat a kill while it is still alive; they are capable of taking on an old lion), impala (Antelopes which jump better than springboks; they can jump 30 feet long and 10 feet high in one bound), jackal (various. A scavenger), leopard (Solitary big cat, hunts at night), lions (The females are the ones who do the actual killing, except for man-eaters, which can be up to 11 feet long), rhinoceros (Can weight up to 2 tons. Actually has two horns, one of which is very small; the horns are said to be an aphrodisiac. Prefers grass. Temperamental), warthog, zebra (African horse which can be found in herds of several hundred. Hard to tame, but it has been done).

The following animals are found in certain parts of BEA: aardwolf (inland south only), elephant (non semi-arid areas. Irritable, can be dangerous. The local word for elephant is *tembo*, which is also the word for beer), oryx (small antelope with long straight horns, found in semi-arid areas), serval cat (looks like a cross between a lynx and a leopard), waterbuck (gregarious, sometimes found in herds with other animals. Lives in plains close to water), gnu (a silly looking antelope which lives on plains near water), wildebeest (very prolific at certain times of the year; the herds are so large that they stretch to the horizon).

Other animals are known (e.g. other types of hog, monkeys, and antelope) but are relatively few in number.

OTHER NOTES OF INTEREST

Lake Rudolf (N. Kenya) and the Olduvai Gorge of the Rift Valley (over the border, into Tanzania) are the sites of the main finds of the Leakey family.

Mount Elgon, a large mountain on the border of Kenya and Uganda, was discovered by Sir Henry Stanley, I think when searching for Livingstone. He named it *Masaba*, although he didn't find the huge Maasai caves now occupied by elephants and their lookouts, the bats. The elephants actually carved the caves out of the mountains themselves, apparently after the salt in the walls.

Rumors of white rhinos are false; the word white is a corruption of "wide", since these rhinos have wider mouths.

In the 1920s, some of the white colonists had a lifestyle which led caused others to ask, "Are you married or do you live in Kenya?"

AUSTRALIAN ARMED FORCES IN *SPACE: 1889*

BY PETER SHUTZE

The lists of forces provided by various *Space: 1889* products (such as *Soldier's Companion*) contain some glaring inaccuracies with regard to the lesser Armed Forces, particularly those of Australia. This article supplements the information in *Soldier's Companion*, and provides a more accurate list for Australian naval assets in 1889.

COLONIAL NAVIES

Each Australian colony maintains an independent naval force, which in 1889 consisted of the following vessels.

COLONY	NAME	TYPE
Queensland	<i>Mosquito</i>	Yarrow-130 Torpedo Boat
New South Wales	<i>Wolverine</i>	Tornado Corvette (Spanish)
	<i>Acheron</i>	Lightning Torpedo Boat
	<i>Avernus</i>	"
Victoria	<i>Cerebus</i>	Coastal Defense Monitor
	<i>Childers</i>	Thornycroft 125 Torpedo Boat
	<i>Nepean</i>	Thornycroft 113 Torpedo Boat
	<i>Lonsdale</i>	"
Tasmania	<i>TBI</i>	"

The classes used are the closest known equivalent provided in the *Ironclads and Ether Flyers* product and appear in the British or Australian section unless noted.

THE IMPERIAL AUSTRALIAN SQUADRON

In addition to the minor vessels controlled by the separate colonies, there was a fairly large permanent contingent of the Royal Navy based at Garden Island in Sydney Harbor.

- 1 *Nelson*-class armored cruiser (*Nelson*)
- 3 *Emerald*-class corvettes (*Opal*, *Diamond*, and one other)

In addition, three *Osprey*-class sloops were paid for and expected to join the squadron during 1889-91.

THE AUSTRALASIAN AUXILIARY SQUADRON

Finally, for those whose campaigns extend beyond the year 1889, the Australasian Auxiliary Squadron was established in July 1891 by the "Australasian Naval Defense Act." Passed by the British parliament on 20 December 1887, the act established a force that was jointly funded by the Australian colonies and New Zealand but crewed by the Royal Navy. This force came under the direct control of the Imperial Australian Squad-

ron, but could not be ordered out of Australasian territorial waters.

5 *Pearl*-class fast cruisers (same statistics as the *Mersey* protected cruiser) of which 3 were active at any time including the Katoomba.

2 *Rattlesnake*-class torpedo Gunboats (*Boomerang* and *Karrakatta*).

ARMY UNITS

Australia could have made an effective field force available to support the Empire if it had been called on to do so. Contrary to the data given in *Soldier's Companion*, there were fairly effective field forces available of which the 'Light Horse' type units were only a part. For example, in 1885 New South Wales dispatched a 500-man volunteer Battalion of infantry supported by 2 batteries of 5 x 16lb Artillery to fight in the Sudan at very short notice. Due to conditions in Sudan the artillery batteries were re-equipped by the British command with 3 x 9lb field guns each. These forces were organized and embarked on very short notice once news of the strife was received.

The standard formation to be deployed in emergencies was the brigade, which was organized as follows:

2 infantry regiments, each consisting of 2 battalions of 4 companies each.

1 mounted rifles regiment consisting of 6 companies

2 batteries of field artillery consisting of 6 guns each

1 company of engineers

110 medical and supply personnel

All companies conform to the standard *Soldier's Companion* organization.

In peace time, most colonies had one battalion of full-time infantry available, admittedly based at the fortifications, and at least enough active (and paid) reservists to provide for their mounted rifles commitment as well as the 'Staff' required to fulfill their contribution to the planned brigades.

Fortunately, Australia never faced a threat so a full brigade was never called up, although 8 were planned for and preparations made. The men and equipment were available to fill out these brigades, with most of the men coming from the retired British Army veterans that were settled throughout the colonies.

The Australian colonies at various times also had various short lived units that could best be described as 'experimental' such as the Queensland Black Rifles.

In nearly every emergency involving the British Empire from the early 1800s to the Falklands War (not inclusive) Australian troops have been sent, either as small parcels or (from the Sudan on) as complete units, most notable in the Sudan Campaign and the Boer War. It is very likely that a battalion or more of Mounted Rifles and or infantry would be sent, with artillery support. This is very true of situations such as the Oenotrian War.

By the way, as late as 1891 the Australasian armed forces still used the Martini-Henry rifle.

BANKING AND SHARES IN 1889

BY PETER SHUTZE

There are two main types of bank in 1889: Joint Stock banks and Merchant banks. The entire structure and operations of a bank are dependent on the type of bank involved.

Merchant banks are where the rich kept their spare thousands, confident of earning a good (usually variable) return from their investment. They are in most ways similar to today's investment trusts and money managers. They usually only have one palatial office in the business capital of the home country (e.g. London, Berlin, New York) and small agency-type offices in major financial centers. They invest wherever the profit is, normally in great lumps such as the Barings investments (loans) to Argentina in the 1880s.

Joint Stock banks are local organizations that operated much the same as Citibank does now with many offices and smaller balance accounts from 'middle class' investors and businesses. They offer interest to their depositors and profits in the form of dividends to the stock holders. Their investments are mixed, offering loans to local businesses and buying bonds issued by all levels of government, major industrial conglomerates and projects. They normally restrict their foreign activities to the colonies of their home country.

THE MAJOR BANKS

Rothschilds and Barings are the premier merchant banks in the UK. Rothschilds is interested mainly in Europe, while Barings deals with the Americas. Both have an office in Syrtis Major.

Barclays, National, and Westminster are the three main Joint Stock banks in the UK. They have at least one branch in each large city in the UK as well as one in the capital of each colony. Each city in the British colony on Mars has a branch of at least one of these three banks, while all three banks have a branch in Syrtis Major.

Deutsche Bank, Diskonto, Dresner Bank and Darmstadter are the four major German Joint Stock banks. They operate with many of the characteristics of a British merchant bank, due partly to Germany's lack of colonies. Separate palatial offices in the big German cities (such as Berlin, Munich and Cologne) cater to rich customers, while the middle class deals with the typical local branches.

Bank of New York (later to become Bank of America), Bank of Manhattan (later Chase Manhattan) and City Bank of New York (later Citibank) are the major joint stock banks in the USA. These banks circumvent some of the serious restrictions placed on them by the American government through the establishment of holding companies. These companies in effect control the state wide 'banks' in the more important (financially) states.

J. P. Morgan was the best known merchant bank in the USA, although it was to a large extent the private bank of the billionaire J. P. Morgan

himself, who also controlled much of America's railroad network.

STOCKS AND BONDS

Historically, bonds were issued at £10 each and could be freely traded in major business centers. Typically they paid 6% interest annually by cheque to the currently registered holder. Any major project such as the Trans-Siberian railway or Panama Canal, as well as all levels of government and major business entities, would issue bonds.

Joint Stock banks and many other large business entities issue shares that are traded on the Stock exchange in the major financial centers on Earth. Medium-sized companies (such as the Hesperian Basin Trading Company on Mars) often have shares that are traded on the local Exchange of the country or colony where they conduct their business, which are situated in the capital city of major colonies and dominions.

These shares are easily traded at the appropriate Exchange, although the regulations controlling these exchanges are far more lax than is the case now. The players could easily make or lose fortunes depending on the effect of inside information they discover during an adventure. Remember not to stress this information, since price would be subject to far greater resiliency due to communications lag and effects are most likely to be only short term (3 months) fluctuations.

BANKS IN SPACE: 1889

It is hard to underestimate the role and power of the big banks at this time. Many historians consider the Boer War to have been a contest between the banks of Germany and the UK. It is certain that, even considering the undeniable skill of the Boer soldier, that the Boer Republic could not have survived as long as it did without German money. Many of the grievances leading up to the war were also a result of actions taken at the British bankers behest (because of the political considerations governing their investment locations).

The wealth at the command of the banks mentioned make them ideal sponsors for many types of adventure: exploration, minor raids and sabotage (especially between Germany and the British Empire on Venus), and so on, either on their own behalf or as intermediaries for their major clients (primarily merchant banks).

When deciding what actions a bank will take, remember politics — a bank will only invest in a friendly nation or a colony of their home country. They will not cause serious harm to their home nation and are often fronts for the less politically acceptable actions of the home country.

A major source of bank rivalry is in South America where Barings and the American banks are competing for influence over this valuable economic turf. Economic domination of Martian city states is another obvious possibility for trouble and adventure to develop.



G'DAY, MATE!

GENERATING AUSTRALIAN CHARACTERS

BY PETER SCHUTZE

This article is intended to provide the same sort of detail for generating *Space: 1889* Australian (and New Zealander) characters as the article in *Challenge* 43 did for Americans. Many of the rules apply equally to any British colony or Dominion such as Canada and the African colonies. Note that in most cases the term Australasia is used as administratively Australia and New Zealand were treated as one by the British government.

AUSTRALASIA AND THE WORLD

As a group of colonies of the British Empire, Australia and New Zealand were regarded as suppliers of raw materials for the factories of the mother country. What industry the colonies possessed was devoted mainly to producing goods for local consumption (i.e. clothing, transport and agricultural equipment). It is for this reason that even as late as the 1950s economists exclaimed that "Australia rode on the sheep's back" due to our reliance on wool exports. To a large extent this applied equally to New Zealand as late as the mid 1970s. The other major function of the colonies was as an outlet for malcontents and military retirees.

The only major effect Australia had on British foreign policy was in South Pacific affairs. The colony of Queensland annexed the territory of New Guinea in 1884 (partly to prevent the German colony of Papua extending south), forcing the British to take over the claim in February 1885. There were moves

afoot to have Australasia extended to include the administrative control of such places as Fiji and Tonga. This, along with the annexation of New Guinea, failed due to the British view that 'a Colony can not have Colonies'. Queensland (and from 1901 to 1975 Australia) did keep control of New Guinea, but Australia never again tried to 'colonize' a territory.

The Australasian colonies (locally referred to on occasion as States) each had their own parliaments and self-government but were willingly under the British thumb as far as relations with the rest of the world were concerned. In fact, Australians, excepting the New South Welshmen, were very patriotic toward the mother country, often seeing themselves as Britons first and Australians second. Remember, the notion of a unified nation of Australia had only been around for about a decade. Of course, the defense of the Empire was considered very important indeed.

AUSTRALIAN SOCIETY

There was no Social Class 5 or 6 in Australasia (representing either a European landed nobility or the American wealthy classes). However, there was a very large middle class. It is recommended that in campaigns where dice rolls are used to determine attributes, all Social Class rolls of 5 and 6 be rerolled.

Naturally, there were a few people in Australasia who could

claim to be of the Aristocracy or Wealthy Gentry social classes. However, these were all Britons serving in Australia, such as the governor of each colony and the Commander of the Australasian Naval Squadron. Due to their positions, they are obviously not eligible as Player Characters.

CAREERS

It was quite common for Australasians to make their fortune in the colonies and move back to the mother country. Therefore, it is quite acceptable for an Australian character to have a second career according to the standard British character generation rules. Many Britons in government (usually military) service would finish their time and 'retire' to the colonies. These retirees, if they had not saved enough to buy a large farming property, often started a mercantile or professional career in the capital cities. A British character may have a specifically Australasian second career. However, these individuals would be rare and should be restricted to NPC's actually in Australia or New Zealand.

GOVERNMENT CAREERS

The highest rank that an Australian could hold in the colonial military was that of Lieutenant, as the Staff and higher Command positions always went to an ex-British officer (treat as an Army officer on secondment to a Native Regiment) of the appropriate service, under a 3 to 5 year contract. The branch tables should be modified to reflect the changed ranks as per the Light Horse branch. Special considerations apply to the Navy. Those serving on colonial naval vessels

should use the Mercantile seaman career, those wishing to join the Royal Navy will need permission from the Referee.

As a colony (or group of colonies) Australasia has no Foreign Office or Colonial Office.

NOT IN OUR NAVY!

It was not until August 1891 that the anti-pressgang laws were modified, allowing direct enlistment to the Royal Navy from a British colony and then only on a trial basis. You could travel to England and enlist, if you were lucky and hid your accent, but you could not join the Imperial Australian Squadron (and presumably the permanent squadrons of the Royal Navy based in other colonies) directly. Of course, once you are in the navy, who knows where you would be posted?

AUSTRALIAN/NZ ARMY CHARACTERS

The Australian and New Zealand armed forces in 1889 had no real Artillery or Cavalry branches, instead they relied on 'Light Horse' and 'Australian Fortress Corps' units (of varying titles) which use the following branch tables in conjunction with the normal army tables. There are no fashionable regiments and the technical services almost nonexistent.

LIGHT HORSE BRANCH SKILLS

Soc 1: Private: Fieldcraft-1;
Riding(horse)-1; Tracking-1

Soc 2: Junior NCO: Fieldcraft-1;
Riding(horse)-1; Tracking-1

Soc 3 or 4: Sergeant or Lieutenant: Riding-1; Observation-1;
Fieldcraft-1

Note: For the base skills of Soc 3-4

reduce Leadership to 1 and add Wilderness Travel(Mapping)-1

FORTRESS CORPS BRANCH SKILLS

Soc 1-2: Gunnery(MLC or BLC)-1;
Mechanic(Machinist)-1; Observation-1
Soc 3-4: Gunnery(MLC or BLC)-1;
Fieldcraft-1; Observation-1

EXOTIC CAREERS

The Big Game Hunter career is inappropriate for Australia which lacks large or dangerous game. However, the premise for this British character (i.e. rich and travels to where the game is) works well enough for the occasional NPC. The Dilettante traveler is not allowed due to its Soc requirements.

SERVICE CAREERS

All careers remain the same, except that groundskeeper (of which there were possibly 50 throughout Australia) is replaced by the Swagman career, which is a cross between the American cowboy and an itinerant laborer.

Personal Servants should be fairly rare in Australia, both because of the egalitarian culture and the lack of very wealthy employers, although if there is a valid roleplaying reason behind it (such as being the servant of another PC) there should be no problem.

Swagman (Soc 2- Str 3+):
Riding(Horse) 1, Wilderness Travel 2,
Close Combat (Edged weapon) 1,
Tracking 1, Marksmanship (rifle) 1,
Crime (pickpocket) 1

MERCANTILE AND PROFESSIONAL CAREERS

These careers are identical, however, the Inventor career should replace the Naval Architecture skill

with Structural Engineering as Australasia had no real ship design and building industry. The Seaman career should be used for those serving on the colonial navy vessels.

CRIMINAL CAREERS

These careers are identical except that the Poacher is removed and the Bushranger and Rustler (from *Challenge* 43) careers are added.

The Australian bushranger was in many ways similar to the British highwayman and American outlaw. However, due to the small size of widely-scattered inland settlements and the concentration of populations in the state capitals (which still characterizes Australia) they were as much reliant on their survival skills as their criminal abilities. By 1889 bushrangers were nearly gone due to the police and citizens 'hunting them down like dogs', so they should be first careers only.

One of the few bushrangers still alive by 1889 was the infamous Harry Redford, alias 'Captain Starlight', the Robin Hood of Australian Bushrangers. He was acquitted by a sympathetic jury in the Queensland town of Roma in 1870. Later, he adopted the name Major Patrick Reilly and moved to Western Australia, working as an explorer and guide for the Mines department. It is quite likely, given the opportunity, he would have moved on to Mars to continue working as a guide and explorer there.

Bushranger (Soc 3- Agil 3+, First career only): Fisticuffs 1; Stealth 1; Marksmanship 1; Fieldcraft 1; Tracking 1; Riding (horse) 1; Wilderness Travel (foraging) 1

Rustler (Soc 2-): Riding (horse) 2, Wilderness Travel (foraging) 2, Tracking 2, Marksmanship (pistol) 1

RACE

ABORIGINALS

In most cases, the Australian Aboriginal has lived separate from the rest of Australian society, although there were several attempts throughout the 1800s to assimilate them into the lower strata of society. On the east coast of Australia there was a justified concern that the Aboriginal was in grave danger of extinction due to the treatment they received. This was in many ways worse than anything dealt out to the American Indians. Many Aboriginals near the larger European settlements were treated as criminals (largely due to prejudices that still exist), but this was highly exaggerated. There were very few Aboriginal career criminals, although most free males could be regarded as Rustlers due to their nomadic lifestyle. The only careers open to Aboriginals were as Native Police, Bushranger, Rustler and Swagman. Due to the prejudices and inequality of Australian society, Aboriginals are restricted to Soc 1 and have a maximum Education of 3 (2 if Bushranger or Rustler careers are desired).

KANAKAS

This is the generic name applied to the various groups of Pacific Islanders (mainly Papua New Guineans and Solomon Islanders) that were brought primarily to Queensland to work in the sugar cane fields. Continued access to these virtual slaves was a major reason for the annexation of New Guinea in 1884 by Queensland.

Kanakas are under the same restrictions as Aboriginals except that Rustlers would be uncommon.

CHINESE

During the 1880s and 1890s the Chinese Australians were subject to various forms of racism and overt discrimination, even on an official level. They were the only group subjected to an annual Poll Tax, while killing a 'Chinaman' was considered slightly more serious than killing an Aboriginal and offenders were sometimes actually punished.

The 1887 population figures for Chinese were: New South Wales 10,000; Victoria 11,000; Adelaide (in South Australia) 200; and what later became the Northern Territory had about 10. No figure for Western Australia was given; however, it is probable that there were several dozen Chinese in such remote towns as Broome. Broome had a largely non-European population at this time and had closer ties to the Dutch East Indies than it did with the rest of Australia. This is not surprising considering its isolated location on the northern coast of Western Australia and that its main industry was pearling.

Chinese are restricted to a Soc of 1 or 2 and are not allowed in government service.

NON-BRITISH EUROPEANS

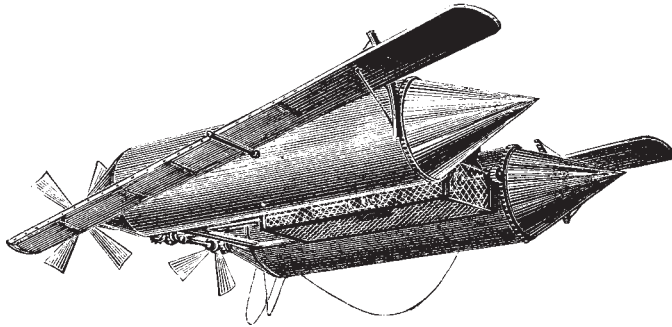
In the major cities of Australia non-British Europeans (Germans, Dutch, French, etc.) were frowned upon but were rarely subject to overt discrimination. They are under no restriction, although a higher percentage of these are from Soc 2 and 3 than is normal for British characters.

AEREON FLYERS

AN OPTIONAL SHIP TYPE FOR SKY GALLEONS OF MARS

BY TERRY SOFIAN

In 1863, even before the discovery of Liftwood on Mars, American inventor Dr. Solomon Andrews of Perth Amboy, New Jersey, developed a aerial vessel capable of controlled flight. This steerable aerostatic (lighter than air) craft he called an *Aereon*, and it progressed through the air by ascension and descent. In the same manner that a plank held under



water will move forward as well as upwards when released, the *Aereon* could be made to move forward against the wind in a controlled manner by varying the trim and the buoyancy of the vessel without the use of any kind of propelling engine. The original designs were hydrogen-filled balloons, but with the discovery of liftwood in the 1870s, its greater lifting power was soon harnessed for aereon construction. By 1878 the Transcontinental Aereon Corporation had been formed and was challenging the railroads and stagecoaches for United States Mail contracts. Several U.S. concerns are also building Aereons on the Red Planet for fast passenger and cargo service.

In operation the aereon flyers function by carefully adjusting the liftwood vanes to control both the amount of lift generated and the attitude of the vessel. To move forward the ship is trimmed nose heavy and the vessel made negatively buoyant. The flyer moves downward but also forward as well. When the momentum of the drop is expended the ship is trimmed nose up and light it will climb. Again the aereon moves forward as it goes up. The speed of the flyer is governed by the amount of negative or positive buoyancy developed by the liftwood. For each level of altitude lost by a flyer it may move forward four cables, for each one gained it may move three cables. An aereon may not change altitude by more than two levels per turn. Aereons may also use "in level maneuvering". In this evolution, small changes in altitude, not great enough to change the ship's level, are made, producing a speed of one cable per

turn. This is used close to the ground or in other areas where vertical space is restricted. Due to the nature of its propulsion, any trim critical hit on an aereon flyer is very dangerous. An aereon taking a trim critical will automatically lose one altitude level, move 1D6 cables in a random direction, and now have a randomly determined facing as well. This procedure will be conducted each turn that an aereon is out of trim, until trim is regained or the ship impacts the ground. Due to their complex trim controls, an aereon is able to regain trim more easily, adding two to its roll.

Since aereons use no fuel, their endurance is limited only by the amount of supplies that they carry. However, hydrogen aereons are limited since to change buoyancy they must drop ballast or valve gas. Hydrogen aereons have a range equal to one hundred miles per hull size.

Additionally, no ether flyer may use aereon construction. The upper atmosphere is too thin to allow aereon maneuvering but thick enough to prevent the use of solar boilers and ether propellers.

Aereons dedicate five tons of mass per hull size to special trim controls. The cost of these controls is 100 pounds per ton. As no engines or coal bunkerage are required, aereons can carry large cargoes economically.

Aereons are less maneuverable than conventional flyers. They can turn one hex facing per cable moved, but can only turn in one direction, port or starboard, per movement phase. An aereon dropping one level might move four cables forward and so change facing by 240 degrees, but it must all be to the right or to the left. Aereons may not "jog" around obstacles. Due to this lack of maneuverability, they cannot evade rams or perform power turns. Like Zeppelins, aereons using hydrogen may only turn one hex facing per movement phase, not per cable moved.

Aereon flyers may carry weapons like conventional flyers, but with some differences. No aereon may carry a gun with a damage value greater than twice its hull size. A size ten aereon may not carry a gun with a DV greater than ten. They also suffer a penalty when moving at high speed. If an aereon has changed by two levels in the turn all guns fire at a minus one, hitting only at long range on a six and at short range on a four, five or six. This is in addition to any other penalties. Aereons make very good drogue torpedo bombers, though, losing only one-half a point of speed per torpedo streamed when they are diving. Aereons gain a plus one with bombs and drogue torpedoes if they are diving when their weapons are loosing or impacting. Aereons may never loft barrage balloons or tether mines.

Aereon flyers are used mostly for cargo transportation. With their fragile nature and armament restrictions they are viewed as not suited for most military uses. The awkward up and down motion can easily cause aerial sickness among those not accustomed to it. The long range and inexpensive nature, both in terms of construction and operation, appeal to cargo haulers and explorers on both Earth and Mars, where the aereon flyer may someday replace the traditional Martian kites.

INTERPLANETARY TRADE AND COMMUNICATION

BY JAMES CAMBIAS

In 1887, the British Prime Minister appointed a committee to study interplanetary trade and economics. The group was directed by the famous scientist Lord Kelvin, and included Sir John Armstrong (the explorer who accompanied Edison to Mars), Admiral Sir John Fisher, and Sir Phillip Adelaide (former Governor-Regent of the Martian colonies). The committee spent two years researching the subject, with fact-finding trips to Mars and Venus. The final report was 3,778 pages long; the salient points are summarized below.

ECONOMICS OF ETHER FLYER OPERATION

To study the costs involved in operation of a commercial ether flyer, let us take as our example a 1000-ton ether flyer on the Earth-Mars run. The ship can reach a speed of 2.5 million miles per day, and carries 300 passengers. Construction of such a vessel would cost about £250,000.

The average distance between Earth and Mars is 141 million miles, so it takes our ship 56 days to make a one-way trip; 112 for a round trip. This means that on average it will make three round trips in a year. With a full load of passengers on each run, the price of tickets comes to £108,000 per year. In addition, the ship can make an average of £2000 per year from mail and freight, so the average annual revenue is £110,000.

Lord Kelvin's study of conditions in the ether indicates that a liner with a crew of average competence will suffer damage from ether turbulence once every 11,000 voyages, and meteor damage once every 108 trips. So once every 324 trips, an ether flyer will suffer major damage. If we assume major damage costs one-tenth the original price of the flyer to repair, then this will amount to £25,000. To insure against this would cost £80 per trip, or 5 shillings per passenger.

With a crew of 90 men, an ether flyer on a two month voyage will require £1400 in salaries per trip. The crew will consume £2016 worth of supplies, for a total crew expense of £3416. This amounts to £11 7/9 per passenger.

The capital cost is a bit harder to calculate, since financing of ether flyers varies widely. If we assume that half our ship's initial cost was subscribed by investors, then the remainder would be financed by a bank loan. With a 30-year term, at 5% interest, the total capital cost per year is £10,417. This amounts to £1,736 per voyage, or £5 16/- per passenger.

To compute maintenance expense, let us assume our vessel will require complete replacement of each part during its 30 year operating lifetime. This means the owners will spend an amount equal to the purchase price on maintenance. So maintenance comes to £8333 per year. At 6 voyages a year, this works out to £2,777 per trip, or £9 5/- per passenger.

On most vessels, meals are included in the ticket price. A passenger

can be expected to consume approximately 224 pounds of supplies at a cost of about £25. Obviously, these figures vary widely from ship to ship. The annual cost of such supplies is £45,000.

The total operating cost per year is £84,726, which amounts to £51 13/9 for each passenger. If we assume that 10% of revenues goes to cover overhead, advertising, and management expenses, then the company will make a profit of £14,274 per year from this ship. So an investor who put £100 in the initial subscription would make an annual dividend of 11%! This compares very favorably with the 1 or 2% paid on savings by banks.

Note that these figures are an average only. In years when Earth and Mars are in opposition, the ship can make more trips and earn more money. In years when the planets are on opposite sides of the Sun, profits will be down.

Sir John Armstrong has noted that there are currently too many ether flyers in service. There are more staterooms available than there are passengers going to Mars or Venus. The excess capacity has been offset by the need of various governments to transport troops to Mars, which has served to fill up cabin space. But this situation cannot be relied upon to last indefinitely. The ether lines may start cutting prices to attract customers. Oddly enough, such a situation might benefit the smaller firms, whose ships are older and already paid for.

ETHER LINES CURRENTLY IN BUSINESS

As of January 1, 1889 there are thirteen companies which operate two or more interplanetary ether flyers. Two firms, Mitsubishi and T.U.I., receive large subsidies from their governments. The Zeppelin and Armstrong lines get material assistance and personnel from the German Aerial Service and the Royal Navy, respectively.

The following list includes all the ether lines with more than one ship in service. All ether flyers are liftwood ships unless otherwise noted. Freighters are denoted as such; all other ships are passenger liners. Liners usually carry about 30 passengers per hundred tons; freighters carry 5 passengers and 25 tons of cargo.

American Ether Navigation Company: Headquartered in Akron, Ohio. American Ether is owned by the Goodyear Rubber and Balloon Co., and offers service to Thymiamata and Fort Czar Peter on Venus. The three ships in service are: *President Garfield* (1300 tons); *Copernicus* and *Galileo* (200-ton freighters, hydrogen lift).

Armstrong Ether Line: Based in Farnborough, England. The president and major stockholder is Sir John Armstrong. Currently operates ten ships between Farnborough and Syrtis Major: *Ares* (1000 tons); *Britannia* (600-ton freighter); *Bellona*, *Pax*, and *Athena* (200 tons); *Cormorant*, *Swift*, *Swallow*, *Sparrow*, and *Starling* (100-ton freighters).

AFNE (Association Français de la Navigation Éthériale): Owned by Alberto Santos-Dumont, Edmond Dantés, and Jules Verne. Operates between Orléans, France and Idaeus Fons. Two ships in service: *France*

(300 tons); and *Pilatre de Rozier* (100-ton hydrogen-lift freighter).

Cunard Interplanetary: Headquartered in Croydon, England. A division of the Cunard shipping company. Operates between Croydon, Syrtis Major, and Fort Collingswood on Venus. Three ships: *Prince of Wales* (900 tons); *Victoria* (200-ton freighter, hydrogen lift); and *Albert* (100-ton hydrogen-lift freighter).

Edison Trans-Etheric Company: Based at Lakehurst, New Jersey. President and chief stockholder is Thomas Edison. Operates ten ships between Lakehurst and Thymiamata, Syrtis Major, Venusstadt, Copratia, and Nuova Firenze. The Edison fleet: *City of Grover's Mill*, *City of New-ark*, and *City of Poughkeepsie* (800 tons; currently the fastest merchant ships in service with an Ether Speed of 3); *City of Trenton* and *City of Thymiamata* (1100 tons); *City of Princeton* and *City of Lakehurst* (600-ton freighters); *City of Camden*, *City of Menlo Park*, and *City of Bayonne* (200-ton hydrogen-lift freighters).

Etheric and Extra-Terrestrial Shipping Company: Owned by Sir George Cayley and the Duke of Denver. Operates two freighters between Cardington, England and Syrtis Major: *Syrtis* (300 tons), and *Parhoon* (100 tons).

Imperial German Interplanetary Transport, A.G.: Headquartered in Berlin, the firm is owned by a consortium of investors led by the Krupp family, and is directed by Professor Alfred Schutte-Lanz. Operates between Berlin, Dioscuria, Venusstadt, and Copratia. Five ships: *Kaiser Wilhelm der Grosse* (900 tons, hydrogen-lift); *Kaiser Friederich Wilhelm* (400 tons, hydrogen-lift); *Adler* and *Falken* (100-ton freighters); and *Storch* (100-ton hydrogen-lift freighter).

Mitsubishi Aerial Ship Company: Based in Osaka. Owned by the Mitsubishi company, with heavy support from the Imperial government. Operates two ships between Osaka and Euxinus Lacus: *Yamato Maru* (200-ton freighter), and *Amaterasu Maru* (100 tons, hydrogen lift).

Peterson and McDougal Trans-Atmospheric Company: Home port in Edinburgh. Owned by James Peterson and Dougal McDougal. Operates two ships between Edinburgh and Syrtis Major: *Sarah McDougal* (600 tons), and *Annie Peterson* (100-ton freighter).

Société Général du Coprates: The notorious Coprates Company is headquartered in Brussels, and is owned by King Leopold of Belgium and a large consortium of others. It operates between Brussels, Melas, Antwerp, and Copratia. The company owns seven ships: *Coprates* (1100 ton freighter); *Leopold* (200 tons); *Ghent* and *Bruxelles* (200-ton freighters); *Louvain* and *Melas* (100 tons); *Antwerpen* (100-ton hydrogen-lift freighter).

T.U.I. (Trasporti Universali d'Italia): Operates out of Milan. Owned by the Strozzi and Forlanini families; subsidized by the Kingdom of Italy. Ships travel between Milan, Copratia, Nuova Firenze, and Syrtis Major. Four ships in service: *Milano* (500-ton freighter); *Torino* (100 tons); *Garibaldi* and *Cavour* (100-ton hydrogen-lift freighters).

Zeppelin Luftschiff A.G.: Based in Friedrichshafen, Bavaria. Owner and president is Count Ferdinand von Zeppelin. Offers service to Dioscuria

and Venusstadt. Eleven ships in service; all are hydrogen-lift Zeppelins unless noted: *Friedrichshafen* and *Constanz-See* (1000 tons); *Koenig Ludwig* and *Prinz Rupprecht* (400-ton freighters); *Graf Zeppelin*, *Prinz von Bismarck*, and *Kaiserin Luisa* (200 tons, liftwood); *München*, *Nunberg*, *Stuttgart*, and *Mannheim* (100-ton freighters).

Zodiac Companie: Located in Paris, and owned by Félix Nadar, Gustave Eiffel, and Baron Rothschild. Operates between Paris, Idaeus Fons, Copratia, and Fort Czar Peter on Venus. Seven ships: *Aries* (700 tons); *Gemini* and *Libra* (200 tons); *Cancer*, *Sagittarius*, and *Aquarius* (100-ton freighters); *Leo* (100-ton hydrogen-lift freighter).

In addition to the listed companies, there are about twenty small firms, each operating a single flyer. None of these ships is larger than 200 tons, and most are old hydrogen-lift freighters. About a third of the independent ships are British, another third are American, and the remainder are from various European countries. The Russian Army operates three ether flyers to Venus, which carry paying passengers when space is available.

SECURING PASSAGE

Travelers should get their tickets at least a month in advance (this can be arranged by telegram). For rush tickets, the price will be higher. The table below lists how often ships leave from each country for the planets:

COUNTRY	TO MARS	TO VENUS
Austria-Hungary	no	3 times a year
Belgium	every 3 weeks	no
Britain	weekly	monthly
France	fortnightly	every 2 months
Germany	fortnightly	fortnightly
Italy	every 2 months	every 2 months
Japan	every 2 months	no
Netherlands	every 2 months	no
Russia	no	every 6 weeks
Spain	3 times a year	no
United States	every 10 days	fortnightly

FINANCING THE INTERPLANETARY HELIOGRAPH SYSTEM

The interplanetary heliograph system is one of the nineteenth century’s greatest achievements. The operating details of the stations have been described elsewhere. But the economics of the heliograph system are worthy of note. Many believe that the stations are owned and operated by the Crown; that is not so. Interplanetary Heliography, Ltd., built and runs the system. The company is British, and by law no more than 10% of the stock can be held by foreigners. In 1889, the largest private shareholders are the Duke of Holdernesse, Sir John Armstrong, Mr. J.P. Morgan, and Mr. Benjamin Moses. The president of Interplan-

etary Heliography, Ltd. is Sir Hector Burnaby (first cousin of the famous Red Captain).

The two orbital heliograph stations orbiting Earth and Mars are essentially identical, and cost £176,000 each. They are each capable of Ether Speed 1, though their propellers are used only for orbital adjustments. Four specially-designed ether flyers equipped with steam rockets were built to service the stations; they each cost £42,000. Ground facilities on Earth and Mars cost a total of £50,000. The total cost of setting up the system was £570,000.

Half the cost was paid for by an interest-free loan from the British Government, to be repaid over 30 years. One hundred thousand was borrowed at 5 percent interest, and the remainder was financed by the sale of stock in Interplanetary Heliography, Ltd.

The company spends £22,500 annually on maintenance and £45,000 on salaries. Repaying the debt to the Crown costs £9500 per year, and payment on the bank loan amounts to £10,000, so the total expense is £87,000 each year.

Revenues: There is never a shortage of messages for the Heliograph system. The two stations are in view of each other only a third of the time as they circle Mars and Earth. The signal transmission rate is 1 character per second using a 32-character binary alphabet. Consequently the two stations can each transmit 60 characters per minute while in view, or an average of 40 per minute overall.

The cost to send a heliograph message works out to almost exactly one penny per character. Currently the company charges its customers twice that. In response to accusations that Interplanetary Heliography is exploiting the public, the company's directors have decided to allow the British Government to send messages for only a penny a word. It is suspected that the directors are trying to make as much profit as they can before a rival system is constructed, ending the Company's monopoly. A group of Americans are trying to attract investors for a second heliograph. For now, though, Interplanetary Heliography is a very good investment, paying dividends of more than 10% annually.

With so much traffic on the system, a heliograph message can take hours or even days to reach its destination. To determine how long a message takes to send, the Gamemaster first rolls a die to see how busy the station is at the moment. If the message is official business, subtract 1 from the die roll; if it is a matter of vital importance, subtract an additional 2. The result is the number of dice rolled to calculate the delay in hours from the sending of the message to its arrival at the ground station on the receiving end.

Example: Carruthers wishes to send a commercial dispatch from Mars to Earth. He rolls a die to see how busy the station is and gets a 3; rolling 3 dice gives him a delay of 10 hours. Meanwhile, Sedgewick at the Foreign Office in London sends a routine official message to Syrtis Major. He rolls a 4, which becomes a 3, giving him a time delay of 8 hours. But his superior, Lord Brunswick, has an urgent secret message to send. He rolls a 4, subtracts 3, and so gets it to Mars in only 3 hours.

THOSE DEMMED FEMALES!

SUFFRAGETTES ON MARS

BY J. RUTH DEMPSEY

In 1840 an antislavery rally in London sparked another movement for freedom and equality. Philadelphia Quaker Lucretia Mott was introduced to Abolitionist Elizabeth Cady Stanton. Eight years later, these women would convene the First Women's Rights Meeting in the small town of Seneca Falls, New York. Attended by 300 participants, both men and women (including the great Frederick Douglass), the convention drew up a "Bill of Sentients Rights" speaking boldly for equal rights in marriage, education, religion, employment and political life.

While all the amendments on equality passed by large majorities, the referendum on the right to equality of enfranchisement (i.e. the right to vote) proved to be a step too threatening to the men attending the conference. Despite a passionate argument from Frederic Douglass, the motion passed only by a small majority.

The Bill of Sentients' Rights became the first document of what is now called the feminist movement. Its early leaders named the women's rights movement after the one bill that had sparked so much controversy even in Seneca Falls — the suffragettes. However, the events leading up to the American Civil War prevented the debate from going forward since many female activists (motivated by religious feeling) focused on Abolition rather than obtaining the vote for women.

Despite their lack of progress in politics, women were making forward strides in other areas. In 1849, Doctor Elizabeth Blackwell became the first female physician in America. By the late 19th century, there were over 200 women physicians in the United States, mostly in the Western states.

After the American Civil War, almost two-thirds of the young male population on the East Coast was gone, having died in battle or moved West. Many young women found themselves stepping into roles that had been held by brothers or fathers. Among the working class, the suffragette movement grew, women realizing that along with the vote would hopefully come respect and credit for their work. Among the upper classes, however, many women failed to see why working-class women would want to "demean" themselves by such "vulgar" demands. These wealthy women — the so-called "pink overseers" — had the money to do what they wanted and so did not seek political power.

In 1869, the Wyoming Territory became the first part of the United States to grant women the vote. Many other western territories soon followed suit. This was not done for the sake of the ladies or liberal political values — granting women the vote increased the territory's voting base and meant they could qualify for statehood earlier. Even so, once granted the vote, women proved very active politically, voting at higher rates than men. Wyoming, for example, remained at the forefront

of the feminist movement, electing women politicians, including the first woman governor, Nellie Taylor Ross, in 1925.

In the 1872 election, Victoria Clarfin Woodhall became the National Women's Suffrage Association candidate for President of the United States, running on the National Radical Reformers ticket. However, women would not be allowed to vote in national elections until the passage of the 19th amendment to the constitution, ratified in 1920.

By 1889, the suffragette movement was well established in the United States and England, though the vast majority of men still scoffed at the idea of women voting. In addition to campaigning for the vote, suffragettes were closely associated with efforts to regulate the sale and consumption of alcohol, with many leading women's rights leaders advocating total prohibition. Most women saw this as a family welfare measure, arguing that many men spent their money on liquor and neglected their wives and children.



SUFFRAGETTES IN SPACE: 1889

Suffragettes will be encountered primarily in the areas of Mars dominated by England and the United States: the Crown Colony of Syrtis Major and the city of Thymiamata.

Suffragettes in the English colony have two interests. The primary one is the investigation of the Steppe Martian tribes of the Nepenthes-Thoth region. Travelers and explorers in that region have reported that Martian women of these tribes enjoy a form of franchisement within the tribe. A number of prominent English and American suffragettes have come to Mars to investigate, since the reports, if true, have considerable propaganda value. After all, one can well imagine the impact of a female voice saying "Why, pray tell, are civilized women not permitted the same rights enjoyed by a barbaric Martian female?"

The second interest of the English suffragettes is to embarrass the English government and so gain publicity. English women, facing a more rigid class system than their American counterparts, have been much more prone to engage in criminal acts to attract attention to their cause. Activities such as burning shops and hurling themselves under carriages to cause traffic jams, all under the guise of garnering the attention of your typical bull-headed Englishman, are common on the streets of Syrtis Major.

The American suffragettes in Thymiamata have been drawn there in

the hopes of civilizing a city filled with sin and corruption. Liquor flows freely around the clock in the bars in the European quarter, and this offends the sensibilities of more than a few American women. Of course, some women have been drawn to the city by the chance to set up an American colony, and they are convinced that women will have the vote then.

There are two groups of suffragettes in Thymiamata. The Quaker-led Americans, primarily from the East coast, tend toward peaceful demonstrations, lectures and discussions. A newcomer to the city, seeing a sign offering "discussion and refreshments" might walk in to find himself being plied with lemonade, cakes and "sweet reason" by a Quaker group.

The more radical women, who hail from the American West, are made of much sterner stuff. Their organizational center is the Women's Christian Temperance Union, which regularly organizes attacks on saloons led by hatchet-wielding harpies. These women are much more likely to fight than talk.

ADVENTURE IDEAS

Although suffragettes are very serious people, adventures centered around them need not be serious. Encourage your players to adopt an authentic 19th century male attitude (scorn mixed with amusement), and the fun will soon begin. Here are some ideas:

1) Player characters strolling down the street encounter a confrontation between suffragette marchers and the local constabulary. One of the marchers is an old friend of one of the players, and appeals to him for help. Encourage the players to roleplay and take different sides in the tiff.

2) A female player character finds a message slipped under her door warning her to stop associating with "unnatural and unreasonable women." Investigation reveals threats to other feminists in town.

3) A small group of feminists in Syrtis Major are planning an expedition to research the customs of the Steppe Nomads. It will be led by one Amelia Witherspoon, a descendent of the Reverend Jonas Witherspoon, Presbyterian minister and a signer of the Declaration of Independence. She scandalized almost everyone on the trip to Mars by wearing men's trousers. Her defense was that, having seen a picture of a gashant, she came to the conclusion that "only a damn fool would ride one of those things sidesaddle." Her constant companion is the Quaker Cordelia Dodd, a prim, quiet woman whose "sweet reason" frequently curbs Amelia's headstrong impetuosity. Cordelia may share Amelia's opinion of Gashants, but her costume is more demure and features a divided skirt.

The characters should be hired or assigned to escort Amelia and her party, which should include at least three or four other feminists of varying types. The exact nature of the Martian customs relating to women are up to the referee, but given suffragette's attitudes toward alcohol (they are against it) and sex (they are publicly against it, as are all good Victorians), the less "civilized" the Martian women are, the better.

LETTERS TO THE EDITOR

Dear Dr. Clark;

I thought your readers might be interested in some facts I uncovered regarding the calendar in use during the period around the year 1889:

- The calendar for 1889 is the same as for 1991 (Jan 1 being a Tuesday and the year is not a leap year)

- The calendar for 1890 is the same as 1986 and 1997 (Jan 1 is a Wednesday and the year is not a leap year)

- The calendar for 1891 is the same as 1987 and 1998 (Jan 1 is a Thursday and the year is not a leap year)

- The calendar for 1892 is the same as 1988 (Jan 1 is a Friday and the year is a leap year)

One can easily use a computer calendar maker for the 20th century year and just overwrite the year in a paint or drawing program. Hope this proves helpful.

Your Obedient Servant
Grant Sinclair, Esq.
Australia

Thanks for the hint. I've already got plans to print up a diary for my players with the proper dates based on your info – I think it'll be fun.

Dear Mark;

Could you tell me why, when the Belgians captured the city of Po-Poo-Hanna-Kitai, they renamed it after the Dutch city of Amsterdam?

Yours Wonderingly
Colin Nash
England

You know, they just don't make straight lines like this any more in this country – that's why we have to import them! The official explanation is very long, convoluted, and involves a very drunk Belgian officer with a Dutch wife, a mapmaker with a sense of humor, and several government officials trapped in a post office catch-22. After all, how can you deliver a letter to change a town's name if you don't use the old name of the town to deliver it?

The secret explanation is that King Leopold of the Belgians really wanted to conquer the Netherlands, and when his army got confused and conquered part of Mars instead, they renamed the town to try and keep the King happy.

The real explanation is that no referee wants to tell his players when they are in Deep Po-Poo; they should have to figure it out for themselves.



ETHER SOCIETY NEWS NUMBER EIGHT

BY MARK CLARK

The latest issue of *Challenge* magazine has a bit more about the sale of the *Space: 1889* movie rights. The company that bought the rights is a firm called Anders International. It is a new company, but apparently the folks who run it are experienced in the movie business. They are also gamers who have an interest in *Space: 1889*, so they have some real motivation to see things through. According to Frank Chadwick, they plan to hold out for a full theatrical release with expensive special effects and name cast, rather than some cheap direct-to-video thing.

As we pointed out last issue, the re-release of *Space: 1889* is wrapped up with this movie project, at least for the near future. GDW has no plans to sell *Space: 1889*, but on the other hand their present focus on *Traveller: The New Era* makes any work on *Space: 1889* unlikely unless and until the movie comes out.

According to a report in Pyramid #7, TSR and GDW have reached a settlement in the *Dangerous Journeys* lawsuit involving the work of Gary Gygax. TSR has acquired all rights to *Dangerous Journeys*, and as of April 1 GDW has ceased all distribution. Given that this lawsuit has reportedly absorbed a great deal of GDW's time and cash, the end of the lawsuit has positive implications. With this distraction out of the way, we can only hope that GDW will be in a better position to survive. The company appears to have slimmed down a great deal — they are actively sup-

porting only one product (*Traveller*), and are releasing almost nothing for the other systems they have in print (*Twilight 2000* and *Cadillacs and Dinosaurs*). *Dark Conspiracy* has been dropped for the time being — it joins *2300 AD* and *Space: 1889* in the deep freeze. Now, if we can just get them to publish *Challenge* on time...

Scott Flower is still gearing up for full production on his *Sky Galileons* miniatures. Our domestic US subscribers should have all gotten a mailing from him by now; any overseas readers should send me an envelope with an international reply coupon for info if you are interested. By the way, we only release our mailing list to those who offer *Space: 1889* related products — don't worry about junk mail.

The one product everyone here at TRMGS is looking forward to is *Castle Falkenstein*. Now almost two years overdue, it sounds like a great mix of Steampunk and Magic in the Victorian period. Pyramid #4 (November/December 1993) had a preview that made it sound like release was near, but it appears that problems with the magic system have delayed things. Now, even if you are not interested in the game, there will be a line of miniatures for the game, all of which should work well with *Space: 1889* or other Victorian-era games. Our best info is that the release will be later this summer — we'll have a review as soon as it hits the stores.

PRODUCT REVIEW

Daniel Pool, *What Jane Austen*

Ate and Charles Dickens Knew: From Fox Hunting to Whist – the Facts of Daily Life in 19th-Century England, Simon and Shuster, New York, 1993. 416 pages, Index, Bibliography.

At long last, the definitive guide to what everyday life in Victorian England was like! It is not often that I can give a product such an enthusiastic review, but this is a keeper. Designed as a sourcebook for English literature students who need to understand the background of Victorian-era novels, this book covers a very wide range of topics in just the right amount of depth for a gamemaster who wants to nail down a description or a player who wants to improve his or her roleplaying.

The text is divided into two parts. The first half of the book covers general topics in a narrative format. Such essential topics as currency, the calendar, systems of measure, precedence, forms of

address, social structure, and so on are covered in two to three page summaries with examples from novels. One can learn how whist is played, how one is presented at court, what a visit to a country house is like, all sorts of things. Of course, the lives of the lower classes are not neglected — orphanages, the workhouse, and the life of the poor is covered in detail.

The second half of the book is a Glossary of terms from the period. Here one can find out what a bargeman did, how a Phaeton was constructed, and what one does with foolscap. Although structured like a dictionary, this section is worth reading just for the pure joy of discovery. There is also a short bibliography for further reference materials and a good index.

This book belongs on the shelf of everyone who runs or plays in a Victorian-era roleplaying game. Buy it now — it's darn well worth it!

Are Your Nerves Strong Enough For The Ab-Natural?

Complaints continue to reach us from all parts of the country to the effect that Mr. W. HOPE HODGESON's "Carnacki" stories are producing a widespread epidemic of Nervous Prostration! So far from being able to reassure or calm our nervous readers, we are compelled to warn them that "The Whistling Room", which we publish this month, is worse than ever. Our advertising manager had to go to bed for two days after reading the advance sheets; a proof reader has sent in his resignation; and, worst of all, our smartest office boy — But this is no place to bewail or seek for sympathy.

— An Editor's Apology

Carnacki the Ghost-Finder by William Hope Hodgson records the battles of Thomas Carnacki with the harrowing forces of the Ab-Natural. Marcus Rowland created a worldbook and adventures for role playing using his *Forgotten Futures* framework. *The Carnacki Cylinders* covers role playing Ab-Natural horror, Carnacki's lost cases, and includes a story-telling card game.

The Pentacle Files contains three adventures and several adventure outlines. These are all available online at <http://www.forgottenfutures.com>

They'll also be available in the Spring 2000 in print from Heliograph.

ISSUE EIGHT COMMENTS

BY MARK CLARK

This issue looked different because I finally bought a desktop publishing program — before I just used the copy of PageMaker that was on the student computers at the University of Delaware. Owning my own software saved me enough time to get this issue done, though it was harder to use than PageMaker. I described my computer system in the editorial for this issue — I'm writing this on the same machine. Must say I'm not very technologically progressive.

EDITORIAL

I always tried to be as honest as possible in these editorials and give folks a sense of what was going on in my life. The campaign described as our third major one ran for several months and had some fun moments, such as the time we tried to climb into a pirate ship in the dead of night and a series of terrible die rolls resulted in our waking up the entire crew. We managed to beat them into submission, much to our astonishment — the dice turned friendly just as suddenly as they had turned perverse before.

THE SYRTIS STAR

Matt Ruane wrote all of these this time, though I helped with the Peakefellow's Tonic one. We were planning some further *Syrtis Star* descriptions of Dr. Peakfellow's adventures, but with the demise of *TRMGs* we never had a chance to follow things up.

By the way, we never met Dr. Peakefellow himself in our cam-

paign, but his tonic was popular with player characters. Seems it was the high alcohol content (purely there as a preservative!) and the not insubstantial amount of opium (purely there as a flavoring!) that made for such large sales.

While Dr. Peakefellow himself is not a real historical person, tonics like the one described in our ads were. Prior to government regulation in the early 20th century, firms could bottle and sell just about anything that was not outright poisonous. After his daughter was born, Jeff Boyle occasionally mentioned he'd really like some of the "baby soothing syrups" from the late 19th century — nothing like alcohol and opium to calm a crying child!

THE TRANSACTIONS CAMPAIGN

This ends the series of adventures rather abruptly. In actuality, the campaign went on very successfully for some time, and I hope to publish some or all of those adventures in the future.

GAME TECH GUNBOATS

Scott Flowers and I had many nice telephone conversations — he's a great guy and a man who loves *Space: 1889*. Scott's main business is car bodies for slot cars — that's where he got his modeling and molding skills. He's still in business, with lots more ships available.

SOME NOTES ON THE ETHER

Jim Cambias really liked to get into the mechanics of system design, especially ether ships. This

article does a nice job of working out the implications of some of the rules of physics in the *Space: 1889* universe. I especially liked the error he found in the design of the *Duke of York* ether battleship — nothing like hoisting a game system designer by his own petard!

BRITISH EAST AFRICA

Grant Sinclair did a great job with this article — there is enough here to enable one to run an extended campaign. It's an example of one of the strengths of *Space: 1889* — the easy availability of source material in historical literature.

AUSTRALIAN ARMED FORCES IN *SPACE: 1889* AND G'DAY, MATE!

Peter Schutze, an Australian, wrote these articles out of a quite natural reaction to the inaccuracies in both published *Space: 1889*

material and in the description of Ken Megill's Australian character in a previous issue of *TRMGS*.

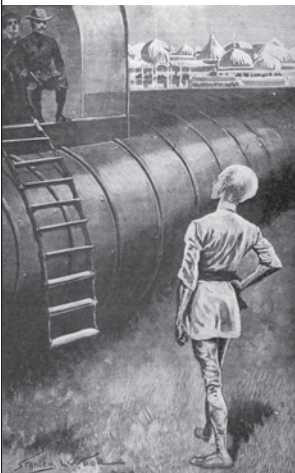
INTERPLANETARY TRADE AND COMMUNICATION

The only article I specifically commissioned for *TRMGS*. I told Jim Cambias I had always been curious about what the actual nature of the ether ship trade, and so he went off, did some calculations, and came back with this very useful article.

ETHER SOCIETY NEWS

Well, the contraction of GDW continued, and the company is now out of business. *TRMGS* will live on, however — check the Heliograph, Inc. web page for more information (<http://www.heliograph.com>). I still love *Space: 1889*, and I'll be writing material for the game as long as people are willing to read it.

Take Us To Your Leader!



In George Griffith's "Stories of Other Worlds", know in novel form as *Honeymoon in Space*, Earl Redgrave, his new wife, and his man Murgatroyd travel through the heavily populated solar system of 1900 meeting and greeting the various intelligent races of the Moon, Mars, Venus, and Ganeymede (and the wildlife of others).

Marcus Rowland created a role playing setting based on these stories for his *Forgotten Futures* game. *Log of the Astronef* carries the story forward and details everything you'd need to play in Griffith's worlds, and *Masters of Graviton* provides many exciting adventures.

Both Marcus' material and the original stories are available now at <http://www.forgottenfutures.com>, and all the material will be printed in the Fall/Winter of 1999 by Heliograph.

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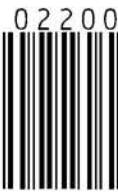
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