

Brave The Impossible

An 8 Page World inspired by H.G. Wells' *War of the Worlds*
by Brent Wolke

In the late 1800s the Martian civilization invaded Earth with their various fighting machines and biological weapons of war, the vast majority of them succumbed to the common germs of the Earth, died, and left behind their advanced technology - the tripods with heat rays, flying machines, and other devices.

All around the world, the leading scientists reverse engineered the Martian technology and unlocked the secret of their power: atom-smashing, thermoelectric engine-batteries, powered by the Sun's cosmic rays. A by-product of the engine is steam (which the Martians infused with toxins and particulates harmful to humans to create the black smoke).

Time passed, and Earth got back to its business as usual; politics and war and exploration and adventures from the streets of London or Moscow to the dark heart of Africa or the gold fields of North America, not to mention the daily ebb and flow of ordinary life - now with amazing machines to aid and assist. Societies abound, some secret, some not, ready to use this new technology to further their agendas.

Regardless of humanities individual pursuits, everyone has an eye trained on the heavens and the red planet next door. Will the Martians invade again, and when? And what of the evidence the Martians also invaded Venus?

There is even some talk of building naval vessels to take humanity to the Moon, and then eventually taking the fight to Mars. Rumors persist...not all Martians, nor their beasts of war, died. Some are said to be in hiding, waiting for the next invasion...

Such is life in the late 1800s.

Brave The Impossible is a role-playing setting for use with **S. John Ross' *Risus: The Anything RPG***. Fear not, for it is free, and readily available at <http://www222.pair.com/sjohn/risus.htm>, along with the *Risus Companion*, which is not free, but you'll want it anyway 'cause it is loaded with goodies. So go spend some money at his website and tell him hello from me. Thanks!

CHARACTER CREATION

Characters are built using 10 dice, with Hooks and Tales encouraged. If the Risus Companion is being used, Lucky Shots, and Sidekicks and Shield Mates are also allowed. Double-Pump clichés are not allowed (but see Tools of the Trade). Questing Dice are replaced by Society Dice (see sidebar, page 4).

Characters could be anything from a wealthy Governess or British lord, to a destitute drifter in the deserts of North America, to a warlord in China, or even savvy merchant in the streets of Cairo. The Game Master will inform you which locale the adventures will take place in, and what Clichés are appropriate.

Bear in mind though, this is not a setting for the passive or the cautious...this is a world fit for the adventurous, those who are willing to brave the impossible. The Martian technology has unleashed human potential and the world changes daily. Those who stand idly by will be swept aside in the course of human events, and those who rush forward into action will be long remembered, even if their lives are cut short.

TOOLS OF THE TRADE

The height of technology is still steam and black powder because comparably speaking, it is the cheapest and most available to mass produce. One should expect to find in most circumstances that the world is largely as it historically should be. Yet governments, corporations, and private individuals work to uncover all the secrets of Martian Technology, and those with means produce marvelous (and often deadly) devices in bulk.

To the average individual, all the Martian technology is well out of their means, but our heroes are not average individuals. It is assumed that when there is cause, a Martian technology device will have replaced a 'common-place' Tool of the Trade, which gives them an edge over others who must toil without.

As such, when all other things being equal, and when appropriate, a person equipped with Martian technology gains a bonus of a +1 per die in the cliché.

Example: Two individuals with Soldier (3) are engaged in a fire fight. If both have rifles, both roll their standard three dice. Similarly, if both were equipped with Martian sun-rifles, they would roll their standard three dice. However, if one was equipped with a regular rifle, and the other a Martian rifle, then the soldier with the Martian rifle would roll 3 dice plus 3.

Example Cliches

While such professions as Lawyers or Factory Workers are certainly plausible, they make for poor adventurers. The following is a list of adventuring Clichés to inspire. You may round out your character with mundane professional choices if you must.

Aeronaut: Piloting aerovessels; Performing evasive maneuvers; Aerial dog-fighting; Aero-navigation; Barnstorming; Bombing runs; Being a dashing hero.

Atomologist: Reverse engineering Martian technology; Inventing, building, maintaining and repairing new Martian technology based devices and vehicles; Being something of a mad scientist.

Bellwether: Knowing all the right people and being part of the in-crowd; Being a leader of trends and fashions; Having people fall over themselves to curry your favor; Having people actually owe you favors; Being the go-to for opinions and advice.

Big Game Hunter: Hunting, tracking, shooting, skinning, and facing down the largest animals on earth and those Martian beasts of war left behind. Having native contacts in every God-forsaken corner of the planet.

Brass: Piloting ships, boats, and submersibles, especially Martian technology based; Sea-going navigation; Weather forecasting; Organizing broadsides and other naval based battle maneuvers; Friends in every port.

Cabbie: Piloting ground based Martian tech vehicles; Dodging traffic; Knowing short cuts; Offensive and Defensive driving; Racing.

Company Man: Being the mouth-piece and representative of a Joint-Stock Company; Having near unlimited resources and being able to request equipment and men to accomplish tasks; Having a certain legal authority to negotiate binding deals.

Espionage Agent: Being a master of disguise and imitating others; Being stealthy, sneaky, and unseen; Breaking and entering; Killing silently; Sudden appearances and disappearances; Blending in to crowds; Tailing others.

Finder of Lost Things: Knowing many, many languages; Knowing and Being able to move through foreign cultures as if a native; Knowing the secrets of lost civilizations; Finding lost civilizations; Sword swinging, pistol shooting, brawling tough guy; Digging; Climbing; Running.

Foreign Affairs Agent: Diplomatic and etiquette skills; Friends and enemies in every government across the globe; Diplomatic immunity; Having leverage on those in power; Moving at ease through governments and with those in power.

Fortune Seeker: Professional gambler; Cheating without being caught; Having a pistol handy when you do get caught; Bluffing; Reading people; Having many people owe you money.

Hatchet-man: Drowning, stabbing, clubbing, shooting, beating and otherwise killing people; Strong armed robbery; Burglary; Knowing the best dives to hide out in; Knowing criminal contacts and the word on the street; Intimidating thug.

Malefactor: Organizing and maintaining a ring of criminals; Forging, defrauding, black mailing, kidnapping, human trafficking, contract killing, bookmaking and generally being a 'higher class' of 'low class'.

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Man About Town: Being recognized as a person of refinement and good character; Always welcomed; Knowing the 'right' sort of people; Being capable with a sword cane; Having a disposable, but not outrageous, income; Playboy; Charming.

Maxim: Shooting, shooting, shooting; Trick shots; Impossible shots; Knowing how to shoot pretty much anything; Keeping your powder dry; Dueling; Gunslinging

Militant Missionary: Taking the word to the street, or the jungle, or the desert; Standing firm on faith in the face of poverty, cannibals, and cataclysm; Deep well of fortitude and determination; Ever optimistic; Kicking ass in the name of the Lord.

Mystic Eye: Esoteric and mysterious knowledge; Occult savvy; Being so wise and inscrutable to as be sometimes unintelligible and confusing, but still earning respect; Knowing how to hypnotize, or cause trances; Herbalism

Pathfinder: Knowing the lay of the land; Navigating by landmarks and the stars; Finding food, water, and shelter; Tracking, Trapping, and Hunting; Sensing when being followed by wild animals.

Patron: Being someone with incredible amounts of wealth; Being always deferred to; Demanding and receiving the best treatment; Having an assortment of flunkies and hired help at your beck and call.

Private Inquiry Specialist: Finding and interpreting clues; Making amazing leaps of logic; Having a near encyclopedic knowledge of little known facts that become relevant every so often; Handy in a fight; Being legally allowed to investigate crimes and carry a weapon; Sneaky; Criminally skilled.

Saw-Bones: Patching up hurt or treating what ails; Surgeon, bed-side confidant, and druggist; Knowing folk remedies when medicine is unavailable; Being respected, but also feared; Amputating a leg in record time

Soldier-of-Duty: Loyal to country; Brave; Knowing how to fight in bloody battle with sword, dagger, rifle or pistol; Firing artillery; Fighting on horseback; Basic survival skills including first aid; Following orders.

Soldier-of-Fortune: Loyal to the highest bidder; Cocky; Knowing how to fight in bloody battle with sword, dagger, rifle or pistol; Firing artillery; Fighting on horseback; Basic survival skills including first aid; Disobeying orders.

Statesman: Being a person of immense power within a government; Being able to influence or craft policy or laws of the land; Being the mouth-piece for an entire country when traveling; Having no wants; Having immunity from harm from most governments.

Way of the Blade: Slashing, stabbing, hacking; Being a fierce warrior of melee weapons; Building weapons; Improvising weapons; Throwing weapons; War cry.

As always, these are mere examples, and are not meant to be encyclopaedic.

Part of the enjoyment of any setting is immersion and part of immersion is the language used to describe. Do not take a cliché called 'thief' when a cliché called 'Rogue Gentleman of the Night' has more flavor and life, as well as conveying personality about the character, and the setting within which he adventures.

Additionally, and perhaps more significantly, the important effect of Martian Technology, rule-wise, is that anyone equipped with such gear is now allowed to Double-Pump ANY Cliché provided the gear is of actual use to the cliché and situation in question.

In effect, the character super-charges the atomic engines which tends to burn them out - or at the very least overheat them - to the point they require some time to cool down before being of any real use again.

ADVANCES IN ATOMOLOGY

Although steam power was well used prior to the invasion, the ability of Earth's scientists to reverse engineer what they could of the Martian atomic engines - and combine them with human steam engines - has given humanity a significant boost in efficient and compact energy production.

Technology has increased significantly, and approaches that of early to mid 1940s, rather than the late 1800s, but always powered by steam-producing atomic engines.

The atomic engines are safe of any radiation dangers, such as there design, but can still explode spectacularly if the core is breached.

The following are examples of specific and non-specific uses of Atomology.

Aerovessels

Aerovessels tend to come in two types; the winged and the dirigible. Winged aerovessels are patterned after birds, are typically long, and contain wings which 'flap' at great speeds to provide lift, while propellers at the rear provide push and speed. They are quite loud, but can attain speeds approaching 100 mph. The largest aerovessel can carry upwards of 20 passengers and/or cargo.

The dirigible on the other hand is basically a large balloon, not requiring wings, but still equipped with a propeller. They can carry close to 100 passengers and significant cargo, but are substantially slower, approaching 40 mph.

Amazing Machines of Professor Augustus Rush

An eccentric English professor of atomology, Augustus Rush, continuously turns out vessels using micro-atomological engines of all types for the wealthy of the British Empire. An atomic, silent, phaeton carriage and an atomic penny farthing gained him some notoriety, but perhaps his most famous vessel was the large-scale flying Imperial London Shuttle, an elegant winged vessel that the wealthy rent to take them quickly from the confines of the city to the luxury of country estates. The professor is in continuous demand for his services.

Carriage

The horse-drawn carriage is still by far the most common land vehicle, but various bulky and noisy horseless carriages, powered by regular steam or atom engines have made their way into the hands of the wealthy or powerful. The most common is the four wheel variety outfitted for between 4 and 6 passengers and/or cargo. An awkward motorized bicycle is a recent invention. Military versions are armored and carry an array of weaponry.

Clockwork Abstractions

While atomological engines deal mostly with moving vehicles or the famous heat rays, a significant portion of Martian technology involved the actual tripods: Clockwork mechanical marvels.

Humanity has been able to use this technology in aerovessels, carts, and steamships, but has also found it's way into all manner of other devices, such as computational machines, telescoping goggles, and even mechanical suits to augment strength or speed...on down to home marvels such as machines that wash dishes and clothing all on their own!

Eagle Express

The United States Government, in order to more quickly and effectively communicate with the governors of the far west states and territories developed a series of long range aerovessels whose sole mission was to transport letters and small parcels back and forth. Strung along the various routes, posts keep maintained aerovessels waiting. As a flight comes in, the aeronauts and cargo switch vessels and continue the journey, or else fresh aeronauts take the next leg. In this way, no vessel is taxed to the breaking point and aeronauts are kept fresh and alert.

Emmendorfer Eisenbahnauto

A wealthy swiss banker, Johann Emmendorfer, personally financed the construction of an atomic light rail system to connect all points in the city of Geneva, Switzerland and around the lake via single carriage buses. As it proved economically viable, the system was expanded to circumnavigate, and crisscross the entire country. The Eisenbahnauto has the advantage over horse drawn and regular steam power be being able to traverse the steep inclines of the alps with minimal effort. Johann has been approached about exporting this system into neighboring Italy, and Austria-Hungary.

Heat Rays

Although they have many different names depending on locale (the British call them *Sun Rifles* while the Prussian's call them *Solar Fists*, for example), the so-called Martian heat ray is becoming more and more common among the elite military units of the wealthier nations. A typical set up of a bulky back-mounted Martian Engine allows those soldiers to carry a rifle that fires deadly heat rays. Similar and larger devices are mounted on armored carriages (known as

Societies, and Society Dice

Players may choose to give their character's membership in one of the many societies flourishing during late 1800s. If chosen, the player may spend only one of their beginning dice in exchange for membership and 5 Society Dice. Society Dice act in all respects as Questing Dice - that is, they can only be used when furthering the cause of the Society and the action in question is relevant. See the *Risus Companion* for more details.

Listed below are example societies and are left to players and GMs to determine if they are 'good guys' or 'bad guys' and what the true agendas are for each. Players and GM's are encouraged to create more Societies.

Aerovessel Society of Great Britain

Base of Operations: London, England

Purported Cause: To advance human understanding of powered flight. To break Earth's gravity with the first extraterrestrial aerovessel. To challenge each other in races and daring feats of flight.

Rumors:

- ☉ The Society has already created a vessel capable of reaching the moon and discovered Martian Outposts.
- ☉ The Society is recruiting an aerovessel force to act as a flying mercenary army.
- ☉ The scientific advances of the Society is what triggered the Martian invasion as a First Strike, out of fear.

Free and Accepted Stoneworkers

Base of Operations: None/International

Purported Cause: To make good men, better. To discover the architecture of God through science and rituals in their Lodges. To build strong communities by making the individuals stronger.

Rumors:

- ☉ The Stoneworkers are bent on world domination by recruiting the elite, wealthy, and political heads of state.
- ☉ Strong similarities to the Stoneworkers symbolism and rites were found among the wrecks of the Martian star vessels.
- ☉ The Stoneworkers are actually a religion that worships an ancient and evil God and work to overthrow good and decent society.

Geographical Society of the U.S.A.

Base of Operations: Washington D.C., USA

Purported Cause: To explore the far reaches of the globe, map it and catalog the various cultures, animals, and geography.

Rumors:

- ☉ The Society is actually a front for the U.S. government to spy on other countries.
- ☉ The Society is actually a front for the U.S. government to try locating downed Martian technology in the remote corners of the Earth before other nations do.
- ☉ The remaining biological threat to humanity is greater than most know and the society travels to globe on extermination quests.

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Hermetic Order of the Golden Sunrise

Base of Operations: New York City, USA/International

Purported Cause: To further the understanding of the occult, mesmerism, channeling, ghost conjuring, sorcery, and so forth. *Note: There are many during this time which believe these things to be real. It is very popular.*

Rumors:

- ☼ The Order has access to vast resources of magic, much more than anyone realizes.
- ☼ The Order is nothing more than stage magicians and con men with fancy tricks
- ☼ The Order is actually using a dark science wholly different than anything known to modern science or even Martian technology.

The Illuminated (*supposedly defunct*)

Base of Operations: Bavaria, Germany/International

Purported Cause: To enlighten humanity, through science. To provide a place for free-thinking to challenge the darkness of ignorance, religion, and aristocracy.

Rumors:

- ☼ The Illuminated are still around and are bent on overthrowing governments and religions and installing an Order for a New World.
- ☼ The Illuminated are still around and are keeping the most powerful of the Martian technology to themselves.
- ☼ The Illuminated are still around and in fact a sinister organization pulling the strings of the wealthy and world governments.

International Order of Cryptozoologists

Base of Operations: Paris, France

Purported Cause: To catalog the various Martian beasts of war and flora. To hunt them down and exterminate, while also gaining understanding of Martian biology.

Rumors:

- ☼ The Order doesn't kill all the Martian beasts and in fact keeps a special 'zoo' or lab for breeding.
- ☼ The Order has managed to capture and keep alive actual Martians for interrogation.
- ☼ The Order has proof that the Martians have visited Earth before under peaceful circumstances and left hidden technology around the globe (under pyramids for example).

Knights of Magellan

Base of Operations: Connecticut, USA/International

Purported Cause: To promote the Roman Catholic religion. To support the Pope in Rome. To aid, via charity and service, the less fortunate.

Rumors:

- ☼ The Knights are actually a volunteer army for the Pope who are waiting for the right time to reclaim the Holy Roman Empire.
- ☼ The Knights are the sworn enemies of the Stoneworkers and actively work to throw down that organization.
- ☼ The Knights are involved politically behind-the-scenes, working to pass favorable laws via bribery or coercion.

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Incendiary Carts), aerovessels (known as Firebirds), and armored steam ships (known as Dawn Cruisers).

San Francisco Pyre Wagons

The city of San Francisco started with a powerful Martian engine, added 4 studded wheels and a massive tank of water. The result was self-powered horseless carriage that could easily climb the steep hills of the city and put out fires with atomic powered water pumps.

Smokers

The Martian toxic black smoke was nothing more than the steam by product of their engines, infused with poison. It wasn't long before humans were able to replicate it. A common sight among the military aerovessels of the more advanced nations are Smokers: Aerovessels equipped with large cylinders of poison which sweep low over enemy positions on battlefields to lay down a blanket of 'black smoke'. The undersides of Smokers are heavily armored to protect them from rifle shot since they must fly so low to be effective.

Steam Ships

By the late 1800s, steamships had been fully realized, but with the advent of atom engines, these steamships could attain enormous size for carrying passengers and cargo, or else armored and armed into so-called "battleships", and even carriers of aerovessels for military conflict.

Even transatlantic or transpacific journeys are not the perilous journeys they once were with reliable ships capable of cutting the waves between continents.

Tempest Guns

An atomologist, by the name of Dr. Richard J. Tempest, specializing in clockwork abstractions discovered a method of building fire arms that are capable of firing bullet after bullet without needing to reload after each shot. Some are capable of rapidly firing by use a sort of conveyor belt of shot and as long as there is shot attached to the belt, the gun can remain shooting. While not very accurate, the hail of shots ensures a certain number will strike true. Larger versions of these guns are mounted on carriages or aerovessels, but there are smaller versions for individual use.

Vodianoi

Russian military naval engineers were able to create a steam ship that travels *under* the waves at great speed; The Vodianoi. Rather than using screws, it fires a nimbus ray backwards into the water. The resulting explosion of steam is channeled to push the submersible forward.

The Vodianoi has limited means to harm, but the armored roof and raking spikes allows it to ram and sink wooden ships by gutting their hull from below.

SOURCES OF ADVENTURE

The following are short ideas to get the imagination flowing for the kind of adventures there are to be had while braving the impossible. The characters could find themselves innocent bystanders; hired to help, prevent, or discover; or even be responsible for the following. Have fun!

Bandits of the Atlantic

Using a combination of aerovessels and operating out of hidden base of operations thought to be an island in the Atlantic, a criminal group known as the Black Wing Boys regularly swoop down on unprotected ocean going vessels to rob it of precious cargo and the possessions of passengers. They have even robbed transatlantic dirigibles. The Black Wing Boys are only violent if they are met with resistance, and they will kill if necessary.

Empire of the Sun Rifle

Japanese atomologists have made progress in replicating the Martian walking fighting machines, but on two legs, rather than tree. Though there are still some issues, mostly with balance, these Mechanized Humans are proving quite capable and already the Japanese are showing signs of using this new might to influence the region.

Franco-Prussian Trench Warfare

Far from the quick win the Prussians were hoping for with their superior Martian technology, the French have held their own and the middle of central Europe has turned into an abattoir as each side builds trenches to fight and die for inches of ground at a time; it is a proving ground for the latest in deadly weaponry including reports of experimental flying 'rocket men'. There is some fear that the war could spread to other nations who so far have remained relatively neutral in the conflict, thereby turning the whole thing into the unthinkable...a World War!

HMS Champion's Discovery

Originally a ship of war, the HMS Champion was retrofitted for marine exploration and it discovered that not all of the Martian spacecraft arrived on land...and it might explain recent disappearances in the Pacific Ocean and the strange lights supposedly seen under the waves of the Indian Ocean. Could it be that the invasion never ceased or that a second one is already under way?

The London Ripper

In London, a series of gruesome murders has led many to believe that a Martian still lives hidden in the area and is preying on commoners by eating their organs and drinking their blood, leaving behind horribly mutilated corpses.

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Marsicrucians

Base of Operations: None/International

Purported Cause: To understand the esoteric and occult-like mysteries of the universe by studying the culture of the Martians, their language, their philosophy...everything left behind.

Rumors:

- ☉ Marsicrucians are filled with traitors to humanity who actively aided the Martians during the invasion.
- ☉ They actually have a significant understanding of Martians and know when the next invasion will come. They are behind-the-scenes, preparing the defenses.
- ☉ They are still in contact with the Martians and are working to undermine humanity for the next invasion.

International Society for Atomology

Base of Operations: Moscow, Russia/International

Purported Cause: To have a better understanding of Martian technology. To advance technologies. To promote the technology as a means to solve the worlds ills.

Rumors:

- ☉ The Society are actually communists trying to level the playing field of society by promoting state controlled technological resources.
- ☉ The Society are actually merciless capitalists who want to gain the technological advantage and extort huge sums of money from nations desperate for an edge.
- ☉ The Society is in possession of a super weapon some are calling an 'atomic bomb' that explodes continuously for days on end and are extorting nations for money, lest the society uses it.

Mayhem Club

Base of Operations: None/International

Purported Cause: To provide wealthy and elite men a raucous place to dine, drink, gamble, make connections, and engage the society of loose woman.

Rumors:

- ☉ The Club is just a cover for the powerful to discuss how they are dividing the world up into private empires.
- ☉ The Club engages in the kidnapping of women and children for slavery around the world.
- ☉ The Club is a cover for a group of stalwart men who are seeking the betterment of society by thwarting those identified as dangers to the world.

Native Sons of the Golden East

Base of Operations: California, USA

Purported Cause: To promote the contributions of, aid and assist, those native born Californians of Oriental (especially Chinese) descent. To highlight all the hard work they did in helping the Western Movement of the U.S.,

Rumors:

- ☉ The Sons are actually a criminal organization that has control over all crime west of the Rockies.
- ☉ The Sons are spies for China (or another country) looking to undermine Western Nations so that the Orient can match and pass-up the industrial might of the West.
- ☉ The Sons are actually earnest diplomats trying to keep the peace between various nations of the Orient.

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Pax Utopian Society

Base of Operations: None/International

Purported Cause: To reject technological innovation lest it causes the Martians to re-invade. To return society back to a peaceful agrarian structure under God and total equality of man.

Rumors:

- ☛ The Utopians are quite militant and send saboteurs out to bring down factories and kill scientists.
- ☛ The Utopians are convincing the world's leading scientists, thinkers, and inventors to leave corrupt society and join a hidden community to restart civilization.
- ☛ The Utopians are helping to hide and keep alive peaceful Martian colonists on Earth and are looking for ways to bring more to Earth.

Royal Academy

Base of Operations: London, England

Purported Cause: To further human understanding of science, industry, and philosophy. To challenge one another to break new ground, present papers, and to roll back the mysticism and occult views of science.

Rumors:

- ☛ The Academy is working on a chemical technology in order to replace the 'foreign' science of Atomology.
- ☛ The Academy are the ones who figured out how to kill the Martians and are working on similar weapons some are calling "Biological Warfare"
- ☛ The Academy actively hunts down and murders Martian Collaborators.

Royal Society of Natural History

Base of Operations: London, England/International

Purported Cause: To further the collections and understanding of natural history, including not just the current natural world, but the ancient world of the dinosaurs.

Rumors:

- ☛ The Society has discovered skeletons and artifacts to suggest that humanity may actually be descendents of Martian colonists from thousands of years ago.
- ☛ The Society has discovered skeletons and artifacts to suggest another alien race - possibly Venusians - have visited Earth in the past.
- ☛ The Society has found ancient cities and artifacts to suggest that humanity was once the slaves of the Martians, but a rebellion forced the Martians to leave Earth.

Final Notes

The thing to remember about societies is that when a player chooses to make his character a part of one, it becomes the job of the GM to incorporate the society into adventures to make it relevant. It need not be the focus of an adventure, but it certainly could be.

Giving a character a specific side-quest is a great way to incorporate the society, and so are unexpected allies or enemies, occasional bonus gear, and so forth.

Mountains of Insanity

Brave explorers of that southern frozen continent, Antarctica, have claimed to have found fossils and spotted tall impenetrable mountains with what looks like a city filled with strange, alien architecture. Is this some sign of a previous Martian invasion or a current outpost? Is it the ruins of a lost civilization filled with treasures and/or dangers?

Sonoma Aero Club

Operating out of the California wine country, the Sonoma Aero Club use a collection of aerovessels of unorthodox design to patrol the skies over Northern California to enforce their own brand of frontier justice, but sometimes the definition of justice becomes a little hazy, leading to conflict with authorities. More intriguing is that they claim to be flying under the power of something other than Martian engines...something they call AG (Anti-Gravity) Gas.

The South Will Rise Again!

Though the War between the States in America is over and the last of the Union armored carriages roll out of the South, a constant rumor persists that a secret society called The Squires of the Golden Circle are amassing a private collection of their own armored carriages and aerovessels to make a strike at the heart of the Union... Washington D.C.!

To The Moon, Alek!

A prominent Russian atomologist, Aleksey Soumarokov has gone missing in St. Petersburg shortly after announcing he has discovered a means to replicate the Martian spacecraft and was planning a trip to the moon. Did he go? Was he kidnapped or murdered? Is in hiding and looking for traveling companions?

Wild World

Due to the remoteness of regions in South America and Africa, it is unknown what became of the Invaders in those areas leaving big question marks for scientists and daring adventurers. The few to make inroads into these jungle wilds claim to not only have found strange Martian towers, but lost cities of humanity filled with treasure and...unsettling images...

VICTORIAN ERA

One final note: Game play takes place in the late 1800s, during the Victorian Era. No one book, especially not one self-limited to 8 pages would be able to adequately cover the cultures, traditions, societal, and political structure of this time period. Please, avail yourself of the library and/or internet to gain even a modicum of feel for this exciting time period.

