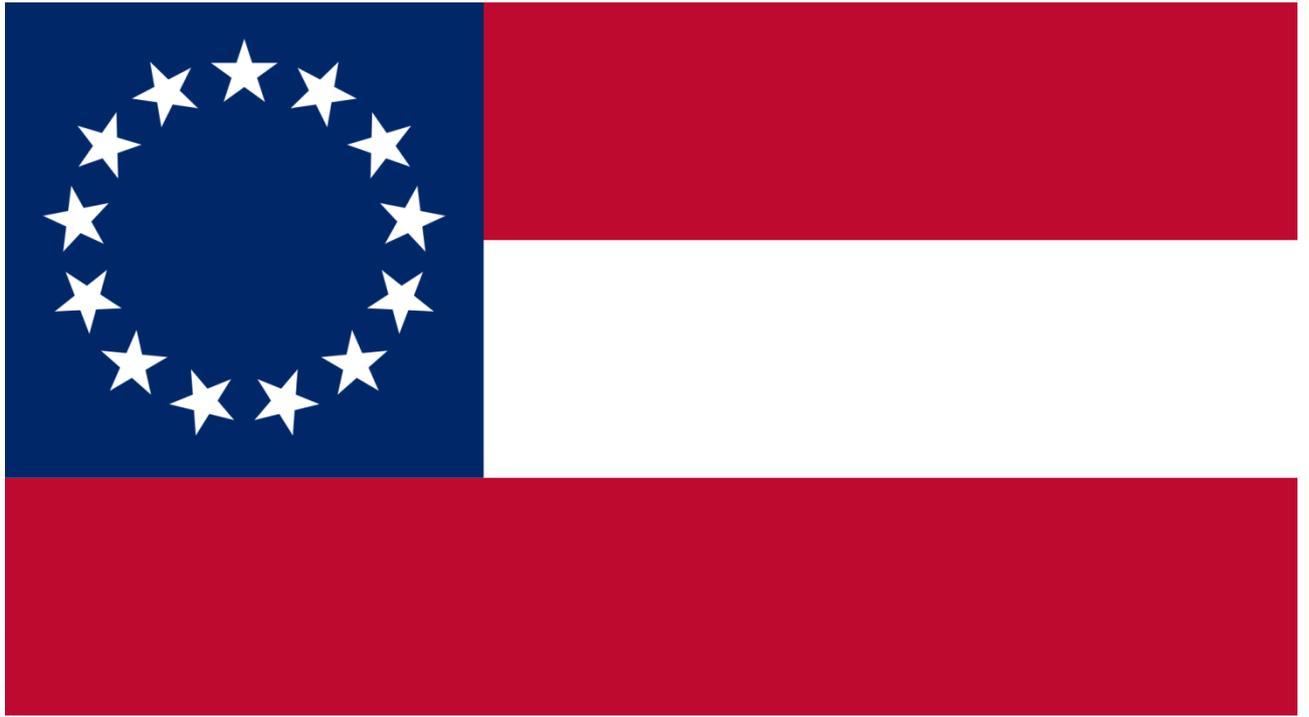
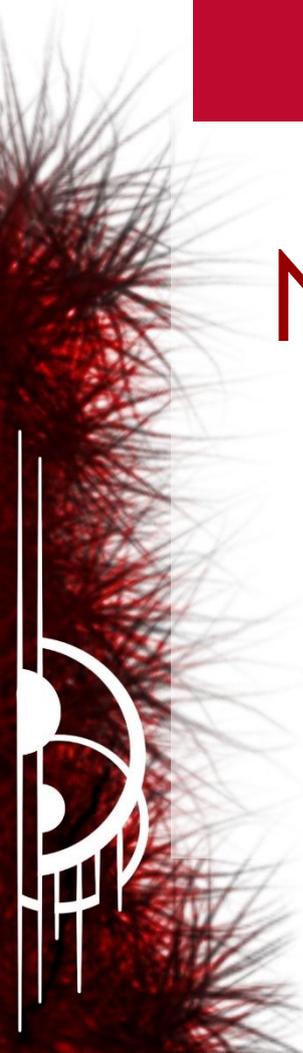


The Federated American Union



Nation Gazetteer



The purpose of this book

This source book is a guide for players who are playing TRIAC operatives from the Federated American Union. It contains a number of sections detailing social structure, outlook to other nations and also a costume and roleplaying guide as well as a brief history of the nation.

This may seem a slightly restrictive way of defining your character but the Age of Aether is made up of many distinctive and defining cultures and outlooks and it is this way for a reason. If you find after reading the book that the Federated American Union is not for you then we invite you to look at the gazetteers that detail the six other nations to see if these suit you better.

The seven playable nations are all very different and have their own unique style and quirks. After this first section that explains the reason behind the documents the rest of the gazetteer is an in character (IC) document, written by a foremost scholar of the day and can be downloaded, printed and used as a prop and reminder to help with information in game.

In any case please read through the book and choose your concept carefully. You will enjoy your experience so much more if you choose the right archetype to immerse yourself in and we hope you find your niche in one of the seven.

Happy reading
Macifaria Games

A note on the world as it is

The nations of this world are very different from the ones you know. This world is like ours in many ways and has a lot of the same history. In our version however, certain events happened, or possibly didn't, which have shaped the planet in very different ways.

In this world invaders from Mars landed on earth in the early part of the 19th century. As a result of this, history changed and we see the series of events we have laid out in front of us in these books.

Another huge difference is the change in technological advancement that resulted from the Martian invasion. Science moved down different paths leaving no room for technology as we know it to advance. Frankly, in a world with a tech derived from advanced alien thinking and new alien elements and resources, why would you continue to use the mere mundane in the wake of such wonders? Who needs cannons when you could have heat rays...?

Ultimately, this world is different. Time scales have altered; things happened or didn't happen according to the forces that affected them. It is this world you need to embrace to fully experience this alternate reality, a world inspired, but not copied from the writings of H G Wells and other great literary minds.

And with that in mind please read on...



A RISE FROM THE ASHES

THE FEDERATED AMERICAN UNION

A GAZETTE BY RENOWNED HISTORIAN
DR HERBERT MAITLAND

Far from a distant colony dismissed by so many before the Martian Invasion, the Federated American Union (FAU) was born out of the ashes of the United States and re-forged by a unifying purpose to rise greater than before. It is a nation like no other, young and naïve in some respects with untold wealth and a willingness to write its own destiny. The foundations of the old order are gone and the Americans now move to their own will, minds turned to opportunity, growth and the promise of 'freedom'.

With the demise of the old world, the loss of Northern states and devastation of much of the South, the Federation has embraced its citizen's new purpose and has taken bold steps in the creation of a republic headed by a president. It is worth remembering however that whilst the Federation portrays a unified front to the outside world, it still retains the divisions and cultures of its respective states. Whilst these differences are hotly debated in New Congress and Senate, resolution of them is seldom easy....

From the first baby steps amongst the rubble of Richmond, the Federation has risen to become the main power of the American Continent. Unmatched in size, scope, or will and unburdened by close geographic rivals, the Federation grows from strength to strength. It also leads much of the world's development on Martian technology thanks to its unrestricted access to Martian war machines. This new wealth and rise to power has given the Americans a keen sense of initiative and the belief in the right of each individual to choose their own future. Access to Martian technology has already paid dividends with the creation of countless mechanica across the Federation states. This has allowed huge swathes of the Federation to become increasingly mechanised. The effect of this mechanisation has been profound on the economy, allowing Americans greater access to goods and services and destroying the need for slavery. This is fortunate for in the new days of the FAU's defiance against the Martian it needs every soul it can.

Reverse engineering of Martian technology has allowed the FAU to leap ahead in technological development, stunning the world with the first human crafted heat ray. Aetheric shielding was also an American first and the stunning floating city of New Richmond is truly a wonder of the new world. Quick to build on the endeavours of the Federation Science Institute in Nevada, the FAU boasts one of the largest

Aethership fleets in the known world, rivalled only by the Australian Protectorate. Also, a growing number of Landships augment the state militias and small army to defend its borders. Whether this is enough however has yet to be seen...

Whilst relationships with some states have grown frosty in recent years the FAU is keen to prove its worth on the world stage and take its place as a world power. As such, the FAU willingly undertakes hazardous missions to aid in the fight against the Martian enemy. Whilst this appears to be a genuine offer, one must not forget that this resurgent America does nothing for free...

The State of the Nation

America lies a scorched and battered ruin, with the Industrial North all but lost to the wasteland and much of its historical infrastructure wrecked. Vast reaches of the Northern American continent lie under the red wastes of Martian landings, and huge swathes of the continent are sundered barren plains. However whilst it suffered greatly in the war against the Martian invader its territories are large in size and its people industrious in their pursuit to reconquer their continent and its technology. Indeed due to the alliance with the Commonwealth of Britannia and its gift of Canada to the Union, one could argue that America as a country is larger than ever...

With huge territory and few rivals, (other than the beasts of the wasteland and Martians...) the Federation have almost unmatched access to natural and alien resources. This has led them to pioneer world efforts in reverse engineering Martian technology. Whilst the world's nations focus on the destructive powers of heat rays and aetheric shielding, some of the earliest successes have garnered little attention, with early proto mechanisation now springing up across the American states. Whilst remnants remain of the old views, mechanisation has led to profound changes in American society leading to greater freedom for individuals to seek out their own future.

The Federation is made up of many states that survived the Martian invasion and are a patchwork of their own cultures and outlooks that at times sit uneasy. In the east sit perhaps the most staunch conservatives of the Federation in the states of New Virginia, Georgia, Carolina and Florida which continue the tradition of 'Southern hospitality'. These traditional states are often at odds with the more liberal attitudes of Nevada, led by the brains of the huge Science Institution. The tech cowboys of 'Towering' Texas and the liberals of the infamous coastal ports of the West are other unique and vibrant cultures. Debates on the future of the FAU rage across Congress and Senate floors in the floating capital of New Richmond, and individuals fight to put across their own views so as to establish themselves, their

states and America in the world.

Life for the average American is easier than many of the world's citizens. In the devastation of the Martian arrival, with countless opportunities for individuals to make their mark the American dream is to have the capacity to make your own choices. Many run their own businesses, or seek out the grand American adventure on the fringes of the wastes or across the world. In part, for this reason and also the American distrust of large government, the Federation military remains relatively small. As a nation it entrusts its states to largely run themselves. Government is controlled through the capital of New Richmond, a vast floating city in the sky of Virginia that attempts to regulate and control the often competing aims of its member states. It is from here that the military is commanded and the vast fleets of the Skyjack core are based, a vast fleet of Aethershops that cover the sky connecting the far flung states.

The industry and determination of the American people however, hides an uncertainty of their own future, coupled with a realisation that their own outlook means they are largely unknown on the world stage. America is large in size compared to its rivals, and yet it faces an entire continent filled with a Martian menace that, at present, it must face alone...

National Outlook

The main outlook of the Federated American States is one of initiative and the determination to build a brighter future. For too long the American nations existed under the rule of the old world. It is time they forged their own path. To this end, whilst Americans are friendly and keen to build alliances and relationships they are wary of those who seek to retain to the old ways. This view matched with the recent scandals of industrial espionage has fostered a more wary attitude for this otherwise friendly nation.

Names and Personalities of Note

Nathanial E Comstock

A man of humble slave origins born in the slums of Richmond, Nathanial was to lead the final charge of the Aethershops fleet that bought time for the evacuation of Richmond at the final climatic battle of the South at Seven Pines. Missing presumed dead – Nathanial is viewed as a national hero who brought the nation together.

Robert E Lee

Commander in Chief of the FAU Military, it was Lee who formulated the strategy that diverted the Martian invasion from the last American cities and brought them to battle at Seven Pines outside Richmond. Lauded in victory, Lee is a shy retiring man who cares little for his

praise for a victory that cost so much, beyond using it to advocate for greater devolution of states' rights, and funding of state militias.

Courtney Stuart

President of the FAU. Following the death of her husband at the battle of Culps Hill, Courtney rose to lead the citizens of Richmond in the defence and was pivotal in the reconciliation of the ruined states that came with victory. Courtney was elected with overwhelming acclaim at the first Federated elections, and was praised by Bragg as 'the Belle of Victory'.

Jane Bragg

Current Admiral of the Skyjacks fleet. Bragg rose to fill the boots of Nathaniel Comstock as his second and in the years following victory has worked tirelessly to build the Skyjacks into one of the world's leading aeronautical fleets. A larger than life character, Bragg is famous for her staunch view of America's right to forge its new future and has little regard for those who seek to return to the old ways.

Georgina Pickett

Regarded as one of the greatest minds of her age, Georgina is the lead scientist at the Nevada Research Facility and is probably the world's greatest scientist in the understanding of Martian heat ray technology. Georgina is short tempered, sharp and cares little for the outside world beyond her work, except for a hatred for the thieves who stole her research.

James A Longstreet

A former infantry commander, James is the current Ambassador to the TRIAC forces appointed by Courtney Stuart. Injured in the bloody fight of Seven Pines, James is well regarded for his quiet wisdom and his willingness to drink and play cards.

The Federation Home and Abroad

At home, society varies between each state from the rolling breadbasket prairies of Kansas, to the belching fires of Nevada. To this end, whilst some states have embraced the rise of new technology in the form of industrialisation, others are more reluctant. Abroad, many Americans are found throughout the world as they seek out new opportunities, a fact not always viewed favourably. Militarily the FAU is little seen, beyond the occasional glimpse of airships plying the sky and the rare sighting of the Federal Grey uniform. With keen enthusiasm for individual merit and the pursuit of freedom many aliens live within the states, a fact hotly debated on the Congress floor.

A Note on Current Weaponry and Defences

With unfettered access to so much Martian Technology, the Federation

boasts of being the first of the world's nations to start deploying heat ray technology. Whilst as yet not man portable, the FAU continues to strive to equip its armies with the latest miniaturised technology. Individual state militia's however, often lag far behind. Facing delays in the development of their own technology, the FAU have fostered growing trade links with its ally the Commonwealth of Britannia.

First and foremost amongst the FAU military is the Skyjack core (or Blue Dozeis) a large and well maintained fleet of Aethershops and heavier-than-air-ships that ply the vast distances of the FAU. This coupled with the growing number and development of Landships, pioneered by the Texas Ranger Engineers means that America grows in strength.

Heat ray cannons, heavy heat rifles and carronades are the mainstay of the aerial and Landship fleets, but for personal protection the FAU leaves the options open to the individual state and citizen. As such Gauss and gunpowder Rifles and pistols are in abundance depending on the wealth and view of the state and personal taste.

Political Outlook

Commonwealth of Britannia

With a shared history, language and mutual trade agreements the Federation and the Commonwealth have much in common. In recent years whilst the Federation have turned away from much of the world they have remained staunch allies of the Commonwealth now that they share the same outlook on royalty...

Since the creation of TRIAC the Federation and the Commonwealth alliance has grown ever stronger against their perceived rivals rising across the world. In the aim to get ahead in the worlds arms race, the two nations recently signed a historic act of alliance promising 'to further the aims of both great nations, to prove their valour in the race of all nations'. Rumours of shared secrets, and weapons now abound as the Federation flag is shown flying alongside the Union flag at a secret port in Bristol...

Russian Collective

America is a long way from Russia and the Federation has little to do with Russian affairs. In general terms the Collective don't want much to do with the world and the Federation isn't that interested in them.

Prussian Hegemony

America has had little to do with the Prussian Hegemony, and whilst trade negotiations exist between states and individuals of the two nations, there is little to no formal diplomacy.

Royal Australian Protectorate

The FAU was born from the ashes of the old world and has a sincere mistrust of anyone who believes that someone can be born to rule over others. Given that American citizens view everyone as equal based purely on merit the idea of bowing to anyone who does nothing is viewed as a joke. Needless to say relations between these two nations remain at best frosty...

Imperial Eastern union

In the years following the theft and sabotage at the Nevada Science Institute, suspicions of the FAU has fallen on the Eastern Union, leading to a great deal of political fallout. Despite repeated requests to open an investigation, the Eastern Union have rebuffed all suggestion of impropriety and reject any accusation by the Federation, despite fielding designs very similar to FAU technology...

Arctic Concord

The Federation exhibits a general disinterest and distrust in this direction. Whilst the FAU has nothing against the Arctic Concord per say, the dismissive views of the Concord scientists at the American view of rights are not well received.

Roleplaying notes

Roleplaying a Commonwealth TRIAC Operative

To Roleplay a FAU operative you need to remember the following things:

- **America stands triumphant.** America stood alone on their continent and the Americans believe in the hard fought freedom it wrought.
- **Freedom is god given but proven by deed.** The war took a heavy toll on the American nation but in victory it now ushers in untold opportunities for all men.
- **Aspire to excellence by the sweat of your brow, and you will prosper.** Americans believe in the merit of the individual above all else, and have little regard for sloth.
- **From the ashes of the old world, a new one is forged.** The bickering, pomp and belief of royalty left the world weak, it is re-forged by adversity.
- **Adventure and excitement is what you live for.** Americans use out every opportunity to seek out new adventures and prospects.

What the Federated Americans are not

- **They are not racists or bigots.** The carnage of the Martian war decimated huge swathes of the population so out of necessity every man, women and child was conscripted into the war effort. Forged by toil and adversity the survivors of the Federated states are now united in their pursuit of opportunity, and with the technological marvels now making slavery and manual labour a thing of the past, they yearn to a brighter future.
- **Hillbilly's, rednecks or hicks.** Intelligence and the ability to prosper are viewed as the best of all traits, and Americans despise stupidity as a waste of opportunity.

Costume and kit guidelines

- There are many different military units within the Federation based on their relevant states. In the main, the federal army wear the grey uniform but there are also green and blue and Zouave regiments. The Skyjacks and Texas Rangers are the exception to this rule, with the Skyjacks wearing navy blue to distinguish their elite status, often with bright colour bunds to display unit designation and the Texas Rangers wearing whatever kit they can get their hands on, normally leather as its hard wearing in their long patrols.
- Traditional dress in the Federation ranges from high 19th century fashion to industrial wear and common garb, with particular themes centred on the US civil war. Texas and some of the middle states have more of a cowboy rustic feel with a large proportion of the citizens living on the edge of the southern wasteland.

