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**STEV E JACKSON GAMES**

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**GURPS Basic Set, Third Edition Revised and Compendium I: Character Creation** are required to use this supplement in a **GURPS** campaign, but it can be used as a sourcebook for any disaster or post-apocalyptic campaign set in recent times.

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About GURPS

Steve Jackson Games is committed to full support of the GURPS system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for GURPS. It also covers the hobby’s top games – Advanced Dungeons & Dragons, Traveller, World of Darkness, Call of Cthulhu, Shadowrun, and many more – and other Steve Jackson Games releases like In Nomine, INWO, Car Wars, Toon, Ogre Miniatures, and more. And Pyramid subscribers also have access to playtest files online, to see (and comment on) new books before they’re released.

New supplements and adventures. GURPS continues to grow, and we’ll be happy to let you know what’s new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all GURPS releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, and hundreds of pages of information. We also have conferences on Compuserve and AOL. GURPS has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of GURPS happens on this e-mail list. To join, send mail to majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your World Wide Web browser to www.io.com/GURPSnet/WWW.

The GURPS Y2K web page is located at www.sjgames.com/gurps/books/y2k.

Page References

Any page reference that begins with a B refers to GURPS Basic Set, Third Edition Revised; e.g., p. B144 refers to page 144 of Basic Set. CI refers to Compendium I, CII to Compendium II, I to Illuminati, IST to International Super Teams, and UN to Undead. See GURPS Compendium I, p. 181, for a full list of abbreviations for GURPS titles. Or visit our online database at www.sjgames.com/gurps/abbrevs.html.

Introduction

Fourteen Years of GURPS

Back in 1986, I was a SJ Games fanboy and a gamer of 7 years’ experience. When GURPS appeared, I was impressed with its claim to be “generic” and “universal,” but I was skeptical of its promise to cover every genre . . . and I definitely did not think I would be playing it 13 years later.

Fast-forward to 1999.

There are now over 145 supplements for GURPS – not including revisions – and I’m working here! Okay, so we haven’t covered every genre yet . . . hey, we have to leave something or we’ll put ourselves out of business. But I think we’re entitled to a millennial gloat.

Where Are the Lasers and Brain Transplants?

But if we want to gloat and still show humility, we have to admit a few mistakes. My favorites are in our science-fiction supplements. For instance, it has long been GURPS canon that year 2000 would bring TL8, and that TL8 would bring lasers and electromag weapons, brain transplants and widespread bionics, incredible power cells, and colonies in space. The fact is, it doesn’t look like we’ll see any of those things any time soon.

Conversely, we have many prototype TL9 gadgets now: brilliant missiles, electrolasers, laser sensors, infrared cloaking, and recognition pads. (All battlefield technologies . . .) Fusion power most likely will happen “in our lifetime.” And our “far-future” predictions about biotechnology (especially cloning and drugs) and computers (especially networks and AI) seem more-and-more pessimistic every time I read Scientific American or surf the Web. We’ll probably have clone families and longevity treatments long before we have brain transplants and space colonies . . .

What’s Next?

So what will GURPS look like when you’re cloned and immortal? More seriously, where will it go in the next millennium? Naturally, we will update our old supplements (especially SF supplements . . .) and publish new ones addressing genres and eras we haven’t covered yet (maybe even the 1990s, if we’re doing this in a decade!). We will take advantage of technology: a rules CD-ROM will happen and we already sell our books online, and perhaps we will ship supplements by Net some day. In the mean time, advances in printing technology will soon make it possible to print books on demand and while you wait. And GURPS will certainly outgrow its pen-and-paper origins, making the transition to a digital format, moving online or becoming a computer game engine.

Get ready for GURPS/TL8 . . .
GURPS Trivia

GURPS has been around for a long time, and Y2K does double duty as a sourcebook and as a celebration of GURPS' longevity. In keeping with this theme, here are some of the more interesting trivia about GURPS:

First GURPS book: Surprise! It wasn’t Basic Set. It was Man to Man, a stand-alone version of the GURPS combat system. It let you create warriors and duke it out on a hex map. It first shipped in August 1985.


Number of titles: This isn’t easy to determine. For instance, not everyone would count Fantasy GM’s Pack (record sheets) or GURPS Lite (a free 32-page leaflet), and new releases will be published before you read this. A best guess: counting all stock items, and counting all printings, cover styles, and editions of a supplement as one item, there will have been some 150 GURPS titles as of autumn 1999.

Prize-winning supplements: Basic Set (Origins Award for Best Roleplaying Rules of 1988; Gencon Gamer’s Choice Award for Best Fantasy Roleplaying Game, 1989), Cyberpunk Adventures (Origins Award for Best Roleplaying Adventure of 1992), Fantasy (Gencon Gamer’s Choice Award for Best Fantasy Roleplaying Game, 1987), Fantasy Folk (Gencon Gamer’s Choice Award for Best Fantasy Accessory/ Supplement, 1991), Illuminati (Origins Award for Best Roleplaying Supplement of 1992), Space (Origins Award for Best Roleplaying Supplement of 1988), Time Travel (Origins Award for Best Roleplaying Supplement of 1991), and Vampire: The Masquerade (Origins Award for Best Roleplaying Supplement of 1993).

Foreign-language editions: GURPS is available in French, German, Italian, Japanese, Portuguese, Spanish, and most recently Korean . . . and GURPS Lite is being translated into many more languages as you read this.

Editions for the blind: Thanks to the volunteer efforts of Nancy Feldman, GURPS is available in Braille and on tape. For more information, write to GURPS Braille Project, 1440 W. 4th Ave., Eugene, OR 97402.

Books from third parties: The only official GURPS product ever released in English by anyone other than SJ Games was GURPS IST Kingston, by Modern Myth Productions.

Books you can’t get in English: Several original settings are produced under license in other languages, including Damned Stalkers (modern horror; Japanese), Ring Dream (female wrestlers; Japanese), and Runal Saga (high fantasy; Japanese).

GURPS the government didn’t want you to have: On March 1, 1990, SJ Games was raided by the U.S. Secret Service as part of an investigation of data piracy. During the raid, they seized GURPS Cyberpunk. See the full story at www.sjgames.com/SSI.

Using This Book

During production, a lot of people said, “The Y2K bug will be old news a few months after you publish. If the hype fizzles, your book will be worthless. What’s the point?” Here is my answer:

GURPS Y2K isn’t about the Y2K computer bug. Sure, the millennium bug gets a lot of coverage, but there’s more to it than that. We examine the theme of global disaster in our age, millennial and post-millennial fears, the things that worry us in 1999 and which will still worry us in 2000, 2001 . . . and 2010. We look at meteors, pollution, and superbugs; at human error; at religious fatalism, social decay, and violent survivalism . . . even aliens and undead. We’ve had your favorite GURPS authors write ten topical essays that are intended to inspire GMs who want to add disaster elements to their games.

And as for the millennium bug, it is true that once January 1, 2000 passes, speculation will be moot. But remember that any global computer failure will look like this, no matter when or where it happens. This book will be as useful to GMs running GURPS Space campaigns as it will be to GMs running Y2K games. And let’s face it, Y2K is one of the key divergence points of the late 20th century for GMs with a taste for alternate histories – especially those featuring global political collapse, meteor impacts, and Armageddon.

In short, this book is Y2K compliant.

– Sean Punch, August 1999
**Rex-84**

Finally, of course, the Illuminati have rehearsed Capstone at least once, in the joint FEMA-Defense Department war games known as Operation Night Train, or “Rex-84.” (The Three Mile Island incident, which occurred one day after Carter created FEMA, may have been another such “rehearsal.”) This full-scale operation in April, 1984, combined a massive redeployment of thousands of troops with a simulated “internal crisis” – FEMA gamed out rounding up 400,000 “undesirables” into a network of “detention camps” along the Mexican border. (FEMA had previously orchestrated the relocation of the Cuban Mariel refugees.) As a bureaucratic power grab, it went poorly: Attorney General William French Smith protested and FEMA took a back seat in future Justice Department counterinsurgency planning. But as a dress rehearsal for a chaos-inspired Illuminati coup d’etat, it went very well indeed.

---

**Nothing to Worry About, Friend**

There is no Millennium Bug in any computer. Yet. The Conspiracy engineered the whole Y2K scare in order to get their operatives access to everybody’s computers. For the better part of a decade, and especially for the last three years, a relative stranger could show up anywhere, introduce himself as “the Y2K consultant,” and be paid a premium salary to root around in the most critical codes and systems on the planet. Security? How? In the U.S., for example, the Social Security Administration has had 400 new full-time staff working on Y2K for the last eight years – and every system in the Federal Government cross-checks its data by Social Security Number. Nobody’s going to wait six months for an FBI check on “the COBOL guy,” especially not the Defense Department (one billion lines of code to check, and the clock is ticking). Especially since the FBI has to find programmers somewhere to check its systems.

---

**PROMIS Keepers**

So much for the United States – what of the rest of the world? Other nations, like the U.K. and France, have their own “emergency planning” bureaucracies with similar frightening emergency plans. Canada has the War Measures Act, which can suspend the Canadian Bill of Rights; it was last used in 1970 by Prime Minister Trudeau after FLQ terrorists kidnapped a British trade commissioner and a government official. China’s dictatorship has taken orders from the Areopagitae ever since Illuminati agent Owen Lattimore helped secure Communist rule there. And the Illuminated tool known as the UN plays a vital role not only in providing security forces for the subjugation of America but also in keeping the Third World restive and impoverished.
Millennial Magic

Even if the computers weather 2000 without a hitch, our preoccupation with the millennium could be strong enough to invoke Cabbalistic power all by itself. As we approach and live through year 2000, those who use the Gregorian calendar will be thinking about the date. Billions of souls worldwide focused on one number could work some powerful magic, and if the dominant emotion is millennial apprehension, it might not be good magic.

If the GM wishes to avoid the blatantly supernatural, he can instead assume that the sephira associated with the number 2000 is driving global events from behind the scenes. There are many ways to associate the sephiroth with numbers, but one interpretation associates 2000 with Chokmah – Wisdom. Since year 2000 will overlap years 5760 and 5761 on the Hebrew calendar, we should also consider those numbers while we’re at it. The same interpretation associates 5760 with Yesod (Foundation) and 5761 with Malkuth (Kingdom).

What all this implies is up to the GM. If Wisdom is read as Illumination, then Y2K could be the year that the Illuminati take their rightful place as the Overlords of Humanity. The appearance of Foundation and Kingdom on the Jewish calendar may have to do with Jerusalem: Do Jewish, Islamic, or Christian factions have big plans for the holy city? Will Israel be recognized as a world power? Tying it all together, perhaps the Illuminati will be behind events in the Middle East that will ultimately lead to escalating war and Armageddon (p. 120). Given the current political situation in the real world, this doesn’t seem so far-fetched . . .

Thinking Bad Thoughts

Acts of remembrance directed at the dead are among the many things sometimes believed to have the power to bring forth the undead (see p. UN54). If a Y2K disaster occurs, then a lot of attention will suddenly be focused on computer files that pertain to people who were alive in 1900 . . . but not in 2000. This could constitute remembrance enough to spawn an undead plague.

Failure to remember the dead is sometimes believed to cause undeath as well (see p. UN36). If the Y2K bug mixes up records of deaths that occurred in 1900 and in 2000, the spirits of the dead may grow restless out of fear of being forgotten – especially if sloppy journalists, biographers, and living family members publish commemorative messages and the like with blind disregard for the correct date of death.

This could be used to justify the sudden appearance of ghosts, revenants, shades, wights, etc., in the year 2000. Such undead would likely have an acute awareness of time and a real hatred of the computers that are the ultimate source of their unrest. Being from an earlier time, most of them would exhibit anachronistic mannerisms. Below is a template for one possible kind of revenant; see GURPS Undead for other kinds of undead. These undead could also be used in campaigns where the GM has decided that Cabbalistic power is at work in the world (see Yetzirah 2K, p. 120).
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