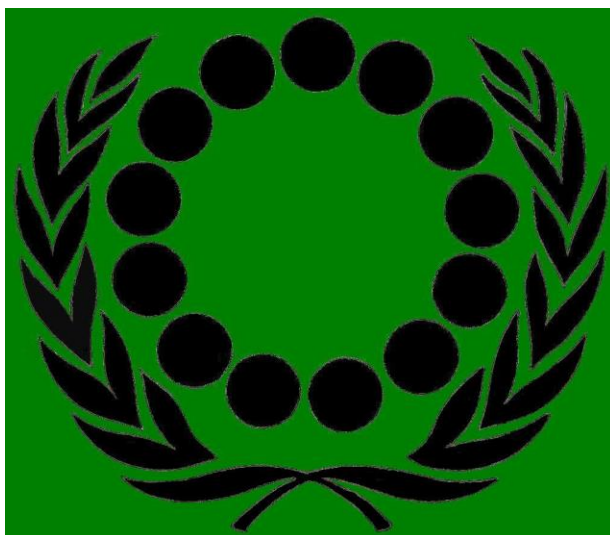# A Flag for the System States Alliance

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1. A Confederate Parallel

a) From Confederate States to System States

H. Beam Piper's novel *The Cosmic Computer* opens in Atomic Era 894, which is "forty years" [1] after the System States War ends in AE 854. His main historical model for the SSW seems to be the US Civil War. John F. Carr calls the System States War "an economic war as brutal as the War Between the States." [2] The Confederate model is further supported by the name of the secessionist organization; "System States Alliance", or SSA, being suggestively similar to the Confederate States of America, or CSA. In addition, the System States are fighting against the Terran Federation, which makes the Alliance an anti-Federation, or 'con-federational', organization, like the Confederacy. The attempted secession by the System States has a Southern feel; it is called a "rebellion", [3] and its ground forces the "Rebel Army", [4] reminiscent of the 'Johnny Rebs' of Confederate fame.

The story takes place on the planet Poictesme, which was not part of the Alliance's rebellion, but contains several Southern elements as well. First, "Poictesme had concentrated on agriculture and had prospered". [5] The city of Litchfield's main crop is "wine-melons", and the planet has, at least partly, a "plantation" economy. [6] This sounds similar to the cotton plantation economy of the antebellum South. One of Litchfield's planters is Colonel Klem Zareff, who is an "old Rebel" officer. [7] Colonel Zareff's first name is evocative of a rural Southerner, and his current occupation resembles the genteel plantation owners who joined the Confederate Army, usually in leadership positions.

Second, while the ladies of Litchfield get ready for Conn Maxwell's welcome home party, the men retire to Kurt Fawzi's office for "a little drink and a talk together." [8] Conn "had been in Kurt Fawzi's office before, once or twice, with his father; he remembered it as a dim, quiet place of genteel conviviality and rambling conversation." [9] The image that comes to my mind is an early scene in *Gone With The Wind*, where the womenfolk go off to rest before the evening's festivities, while the menfolk gather in the den for drinks, and talk about the looming Civil War. [10]

Third, plantation towns like Litchfield are actually located in the 'south' of Poictesme. "Take Tramptown here. We used to plant nothing but melons. Then, when the sale for wine and brandy dropped, the melon-planters began cutting their melon-crops and raising produce, *instead of buying it from up north*." [11] Wine-growing areas on Terra are also found in warmer, southern climes, like southern California or southern France.

Fourth, Conn and Sylvie Jacquemont program the Maxwell's household robot Oscar to speak with "a thick Sheshan accent." Conn tells his mother that "All the smart people on Terra…had Sheshan humanoid servants." [12] Oscar responds to voice-commands with a simple "Yash'm", reminiscent of stereotypical Negro servants. [13] Since the time of the story parallels the post-Civil War era, the Negro-parallel Sheshans make perfect sense. Black Americans remained in a subservient role for a hundred years after the Civil War, often as domestic servants. [14]

And fifth, everyone on Poictesme is "poorer than snakes". [15] This parallels Southern poverty during Reconstruction, as also portrayed in *Gone With The Wind*. For when the Poictesmean economy gets going again, it is because people 'move west.' (See **Westward Ho**, below.)

b) "I Must Have Kentucky"

Poictesme's pseudo-Southern feel can now be explained. As "the advance base for the Third Fleet-Army Force", [16] Poictesme is a launching point for the Federation's invasion of the SSA. Its Civil War parallel is therefore the launching point for the Union's invasion of the CSA. As the war progressed, the main thrust turned out to be through the center; Kentucky and Tennessee, followed by Grant's march down the Mississippi, and finally Sherman's march through Georgia. These thrusts split the Confederacy into three parts. At the beginning of the war, the strategic value of Kentucky and the other northernmost slaveholding states—Missouri, Maryland and Delaware—was high. The South hoped they would join the secession, [17] and the North prayed fervently that they would stay in the Union. President Lincoln is reported as saying, "I hope to have God on my side, but I must have Kentucky." [18]

Poictesme was therefore apparently a 'border' system that the Rebels hoped would join the Alliance.

Its populace, suffering one of the planet's recurring poor periods, may have had sympathy for the Alliance's economic aims. But Poictesme's strategic value was apparently not lost on the TF, which "spent millions of sols" and sent "Millions of troops" [19] to secure the Trisystem for the Federation, and to prepare for the invasion of the Alliance. Directing this effort may have been the Federation President himself, who in a parallel of President Lincoln could have said something like 'I hope to have Fortune on my side, but I must have Poictesme.' [20]

Litchfield again supports the model. As noted, it is 'in the south' of Poictesme, but apparently not in the *deep* south. Piper later mentions "A farm-tramp down in the tobacco country to the south". [21] Along with cotton, the American South has long been associated with tobacco-growing. So brandy-producing Litchfield is north of the tobacco-growing region of Poictesme, just as bourbon-producing Kentucky is north of the tobacco-growing states of the Deep South.

c) Westward Ho

After the Civil War, the settlement of the American Great Plains and Southwest accelerated. This period became known as the 'Wagontrain Era' and the Old West. There wasn't much law in those days, and the western settlers had plenty of bandits to worry about, not to mention Indians. But there was plenty of opportunity too, such as the gold and silver rushes that occurred in Colorado and the Black Hills of South Dakota.

This era seems to fit the period after the System States War, where "outlaws" like Blackie Perales prey on innocent Poictesmeans; robbing, kidnapping and killing, and even sacking entire towns, such as Waterville. [22] Indeed, 'Blackie' is suggestive of 'Black Bart' and other such stereotypical western bad guys, while Perales is a Hispanic name, implying Mexico, or the formerly Mexican states now in the American Southwest. Just like the Old West, there isn't much law on Poictesme; the Planetary Government does nothing against Perales beside offering "a big reward" for his capture, "dead or alive". [23] This is another Old Western element, modeled on the 'Wanted' or 'Reward' poster plastered in conspicuous places, and lettered in the ornate style of the times. Blackie Perales "turned outlaw" when "The banks foreclosed on…his plantation". [24] The loss of his livelihood means he undoubtedly became desperate to make a living; by turning outlaw he could therefore be called a 'desperado'.

The western theme is also supported by the location where most of the bandits operate out of. This is "Down in the Badlands", [25] which is probably modeled on the American Badlands near the Black Hills, in addition to the rugged terrain of the Southwest or Wyoming. Located in the Poictesmean Badlands is Force Command Duplicate, which is built within a mesa. [26] The most famous mesa of recent memory is Devil's Tower, Wyoming, seen in the movie *Close Encounters of the Third Kind*. Another western element is Rodney Maxwell's "long coat…[which] had begun to acquire a permanent wrinkle across the right hip, over the pistol butt". [27] This is suggestive of long-coated Western lawmen. Moreover, like many men of the Old West, Maxwell is a "prospector". [28] Rather than gold or silver, the precious metals dug up by future panhandlers like Rodney include "uranium", [29] contragravity tanks, machine guns and other armaments. [30]

With the return of Conn Maxwell from Terra, one can say that 'there's a new Sheriff in town'. For when the Maxwell Plan gets going, the forces of law and order begin to reassert themselves. The occupation of Force Command Duplicate results in "a general exodus" of "At least a dozen outlaw bands" from the vicinity; either voluntarily or with a little cordite-scented persuasion. [31] In other words, the outlaws have to 'get out of town' in a hurry. But that's not the end of them, even though this invasion of their territory includes a subsequent influx of other prospecting companies to the Badlands. Because what follows are "gang mergers" and a marked increase in violence. This in turn finally gets the Planetary Government to begin taking action. [32]

Conn's desire to secure a spaceport leads directly to the Battle of Barathrum, in which the most wanted outlaw, Blackie Perales, is killed, and his gang largely wiped out. [33] But the increase in economic activity sparked by the Maxwell Plan means that the surviving outlaws can find more honest ways of making a living. After his second return to Poictesme from Koshchei, Conn and his father are guarded at

Storisende Spaceport by "Barton-Massara private police", "as villainous-looking a collection of ruffians as Conn had ever seen." [34] At the Interplanetary Building they are met by "more Barton-Massara private police. They looked even more villainous than the ones at the spaceport. Conn recalled having heard that most of the Blackie Perales' gang had been discharged for lack of evidence; he wondered how many of them had hired with Barton-Massara." [35]

Paralleling the various gold and silver rushes of the Old West, the Maxwells' activities on Poictesme and Koshchei prompt other prospecting companies to follow their lead, staking claims and digging up the riches buried underground by the Federation. There is at least one rush of prospectors caused by a deliberate leak of information by Rodney Maxwell, as a diversionary tactic. [36] A final western element is that, at one point, Conn actually calls his father "Pardner". [37]

This is all reminiscent of the period after the Civil War. Indeed, the date of the story may also fit the theme. *The Cosmic Computer* begins in autumn, AE 894. Simply prefix a '1' and you get 1894. The Ninth Century AE therefore parallels the Nineteenth Century AD. [38]

2. The USA and CSA Banners

Since Piper seems to have modeled the System States War on the Civil War, and the Alliance on the Confederacy, he could have modeled the SSA flag on the CSA flag. And in the summer of 2005, I came up with a few designs.

I began by looking at the Union and Confederate banners. During the Civil War, both sides had several flags. The Union flag was of course the Stars and Stripes, which began the war with 33 stars, then went through 34- and 35-star versions before ending the war with 36. The first official Confederate flag was similar to the Stars and Stripes. Called the Stars and Bars, this grew from a 7- to 13-star version as more states joined the Confederacy. The Stars and Bars was followed by the Stainless Banner; a white flag with the Confederate Battle Flag as its canton. Later a vertical red stripe was added to the fly, because its white field was considered by many as "looking too much like a flag of truce." [39]

We'll take a look at the Confederate Battle Flag and its possible influence on Alliance banners later on. But for the basis of comparison, let's start with early Union and Confederate versions; the 34-star US flag, and the 7-star Confederate Stars and Bars. (Figure 1.)
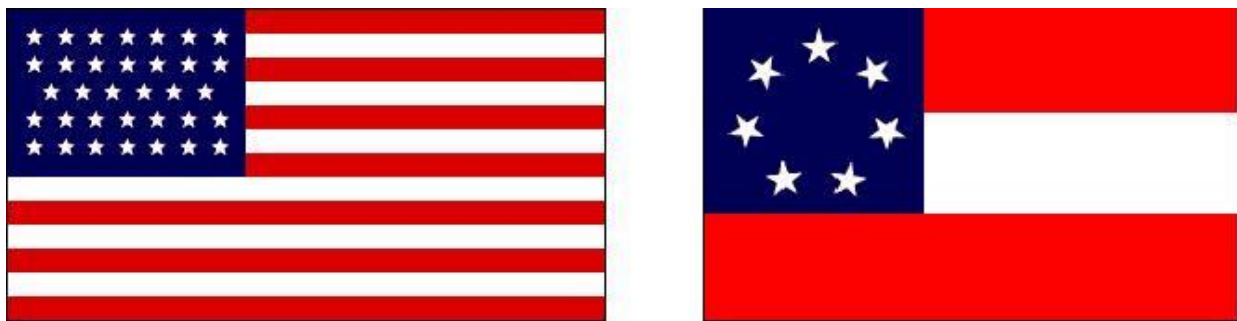

Figure 1. Civil War-era national flags; the US Stars and Stripes, and the CS Stars and Bars.

The first thing we notice is that both are very similar designs. The first Confederate flag was highly derivative of the Stars and Stripes, because "A sentimental attachment to "the old flag" felt by the [Southern] public at large…made it impossible to ignore the elements of its design." [40] Not only did Southerners love the American flag, they felt the Confederacy more truly represented the vision of our Founding Fathers than the Federal government in Washington, which they believed was becoming too powerful and even tyrannical. [41] However, the Confederate flag does seem a bit darker than that of the US. Due to the large red bars and fewer stars, there is a smaller amount of white relative to blue and red.

Since the Southern flag is a 'darker' version of the Northern one, the System States flag could be a darker version of the Terran Federation flag. That the SSA would adapt the TF design for their own banner seems reasonable, because when the Alliance secedes in AE 839 [42] the Federation has been the

only independent Terro-Human state for 665 years; ever since the Secession of Venus in AE 174.

Paralleling the Confederacy, the Alliance may feel that they more truly represent the original vision of the Federation, because the Government on Terra seems to have become somewhat tyrannical. As John Carr says of this future antebellum period, "Terra is a hotbed of Neo-Marxist liberalism and we get the idea that it is beginning to fall into decadence, and that in large part the colonial spirit of the outer worlds is all that is keeping the Federation alive and functioning." [43] And in *Space Viking*, Lucas Trask mentions the "tyranny…practiced by the Terran Federation before the Big War". [44]

Now, in order to devise a flag for the System States, we need to identify

3. The Flag(s) of the Terran Federation

Piper gives one emblem with regard to Terra; "the wreathed globe of the Terran Federation". [45] Also expressed as a "wreathed globe" on a "light blue" field, [46] this implies that the Federation does not create a new flag, but merely appropriates the old United Nations emblem, after that organization breaks up in late 1973 or early 1974. [47] Appropriating its emblem would be consistent with the statement by Major Cutler that the TF will "take the place" of the UN. [48] And retaining the wreathed globe would symbolically retain the noble goals of the United Nations, and the League of Nations before it; world peace and collective security. Thus, the original flag of the Terran Federation is most likely the same flag as the United Nations. (Figure 2.)

Figure 2. The wreathed globe of the United Nations (1945-1973), and early First Terran Federation (1974-2056).

However, as I state in my paper "The Emblem of the Terran Federation", this North Pole-oriented version may only be official from early 1974 (AE 32) through 2056 (AE 114); or roughly, from just before WWIII to a few years after WWIV. Because the Fourth World War causes the "Complete devastation of [the] Northern Hemisphere of Terra", resulting in "the end of civilization in the Northern Hemisphere, and the rise of the new civilization in South America and South Africa and Australia." [49] The post-WWIV Federation is headquartered in the Southern Hemisphere, [50] and therefore would probably revise the emblem to reflect the new political reality. As I suggested to John Carr back in the early 1980s, that should involve replacing the North Polar orientation of the globe with a South Polar view. (Figure 3.)

Figure 3. Proposed wreathed globe of the later First Federation (2057-2116), and Second Terran Federation (2117-3040).

The wreathed globe (Northern and possibly Southern versions) apparently remains unchanged even after the Secession of Venus in AE 174 (2116 AD). "Venus seceded from the First Federation, before the Second Federation was organized." [51] That the emblem doesn't change suggests the rebellion is defeated, or, at most, results in a negotiated settlement, with Venus in the weaker position.

If the Secession had succeeded outright, Venus would have become an independent planet, but this does not occur. And had the planetary colonies achieved actual equality with Terra, both the symbol and the name of the organization would have changed. Perhaps to the *Solar* Federation, similar to "the Solar League" of Piper's (and McGuire's) novel *Lone Star Planet.* [52] The Terran globe would then probably be replaced by Sol, changing the emblem to a 'wreathed sun'. But this also does not happen.

Beam appears to confirm that the Secession fails. In "The Future History", he says "Wars of colonial pacification and consolidation; the new [Second] Federation imposes System-wide pax." [53] This implies that Venus is 'pacified' in war, it is defeated. Besides which, if the Federation were not victorious, it wouldn't be able to 'impose' anything, let alone a System-wide pax. So the most likely scenario is that the Secession fails. But though outright independence is denied, the colonial worlds are actually granted greater stature in the Federation; they graduate from "colonies" [54] to "Member Republics". [55]

Uller Uprising takes place in AE 526, or about 350 years after the Venusian Secession, and the wreathed globe is still the TF emblem. Terra therefore retains its dominance in the Federation; suggested both by its continuance at the center of the emblem, and by Otto Harkaman's statement that "The good men all left to colonize, and the stuffed shirts and yes-men and herd-followers and safety-firsters *stayed on Terra* and tried to govern the Galaxy." [56]

The wreathed globe is therefore the Federation banner during the System States War. It undoubtedly remains so until the TF finally dissolves, around AE 1097, or 3040 AD. [57] Even after the breakup of the Federation, it is probably still the symbol of Terra; both as a memorial to vanished glory and an assertion of sovereignty over any planets it may reconquer in the wars following dissolution. The TF emblem probably does not fall into final disuse until Terra itself is "*bombed back to the Stone Age*" during these Interstellar Wars. [58] Thereafter, the wreathed globe would become a banner of purely historical interest, like the Stars and Stripes of the vanished United States that founded it, after serving for almost 1100 years as the symbol of the hopes and aspirations of all Terro-Humanity; universal peace and freedom.

4. A Flag for the System States

a) Confederate Proposals

With the wreathed globe established as the Federation banner, we can now propose a few designs for a System States flag. As we've seen, the original Confederate flag, the Stars and Bars, was modeled on the US flag, the Stars and Stripes. So the Alliance flag should be modeled on the wreathed globe of the Terran Federation. And during my research, I discovered that there was a Confederate flag similar to the TF flag that Piper could have used as a model for the Alliance flag. It goes back to the beginning of the Confederacy.

In early 1861, the new CSA had no official flag. "An unwritten deadline for the adoption of a flag was March 4, 1861 because on that date Abraham Lincoln was to be inaugurated president of the now foreign United States, and on that date the Southern States were determined to fly a flag which expressed their own sovereignty." [59] "The Provisional Congress had established a Committee on Flag and Seal, the chairman of which was William Porcher Miles of South Carolina. The Committee received hundreds of designs for flags which were submitted to it by citizens from all parts of the country. Even citizens of States still among the United States sent in proposals." [60] Most of the designs were rejected as being either too similar to the US flag, or too complex to easily and inexpensively produce. "The Committee finally had to admit its inability to agree on a flag and chose four patterns to present to the full Congress for a final decision." [61] These four designs are seen in Figure 4.
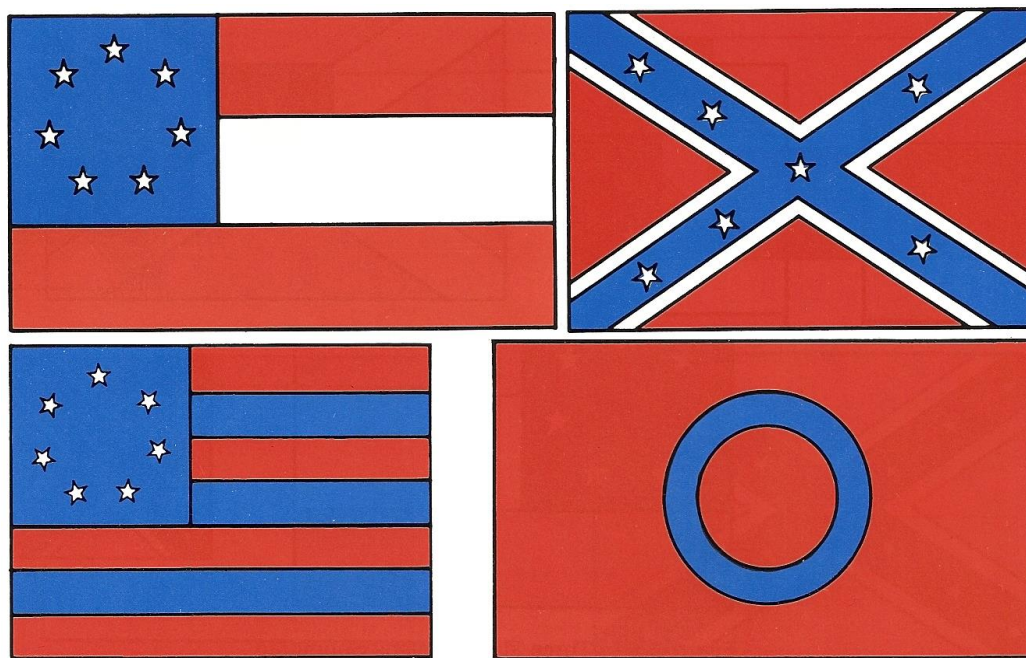

Figure 4. The four proposed flag designs submitted to the Confederate Provisional Congress on March 4, 1861. [62]

The Stars and Bars was of course the one finally adopted. Among the three rejected designs, the first was a proto-Southern Cross, which later became the famed Confederate Battle Flag. Designed by Chairman Miles himself, it was rejected by Congress at the time because of its asymmetry; it had only seven stars for the original seven states, so their placement on the cross was uneven. Moreover, one congressman derisively compared it to "a pair of suspenders". [63] The second rejected design resembled the US flag; it had seven stars in a blue canton, and seven stripes of red and blue, rather than red and white. [64] The reason for its rejection is not given, but probably it was also deemed too similar to the Stars

and Stripes.

This brings us to the last original Confederate proposal, which is unlike all the others, and a design not generally known. "The third flag rejected by [the Provisional] Congress bore no resemblance to the flag of the United States. It was described by Chairman Miles as "a red field with a blue ring or circle in the center." Presumably the ring is representative of the solidarity of the Southern States." [65]

b) First Proposal for a System States Alliance Flag

The first thing we notice is this flag's similarity to the TF banner. Both are simple designs, with round emblems on a plain field, and only two colors. We also observe that the Confederate design's colors can be easily adapted to those of the SSA. Piper calls the Alliance flag "The Banner Black and Green". [66] This appears to mean a black emblem on a green field, as suggested by Fred Karski's combat car. "It was green, with black trimmings, and lettered in black, GORDON VALLEY HOME GUARD." [67]

The blue ring on the red field of the Confederate proposal (darker color on lighter) could then be changed to a black ring on a green field for the Alliance flag (also darker on lighter). And one more detail needs to be added. The Stars and Bars had all the elements of the US flag; a canton, stars, and stripes. The Alliance flag should therefore contain all the elements of the Federation flag. The 'wreathed globe' of the TF might then be paralleled by a 'wreathed ring' for the SSA. (Figure 5.)
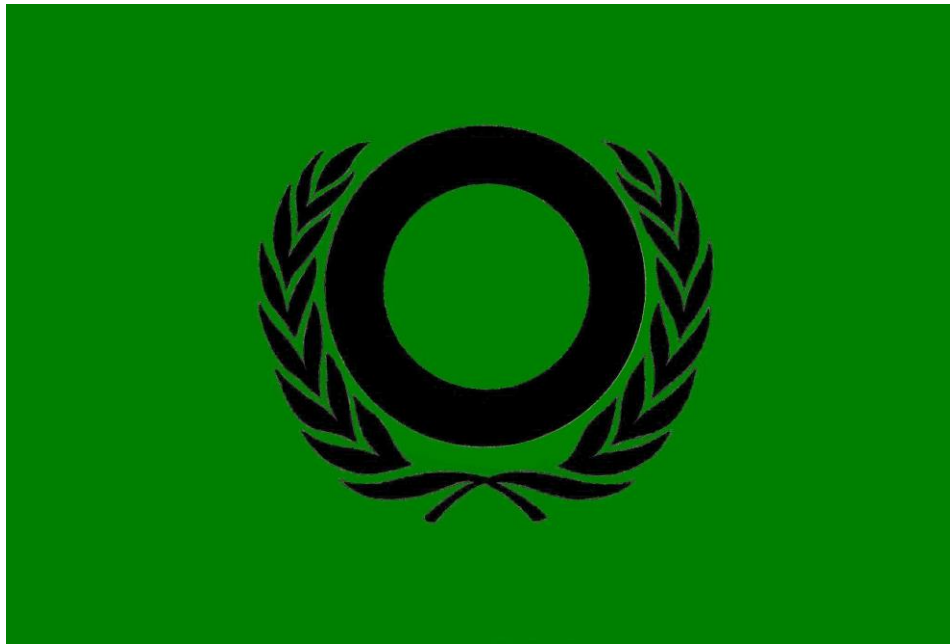

Figure 5. First proposed design for the System States Alliance flag, the 'wreathed ring'.

The Colors. Piper seems to have chosen black and green for the Alliance for several reasons. First, both are dark colors, which make a strong symbolic contrast to the light colors (white and light blue) of the Federation. Second, they make good combat uniform colors. Because of that, I chose an olive green for the field, suggested by Karski's combat car. [68] Third, the dark colors are probably reflective of the 'evil' nature of the System States planets, many of whom appear to be named after biblical demons, such as "Ashmodai", [69] "Mephistopheles", [70] "Belphegor, and Baphomet". [71] In turn, the planetary names seem to have inspired the demonic names of the "capital ships of the old System States Navy"; [72] like "*Goblin... Vampire...Dragon*", [73] "*Poltergeist*", [74] "*Werewolf, Zombie*, and *Dero*". [75]

The Wreath. Traditionally, olive branches represent peace, and in this design, the wreath would

represent the peaceful nature of the Alliance, as stated by an indignant Colonel Klem Zareff. "Space attack!...There never was a time we could have attacked Poictesme. Even if we'd had the ships, we were fighting a purely defensive war. Aggression was no part of our policy—". [76] Moreover, the System States War may have been started by the Federation, not the Alliance. Rodney Maxwell says that "The Alliance planets took themselves outside the Federation economic orbit and the Federation crushed them." [77] And Conn replies that "The Federation didn't fight that war for profits; there weren't any profits to fight for. They fought it because if the System States had won, half of them would be at war among themselves now." [78] So to preserve its mandate of 'universal peace', the TF launched one big interstellar war (370 planets against 130), to prevent a lot of little interstellar wars (65 planets fighting among themselves). That seems like overkill.

However, if the SSW was a true parallel of the Civil War, the Alliance could indeed have started it, by a parallel of 'firing on Fort Sumter'. In Piper's future terms, this would entail a System States assault on a Federation naval base, which are usually lunar fortresses guarding the near space 'harbor' of planets like Zarathustra. Zarathustra has two moons, "Darius, the inner moon, where the Terra-Baldur-Marduk Spacelines had their leased terminal…and the outer moon, Xerxes…Xerxes was the one thing about Zarathustra that the Company didn't own; the Terran Federation had retained that as a naval base. It was the one reminder that there was something bigger and more powerful than the Company." [79]

Given the large number of seceding systems, there could be several Fort Sumter-like assaults. [80] And taking over TF Space Navy lunar fortresses could partly explain how the System States acquire the nuclear weapons and hyperships (possibly including the capital ships mentioned by Piper) with which they fight the war. [81] Assuming there are one or more cases where an overmatched TF Space Navy withdraws rather than surrender, these assaults would also serve to repudiate Terran authority, by evicting Federation forces from Alliance territory.

The Ring. The ring would have many meanings. First, as presumably in the original Confederate proposal, it would represent the solidarity of the Alliance planets against the Federation. Second, it would represent heraldic continuity, by echoing the South Polar version of the TF banner, which has a white circle around the globe of Terra. Third, by adapting the TF emblem but leaving the center empty, the Alliance emblem would be symbolically rejecting Terran authority, by 'erasing' Terra from the middle. Fourth, the empty center could also be a pledge by the Alliance planets to have no strong central government. Rejecting Terran authority, they also reject the too-centralized system it has become. [82] The Constitution of the Confederacy "was modeled on that of the United States with, of course, the addition of special clauses in favor of slavery and state's rights." [83] The Alliance's charter is therefore probably modeled on the Federation Constitution, with provisions guaranteeing certain Planetary or System's Rights.

Fifth, the ring could refer to the System States' spatial position relative to Terra. "The first extrasolar planets, as they had been discovered, had been named from Norse mythology—Odin and Baldur and Thor, Uller and Freya, Bifrost and Asgard and Niflheim. When the Norse names ran out, the discoverers had turned to other mythologies, Celtic and Egyptian and Hindu and Assyrian, and by the middle of the Seventh Century, they were naming planets for almost anything." [84] In *Space Viking* times, some of the major civilized worlds are "Odin and Baldur and Isis and Ishtar and Aton". [85] Two of these are named for Norse gods, and two for Egyptian, which suggests they are near the Old Federation's central regions. Ishtar and the erstwhile Alliance member Marduk are named for Babylonian (or Assyrian) gods, which should put them a bit farther out. Amaterasu was also a System State, [86] and is named for a Japanese deity, which apparently makes it even more distant, out toward the periphery. And finally, that the Alliance may lie mostly at the very edge of Federation space is suggested by System States planets like Ashmodai, Mephistopheles, Belphegor, and Baphomet, which are not named for gods but demons. This would put them in the "naming planets for almost anything" category that occurs at the very end of Federation expansion. Assuming the SSA is mostly out on the frontier of the TF, the ring would then also represent the breakaway periphery as opposed to the authoritarian center. [87] And sixth, it is doubtful the entire periphery breaks away from Terra, so the ring would also represent the hope that other outlying planets will secede from the Federation. This would parallel the Confederate States, who hoped to lure

other states (like Kentucky and Missouri) into seceding from the Union.

In sum, by modeling the 'ring' proposal of the Southern States for the banner of the System States, we can get an authentic 'Confederate' version of the Federation emblem. And by using the only one of the original four proposals not adopted by the South, or rejected as too much like the North's, we get a unique design. And since the Confederate ring is not a well-known flag, we also get a banner not obviously Southern in inspiration, thereby masking the derivation, in the genuine Piper manner.

c) Second Proposed Alliance Flag

During all those deliberations over the wreathed ring, however, another possible Alliance design came to mind—replace the ring with a circle of planets. This would have the benefit of even more closely paralleling the TF flag, as the wreathed globe would then be the model for 'wreathed globes'. (Figure 6.)
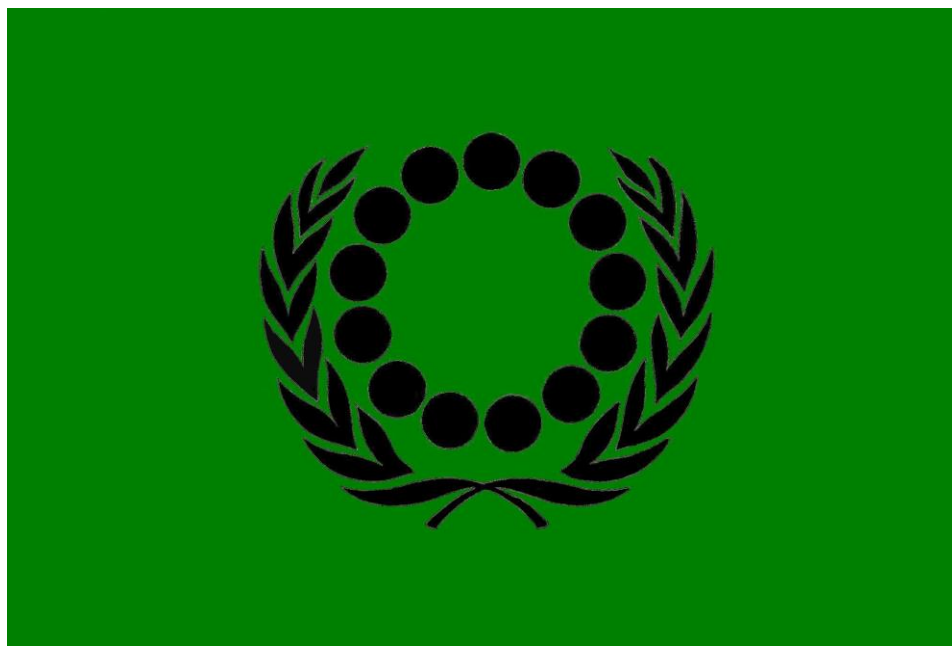

Figure 6. Second proposed design for the System States Alliance flag, the 'wreathed globes'.

The circle of planets would more truly represent the decentralized nature of the Alliance, by actually displaying the member worlds. The only problem was that the SSA contained "a hundred and thirty inhabited planets", [88] and it would be very difficult to fit 130 globes on a flag! However, the number displayed need not represent every single member; in the current European Union flag, a circle of twelve stars represents 27 nations. If we use a factor of ten, then 13 planets on the flag could represent 130 planets, and this would tie in the thirteen stars on the various official Confederate flags.

The wreathed globes design would also better reflect the political order of its time. By the Ninth Century AE, the Terran Federation has reached its greatest extent, encompassing somewhat more than a "half-thousand human-populated planets". [89] With at least 500 Member Republics, colonies, and outposts, its single-globe emblem is therefore stuck in the past—the *distant* past; in the early years when Terra was practically the whole Federation. While it is still the capital, there are now so many people on so many other worlds that Terra's relative socio-political importance should have declined, perhaps even dramatically; yet the Federation's emblem does not symbolize that fact.

d) Green on Black?

Though Piper's reference to the Gordon Valley Home Guard suggests that the System States flag was

a green field with a black emblem, the phrase "Banner Black and Green" could be taken to mean the opposite; a black field with a green emblem. The precedent here would be 'the red white and blue' itself, where the first named colors, red and white, refer to the field of the Stars and Stripes, and the later-named blue to the smaller canton containing the emblem of stars. With a lighter emblem (green) on a darker background (black), this would even more closely parallel the Federation banner, with its lighter (white) emblem on a darker (light blue) field. And the green on black seems a more striking design. (Figure 7.)
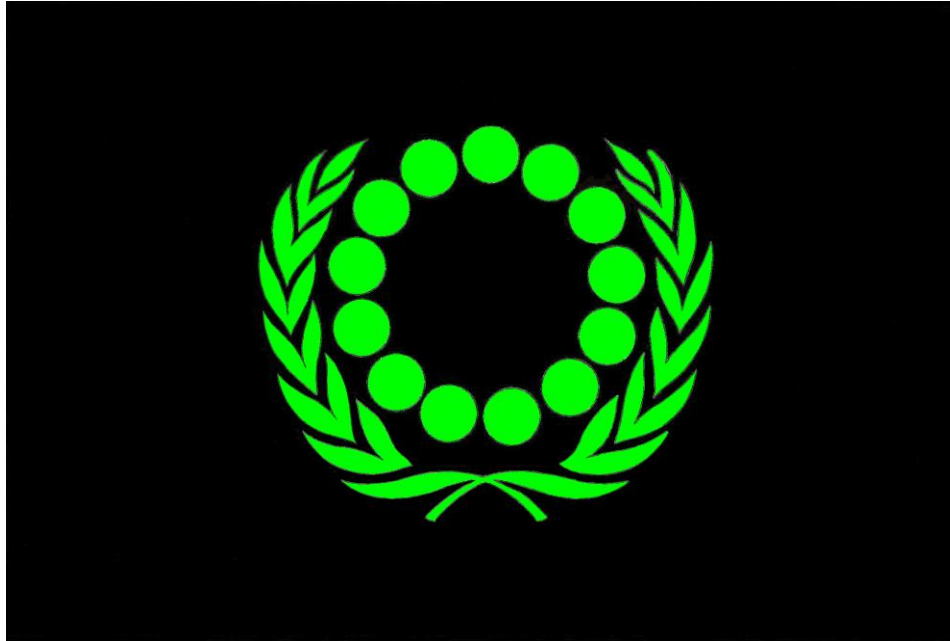

Figure 7. Second proposed Alliance design, colors reversed.

In this version, the wreath and planets would retain their symbolic meanings defined above, but the color scheme makes more sense. The black field would represent outer space, which surrounds each System State, paralleling the blue 'atmosphere' surrounding the wreathed globe on the TF banner. The circle of green globes would stand for the 'green' or life-bearing Terra-type planets comprising the Alliance. Moreover, the wreath has become green, which is the natural color for Terran foliage like olive branches. Another point in its favor is that black flags are very unusual; in our own time, there are no nations or major international organizations with a sable banner. [90]

The only other change I made was to replace the olive green with a brighter green. On the black field, the olive green seemed too dark. And one can rationalize a lighter green as representing the green of spring; a newer green, emblematic of the newer, younger worlds that make up the Alliance. [91]

e) Third Proposed Alliance Flag

The third design that occurred to me was to use a ring of stars. This would be more true to the name 'System' States. A solar system is more than just one planet, and since the star is the center around which all the planets revolve, it might make more sense to use a star to represent each system. But the ring of stars would face the same difficulty as the ring of globes. The System States included "ninety systems", [92] and a ring of 90 stars would be unwieldy. At present, the US Presidential seal and flag display a circle of fifty stars, which seems to be just about the aesthetic limit; many more than that, and the stars shrink toward insignificance. However, the same solution as the wreathed globes banner could apply; a factor of ten would result in a ring of 9 stars, each representing 10 systems.

Several objections prompted me not to pursue this design any further. First, a circle of stars would make the Alliance banner too similar to the Stars and Bars, and I don't think Piper would have used anything that obvious. Secondly, Beam doesn't seem to include stars in his future emblems until the time of the Space Vikings, many centuries later. "Emblematology of planets conquered by the Space Vikings always included swords and stars." [93] Though certainly not definitive, that statement gave me a strong reservation against using stars in emblems, at least until after the Federation era.
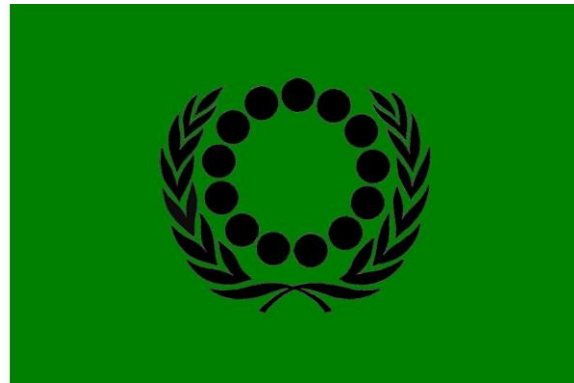
5. The Opposing Sides

But we already have several designs to go on, so let's take a look at the respective opposing sides. First, we'll redisplay the US and CS banners; the Stars and Stripes versus the Stars and Bars.

Now, the proposed Federation and Alliance banners; the Wreathed Globe versus the Wreathed Ring.

Or, the Wreathed Globe versus the Wreathed Globes.

Or, if the green emblem on black field is correct; the Banner Blue versus the Banner Black.
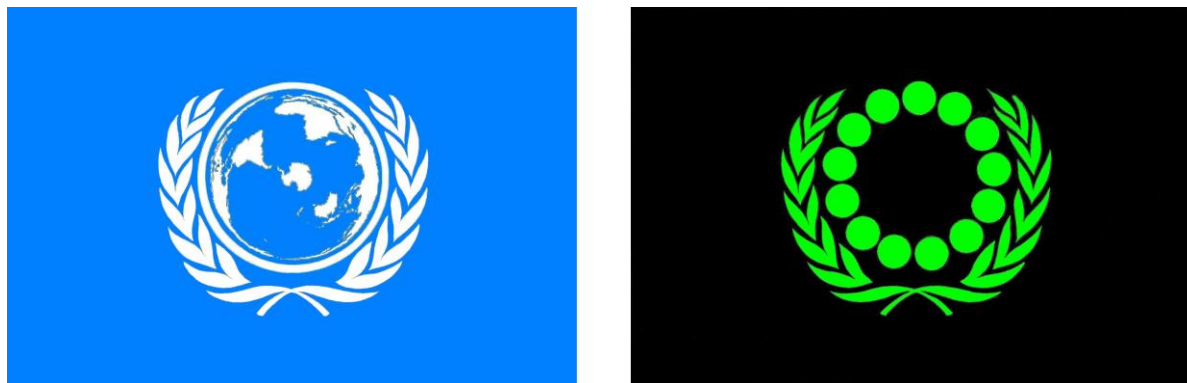

Figure 8. Comparison of historical American flags with proposed future historical ones.

As mentioned earlier, the Confederacy had several different flags during its short existence as an independent nation. It is therefore possible that the System States Alliance has several flags during its fifteen years of independence (AE 839-854). [94] If so, the various designs that occurred to me could reflect an evolution in Alliance flags, which would actually parallel the historical model. This brings us to

6. An Alliance Naval Ensign

a) Banner Black of the Space Navy?

If the green emblem on a black field is not what Piper intended, there is still a role it could play: Naval Ensign of the Alliance. Just as many Confederate military commanders were ex-Union officers, it is probable that, when the System States establish their navy, many of its commanders are ex-Federation officers. TF Space Navy uniforms are black, [95] which would then carry over into their new service. Moreover, we recall that the capital ships of the System States Space Navy were all named for evil creatures; like *Goblin, Vampire, Poltergeist, Werewolf,* and *Zombie.* The 'ocean' these malevolent hyperships sail in is outer space, reflected in the black field of the flag, while the demonic Alliance planets (Belphegor, Baphomet, Ashmodai, Mephistopheles) are represented by the 'unlucky thirteen' globes.

Thus, the more sinister-looking Banner Black could more appropriately serve as the Alliance Space Navy ensign. System States naval uniforms might then be black with green trimmings (the Federation's possibly being black with light blue or white trim), while the Alliance Army would wear green uniforms with black trimmings. In that regard, Fred Karski's uniform seems related to the System States-derived colors of his combat car. "Tom Brangwyn was standing beside it, talking to a young man in a green uniform." [96] Assuming the Gordon Valley Home Guard are mainly ground troops in green uniforms, we can then interpolate that the planetary "Air Patrol" [97] probably has blue uniforms, while as stated, Space Navy personnel are in black. The uniform colors match their environment of operation. [98]

A precedent for Alliance's naval uniforms being related to the field of their flag would be British naval tradition, where the Royal Navy flies the White Ensign, and naval officers wear white uniforms. This could also rationalize the deduction that Alliance uniforms remain black like those of the Federation; British white uniforms carried over into the US Navy, which was actually created to fight the British Navy.

b) Federation Space Naval Ensign?

The thought of the White Ensign reminded me that Piper partly modeled the First and Second Terran Federations (separated by the Secession of Venus) on the First and Second British Empires (separated by the American Revolution). Examples given by John Carr include the Uller Uprising being modeled on the Sepoy Mutiny in India, and the Chartered Planetary Companies (like the Zarathustra Company) being

modeled on British Chartered Companies (like the Hudson's Bay Company). [99] So even though Piper clearly states Federation naval uniforms are black, it is interesting that, by reversing the colors of its flag, we can get a 'white ensign' for the TF Space Navy. (Figure 9.)

Figure 9. Possible Terran Federation Space Navy White Ensign.

With the parallel reversal of colors, the fields of Federation and Alliance ensigns would then become complete opposites, and space battles could pit the Banner White against the Banner Black. (Figure 10.)
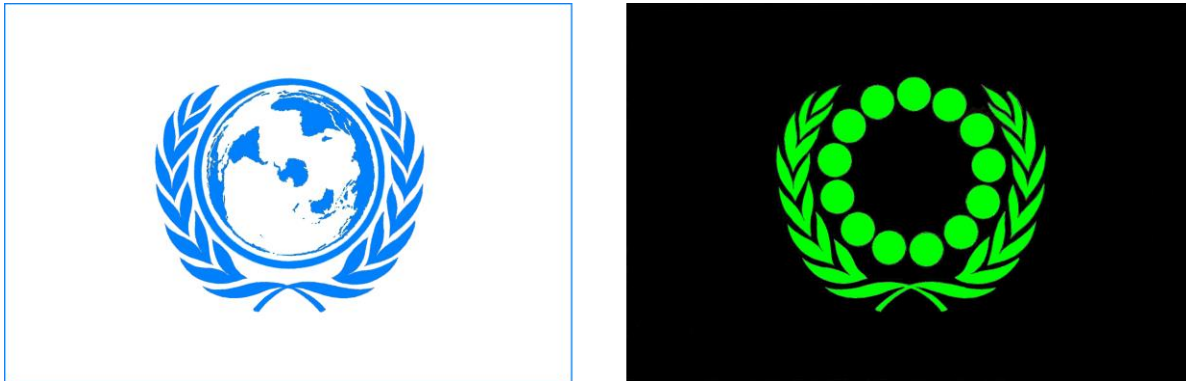

Figure 10. Possible Federation and Alliance Space Naval ensigns; Banner White and Blue versus Banner Black and Green.

Given that the rebellious Southern States had a white flag in the Civil War—the Stainless Banner—it is ironic that a white ensign for the Union-parallel Federation would mean the opposite occurs in the System States War! And to the men fighting under it, the same objection to such a flag would apply; their white Space Navy ensign could be mistaken for a flag of truce. A fact that might actually come in handy when TF forces withdraw from SSA territory, in the postulated moon base takeovers when hostilities begin. [100]

Let's continue with the possibility of

13

7. A Battle Flag for the Alliance

a) The Confederate Southern Cross

Though it was the first flag of the South, the Stars and Bars did not remain its preeminent banner; that honor went to the Southern Cross, now universally acknowledged as the flag of Dixie. Its official origin was as the battle flag of the Confederate Army in Virginia. "The Confederate Army in Virginia was always considered the grand army of the South. Called the Army of the Potomac while under the leadership of General Joseph E. Johnston in 1861 and early 1862, it gained immortality under the command of General Robert E. Lee as the Army of Northern Virginia." [101] The battle flag owes its adoption to the battlefield confusion caused by the Stars and Bars' similarity to the Stars and Stripes.

> The first great battle of the army was the Battle of Manassas fought on July 21, 1861. Nominally commanded by General Johnston, the greatest part of the planning and actual field operations were handled by General P.G.T. Beauregard, the "hero of Fort Sumter". On numerous occasions during the course of the battle, confusion was caused by the inability of commanders to distinguish their troops from those of the enemy. There was no distinct uniform for either army at this time, both sides having units clothed in grey and blue along with other more exotic and spectacular colors. The heat and dust of battle combined to obscure visibility. Added to these difficulties was the fact that the "Stars and Bars" were so similar to the "Stars and Stripes" that many men in both armies believed the other side had used the flag of his opponent as a *ruse de guerre*. Time would remedy the uniform confusion; the obscurity caused by battle smoke and dust could never be eliminated; but Beauregard was determined to remedy the flag problem at once.
>
> General Johnston sought initially to solve the problem by having the troops use their State flags, but only the Virginia regiments were sufficiently supplied to accomplish this. General Beauregard contacted Congressman William Porcher Miles to attempt to have the Confederate flag changed. Miles was sympathetic, but informed the General that Congress would not agree to a change. Miles suggested that the army address the issue by adopting for its own use a distinctive battle flag and recommended the design which he had urged upon the Congress as the Confederate flag on March 4, 1861.
>
> Beauregard liked the red flag with its blue cross and stars. Johnston liked it too, but recommended that it would be more convenient for military use if made square…Johnston approved the issuance of these battle flags in September 1861 and ordered the quartermaster of the army to have flags made up in silk and distributed to the regiments. [102]

Over the course of the war, the Southern Cross became the most common flag in the Confederate military, though other designs remained in use. Consecrated in battle, its popularity eventually eclipsed that of the Stars and Bars. The latter's similarity to the Union flag was a significant factor in its decline, for "As the War extended from weeks to months, the sentimental feelings for the "Stars and Stripes" began to wane. More and more Confederate citizens came to see what one member of Congress called "the old gridiron" as the symbol of oppression and imperialistic aggression." [103]

The Southern Cross, on the other hand, was viewed as a more uniquely Confederate design. In 1863, this led to its inclusion in the second official flag of the CSA, the Stainless Banner. That same year, the Southern Cross also became the Confederate Navy Jack, in its original (and now more familiar) rectangular form. [104] Subsequently, the rectangular pattern was seen in battle flags such as that of the Army of Tennessee (1864); and as the canton of the last Confederate flag, the revised Stainless Banner (1865). [105] (Figure 11.)

b) Proposal for a System States Battle Flag

Since the System States War lasts three times as long as the American Civil War, the Alliance should have an even greater reason to change their design; to distance their flag away from its resemblance to the increasingly hated wreathed globe of the Terran Federation. A much longer war should mean that a lot more blood is shed, the more so because, unlike the Civil War, the System States War includes the use of nuclear weapons. One Federation target is Kindelburg on Ashmodai, which in AE 851 is reduced to "a puddle of radioactive slag." Among the presumably large number of casualties in this nuclear attack are Klem Zareff's "wife and two children". [106]
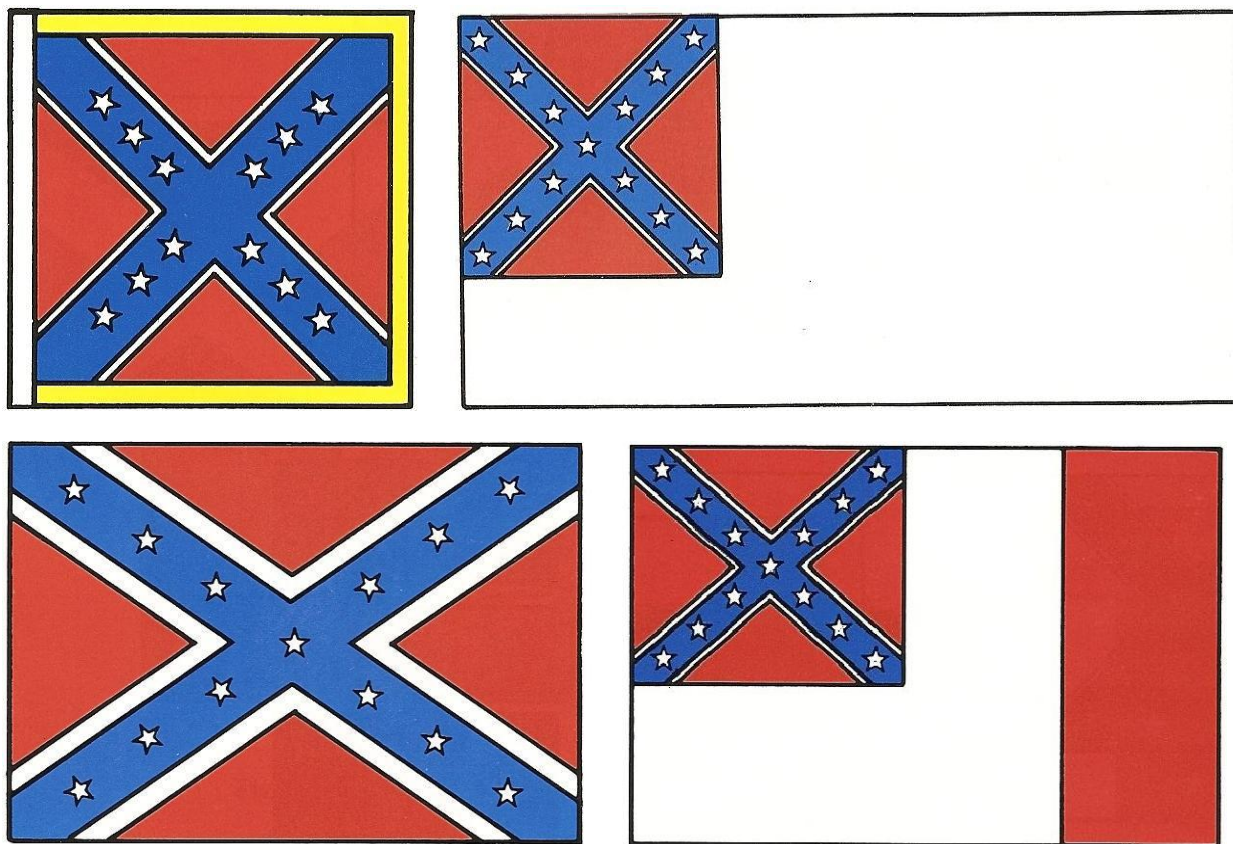
Figure 11. The Southern Cross in the flags of the Confederate States of America. From upper left, the original Battle Flag, the Stainless Banner, the Navy Jack/Army of Tennessee flag, and the revised Stainless Banner. [107]

Nuclear weapons are apparently used on a very large scale in the war, because according to Conn Maxwell, "The Terran Federation…*devastated a score [of planets], [and] depopulated at least three*, to keep the System States Alliance from seceding". [108] Twenty-three planets devastated by nuclear weapons (three totally) would make this the worst war in human history. By contrast, the Third and Fourth World Wars on Terra only devastated the northern half of a single planet! The System States War is therefore called "the Big War" [109] with good reason; it appears to be the first Atomic War since the Secession of Venus, 668 years previously, and is interstellar rather than merely interplanetary in scope.

In light of these facts, the first change to the Alliance banner would be to remove the olive branches. They could be replaced by crossed swords, which are the traditional symbol of battle, emblematic of the Alliance's resolve to defend their liberties to the end. As a parallel of the South, with its pistol- and sword-wielding gentlemen, the System States seems to have a similar culture. This is supported by the character Klem Zareff, who carries a sword-cane in addition to a pistol. [110]

The swords on the new Alliance flag could be displayed under the ring of globes, replacing the olive branches. But a better option would be to place them behind the globes, arranged diagonally between the flag's corners. This would appropriately echo the diagonal Southern Cross. And with the removal of the olive branches, the circle of planets could be enlarged, in order to fill the vacated space. A final detail is that the sword whose hilt is on the left—or *sinister*, in heraldry—would be crossed in front of the other, symbolizing the 'sinister' elements of the Alliance; its planets like Mephistopheles and capital ships like *Werewolf*.

As seen in Figure 12, this banner could be termed the 'Swords and Worlds', paralleling the Stars and Bars. It could therefore tie in the origin of the Sword-Worlds and their emblems. (See below.)
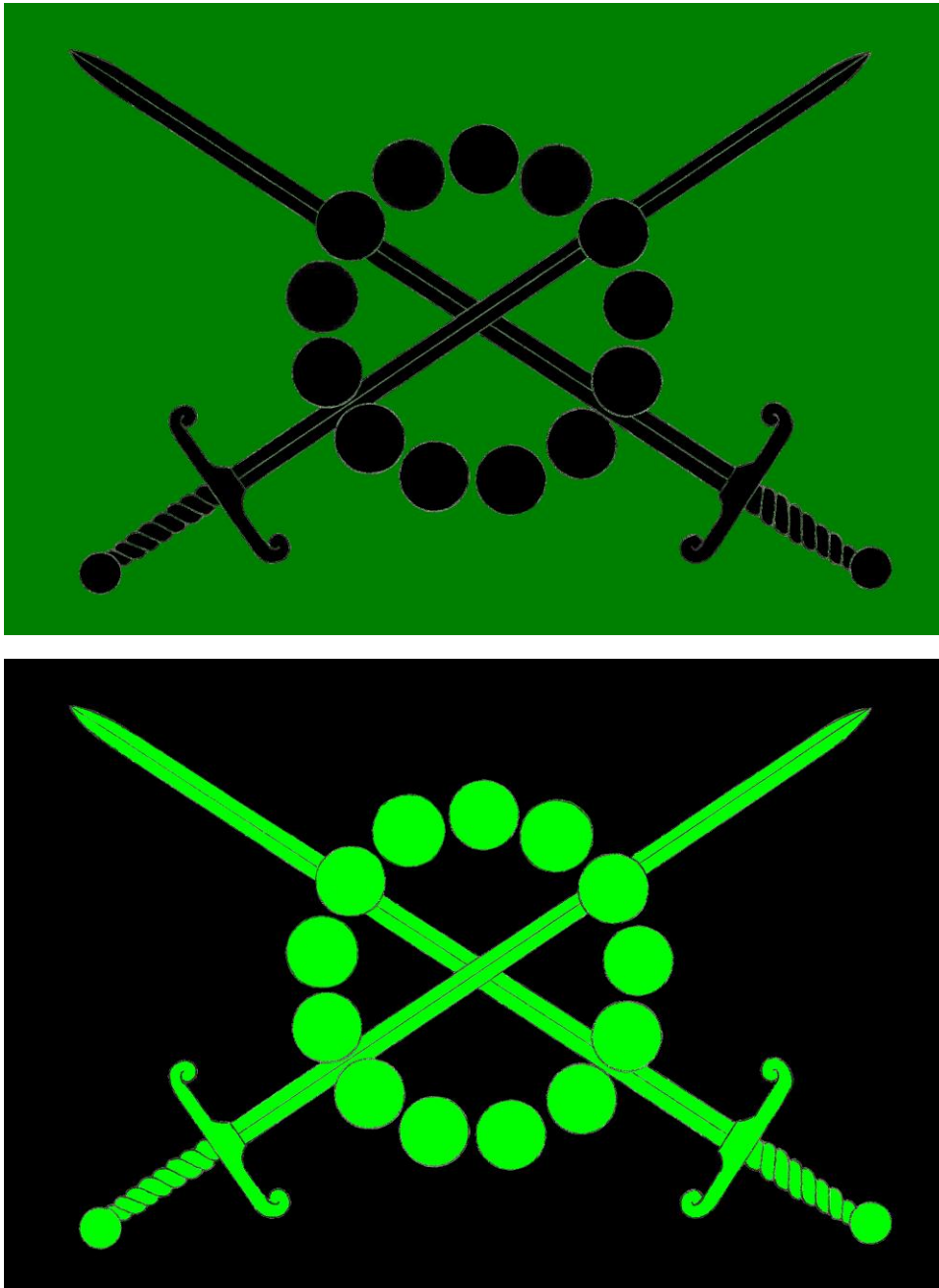
15

Figure 12. Proposed Battle Flag of the System States Alliance, the 'Swords and Worlds', in its two color variants. [111]

The subject of an Alliance battle flag brings us to the battles themselves. Only Piper knows how those of the System States War play out. We can deduce there are parallels of Gettysburg and Vicksburg; the resemblance to these of Kindelburg on Ashmodai, which is "a famous [Federation] victory", [112] is probably deliberate. Other battles would parallel Chancellorsville and Chickamauga, Shiloh and Antietam, and so on. But, just as the Confederate States fell to the superior numbers and resources of the North, the System States Alliance ultimately falls to the greater power of the Terran Federation. After a twelve year war, "The whole Alliance caved in all at once", and the Federation moved "an occupation army into

System States planets". [113] Lingering resentment and mistrust by both sides is still seen forty years later. Klem Zareff rails against the Terran Federation, which he says "fought a criminally illegal war of aggression against my people." [114] And the Maxwells' ostensible search for Merlin is viewed with deep suspicion by the local Terran representative. Minister-General Sam Murchison "thinks this whole thing's a plot against the Federation". [115]

Thus, like the flag of the CSA, the flag of the SSA goes down in war. But whether it is a Wreathed Ring, Wreathed Globes, Swords and Worlds, or some other design, Piper's Banner Black and Green is undoubtedly fought for with great distinction, as were the banners of the Confederacy. Mr. Cannon's final words on the subject of Confederate flags could, with slight alteration, be used for those of the Alliance.

> The flags of the Confederacy represented the aspirations of a brave and resourceful people who determined to strike out on their own and carve their place among the nations of the earth. Their desire to live under a government based upon "the consent of the governed" should be respected; and their tenacity in attempting to preserve their chosen government, though in vain, must be admired. The people of the Confederate States of America earned for their flags an honored place among the sacred relics of human endeavor. [116]

After the Civil War, the Southern Cross was replaced by the victorious Stars and Stripes. But although it was no longer a national flag, the Southern Cross remained quite popular, and was eventually included in the flags of Mississippi (1894) and Georgia (1956-2001). [117] Its influence is also seen in the flags of other Southern states, such as Alabama and Florida (red diagonal crosses on white fields, adopted in 1895 and 1900), and Tennessee and Arkansas (red fields with central emblems of white stars on blue, adopted in 1905 and 1913).

That should mean the flag of the System States Alliance, though naturally falling into disuse at the end of the Big War, retains its popularity among the planets of the former confederation. It may even do so on Federation planets; this is implied by the Poictesmean who, during the meeting at Litchfield Academy, begins singing "Rally Round the Banner, the Banner Black and Green". [118] In fact, the Confederate historical model suggests that the System States flag should reappear in some form, and there is one group of Alliance refugees who presumably take it with them into exile, possibly making it the source for flags of the Sword-Worlds.

8. Sword-Worlds and Space Vikings

a) Emblems of the Sword-Worlds

The Sword-Worlds were settled by refugees from the Alliance. "Ten thousand men and women on Abigor, refusing to surrender, had taken the remnant of the System States Alliance navy to space, seeking a world the Federation had never heard of and wouldn't find for a long time. That had been the world they had called Excalibur. From it, their grandchildren had colonized Joyeuse and Durendal and Flamberge; Haulteclere had been colonized in the next generation from Joyeuse, and Gram from Haulteclere." [119]

One might wonder how the remaining 'evil' ships carrying the refugees from the 'demonic' worlds of the Alliance gave rise to a new group of planets named for righteous and noble blades of the Age of Chivalry. Particularly because the very first one, Excalibur, represents the highest ideals of 'goodness'. The proposed Battle Flag of the Alliance can therefore suggest an answer.

And the only emblem for a Sword-World provided by Piper may be suggestive of the System States. On Gram, Duke Angus of Wardshaven displays a "sword and atom-symbol". [120] Back in the early 1980s, I sent some proposed planetary emblems to John Carr for the *Space Viking* sequel. There, I deduced that when Angus becomes King of Gram, the sword and atom becomes the planetary emblem, merely suggesting the addition of a royal crown above, to reflect Angus' new status as planetary monarch. [121]

An atom is usually depicted as a nucleus with electrons orbiting around it. In other words, a miniature solar system.

The letter to John also contained a design for the first Sword-World. Recalling the 'Sword in the Stone' legend, I suggested that the emblem of Excalibur should be a 'Sword in a Planet'. [122] Connecting

this old idea with the new ideas for Alliance naval and battle flags leads to a very interesting deduction: the emblem of Excalibur could have been derived from the military banners of the System States. Indeed, the idea could come from the fact that each sword in the proposed Battle Flag passes directly through a planet. Thus, if the Alliance Battle Flag contains swords and worlds, that explains why its refugees name their new home after the most famous sword in history. One sword, one planet, for what becomes known as the first 'Sword-World', but could also be called the 'Last (or First New) System State'.
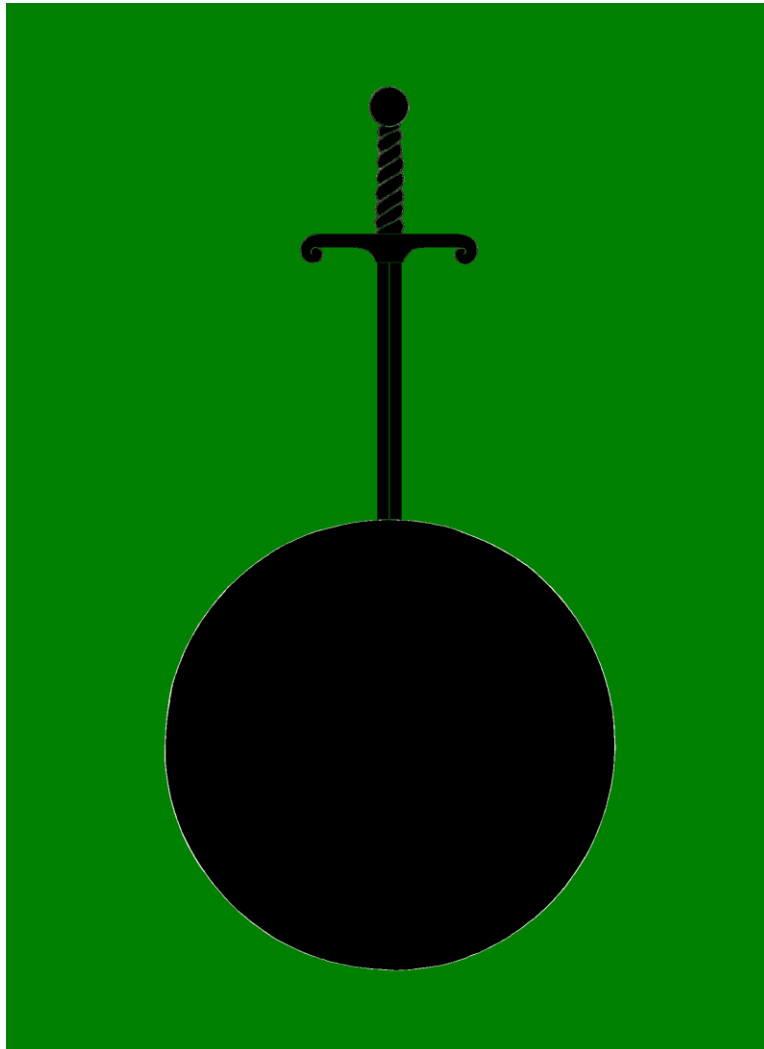

Figure 13. Proposed emblem for Excalibur in Alliance colors, as derived from the proposed Battle Flag.

That the Sword-Worlds are pseudo-System States is supported by their disunited character. Conn Maxwell says that "if the System States had won, half of them would be at war among themselves now." [123] By the time of *Space Viking*, that seems to be just about the situation in the Sword-Worlds, the next generation of system states. "The Morglay dynastic war of a couple of centuries ago, still sputtering and smoking. The Oaskarsan-Elmersan War on Durendal, into which Flamberge and now Joyeuse had intruded. And the situation on Gram, fast approaching critical mass." [124]

The other Sword-Worlds were founded from Excalibur or its colonies, and the Sword-Worlds as a whole eventually bring forth the Space Vikings. These marauders first appear "when that ship came back

to Morglay from the Old Federation and reported what had been happening out there since the Big War. Before that, we were discovering new planets and colonizing them. Since then, we've been picking the bones of the dead Terran Federation." [125] Thus, the unconquered children of the System States exact revenge; raiding and plundering the worlds of the Federation that destroyed the Alliance. This brings us to the

b) Emblems of the Space Vikings

In addition to the Sword-Worlds, the proposed naval ensign and battle flag of the System States Alliance could also tie in the Space Vikings, who come from the Sword Worlds.

In my paper "Space Viking—Piper's Black Swan?", I provide evidence that the interstellar raiders of the book, set in the Seventeenth Century AE, are at least partly modeled on the pirates of the Seventeenth Century AD. One piece of that evidence involves the emblems of Viking ships. I reproduce here the relevant section from that as yet unfinished paper:

> The pirate influence is also seen in many of the names and symbols of Space Viking ships. Foremost among these is the *Nemesis* itself. After rejecting *Elaine*, Trask's second thought is to name his ship the *Revenge*. [126] And for their vessels, "Revenge...[was] a favorite name with pirates". [127] Examples already named are the Blackbeard ships *Queen Anne's Revenge* and the *Revenge* stolen from Stede Bonnet.
>
> The symbol Trask selects to emblazon his ship is very similar to the Jolly Roger, or skull-and-crossbones. "[T]he *Nemesis* should bear his own badge, but the bisonoid head, tawny on green, of Traskon, was no longer his. He chose a skull impaled on an upright sword." [128] While less common than crossbones, swords were also used on pirate flags, most notably that of "Calico Jack" Rackham, who displayed a skull and crossed cutlasses. [129] By actually impaling the skull on the sword, Piper's version of the Jolly Roger is arguably more fearsome—and with good reason. His pirates don't wield cutlasses, shoot matchlocks and fire muzzle-loading cannon, killing only individual adversaries at a time. They mass-murder them, with automatic weapons, space-cannons, and nuclear missiles including planetbusters and hellburners.
>
> The field of the Jolly Roger was almost always black, red being the rare exception. In addition to the *Nemesis*, many Space Viking ships have black among their colors. These include the *Enterprise* (blue crescent on black field), the *Black Star* (black star possibly on a red field), the *Eclipse* (presumably blacked-out star with yellow corona on black field), and the *Coalsack* (presumably black nebula among stars on black field).
>
> They probably also include the following ships, all of whose symbols contain celestial bodies, and would therefore look best on a black field representing outer space: the *Space-Scourge* (mailed fist grabbing a comet by the head), the *Starhopper* (green monster leaping between two stars), the *Yo-Yo* (female hand dangling a planet on a string), the *Bolide* (presumably a grey or brown meteor), and the *Blue Comet* (same colors as the *Enterprise*). The black field obviously represents the 'ocean' of space these hyperships sail in, but is also a parallel of the pirate pennant, also known as "the Black Flag", and "the banner of King Death". [130]

Though modeled on the Jolly Roger, the predominance of black as a Space Viking color, especially in the background or 'field', may therefore, within the context of Piper's Future History, ultimately derive from the old System States banner.

That could hold for their base-planets' emblems as well. "Emblematology of planets conquered by the Space Vikings always included swords and stars." [131] The swords obviously come from emblems of the Sword-Worlds, though they too could ultimately derive from Alliance military banners. The stars may be emblematic of the 'interstellar' reach of the Space Vikings, who range at will over the vast spaces of the Old Federation. And with starry emblems, the fields of these banners are probably space-black as well. That seems to be the case with Aditya, in "A Slave is a Slave". The emblem of this Space Viking-conquered planet is "a straight broadsword diagonally across an eight-pointed star". [132] Presumably this is a gold sword and star on a black field, because the Lords-Masters of Aditya "all wore black [tunic-robes] trimmed with gold; [Prince Trevannion] wondered if the coincidence that these were also the Imperial colors might be useful." [133]

When the Federation breaks up, independent planets undoubtedly begin to adopt their own emblems. At least some of these should be modeled on the TF wreathed globe. For example, the emblem of

Marduk is a "crowned and planet-throned dragon." [134] The common denominator between the Federation and Mardukan emblems is the globe or 'planet' element. It is quite possible that, upon (re)gaining their independence from Federation authority, the Mardukans simply change the planet on the flag from Terra to Marduk, and replace the wreath with "a dragonlike beast", [135] presumably an indigenous giant lizard. (The crown was probably added later, as it is most likely that Marduk did not immediately become a monarchy.) Thus, the Mardukan banner could be directly derived from the flag of the Terran Federation.

9. Conclusion

What emblem H. Beam Piper had in mind for the System States Alliance is, of course, anyone's guess. Jerry Pournelle says that among his extensive notes, Piper had written "a history of the System States War", [136] so he may well have designed one. As I state in "The Emblem of the Terran Federation", the symbols of planetary or interstellar realms were probably minor details in the vast sweep of his galaxy-spanning future history. Thus, in my various deductions and speculations on emblematology, I may have taken the subject much further than Piper himself. However, since (again) *"Beam…did nothing by accident"*, [137] even his minor details are interesting enough to warrant closer investigation. He seems to have put a lot of thought into every aspect of his stories, and Piper's System States Alliance banner would undoubtedly contain his unique brand of creativity and genius.

But until his lost notes are recovered—or unless he revealed that detail to Jerry—those of us who hold his works in the highest esteem can only make educated guesses. The present paper is simply an effort to propose a few designs that seem logical to the author, as well as to try and discover more of Beam's underlying purpose, by considering the available evidence in his works, plus the known historical models.

If the line of reasoning I have pursued is correct, then the Alliance banner was derived from that of the Federation; the emblem of Excalibur (and possibly other Sword-Worlds) from that of the Alliance; and the symbols of the Space Vikings from those of the Sword-Worlds. Different emblems in each era, but with an underlying heraldic continuity.

Among the proposed designs for the System States Alliance presented here, I believe the wreathed globes and crossed olive branches, black on a green field, is probably the closest to Piper's intent. I admit a tendency to favor the green emblem on black, but feel that the black field is a later development; used among the Space Vikings as an unofficial flag (possibly derived from the System States banner, but actually modeled on the Jolly Roger), and later by their base planets; and then officially by the First Galactic Empire (modeled on the black and gold banners of the Holy Roman and Byzantine Empires). Though in its defense, it could be argued that a short-lived black banner of the Alliance is a foreshowing of the longer-lived Space Viking ensigns, as well as the even longer lasting Imperial one.

Notwithstanding the current paper, other fans of Piper's Terro-Human Future History may have their own ideas, and one can only hope that our efforts will result in emblems that would have found favor with the Last Cavalier himself.

ENDNOTES

1. A Confederate Parallel

1. H. Beam Piper, *The Cosmic Computer* (New York, NY: Ace Books, 1963), p. 5

2. John F. Carr, Introduction to *Empire* (New York, NY: Ace Books, 1981), p. 3

3. Piper, *Cosmic Computer*, p. 5

4. Ibid., p. 34

5. Ibid., p. 4

6. Ibid., p. 35   On Poictesme, Piper mentions planters and plantations as distinct from farmers and farms. The historical model suggests that the planters are the richer and more 'genteel' of the two groups. This is supported by the fact that planters grow a luxury crop, while farmers grow staple foodstuffs. Planters also appear to hold positions of leadership, such as those among the Fawzi's Office Gang, like Klem Zareff. And Blackie Perales, the most notorious (that is, successful) outlaw leader, was originally a planter. (ibid.)

7. Ibid., pp. 10, 13

8. Ibid., p. 10

9. Ibid., p. 12

10. Rhett Butler's prescient comments on the South's dubious chances are taken as an insult by young Charles Hamilton, who tries to provoke Rhett into a duel. Gracefully declining, Rhett leaves the gathering. This Civil War-era element is also seen in Piper's story. At the acrimonious business meeting in Storisende where dueling is mentioned, "Conn suddenly realized that dueling had never been illegal on Poictesme. He wondered how many duels this meeting was going to hatch." (ibid., p. 192) But like Rhett Butler's unfought duel with Charles Hamilton, no duels occur on Poictesme. When the meeting ends, "Everybody seemed satisfied, and apparently nobody was going to have pistols and coffee with anybody else about it." (ibid., p. 194)

11. Ibid., p. 35, emphasis added

12. Ibid., p. 120

13. Ibid., p. 246

14. This brings in the "Gone With The Wind" parallel again. The black slaves are freed in the war, but at least some from the O'Hara plantation stay on as domestic servants. And throughout the movie they speak in the patois of their station, with simple responses like "Yes'm".

15. H. Beam Piper, *Federation* (New York, NY: Ace Books, 1981), p. 192

16. Piper, *Cosmic Computer*, p. 5

17. In fact, Kentucky and Missouri were officially admitted to the Confederacy, though they were never practically part of it. That explains why the Confederate flag has thirteen stars rather than eleven. (Devereaux D. Cannon, Jr., *Flags of the Confederacy* (Memphis, Tennessee: St. Lukes Press and Broadfoot Publishing, 1988), p. 10)

18. Colin McEvedy, *The Penguin Atlas of North American History* (London, England: Penguin Books, 1988), p. 88

19. Piper, *Federation*, p. 177

20. Therein may lie a joke. In addition to a favorable outcome, 'fortune' also means riches, but Poictesme is dirt-

poor. Meaning that Poictesme is paradoxically more valuable to the Federation than many richer planets.

As for its location, my mental image actually has Poictesme 'off to the right side' of the SSA, as viewed from Terra. General Foxx Travis is commander of the 'Third' Fleet-Army Force, implying there are First and Second Fleet-Army Forces elsewhere, under other Federation Generals. So the First Fleet-Army Force may be on the left flank of the TF's front line with the Alliance, making its parallel the Maryland/Virginia theater of operations. The Second FAF could be stationed in the center, making it the actual Kentucky parallel. And Poictesme could be the right flank, paralleling Missouri. That would put Poictesme in the 'west' of the TF's border with the SSA, which may be supported by the Western references in *The Cosmic Computer*. (See **Westward Ho**.)

But since no interstellar war has ever been fought, nor even an interplanetary war for over 660 years (the Secession of Venus way back in AE 174), the other two Fleet-Army Generals may not be certain how to fight it. This would parallel Union Generals like McClellan, who were timid and ineffective against the rebelling South. General Foxx Travis is described as *"the Napoleon of this far future earth during the System States War"* (John F. Carr, Introduction to "Oomphel in the Sky", *Federation*, p. 113); he therefore parallels Generals Grant and Sherman, both of whom took the fight to the Confederate enemy and were successful.

Napoleon's genius in war enabled him to defeat all of France's enemies across Europe (save Britain), achieving, at least for a short time, Continental supremacy. And General Travis is apparently the first Terro-Human to figure out how to successfully fight an interstellar war over vast distances. Of course, he is greatly aided by Merlin, meaning Foxx may not be Napoleon's equal in the military genius department. However, the giant battle computer able to conduct grand strategy "around a perimeter of close to a thousand light-years" (Piper, *Cosmic Computer*, p. 29) *was* built in his secret duplicate headquarters on Poictesme. Not in that of the First or Second Fleet-Army Forces. Thus, the very idea of Merlin could have originated with Foxx Travis; or at least, he may have been the first to recognize its military necessity, and the main proponent of its construction. If so, then Merlin's success in winning the war (Piper, *Cosmic Computer*, p. 16) may indeed be attributable to the military genius of General Travis.

There seems to be another reason for calling Travis a 'Napoleon'. The System States War is modeled on the US Civil War, and during the 1860s, there was indeed a Napoleon on the throne of France. Napoleon III, nephew of Bonaparte, was President of the Second Republic from 1848 to 1852, and then Emperor from 1852 to 1871. He was deposed after being captured by German forces during the Franco-Prussian War.

21. Piper, *Cosmic Computer*, p. 133   One could add that the Civil War feel includes the "Planetary Hymn" of Poictesme, "Genji Gartner's Body". (ibid., pp. 162-163) The stanza "*Genji Gartner's body lies a-moldering in the tomb, But his soul goes marching on!"* (ibid., p. 162) is undoubtedly sung to the tune of "The Battle Hymn of the Republic." The Battle Hymn is a Union song of the Civil War era, and Poictesme's hymn represents a planet that was part of the Union-parallel Federation during the System States War.

The Battle Hymn "is an American abolitionist song…The lyrics were written by Julia Ward Howe in November 1861 and first published in The Atlantic Monthly on 1 February 1862, [and] became popular during the American Civil War." (http://en.wikipedia.org/wiki/Battle_Hymn_of_the_Republic\)

Beam appears to have known the song's full history, however, because what is now the Battle Hymn previously had a different set of popular lyrics, and was titled "John Brown's Body." **"John Brown's Body"** (originally known as "John Brown's Song") is a famous Union marching song of the American Civil War…the lyrics referenced Sergeant John Brown of the Second Battalion, Boston Light Infantry Volunteer Militia, a Boston based unit. Later, people mistakenly believed it referenced the abolitionist John Brown and later verses were added referencing him." (http://en.wikipedia.org/wiki/John_Brown's_Body) The stanza modified by Beam is originally, "John Brown's body lies a-mouldering in the grave, His soul's marching on." (ibid.)

Piper therefore seems to have combined the Battle Hymn of the Republic and John Brown's Body to create the Planetary Hymn of Poictesme.

22. Piper, *Cosmic Computer*, p. 35   The first reference in the book calls men like Perales "pirates" (ibid., p. 2), but I believe that is Piper's way of obscuring the historical model. Especially since when Conn questions him further, the mate says "Well, I guess you'd call them that." (ibid.) I guess you could call Perales a pirate, but I think a better term is the later-used "outlaw". And at the bottom of page 35, Piper actually combines the two, when he has Conn ask, "Well, where do these outlaws and pirates who are looting whole towns come from?"

23. Ibid., p. 3

24. Ibid., p. 35

25. Ibid.   Being rugged terrain, the Badlands may have many good places to hide, as in Western tales of the bandits' hideout. In Piper's future version, however, the Poictesmean Badlands could also serve to hide the outlaws

from pursuit by air. The area may contain many nooks or even caves, large enough to hide contragravity vehicles. Though in truth, Piper makes it sound as if the outlaws sleep in the open. "At least a dozen outlaw bands, all with fast contragravity, had been camped inside the [Force Command Duplicate] zone. Some fled at once; the rest needed only a few warning shots to send them away." (ibid., pp. 79-80) The region's rabbit-like and fox-like fauna (ibid., p. 68) would seem to fit the climate of either the Dakota Badlands or the Southwest US.

26. Ibid., p. 47   Though considered part of the Old West, the American Badlands and Black Hills are located in the north-central US, near the middle of North America. For Poictesme, Piper seems to have obscured the model by moving his Badlands south and east; "over between the Blaubergs and the east coast" (ibid.), rather than out west. So instead of western badlands and southwestern mesas, he has eastern or southeastern badlands and mesas.

27. Ibid., p. 7

28. Ibid., p. 5

29. Ibid., p. 6   Again Piper obscures the model, when he states that "On Terra, Conn had told his friends that his father was a prospector, leaving them to interpret that as one who searched, say, for uranium." (ibid., pp. 5-6) His friends could think he means uranium, of course, but they could also interpret his father's prospecting objective as gold or silver, or any other precious thing dug up from the ground.
      In this regard, it is interesting that, two pages later, Conn notices his sister Flora's engagement ring, which has a Zarathustra sunstone instead of a diamond. (ibid., p. 8) Piper therefore seems to subtly connect Rodney Maxwell with Jack Holloway, the flint-cracking sunstone prospector of the Fuzzy novels.

30. Ibid., p. 11

31. Ibid., pp. 79-80

32. Ibid., p. 85

33. Ibid., pp. 88-114

34. Ibid., p. 186

35. Ibid., pp. 190-191

36. Ibid., p. 81

37. Ibid., p. 166

38. And if you reverse the last two numbers, you get 1849. The quintessential gold rush of Sutter's Mill and the Forty-Niners. Since John Carr says that *"Beam…did nothing by accident"* (John F. Carr, Introduction to "When in the Course—", *Federation*, p. 200), I believe AE 894 is a deliberate play on both 1894 and 1849; combining the postbellum Old West with the antebellum Gold Rush. On Poictesme, this seems to become the 'Merlin Rush' of the 'Ninety-Fourthers'. Many of the claims the new companies stake are for offplanet factories and shipbuilding yards, such as Port Carpenter on Koshchei, so by combining these two Nineteenth Century eras Beam also brought in the Industrial Revolution, which really took off after the Civil War.
      The Industrial Revolution fueled an explosion of businesses, acquisitions, and mergers; great wealth in the hands of the 'Robber Barons' and the Gilded Age. This is paralleled on Poictesme by the rapid creation of a variety of interlocking companies by the Maxwell group, a swift rise in planetary prosperity, and a newly-rich class of business leaders challenging the authority of the First Families in Storiesende, who can be called the 'Old Money' of the planet.
      A big part of the Industrial Revolution involved the railroad industry linking the various regions of the United States; this seems to be paralleled by the creation of shipping industries such as Alpha-Interplanetary (relinking the planetary markets of the Alpha system), and Trisystem & Interstellar (relinking the Trisystem 'region' to the Federation at large, a Federation which is the 'United States' of the System States War). Trisystem and Interstellar Spacelines could be abbreviated as T&I, which is reminiscent of railroad lines, such as the B&O (Baltimore and Ohio), the AT&SF (Atchison, Topeka and Santa Fe), and C&PA (Cumberland and Pennsylvania).
      T&I as a parallel of the B&O may be supported by Poictesme, which as stated is a possible parallel of Kentucky, and Kentucky is of course on the Ohio River.

2. The USA and CSA Banners

39. Cannon, *Flags of the Confederacy*, p. 22

40. Ibid., p. 7

41. "The war set two conceptions of federal government at odds, that of a contractual union between sovereign states on the one hand and that of an indestructible organic nation on the other. The North, with its nascent industrial capitalism, was to bring about the victory of the latter." (Pierre Vidal-Naquet, Editor, *The Harper Atlas of World History* (New York, NY: HarperCollins Publishers, Inc., 1992), p. 222)

42. John F. Carr, *H. Beam Piper: A Biography* (Jefferson, North Carolina: McFarland & Company, 2008), p. 213

43. John F. Carr, Introduction to "Oomphel in the Sky", *Federation* (New York, NY: Ace Books, 1981), p. 113   In "The Future History", Piper wrote that "Oomphel" takes place in 812 A.E., or thirty years before the System States War begins. (Carr, *Piper Biography*, p. 213)

44. H. Beam Piper, *Space Viking* (New York, NY: Ace Books, 1963), p. 150   In "The Future History", Beam gives a little more detail on what kind of tyranny the Terran Federation becomes. "Ninth Century…..By this time, the Federation government began to get into the hands of left-wing "Liberals," welfare-statists, planned-economy socialists, do-gooders, etc." (Carr, *Piper Biography*, p. 213)

3. The Flag(s) of the Terran Federation

45. H. Beam Piper, *Uller Uprising* (New York, NY: Ace Books, 1983), p. 14

46. Piper, *Federation*, p. 84

47. H. Beam Piper, *Empire* (New York, NY: Ace Books, 1981), p. 30

48. Ibid., p. 48

49. Carr, *Piper Biography*, p. 212, and Piper, *Uller Uprising*, p. 150

50. Probably Montevideo; see my paper "TF HQ".

51. Piper, *Space Viking*, p. 13

52. Piper, *Four Day Planet/Lone Star Planet* (New York, NY: Ace Books, 1963), p. 224

53. Carr, *Piper Biography*, p. 213

54. Piper, *Empire*, p. 22

55. Piper, *Four Day/Lone Star*, p. 7

56. Piper, *Space Viking.*, p. 9

57. Piper, *Cosmic Computer*, p. 241   In "The Future History", Beam specifies that the "Terran Federation completely vanished by 1100 A.E." (Carr, *Piper Biography*, p. 213)

58. John F. Carr, Introduction to "The Return", *Empire*, p. 181

4. A Flag for the System States

59. Cannon, *Flags of the Confederacy*, p. 7

60. Ibid.

61. Ibid.

62. Ibid., a modified scan of Figures 1-4 between pp. 50 and 51

63. Ibid., p. 8

64. Ibid.

65. Ibid.

66. Piper, *Cosmic Computer*, p. 45

67. Ibid., p. 34   That the Gordon Valley Home Guard is in Alliance or 'Confederate' colors is a subtle tie in by Piper to an organization called the Confederate Home Guard. "The **Confederate Home Guard** (1861 - 1865) was a somewhat loosely organized though nevertheless legitimate organization that was under the vague direction and authority of the Confederate States of America, working in coordination with the Confederate Army, and tasked with both the defense of the Confederate home front during the American Civil War, as well as to help track down and capture Confederate Army deserters." (http://en.wikipedia.org/wiki/Confederate_Home_Guard)
     "Despite…very little attention through history, the Home Guard units that were formed did actually have a purpose, although most were simply volunteer with no salary. However, at times a bounty was offered by the Confederate government for the capture of deserters, although it was rarely paid due to the government's debt." (ibid.) This seems to be paralleled by the Gordon Valley Home Guard, who are unpaid volunteers, ready to defend themselves at a time when outlaws like Blackie Perales are sacking entire towns. And if Perales had attacked Gordon Valley, the well-armed Home Guard could have earned some of the "big reward", or *bounty*, offered for his capture. (Piper, *Cosmic Computer*, p. 3) Not that this would have necessarily been paid, since the government in Storisende is bankrupt, and the local money practically worthless. (ibid., p. 18)
      Also, "Depending on the area, [Confederate] Home Guard units would be at times nothing more than a group of men identified as being the "Home Guard", working from home as they pleased." (wiki/Confederate_Home_Guard) That description would certainly seem applicable to the Gordon Valley Home Guard.
     The big difference is in arms. Because with all the Federation military installations scattered around Poictesme, plus the efforts of prospectors like Rodney Maxwell, the Gordon Valley Home Guard is well equipped.   Their Confederate parallels, however, were not so fortunate. "Most of the time, Home Guard units were extremely poorly equipped, with there being so much demand for goods, ammunition, and weapons to supply the Confederate Army. They were rarely dressed in anything that could be called a uniform, but did make efforts to wear the same color clothing as the Confederate soldiers." (ibid.)
     The last phrase parallels the Gordon Valley Home Guard, with its uniforms in the green and black of the Alliance. " "What's going on?" [Conn] asked. "The System States Alliance in business again?" Karski laughed. "Oh, that's the Colonel's idea. Green and black were his colors in the War, and he's in command of the regiment." " (Piper, *Cosmic Computer*, p. 34)
     Beside the Confederate parallel, the Gordon Valley Home Guard undoubtedly owes a debt to Piper's own service in a local home guard unit during World War II. (Carr, *Piper Biography*, p. 11)

68. The reverse may hold true for their space forces; see section **A Battle Flag for the Alliance**.

69. Piper, *Cosmic Computer*, p. 9

70. Ibid., p. 16

71. Ibid., p. 232

72. Ibid., p. 79

73. Ibid., p. 87   The Alliance ship *Dragon* was probably a Mardukan ship. Marduk was one of the System States (Piper, *Federation*, p. 189), and its later planetary emblem is a "crowned and planet-throned dragon". (Piper, *Space Viking*, p. 212) Marduk is a Babylonian deity; a god of light who slew the dragon of darkness Tiamat, representing the primordial ocean of chaos out of which the universal order was created.

74. Ibid., p. 97

75. Ibid., p. 107   Piper's inspiration here was almost certainly the McDonnell Aircraft Corporation. During WWII and through the 1950s and 60s, many of McDonnell's aircraft were given 'demonic' names. These include the XP-67 Bat fighter prototype, the LBD-1 Gargoyle guided missile; and its jet fighters, the FH-1 Phantom, F2H Banshee, F3H Demon, F-101 Voodoo, and F-4 Phantom II. (http://en.wikipedia.org/wiki/McDonnell_Aircraft) I don't know why McDonnell used such names, but Beam seems to have borrowed and expanded on the idea.

   However, since his versions are Alliance rather than Federation ships, another influence is the practice of 'demonizing' the enemy; portraying them as less than—or even not—human. Piper may therefore have also been improving on McDonnell's idea, by transferring the 'evil' ships from the side of the 'good guys' (Federation, US parallel) to that of the 'bad guys' (System States, Confederate parallel).

   Parenthetically, it is very interesting that Beam also uses the Alliance colors in "The Edge of the Knife". The school newspaper of Blanley College is "the *Black and Green*". (Piper, *Empire*, p. 18) Simply add the word 'banner', and we have precisely "the Banner Black and Green" of the Alliance. Student newspapers are usually critical of authority—as Chalmers says, "If the students who edit the *Black and Green* are dissatisfied with anything here, I'd imagine they ought to say so" (ibid., pp. 18-19)—so the school colors of Blanley also seem to be 'rebellious' ones. Piper's choice was therefore deliberate, because he actually mentions the System States War in that story. "And the time he'd tried to get a copy of Franchard's *Rise and Decline of the System States,* which wouldn't be published until the Twenty-Eighth Century, out of the college library." (ibid., p. 16) In fact, since the black and green school flag flies over the college—possibly including one on a flagpole outside the library—this means Chalmers' absent-minded attempt actually makes sense; he enters an 'Alliance' library in order to borrow a book about the Alliance.

   The colors of the System States were probably inspired by a real world model; possibly a Civil War banner. But Piper was a subtle man, so their appearance as the colors of Blanley College may also have a hidden meaning. The 'green' of the 'alliance' could be a play on 'ivy' and 'league'. Making Blanley College an Ivy League school.

76. Piper, *Cosmic Computer*, p. 15

77. Piper, *Federation*, p. 197

78. Ibid.

79. H. Beam Piper, *Little Fuzzy* (New York, NY: Ace Books, 1962), p. 13   The Moonbase of Marduk wasn't built until around AE 1354, which is after the fall of the Terran Federation. (Piper, *Space Viking*, p. 214) Thus, Marduk was not 'under the guns' of the Federation when it became part of the Alliance. This undoubtedly made its secession easier, as also for those other systems with a similar lack of TF naval presence.

80. The Terran Federation probably has at least a few Space Naval bases in Alliance systems at the outbreak of the System States War. This would parallel the fact that, just before the Civil War commenced, "The United States Army…maintained garrisons at four points in Confederate territory and all of these were in urgent need of resupply. In the case of Forts Jefferson and Taylor off the tip of Florida this posed no problem, for the government of Florida lacked the means to blockade them. Fort Pickens, in Pensacola Bay, was more vulnerable, but the US Navy was confident it could get supplies through if so ordered. The difficult one was Fort Sumter. Situated on an island in the middle of Charleston harbor, Sumter was ringed around by rebel batteries and, in a purely military sense, its relief would be hazardous in the extreme." (McEvedy, *Atlas of North American History*, p. 86)

81. This is supported by the Confederacy's acquisition of Norfolk Navy Yard in Virginia. At the beginning of the Civil War, "[Union] Naval stations at Pensacola and Charleston and other vital facilities in the Southern states had been handed over to the rebels without a fight." (Nathan Miller, *The U.S. Navy: A History* (New York, NY: William Morrow and Company, 1990), p. 110) The most valuable site was Norfolk Navy Yard, Virginia, which "was a tempting target for the rebels…it contained all the resources required to maintain a fleet: a dry dock capable of handling any ship in the world, a pair of covered ways, a foundry, machine shop, boiler shop, rope walk, and mountains of supplies and foodstuffs. Tons of powder, thousands of shells, and some 1,200 cannon of all types were stored at the yard or in nearby magazines." (ibid., p. 111)

   Commodore Hiram Paulding was ordered to destroy the facility, in order to deny it to the enemy. But his troops bungled the job. "As soon as the last Yankees had abandoned the base, the Confederates raced into the yards and extinguished the flames. The dry dock was flooded before the mine exploded and most of the vital shops were saved from the blaze. Although the *Merrimack* burned to her waterline, her lower hull and engines were only slightly damaged. The essential shore installations were working again within a few weeks and the rich haul of cannon

provided the Confederacy with weapons that it could not have produced. Many of them were eventually used to protect major ports against assault by the Federal navy." (ibid., pp. 112-113)

"The hasty—almost panic-stricken—abandonment of the navy's largest and best-equipped base typified the confusion and turmoil that marked the opening of the Civil War." (ibid., p. 110) This suggests that the Federation Space Navy is similarly unprepared when the Alliance secedes. A reasonable deduction, given that the last major conflict it had to fight was the Secession of Venus, seven centuries before.

82. With no strong central government to keep the various planets in line, a decentralized Alliance could explain why the Federation knew they'd eventually be at war with each other.

83. McEvedy, *Atlas of North American History*, p. 86

84. Piper, *Federation*, p. 175

85. Piper, *Space Viking*, p. 159

86. Piper, *Federation*, p. 189

87. Parenthetically, it is interesting that the North versus South of the Civil War is paralleled by the 'South' (Southern Hemisphere Terra, completely unified after AE 114 to prevent further World Wars) versus the 'North' (the Alliance is a renewal of the 'nationalism' or regionalism that caused the destruction of the Northern Hemisphere in WWIV, and possibly also the Secession of Venus in AE 174, and moreover probably causes this first Interstellar (Atomic) War).

Or maybe the North-South parallel is 'Near' versus 'Far'; that is, Near Space (Terra and the central Federation) versus Deep Space (the frontier worlds of the Alliance). In that case, Deep Space would parallel the Deep South.

88. Piper, *Federation*, p. 190

89. H. Beam Piper, *Fuzzies and Other People* (New York, NY: Ace Books, 1984), p. 1   The number is true for the mid-Seventh Century AE, but by the time the Alliance secedes in the mid-Ninth Century, there should be many more than 500 human inhabited planets in the Federation. My estimate would be around 700-750.

90. As far as I am aware, only anarchists and radical Islamists like ISIS fly black flags. Given the definition of anarchy, it seems an oxymoron to call people of that stripe an 'organization', which implies some kind of order.

91. Within the imagined universe, the lighter green could be explained as a 'pseudo-olive' plant found on one of the Alliance planets.

And assuming the System States adapted the Terran olive branches, this also ties in the Alliance colors, as olives are generally either green or black.

92. Piper, *Federation,* p. 190

93. Piper, *Empire*, p. 85

5. The Opposing Sides

94. Carr, *Piper Biography*, p. 213   In "The Future History", Piper says "Secession of System States Alliance from Federation, 839 AE. System States War, 842-854."

6.   An Alliance Naval Ensign

95. Piper, *Little Fuzzy*, p. 145

96. Piper, *Cosmic Computer*, p. 34

97. Ibid., p. 3

98. And Federation Marines wear light blue uniforms, with red trouser stripes. (Piper, *Little Fuzzy*, p. 143) This

follows the theme, since marines are typically the first troops ashore, and in space-borne conflicts, that means they are the first to enter an enemy planet's atmosphere. The light blue 'atmosphere' is also the field of the TF banner.

99. John F. Carr, Introduction to *Federation*, pp. xx, xxix

100. A more likely candidate flying a spatial white ensign is the Solar League; see my paper "Flags of *Lone Star Planet*".

7. A Battle Flag for the Alliance

101. Cannon, *Flags of the Confederacy*, p. 51

102. Ibid., pp. 51-52

103. Ibid., pg. 14

104. Ibid., pp. 19, 69

105. Ibid., pp. 23, 58   On the latter page, Cannon adds that "The flag of the Army of Tennessee is now the most commonly encountered form of the "Southern Cross", and the flag sold at souvenir stands throughout the South."

106. Piper, *Cosmic Computer*, p. 66

107. Cannon, *Flags of the Confederacy*, scans of Figures 47, 13, 54, and 16, between pages 50 and 51

108. Piper, *Cosmic Computer*, p. 7, emphasis added

109. Piper, *Space Viking*, p. 10

110. Piper, *Cosmic Computer*, p. 12

111. Since the Confederate battle flag began as an army banner, the proposed Swords and Worlds could originally be the flag of the Alliance Army. If so, then it too might be derived from a Federation source. Though Piper never said what the flag of the TF Army was, it may be a wreathed globe in front of crossed swords, symbolizing the Army's presumed mission of universal peace through readiness for war. This design is possible because the Federation is partly modeled on the British Empire, and the swords in the TF Army's flag would be modeled on the crossed swords in the flag of the British Royal Army. And the British swords are in fact the model I used for the Alliance Battle Flag.

112. Ibid., p. 66

113. Ibid., pp. 225-226

114. Ibid., p. 45

115. Ibid., p. 190

116. Cannon, *Flags of the Confederacy*, p. 73

11. The Confederate Battle Flag was added to the flag of Georgia during the period of Segregation and Civil Rights. For this reason, it was opposed by Civil Rights activists as a symbol of racism. The controversy surrounding the Battle Flag's inclusion ultimately caused it to be removed, although it took another forty-five years. Ironically, the current flag of Georgia, adopted in 2003 to end the controversy, is the Stars and Bars, modified by the addition of the Georgian arms within the circle of stars.

118. Piper, *Cosmic Computer*, p. 45

8. Sword Worlds and Space Vikings

119. Piper, *Space Viking*, p. 10

120. Ibid., p. 2

121. See "Knights of Gram and Tanith" for my version of the royal emblem of Gram.

122. King Arthur actually appears to have had two swords; the sword in the stone, and the sword given to him by the Lady of the Lake. The sword in the stone is sometimes called Caliburn, to differentiate it from the 'other' Excalibur, which is usually depicted being held by a feminine arm above the surface of the lake.
    The proposed emblem for the planet Excalibur would therefore combine the two legendary blades, since a sword embedded in a planet would also be rising out of its oceans. And since Arthur was King of the Britons, the sword in the Excalibur emblem is also modeled on the swords in the British Royal Army flag.

123. Piper, *Federation*, p. 197

124. Piper, *Space Viking*, p. 192   Though the original colors of Excalibur may be Alliance black and green, I do not think they remain so. Traditionally, King Arthur's symbol was the Red Dragon of Britain, reflected in his title 'Pendragon', and still seen today in the flag of Wales. Another emblem attributed to him are three crowns, gold on blue, presumably representing Arthur's overlordship of Britain, Scotland, and Ireland. Perhaps not coincidentally, we recall that three planets are settled directly from Excalibur; Joyeuse, Durendal and Flamberge. Thus, when Excalibur officially becomes a feudal monarchy, its emblem may be altered to three gold crowns above a golden sword and planet, on a blue field.
    The new colors could be rationalized as those of the self-ennobled family that provides Excalibur with its first King; the founder of a House that could legitimately claim overlordship of Joyeuse, Durendal and Flamberge. (See my forthcoming paper "Planetary Emblems".)   But they would also connect the first Sword-World to the first Federation world. The gold planet on a blue field of Excalibur would echo the white planet on a light blue field in the old Terran flag.

125. Ibid., p. 10

126. Ibid., p. 37

127. Clinton V. Black, *Pirates of the West Indies* (New York, NY: Cambridge University Press, 1989), p. 90

128. Piper, *Space Viking*, p. 38

129 Black, *Pirates of the West Indies*, p. 22   In the 2011 movie, *The Adventures of Tin Tin*, the fictional pirate "Red Rackham" is undoubtedly modeled on "Calico Jack" Rackham.   The 'Red' may come from the fact that pirate flags sometimes had a red field (representing blood) rather than black (representing death).

130. Ibid., pp. 19, 21

131. Piper, *Empire*, p. 85

132. Ibid.

133. Ibid.

134. Piper, *Space Viking*, p. 212

135. Ibid., p. 141

9. Conclusion

136. Jerry E. Pournelle, Preface to *Federation*, p. viii

137. John F. Carr, Introduction to "When in the Course", *Federation*, p. 200