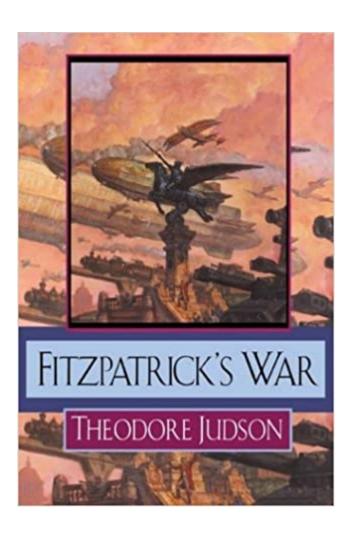


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Fitzpatrick's War





Synopsis

In the twenty-sixth century the world is a very different place. The United States and Canada are gone, replaced by the socially rigid, authoritarian Confederacy of the Yukon. Also gone is the electronic age-destroyed in the apocalyptic Storm Times that devastated the globe and decimated the world's population in the late twenty-first century. It is now, once again, an age of steam, an age of lighter-than-air craft, an age of feudalism and knighthood, and for some, an age of conquest. Fitzpatrick's War is the intimate memoir of Sir Robert Bruce, a close companion of Fitzpatrick the Younger, the greatest hero of the Yukons. Yukon History paints Fitzpatrick as a latter-day Alexander the Great, and calls Bruce a lying traitor. Was Robert Bruce a degenerate scoundrel...or the only man to tell his world the truth?

Book Information

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Customer Reviews

In Judson's spectacular first foray into speculative fiction, the Yukonsâ "members of a puritanical agrarian community that rose to power as the electrical systems of 21st-century society were destroyed in the turbulent Storm Timesâ "dominate the world in the 26th century. Spanning what was once Canada and the U.S., the British Isles and Australia, the semifeudal Yukon empire has a near monopoly on nonelectrical technology. Readers have two windows into this unsettling future: Sir Robert Mayfair Bruce, the book's main narrator and protagonist, and Dr. Professor Roland Modesty Van Buren, the historian who presents and annotates the 50th anniversary edition of Bruce's controversial memoirs. These memoirs detail Bruce's involvement in the brutal Four Points War and his relationship with the man who launched it, Isaac Prophet Fitzpatrick, who has been

immortalized as a hero of Yukon society. Judson's use of the twin viewpoints allows him to make points about subjects as diverse as history and heroes, academia and ambition, love and shame. Yet like Heinlein, Asimov and other great writers in the genre, Judson never lets his message get in the way of the story, nor does he lapse into preachiness. This terrific SF debut is sure to be a contender for many awards. Copyright © Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.

Theodore Judson impresses me with this obscure work that has eluded the praise it deserves in the thirteen years since its publication. A great retelling of the story of Alexander the Great, the reader will find themselves engrossed in the wonderful narrative Mr. Judson has constructed.

At its core this story is mostly a re-telling of the story of Alexander the Great and his conquest of the world with enough Sci-fi tossed in to move the story along. However, that being said, its a REALLY good re-telling of the story and brought with it fresh thoughts to the age old question of what is History and what is Truth? As the Author shows with his choice of portraying this as work of Non-fiction with editors remarks we see that history is flexible and perhaps on this level should challenge us to wonder how much of what we "know" is also truth. Overall I can see how some might dismiss this story as the actual war is short compared to the overall novel and some parts do go on a bit longer than I would have liked. Additionally the challenge of creating a world devoid of electricity with advanced genetics is a bit far fetched. Still, I couldn't find myself putting it down for more than a few hours before I wanted to get back into the world the author created, technical flaws or not. If you are a fan of alternative history or simply a fan of history you should enjoy this book.

Fun steampunk novel - postapocalyptic and medieval, the world as told by a retired military engineer and edited by a mainstream historian approximately a hundred years later. The book follows a fun storyline from the academy through an interesting war. The book fails on the clarity of the technology - especially when describing the vastly improved aircraft, it wasn't clear how the planes had such a greater range and speed. Small details sometimes irk the reader, especially when Judson gets lazy with his language, falling into cliches. But the book is fun, fast and cool - a little oversentimental, but a fun ride through a wild future with interesting settings and warfare technologies.

"Fitzpatrick's War" commences in the year 2415 in a North America ruled by a dour, quasi-Victorian,

"United Yukon Confederacy". Several centuries of destructive wars and various social upheavals have resulted in the formation of a globe ruled in the western hemisphere by the Confederacy, and in the eastern hemisphere, by the Turks and the Chinese. Electricity-based technology has been replaced by that of steam, and the skies are filled with zeppelins and propeller-driven planes that operate with boiler engines. The Confederacy is managed by a nobility referred to as the Lords, while ambitious commoners can rise in class via outstanding service in the military branches. The Fitzpatrick of the title is one such Lord, with the goal of uniting the entire world under the Yukon banner. The narrator is a comrade-in-arms named Robert Bruce, who plays a major role in serving Fitzpatrick's sanguinary desires to bring the benefits of Anglo-Saxon civilization and Protestantism to the Heathen Chinee, the Dusky Hindoo, and the Muslim Turk. In its setting and theme of a future earth under the thumb of a less than benevolent Rule Britannia, "War" is clearly derived from the classic alt-future novel "The Warlord of the Air" and its sequels, by the English SF writer Michael Moorcock. Like Oswald Bastable in "Warlord", Robert Bruce enters the service of his country as a rather $na\tilde{A}f\hat{A}$ ve and too-trusting young man, who gradually comes to the realization that the individual to whom he has pledged fealty is in fact a megalomaniac, who will bring death and misery to those under his rule. The depiction of a future earth governed by the social and political mores of a Victorian revival echoes that of Moorcock's novels, with the addition of some bits of wry humor regarding social customs (for example, in the Yukon Confederacy, dancing is considered an obscene act). At more than 480 pages "Fitzpatrick's War" is a lengthy read and this is its strength and its weakness. The War of the title doesn't take place until more than 300 pages into the narrative, which means that the majority of the book is a leisurely exposition on the world of the Yukons and the various political intrigues that lead to Fitzpatrick's ascendancy as the Ruler of the World. Readers who enjoy this aspect of their alternate history novels may find "War" attractive in this regard. However, if "War" was meant by author Theodore Judson to be an adventure novel, the meandering plot fails to generate much excitement and the book suffers in comparison to "The Warlord of the Air". As a psychological drama of one man's rise, corruption, and fall, it also putters along at too slow a pace, and fails to generate any real sense of drama. One finishes the book liking Bruce, but also thinking of him as a bit of a dullard. In summary, readers of the seemingly endless series of alternate history novels churned out by Harry Turtledove may want to give "Fitzpatrick's War" a look, as well as those who enjoyed Harry Harrison's "Stars and Stripes Forever" series.

Was told to read this a few years back by a friend. It was a slow and long read (but I'm a terrible slow reader), but was a very good book in the end. The first 1/3 of the book was pretty dry, but it

kicks up and keeps you coming back for more later on. I'm purchasing it for myself to keep in my collection and have my fiance read. Great for people who want to read a steampunk/war novel.

This book presents an interesting take on history in the frame of Caldwells "Captains and Kings". Set in the future it is written as the protagonists historical biography with footnotes from the perspective of an opposing revisionist historian. It reads like a history book from the future and as Judson's first effort shows marvelous imagination and grasp of human nature and the plasticity of history. (History is written by the winners?) Excellent choice for conspiracy theorists, natural law buffs and libertarians (who happen to be sci-fi fans).

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