



Crimson Skies Genesys Conversion v0.1

Thanks to https://crimsonskies.fandom.com/wiki/Crimson_Skies_Wiki for descriptions and setting details.

Overview: The *Crimson Skies* series takes place in an alternate 1930s in which the U.S. has broken apart into a number of independent nation states. This alternate timeline incorporates both fictional and actual historic events. According to the series' official backstory, the divergent timeline begins after World War I, when a "Regionalist movement" gains popularity in America following the Spanish influenza pandemic, rallying behind an isolationist platform. Meanwhile, President Wilson's authority was undercut when Prohibition failed as a constitutional amendment leaving the matter to be decided on the state level. The nation soon became polarized between "wet" and "dry" states and checkpoints became a common sight on state borders to stop the flow of alcohol into "dry" states. As the decade

progressed, state governments seized more authority, encroaching into areas formerly the responsibility of the federal government, and formed regional power blocs.

The optimism of the Roaring Twenties was upset in 1927 when an outbreak of a deadly strain of influenza in America prompted states to close their borders, further dividing the Union. Though not as deadly as the 1918 pandemic, the epidemic had immense political fallout, bolstering regionalist "strong state" views and decreasing voter turnout in the 1928 election. Shortly after the Wall Street Crash of 1929, Texas seceded from the United States, reforming the Republic of Texas on January 1, 1930. New York was the next state to secede, and persuaded Pennsylvania and New Jersey to merge with it to form the Empire State. California followed suit, creating the Nation of Hollywood, as did Utah, which had already come in conflict with the federal government after the establishment of the Smith Law in 1928 that made Mormonism the state religion. Washington, D.C., essentially powerless, was unable to stop the country from falling apart. The federal government made its last stand against the "People's Revolt" of the bread basket states. When the US Army was defeated by the People's Collective (formerly the Midwest) forces in 1931, the fate of the United States was sealed, and the rest of the country dissolved into independent nations by the end of 1932 with the last legal remnant of the US being the neutral nation of Columbia in what used to be whatever area around Washington could be seized.

Though not directly affected by the Texas Secession, Canada found itself dragged down by the collapse of the U.S., with Quebec seceding in 1930 and the rest of the provinces siding with their nascent southern neighbors: New Brunswick and parts of Quebec joined the Maritime Provinces of Maine, New Hampshire, and Vermont; Newfoundland joined Quebec; Manitoba joined the People's Collective as did parts of Saskatchewan, with the Lakota nation laying claim to the rest; British Columbia merged with Oregon and Washington in Pacifica; and Alaska claimed the Yukon territories. The core of the former Canadian government established the Protectorate of Ontario. While Ottawa's authority technically extends to Alberta and the Northwest Territories, these areas are mostly no-man's land, while Nova Scotia and Prince Edward Island comprise a self-governing body, commonly referred to as the Northumberland Association.

In 1931, the Territorial Government of Hawaii was left defenseless in the wake of the fragmenting country and was overthrown in favor of reestablishing the Hawaiian monarchy with Jonah Kūhiō as its king. Likewise, America's territorial holdings overseas were surrendered following the nation's formal collapse and the formation of the Federal Republic of Columbia on March 1, 1932.

The resulting nation states that formed were no longer unified—distrust between them strained diplomatic relations to the point that several small-scale wars broke out.

After the dissolution of the United States, the country's interstate railroad and highway systems fell into disrepair or were sabotaged as they crossed hostile borders. Consequently, ground-based vehicles such as the locomotive and automobile were replaced by aircraft such as the airplane and the zeppelin as the leading mode of transportation in North America. Europe soon followed this fascination with aviation to make its own strides into the new, aerially-dominated market. Gangs of air pirates formed in turn to plunder airborne commerce. Although air militias formed to counter the threat, rivalries between the nations of North America reduced their capacity to effectively address this issue, and even encouraged

the countries to sponsor pirates as privateers so as to direct their illegal operations against opposing nations. In Europe, privateers and other mercenary groups were widely adopted by nations who wished to avoid another world war, especially in the case of the Spanish Civil War.

By the end of 1937, North America was a "hotbed of conflict", with multiple pirate gangs and air militias battling for control of the skies. Europe was no better, as Germany jockeyed for power while France and Britain looked the other way. The Russian States continued to fight their civil war, which threatened to spill over into the Eastern European nations and Alaska. Asia, too, was on the brink, with Japan's recent invasion of China and the continuation of the bloody civil war in Australia.

The planes of *Crimson Skies* are fictional designs created to fit within the *Crimson Skies* universe. Although some planes were modeled after actual 1930s era experimental aircraft and other "bizarre and outlandish designs" from the early years of aviation, they still take significant departures from conventional aviation design. Jordan Weisman has stated that the planes in *Crimson Skies* are designed to be the "hot rods of the air". According to IGN, "the planes in CS are built for style and not function with their redundant wing positions and rear propellers." For example, the Devastator aircraft features a pusher propeller and a biplane design.

Because of the history of the world of *Crimson Skies*, especially given that the nation states of North America are constantly at war with one another and that air travel is the primary means of transportation, advancements in both aircraft and weaponry technology would have proceeded at a faster pace than had actually happened in the same time period. Zeppelins with hangar launch bays that can accommodate escort fighters are featured prominently in *Crimson Skies*; in actuality, only a few zeppelin-based airborne aircraft carriers saw service. Zeppelins in *Crimson Skies* are also armed with broadside cannons and are also heavily armored. Radio-controlled rockets are also available in the *Crimson Skies* universe, which can be controlled remotely after launch.

Other technologies are exclusive to the world of *Crimson Skies*. Magnetic rockets have the ability to track planes or weapon emplacements over a short distance. Aerial torpedoes are similar to sea-based torpedoes, but are specifically designed to take out airships. Beeper/seeker rockets are designed to work in tandem. The "beeper" rocket attaches to a target and emits a homing signal; the "seeker" rocket follows the homing signal, destroying the target. The Choker rocket disables the target's engine by bursting into a fireball that burns all oxygen around it. The Tesla cannon is a tesla coil-style weapon that fires a bolt of electricity at a target, disabling it. Also featured in *Crimson Skies* is the wind turbine, a weather control mechanism designed to generate storms.

History and Timeline

1918 - Great War ends. First [influenza](#) epidemic strikes North America, brought home by returning troops

1920 - [Prohibition](#) fails as a Federal amendment, meaning that alcohol's legality depends on which state you're in. Alcohol checkpoints mark the start of inter-state separation.

1924 - Kentucky and West Virginia start armed conflict with Virginia and North Carolina for control of the [Appalachians](#) in an anti-alcohol campaign. Virginia National Guard arrested Kentucky NG units for smuggling near the town of Bluefield, and the Kentuckers were convicted and imprisoned in Virginia. Both sides ignored repeated "suggestions" from the federal government to resolve the issue until they threatened to intervene with the US Army.

1927 - [Great Influeza Epidemic](#) strikes, starting in [New York](#). States close their borders to ground traffic, meaning interstate travel becomes the exclusive preserve of [zeppelins](#), since superheavy aircraft had not been invented.

1928 - During the elections, several state leaders running under Regionalist "Strong State" platforms, begin negotiating inter-state alliances, forming the first signs of the independent nations that would follow.

April 6 1929 - Smith Law passed in [Utah](#). Mormonism becomes the state religion, with state support. Strongly anti-Mormon states such as Missouri and Illinois begin persecuting Mormons, driving the majority to Utah.

October 29 1929 - [Wall Street Crash](#). The stock market experiences its worst crash in history, bringing economic ruin to the United States.

Jan 1, 1930 - Texas declares sovereignty and secedes from the United States, taking Oklahoma with it and re-forming the [Republic of Texas](#).

January 4-Feb 1, 1930 - New York, New Jersey, and Pennsylvania secede and unite to form the [Empire State](#).

Feb 1, 1930 - [Nation of Hollywood](#) formed.

April 1930 - Utah secedes, names itself [Deseret](#). Heber J Grant named as President.

April-May - [Confederation of Dixie](#) created.

May 1930 - [Outer Banks](#) formed. Contention rises with Kentucky and Virginia.

June 1930 - [Quebec](#) secedes from the Dominion of Canada.

June - September 1930 [Mexico](#) and the [Republic of Texas](#) have a minor shooting war. Texas is able to repel Mexican attempts to recover territory.

July 1930 - [Arixo](#) formed with Texan support to protect their western flank

Jan 1931 - [Outer Banks](#) folds into the [Confederation of Dixie](#).

February 1931 - [Territorial Government of Hawaii](#) overthrown, Jonah Kūhiō named as King Feb 28

March 1931 - [People's Collective](#) formed under Samuel Morrow

March 1931 - [ISA](#) formed

January - April 1931 - [Canada](#) begins complete disintegration. [Pacifica](#), [Alaska](#) and the [People's](#)

[Collective](#) begin seizing Territory.

June 1931 - ISA and Quebec sign the Canadian Treaty, which creates the Protectorate of Ontario as the last enclave of Canada.

May 1931 - [Appalachia](#) formed.

May 1931 - [Maritime Provinces](#) and [Atlantic Coalition](#) formed

May 5, 1931 - People's Revolt starts in Iowa.

September 20, 1931 - US Army defeated by People's Revolt in Battle of Fort Scott, Kansas. Power of Federal government broken.

Feb 1932 - [Navajo](#) and [Lakota](#) tribes begin armed rebellion. Without federal opposition, the two groups seize and hold territory, closing their borders to outsiders.

Feb 1932 - Federal troops withdraw from peacekeeping activities in western states. Federal government renames the area the [Disputed Western Territories](#).

March 1932 - [Free Colorado](#) formed, and swiftly becomes a haven for criminals and anarchists.

June 1932 - President Coolidge orders the formation of the nation of Columbia. Federal government gives up overseas territory, formally dissolves Union and declares itself [Federal Republic of Columbia](#). Loyalist military forces seize surrounding territory.

June 1932 - [Louisiana](#) secedes from the Confederation, with French support.

August 1932 - [People's Collective](#) reborn as Christian Communists

October 1932-March 1933 - Industrial-Collective War.

March 1933 - [Outer Banks](#) nations, absorbed into the [Confederacy](#) in 1931, are given Protectorate status by the Confederation. Conflict between [Appalachia](#), Dixie and the Outer Banks grows.

1934 - 1935

The low-intensity border skirmishes between these new nations continued to flare up, and amidst the chaos, the bootleggers and pirates thrived. Scores of new [militias](#) - most determined to defend their hometown or state - formed to battle increasingly colorful and flamboyant raiders. The Redmann Gang, the [Red Skull Legion](#), the [Black Swans](#), and hosts of other pirate groups continued to raid across national boundaries (sparking additional conflicts as overzealous militia pilots strayed across borders into unfriendly territory in pursuit of the raiders).

1936

The borders and politics of the North American nation-states solidified in 1936. Combined [Navajo](#) and [Deseret](#) forces allied long enough to fight off incursions by pirates based in [Free Colorado](#); the [Broadway Bombers](#) (the premier [Empire State](#) militia) decimated the Hell's Henchmen pirate gang in the Alleghenies; [ISA](#) and the Peoples' Collective conflict flared up yet again, though this time the

Collective fared far better than in previous engagements, retaking small parcels of their territory.

1937

See [*Crimson Skies*](#)

- Lucas Miles betrays the [Fortune Hunters](#) in the skies over Cuba.
- The [British Empire](#) attempts a [secret invasion](#) of the [Kingdom of Hawaii](#). They are defeated only by the presence of the Fortune Hunters.
- The Fortune Hunters raid the USSR passenger zeppelin [Workers' Voyage](#).
- The Fortune Hunters raid the Boeing Aviation facility in Pacifica.
- The [Nation of Hollywood](#) suffers several raids from the Fortune Hunters, as does [Blake Aviation Security](#). The repeated failures of BAS cause some customers to switch to [Sacred Trust Incorporated](#).
- [Sky Haven](#), in [Free Colorado](#), is attacked by [Black Hats](#), who are driven off by the Fortune Hunters.
- [Sacred Trust Incorporated](#), [Blake Aviation Security](#), the [Black Hats](#) and the [Fortune Hunters](#) engage in a series of battles over New York City. STI and the Black Hats are revealed to be secretly working together, and both are eliminated.

1938

See [*Crimson Skies: High Road to Revenge*](#)

- [Ragin' Cajuns](#) attempt takeover of [Sea Haven](#)'s fuel supply, but are stopped when their fuel stocks are destroyed.
- Doctor [Wilhelm Fassenbiender](#) is killed by the [Die Spinne](#) leader; Von Essen, who is in charge of the fascist fifth column organisation.
- [Los Muertos](#) pirates are driven out of [Arixo](#) and [Navajo Territory](#).
- [Die Spinne](#)'s [Tunnelzug](#) is revealed, then destroyed.
- [Die Spinne](#)'s [Zepeater](#) is revealed, then destroyed.
- [Die Spinne](#)'s secret base beneath the [Lost City](#) is revealed, then destroyed.
- [Die Spinne](#)'s [Starker Sturm](#) is revealed, then destroyed.

Talents and Skills

Skills:

Athletics
Brawl
Charm
Coercion
Computers
Cool

Coordination
Deception
Discipline
Driving
Gunnery
Knowledge-History/Archaeology
Knowledge-Militia/Military
Knowledge-Science
Leadership
Mechanics
Medicine
Melee
Negotiation
Operating
Perception
Piloting
Ranged-Heavy
Ranged-Light
Resilience
Skulduggery
Stealth
Streetwise
Survival
Vigilance

Additional Talents not found in Corebook:

(Other Talents from other sources are encouraged as long as they fit the setting)

Ace Pilot: **Tier: 5**
Activation: Active (Incidental)
Ranked: No

Once per round when piloting the character may voluntarily suffer two strain to perform any action as a maneuver instead.

A Way with Machines: Tier 2
Activation: Active (Incidental)
Ranked: No

When your character needs to perform a Mechanics check to fix a machine, you may spend one Story Point to use this talent to substitute the equivalent Mechanics check with either Brawl, Charm or Coercion. This fix is temporary and will only last until the end of the encounter.

Brilliant Evasion: **Tier: 5**
Activation: Active (Action)
Ranked: No

The character may make the Brilliant Evasion action when piloting a vehicle. The character selects one opponent and makes an opposed Piloting check. If he succeeds, the opponent's vehicle cannot make any

attacks against the character's vehicle for a number of rounds equal to the character's Agility. Brilliant Evasion can only be performed once per encounter.

Clever Solution: **Tier: 4**
Activation: Active (Incidental)
Ranked: No

Once per game session, the character can choose to make one skill check using Cunning, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his cunning is helping him overcome this challenge.

Code Breaker: **Tier: 1**
Activation: Passive
Ranked: Yes

The character removes difficulty per rank of Codebreaker from his attempts to break codes or decrypt communications. In addition, the character decreases the difficulty of his Computers or Intellect checks made to break codes or decrypt communications by one (this does not increase with additional ranks of Codebreaker).

Commanding Presence: Tier: 1
Activation: Passive
Ranked: Yes

The character removes Setback per rank of Commanding Presence from his Leadership and Cool checks.

Dead to Rights: **Tier: 2**
Activation: Active (Incidental)
Ranked: No

The character may spend one Story Point to add additional damage equal to half his Agility rating (rounded up) to one hit of a successful attack made by ship or vehicle-mounted weaponry.

Dead to Rights (Improved): Tier 3:

The character may spend one Story Point to add additional damage equal to his Agility rating to one hit of a successful attack made by ship or vehicle mounted weaponry. This replaces the normal ability for Dead to Rights.

Debilitating Shot: **Tier: 2**
Activation: Active (Incidental)
Ranked: No

Upon making a successful attack with a vehicle weapon, may spend 2 Advantage to reduce the maximum speed of the target by 1 (to a minimum of 1) until the end of the next round. If vehicle was traveling its maximum speed, it has its current speed reduced to the new maximum.

Dialed In: **Tier: 3**

Activation: Active (Incidental)

Ranked: No

Once per encounter before making a Gunnery combat check, you may use this talent to increase your weapon's range by one range band (to a maximum of extreme range). This lasts for the duration of the combat check.

Expert Tracker:

Tier: 1

Activation: Passive

Ranked: Yes

The character removes 1 setback per rank of Expert Tracker from his checks to find or follow tracks. Survival checks made to track targets take 50 % less time than normal (this does not decrease with additional ranks of Expert Tracker).

Fast Talk:

Tier: 1

Activation: Passive

Ranked: Yes

The character removes 1 setback per rank of Convincing Demeanor from his Deception and Skulduggery checks.

Field Medic:

Tier: 2

Activation: Passive

Ranked: Yes

Whenever the character uses a medkit, the target heals an additional wound per rank of Field Medic.

Gear Head:

Tier: 2

Activation: Passive

Ranked: Yes

The character removes 1 Setback per rank of Gearhead from his Mechanics checks. In addition, the credit cost to add mods to attachments decreases by 50 % (this does not increase with additional ranks of Gearhead).

Hold Together Baby: Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

The character may spend one story Point to make a Hold Together incidental immediately after a vehicle takes fatal hull damage. The character explains why the apparently serious damage was in fact superficial, and the damage from the attack becomes system strain instead.

Pulling Gs:

Tier: 2

Activation: Active (Action)

Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Pulling Gs to use this

talent. Until the end of your character's next turn, upgrade the difficulty of all Gunnery checks targeting your character a number of times equal to the strain suffered.

Natural:

Tier: 3

Activation: Active (Incidental)

Ranked: No

Choose 2 skills. Once per game session, the character may reroll any 1 check of either skills taken at purchase. Once this has been used for a skill it cannot be used for the other this session.

Rapid Reaction:

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

The character may suffer a number of strain to add an equal number of & to any Vigilance or Cool check to determine Initiative order. The number may not exceed his ranks in Rapid Reaction.

Rapid Recovery:

Tier: 2

Activation: Passive

Ranked: Yes

When the character recovers strain after an encounter has concluded, he recovers one additional strain per rank in Rapid Recovery.

Redundant Systems:

Tier: 3

Activation: Active (Action)

Ranked: No

Once per game session, the character can take a Redundant Systems action to make a Easy Mechanics check. If successful, the character may harvest components from a functioning device to repair a broken one, without breaking the functioning device. This allows the character to repair a broken device without having required spare parts, raw materials, or repair kits (the initial check does not suffer penalties for lacking repair kits, either). This only works, however, if the functioning device is at least the same size and technological level as the device being repaired (it's impossible to repair a starship with a blaster pistol).

Second Wind:

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Once per encounter, the character may use a Second Wind incidental to recover an amount of strain equal to his ranks in Second Wind.

Short Cut:

Tier: 2

Activation: Passive

Ranked: Yes

During a chase, the character adds 1 success per rank of Shortcut to his checks made to catch or escape an opponent.

- Skilled Jockey:** **Tier: 1**
Activation: Passive
Ranked: Yes
The character removes 1 setback per rank of Skilled Jockey from his Piloting checks.
- Stroke of Genius:** **Tier: 5**
Activation: Active (Incidental)
Ranked: No
Once per game session, the character can choose to make one skill check using Intellect, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his intelligence is helping him overcome this challenge.
- Time To Go:** **Tier: 3**
Activation: Active (Incidental, Out of Turn)
Ranked: No
The character may spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion. This may be performed out of turn. This incidental occurs after the character determines he would be hit by the blast, but before damage is applied.
- Tricky Target:** **Tier: 4**
Activation: Passive
Ranked: No
Any vehicle the character pilots counts as having a silhouette one lower than normal when being attacked, to a minimum of 0.
- True Aim:** **Tier:**
Activation: Active (Maneuver)
Ranked: Yes
Once per round, before the character makes a ranged attack or Gunnery attack, he may perform a True Aim maneuver. By performing this maneuver, the character gains all the benefits for aiming and also upgrades his attack roll once per rank of True Aim.
- Wingman:** **Tier: 2**
Activation: Active (Maneuver)
Ranked: Yes
Once per round on the character's turn, the character may perform a Wingman maneuver to protect one ally with whom he is flying with. He then suffers a number of strain no greater than his ranks in Wingman. Until the start of the character's next turn, upgrade the difficulty of all combat checks targeting the protected ally a number of times equal to the strain suffered by the character.

Planes

- **Bell Valiant Mk II** - The Bell Valiants were produced in Marietta, Georgia, starting in November 1934. It is a small, agile fighter, ideal for dogfighting and able to out-turn almost any other aircraft. The Valiant is primarily used to protect fixed installations, as it requires a long runway for take off and a short operational range of 350 miles. Despite its small turning circle and excellent acceleration, the Valiant's short operational range has relegated it to the role of point defense for Confederate forces. Valiants were used to devastating effect against Appalachian bandits during the mid 1930s, primarily because the pirates wrote off the Valiants as being too short-legged to pose a threat. Outside of Dixie, the Bell Valiant Mk II is also found in the service of the Republic of Texas, Utah, and Arixo. A new Bell factory in Burlington in former Vermont in the Maritime Provinces anticipates the spread of the Valiant in the Provinces and Quebec as well. An agile Speedster.

Silhouette:	3
Speed:	3
Handling:	0
Hull:	9
System Strain:	8
Defense:	0
Armor:	1
Hard Points:	3
Loadout:	(1) .50 cal 2x linked front machine guns.

- **Curtiss-Wright J2 Fury** - The Curtiss-Wright **J2 Fury** is able to reach speeds up to 250 MPH, and still maintain maneuverability, due to its 14-cylinder Wright R-1800-C engine. The Fury is easily stalled, however, making it difficult to fly for beginners. The Fury's mix of speed and armament make it a capable interceptor and effective against zeppelins. All up the J2 Fury is a masterpiece when used to out maneuver enemies. Its not the type of fighter to go head on against another plane. When fitted with torpedoes, it is also an excellent fast strike bomber. Fast, mainly used as an interceptor against Zeppelins. A very common pirate aircraft.

Silhouette:	3
Speed:	4
Handling:	+1
Hull:	11
System Strain:	10
Defense:	0
Armor:	1
Hard Points:	3
Loadout:	(1) .50 cal 2x linked front machine guns. (1) Aerial Torpedo Launcher (0) Landing Hook

- **Curtiss-Wright P2 Warhawk** - The Curtiss-Wright P2 Warhawk was designed as a light bomber, therefore being able to carry a significant weapons payload and have a large operating distance. It is considered somewhat out-of-date, although is still capable of performing precision strikes at long-distance targets.

Silhouette: 3
Speed: 3
Handling: -1
Hull: 14
System Strain: 11
Defense: 0
Armor: 1
Hard Points: 3
Loadout: (1) .50 cal 2x linked front machine guns.
(1) Bomb Bay

- **Dassault MD 445 Dauphin** - The Dassault MD 445 Dauphin is a fairly unusual sight in North America. Manufactured in France, the Dauphin is only officially available for sale in French Louisiana and the République de Quebec. Heavy cannon and triple-rockets make the small, nimble Dauphin a remarkably effective anti-zeppelin aircraft, although it suffers against other fast-moving fighters. Its amphibious capability means that it is popular with coastal pirate gangs, especially the Ragin' Cajuns.

Silhouette: 2
Speed: 3
Handling: +1
Hull: 9
System Strain: 10
Defense: 0
Armor: 1
Hard Points: 3
Loadout: (1) .50 cal 2x linked front machine guns.
(1) Triple Rocket System
(1) Amphibious (Free)

- **Fairchild F611 Brigand** - One of the most highly regarded heavy-fighter aircraft available today. Equipped with a powerful 16-cylinder engine, the Brigand has a high top speed, surprising agility for its weight, and impressive offensive capability. It has a reputation as reliable and effective, but also for poor fuel economy, quirky handling and a mediocre acceleration. The Brigand's high speed, poor acceleration and woeful fuel economy can be traced to the innovative Pratt & Whitney R-series engine. The R-series is the first heavy-duty engine to be equipped with a fuel-injection system, which does away with the need for a

carburetor. The Brigand is short for its wingspan, and the uneven distribution of weight due to the heavy engine gives it particularly quirky handling characteristics. The Brigand does have an assortment of armament to help even these flaws. It has a pair of .50-caliber cannons on each wing, as well as a pair of rear mounted .30-caliber cannons. The Brigand is especially effective when loaded with a combination of explosive, armor-piercing or incendiary shells and a full load of rockets. Given its relatively small size and heavy armament, the Brigand is most often found in an anti-zeppelin role, usually as part of a small group under escort from more nimble fighters. It is also an effective ground-attack fighter, although in this role it requires exceptional fighter cover as its poor acceleration hampers its ability to recover from a strafing run. The Brigand was introduced in 1935 by the Arlington Angels of Columbia. It quickly earned a reputation and became enormously popular. Although all of Fairchild's plants are in Columbia, the company sells across North America and the Brigand is built with export in mind. The militias in the Confederation of Dixie are the largest buyers of Brigand, followed closely by Appalachian and Empire State militias. Deseret has also acquired the Brigand (the only national government to have). In addition, a single squadron is known to serve along the Navajo border. Fairchild is proud of its policy of neutrality, and is willing to sell the Brigand to pirate bands. Notable criminal users of the Brigand include Jonathan Kahn's Red Skull Legion, the Medusas, and the mysterious Black Hats. The Brigand features a pair of forward-firing .50-caliber machine guns, and a pair of .30-caliber machine guns mounted in its rear-firing turret. Though the turret adds considerable weight and further reduces the Brigand's maneuverability, it also ensures that the slow-moving heavy fighter will have an unpleasant surprise ready if another plane tries to attack it from behind.

Silhouette:	1
Speed:	3
Handling:	+1
Hull:	10
System Strain:	8
Defense:	0
Armor:	1
Hard Points:	3
Loadout:	(1) .50 cal 2x linked front machine guns. (1) .30 cal 2x linked Rear Turret machine guns.

- **Ford Hoplite** - The Ford Hoplite was the first autogyro produced by the Ford Corporation, as a response to the increasing frequency of air pirate raids. Heavily armed for a civilian autogyro, the Hoplite has become the vehicle of choice for security-conscious companies everywhere. The Hoplite was adapted into an Empire State Taxi aircraft. Used by Hollywood studio security and by the Black Hats. Popular amongst militias.

Silhouette:	1
Speed:	2
Handling:	+2

Hull:	7
System Strain:	7
Defense:	0
Armor:	0
Hard Points:	1
Loadout:	(1) .50 cal 2x linked front machine guns.

- Focke-Wulf Fw 193 Hellhound** - The distinctive forward-swept wing profile of this unique German aircraft has become an increasingly common sight in the skies over the North America. Though predominantly used in Europe, the Focke-Wulf Hellhound is gradually gaining acceptance by militias and private security firms on the other side of the Atlantic, despite the plane's hefty price tag and maintenance requirements. The Hellhound was one of the first combat planes released under the German militia program of the early 1930s. The Hellhound was intended to serve in an anti-pirate role, and has the firepower and versatility to overwhelm the Central European air pirates that once plagued the under-armed German nation. The Hellhound was designed under the restrictions imposed by the Treaty of Versailles, which restricted aircraft to the equivalent of .30- and .40-caliber machine guns, so the German designers put as many lighter machine guns on it as they could fit, including a .30-caliber turret. There was no treaty restriction on rocket hard-points, however, and the Hellhound can carry a devastating payload of eight rockets or other munitions. The Hellhound is exported to the ISA, is in the service of some private and corporate militias, and is currently undergoing evaluation in the Republic of Texas for service with the Texas Air Rangers. The I.S.A. and other American militias have made various modifications usually to up-gun the Hellhound's firepower, but no clear trend has evolved. Currently, many speculate that a syndicate of arms and aviation manufacturers based in the ISA plan to license the design and begin building "home-grown" Hellhounds by 1939.

Silhouette:	3
Speed:	3
Handling:	+1
Hull:	10
System Strain:	11
Defense:	0
Armor:	1
Hard Points:	4
Loadout:	(1) .30 cal 3x linked front machine guns. (1) .50 cal 2x linked Turret machine guns. (1) Rocket Pod

- Focke-Wulf Fw 206 Doppleganger** - Focke-Wulf constructed this heavy fighter as a replacement for their Fw 198 Hellhound, and were rather gratified when the German government bought up the entire first production run of 250 units. However, not a single

Doppleganger has appeared on a Luftwaffe base, and Focke-Wulf found the government unwilling to purchase any more. Faced with the unenviable prospect of a large stock with no buyer, Focke-Wulf put the Doppleganger up for sale on the open market, where it has sold much like the craft handles - slowly, sluggishly and with the creeping sensation that it's about to stop altogether. The Doppleganger's primary weapon, the Blockbuster cannon, was adapted from a Krupp 80mm tank cannon, making it the largest gun ever mounted on a production aircraft.

Silhouette:	3
Speed:	2
Handling:	0
Hull:	13
System Strain:	10
Defense:	0
Armor:	1
Hard Points:	3
Loadout:	(2) Blockbuster Cannon (1) .30 cal 2x linked front machine guns.

- **General Motors Minigyro** - The Ford Hoplite, the first commercially available autogyro, was a stunning success. So stunning, in fact, that it wasn't long before Ford's rivals were making their own versions. While General Motors had restricted its efforts in the aeronautical sphere to the sale of engines and other parts, the success of the Hoplite drove the corporation into developing the MiniGyro, a superlightweight autogyro intended for the civilian and security market. Consisting of a light metal framework to which only the bare essentials are attached, the MiniGyro proved to be a smash success in the western territories. While the Hoplite dominated on the east coast, in the valleys and canyons of Arixo, the Republic of Texas and Free Colorado, there was only one choice. Much more lightly armed and armored than the Hoplite, the MiniGyro was less popular with security companies, although it compensated with reduced running costs attracting the civilian market. MiniGyros were too small to be adapted into taxis, but they became extremely popular in downtown areas as rapid couriers.

Silhouette:	1
Speed:	2
Handling:	+2
Hull:	5
System Strain:	7
Defense:	0
Armor:	0
Hard Points:	1
Loadout:	(1) .30 cal front machine gun.

- **Grumman E-1C Avenger** - The Grumman E-1C Avenger sports twin engines and fill the role

of interceptor and, occasionally, reconnaissance or light-strike craft. The Avenger rarely serves as an escort because of its mediocre maneuverability and armor, which make it a poor craft for dogfighting. Good first-strike interceptor, but lacks agility for prolonged and frontal engagements. Favored by the Empire State and rich nancy-boys, who like its cushy cockpit.

Silhouette: 3
Speed: 4
Handling: 0
Hull: 8
System Strain: 12
Defense: 0
Armor: 1
Hard Points: 3
Loadout: (1) .50 cal 2x linked front machine guns.

- **Hughes Bloodhawk** - The Hughes Aviation Bloodhawk of Hollywood were designed by Howard Hughes. Stylish but functional, the Bloodhawk is extremely maneuverable, even at high speeds. The Bloodhawk does however struggle with an unusually high stall speed. Containing precision-balanced weapons and sighting systems, the Bloodhawk has earned a lethal reputation. It is currently one of the fastest aircraft in service. At the Boeing Special Projects division in Pacifica, Doctor Willhem Fassenbiender was working on an experimental Bloodhawk, codenamed Blue Streak, and instead of the standard Allison V engine, it could be given one with a nitro injection which allows a sudden burst of speed for a small period of time. Fast, Agile, considerably armed - and comes with a turbo option. Only problem is its miniscule armor and terrible low-speed handling.

Armor: 1
Defense: 0
Hull: 9
System Strain: 9
Speed: 4
Handling: +1
Silhouette: 3
Hard Points: 3
Loadout: (1) .50 cal 2x linked front machine guns.

- **Hughes Bulldog** - The Hughes Bulldog is a high-powered monoplane, intended to appeal to the lower-price end of the market. Eschewing the pusher-propeller design so characteristic of the Devastator and Bloodhawk airframe, the Bulldog is designed for inner-city use. The Bulldog's powerful engine and rear-mounted cockpit and main wing assembly give it a fantastic straight-line speed, although the inverted gullwings mean that the craft has a higher-than-average turning circle. The Airborne Shotgun, a weapon unique to the Bulldog, combined with the slow-firing cannon armament, mean that the Bulldog is limited to close combat, although its high

speed and relative durability make it an effective courier.

Silhouette:	2
Speed:	3
Handling:	0
Hull:	10
System Strain:	8
Defense:	0
Armor:	1
Hard Points:	3
Loadout:	(1) .50 cal 2x linked front machine guns.

- **Hughes P21-J Devastator MKII and MK III-** The original Mk I Devastator was a concept model, created by Hughes Aviation, to demonstrate the effectiveness of the pusher configuration as applied to combat aircraft. Although lightly armored, the Mk I was a smash success with several key demographics, including state militias. The Mark II Devastator was a considerable improvement over the Mk I. Key changes included: the change to a significantly more powerful engine, the Allison V-series which would be later used in the Hughes Bloodhawk; the addition of a second pair of linked machine guns; the addition of a fuselage-mounted magnetic missile launcher and the addition of a landing hook, making the Mk II a zeppelin-capable fighter. These changes made the Mk II the premier zeppelin-escort fighter of the day, and the model was priced accordingly. Mechanics were pleased to discover that the Mk II was much more upgrade-friendly than the sometimes temperamental Mk I. Typical upgrades included adding a supercharger to the engine to increase straight-line speed, fitting a third pair of machine guns to the wings and extending the capacity of the missile magazine. In 1936, Hughes Aviation released the Mk III Devastator, widely considered an effective fighter but significantly weaker than its predecessor. In a effort to reduce the eye-watering list price of the Mk II, the Mk III was supplied with the Tornado G450 engine, which did not have the nitro-thrust capacity of the Mk II. In order to counter the reduced power, the twin three-bladed counter-rotating propellers of the Mk II were replaced by a single four-bladed propeller. This, in turn, reduces the amounts of force the engine has to exert, but the downside is that removing the counter-rotating props gives the airframe alot more torque to handle, which then contributes to bad maneuverability. The Mk III also had the magnetic missile launcher removed in favour of standard underwing hardpoints. However, reinforced wing struts allowed a fourth set of guns to be fitted, creating one of the most heavily-armed interceptor-fighters of its day. While the Mk III was considerably cheaper to purchase and maintain than the Mk II, the Mk II was much more popular, especially among pirate gangs. The Fortune Hunters, long-time fans of the Devastator line, initially deployed in Mk III Devastators, but were able to replace these with classic Mk II models sometime in early 1938. Dated but solid design. USSR has a seemingly infinite amount of those, instead of own aerial developments. An old Texan design created for the Texas-Mexican conflict. Extremely popular among pirates.

MK II variant

Silhouette:	3
Speed:	4 (5) (Super Charger)
Handling:	+1
Hull:	12
System Strain:	11
Defense:	0
Armor :	1
Hard Points:	4
Loadout:	(1) .50 cal 3x linked front machine guns. (1) Magnetic Missile Launcher (1) Super Charger (0) Landing Hook

MK III variant

Silhouette:	3
Speed:	3
Handling:	0
Hull:	12
System Strain:	11
Defense:	0
Armor :	1
Hard Points:	4
Loadout:	(1) .50 cal 4x linked front machine guns. (0) Landing Hook

- **Hughes-Locheed Firebrand** - The Hughes Aviation Firebrand is one of the newest aircraft in use. There are currently fewer than 60 in service. The Firebrand was designed as a flying wing, allowing high altitudes to be attained and a formidable weapon payload, but causes a reduction of the agility, speed and acceleration. The Firebrand is the signature aircraft of the Hollywood Knights, and almost the entire Hughes Aviation production is dedicated to that militia. The Knights' predilection for the Firebrand is explained by its considerable range, allowing the Knights to strike remote targets such as Sea Haven and other offshore pirate bases.

Silhouette:	3
Speed:	3
Handling:	-1
Hull:	10
System Strain:	10
Defense:	0
Armor	2
Hard Points:	3

Loadout: (1) .50 cal 4x linked front machine guns.

- **Marquette PR-1 Defender** - The Marquette PR-1 Defender is a limited-role fighter: it is a failure at performing ground-attack or anti-airship missions, but quite effective as in air-to-air engagements with enemy fighters. The Defender was aptly named, as it was designed to defend the People's Collective from Federal troops and raids by the Industrial States of America. It has a small size and weight allowing its turning ability to offset its engine shortcomings and poor fuel efficiency. American Communists' main plane of choice. Used for interception and dogfighting, rather than its intended ground-attack role. Well, "intended" is perhaps too strong a word - designed by committee and built by Christian Commies. The AK-47 of Crimson Skies.

Silhouette: 2
Speed: 3
Handling: 0
Hull: 9
System Strain: 9
Defense: 0
Armor: 1
Hard Points: 3
Loadout: (1) .30 cal 2x linked front machine guns.
(0) Landing Hook

- **McDonnell S2b Kestrel** - The McDonnell S2B Kestrel has a fast speed, excellent range, and substantial load of bombs and rockets allowing it to be an excellent anti-zeppelin craft. It has a unique dual hull, which allows for enhanced stability in level flight, but limited maneuverability in a dogfight. It is one of the preferred machines of the Medusas, as well as for the Confederation of Dixie.

Silhouette: 3
Speed: 4
Handling: 0
Hull: 14
System Strain: 10
Defense: 0
Armor: 1
Hard Points: 4
Loadout: (1) .50 cal 3x linked front machine guns.
(1) Rocket Pod
(1) Bomb Bay

- **Messerschmitt Bf 106 Piranha** - Produced under close security at the Bayerische Flugzeugwerke, the Bf 106 was bought exclusively by agents of the German government and supplied to Von Essen and his Die Spinne group. Von Essen had the Piranha's hardpoints

replaced with his own Tesla projector, a weapon designed to disable an enemy's avionics, making him easy prey to the Piranha's machine guns. Although effective, the Piranha suffered against heavier opposition, and was almost totally ineffective against zeppelins. Von Essen therefore acquired the Focke-Wulf Fw 206 Doppleganger to provide his growing air force with heavier firepower. Die Spinne air forces rapidly developed the most effective strategy - Piranhas would distract and destroy escort fighters, while the heavier Dopplegangers would use their earthshattering Blockbuster cannon to destroy hard targets.

Silhouette: 2
Speed: 3
Handling: +1
Hull: 9
System Strain: 8
Defense: 0
Armor: 1
Hard Points: 3
Loadout: (1) .30 cal 2x linked front machine guns.
(1) Tesla Projector

- **Ravenscroft Coyote** - The Ravenscroft Coyote is a custom-built plane manufactured by the Hopi at Second Mesa. The Coyote is able to successfully fill varying roles, even against aircraft designed for a single role. In particular, the Coyote serves as a spotter, bomber, and a gunship for the Native American tribes.

Silhouette: 3
Speed: 3
Handling: 0
Hull: 12
System Strain: 10
Defense: 0
Armor: 1
Hard Points: 3
Loadout: (1) .50 cal 4x linked front machine guns.

- **Ravenscroft Desert Fox** - The Ravenscroft Desert Fox was the next generation of the Coyote family. More powerful and equipped with superior avionics, the Desert Fox is currently restricted by the tribe to their own air militia.

Silhouette: 3
Speed: 3
Handling: +1
Hull: 9
System Strain: 10
Defense: 0

Armor: 1
Hard Points: 3
Loadout: (1) .50 cal 2x linked front machine guns.

- **Ravenscroft Dust Devil** - The Ravenscroft Dust Devil was first deployed as a non-combat commercial carrier, designed to be resistant to the dusty, sandy air of the Arixo desert. With the increasing tensions in the area, however, the original design was scrapped and an armed version became the norm. Equipped with four machine guns and a wing-mounted centerline heavy machine gun, the Dust Devil is an effective all-round combatant, although its poor manouverability and all-wooden construction can be a detriment.

Silhouette: 2
Speed: 3
Handling: -1
Hull: 7
System Strain: 7
Defense: 0
Armor: 0
Hard Points: 3
Loadout: (1) .50 cal 4x linked front machine guns.

- **Sanderson FB14 Vampire** - The Sanderson FB14, unofficially known as the Vampire, clocking in at 13,250 pounds, is one of the heaviest fighters in operation. Although it closely resembles a bomber, it is used as a dogfighter. As is suggested by its weight, it is cumbersome and slow. The Vampire is, however, extremely well armed and armored. The Vampire was designed as a heavy fighter-bomber, but two other variants also exist: a photoreconnaissance plane and a general-purpose cargo plane. Several Vampires were covertly purchased by Die Spinne to provide them with a heavy fighter-bomber while production was ongoing for the Focke-Wulf Fw 206 Doppleganger. Vampires were deployed against the Fortune Hunters zeppelin *Pandora* during the Die Spinne attack on Doctor Wilhelm Fassenbiender. The FB14 has no official nickname, but earned the moniker "Vampire" from ground crews because of the plane's high maintenance requirements. The plane has a reputation as a "hangar queen", requiring careful and thorough maintenance, as well as no small amount of money to keep it flying. Most users, however, consider the Vampire's firepower to be worth it. Heavily armed and armored fighter. Slow and lacking in maneuverability, but is easily able to shrug off most enemy fire with impunity. An outdated Texan aircraft that's evaporating into pirate hands like water poured on a Houston street.

Silhouette: 3
Speed: 2
Handling: -1
Hull: 12
System Strain: 9

Defense: 0
Armor: 2
Hard Points: 4
Loadout: (1) .50 cal 2x linked front machine guns.
(1) Rocket Pod

- **William and Colt Peacemaker 370** - The William and Colt Peacemaker 370 were built after the Texas/Mexico conflict. The Peacemaker depends on brute force, rather than finesse. Usually the Peacemaker is used as an anti-zeppelin plane, especially the gunship variant. Able to focus on speed and maneuverability or heavy firepower, the Peacemaker is highly customizable and is popular amongst those who have the money to tweak it just right.

Silhouette: 3
Speed: 3
Handling: 0
Hull: 10
System Strain: 9
Defense: 0
Armor: 1
Hard Points: 5
Loadout: (1) .50 cal 3x linked front machine guns.
(1) Aerial Torpedo Launcher

- **Whitty & Douglas M210 Raven** - The Whittly & Douglas M210 Raven is an agile fighter-bomber that has seen wide spread use and customization because it was designed for ease of maintenance. Although originally designed for ground attacks, the Raven has gained a reputation as an anti-aircraft gunship from its mix of agility and firepower.

Silhouette: 3
Speed: 4
Handling: +1
Hull: 10
System Strain: 11
Defense: 0
Armor: 1
Hard Points: 4
Loadout: (1) .50 cal 3x linked front machine guns.
(1) Rocket Pod
(0) Landing Hook

Non Standard Ammunitions: *Not sure if this works or not*

Armor Piercing Rounds	(Breach 1; Limited 3)
Dum-Dums	(Sunder 1; Limited 3)
Explosive	(Pierce 1, Sunder 1; Limited 3)

Plane Armaments/Modifications:

(1) .30 cal linked machine gun (Fire Arc: Forward; Damage: 4; Critical: 3; Range: Close; Qualities: Linked)

(1) .50 cal linked machine gun (Fire Arc: Forward; Damage: 5; Critical: 3; Range: Close; Qualities: Linked)

(1) .70 Cal linked machine gun (Fire Arc: Forward; Damage: 6; Critical: 3; Range: Close; Qualities: Linked)

(1) 40mm Sniper Cannon (Gryo/Zeppelin Only) (Fire Arc: Forward; Damage: 6; Critical: 3; Range: Long; Pierce 2)

(2) 75mm Blockbuster Cannon (Fire Arc: Forward; Damage: 8; Critical: 3; Range: Medium; Pierce 2; Slow Firing 1)

(1) Aerial Torpedo Launcher (Fire Arc: Forward; Damage: 15; Critical: 2; Range: Medium; Qualities: Blast 5, Breach 4, Limited Ammo 4, Slow Firing 1, Innaccurate 3 vs any target silhouette smaller than Size 5 that is not stationary)

(1) Amphibious (Allows amphibious take off and landing)

(1) Bomb Bay

Bunker Buster (Fire Arc: Down; Damage: 10; Critical: 2; Range: NA; Qualities: Blast 5, Breach 5, Limited Ammo 1)

Incendiary Bombs (Fire Arc: Down; Damage: 6; Critical: 2; Range: NA; Qualities: Blast 4, Breach 1, Burn 3, Limited Ammo 1)

HE Bombs (Fire Arc: Down; Damage: 8; Critical: 2; Range: NA; Qualities: Blast 4, Breach 3, Sunder 3, Limited Ammo 1)

(1) Concussive Rockets (Fire Arc: Forward; Damage: 18; Critical: 2; Range: Medium; Qualities: Blast 4, Breach 4, Limited Ammo 4, Slow Firing 1, Concussive 1, Innaccurate 3 vs any target silhouette smaller than Size 5 that is not stationary)

(1) Engine Stabilizers (+3 System Strain)

Additional upgrade (Restores an additional 2 System Strain after successful damage control check for System Strain Stall)

(1) Expanded Magazine (+3 Limited ammo)

(1) Finely Tuned Controls (+1 Handling)

(1) Heavily Armored (+1 Armor, -1 Speed)

(1) High Performance Turbine (+1 Speed)

Additional upgrade (Restores an additional 2 System Strain after successful damage control check for System Strain Stall)

(0) Landing Hook (Allows take off and landing from Zeppelin/Carriers)

(1) Magnetic Missile Launcher (Fire Arc: Forward; Damage: 9; Critical: 2; Range: Short; Qualities: Blast 3, Breach 1, Guided 2, Missile Ammo 3, Slow Firing 1. Guidance lasts 1 round.)

(0) Reinforced Hull (+5 Hull)

(0) Retrofitted (+1 Hard point)

(1) Rocket Pod (Allow carrying of 1 type of Rocket (Exception Beeper/Seeker 6 total)

Armor Piercing (Fire Arc: Forward; Damage: 8; Critical: 2; Range: Short; Qualities: Blast 3, Breach 2, Missile Ammo 4, Slow Firing 1)

Beeper (Fire Arc: Forward; Damage: 3; Critical: 2; Range: Short; Qualities: Missile Ammo var/6, Slow Firing 1, After hitting, all subsequent attacks with a Seeker gain +2 upgrade to Gunnery)

Seeker (Fire Arc: Forward; Damage: 7; Critical: 2; Range: Short; Qualities: Blast 3, Breach 1, Missile Ammo var/6, Slow Firing 1)

Choker Rocket (Fire Arc: Forward; Damage: 4 System Strain; Critical: 2; Range: Short; Qualities: Blast 3, Choke 2, Missile Ammo 4, Slow Firing 1)

Flak Rocket (Fire Arc: Forward; Damage: 5 and 3 System strain; Critical: 2; Range: Short; Qualities: Blast 3, Breach 1, Missile Ammo 4, Slow Firing 1)

HE Rocket (Fire Arc: Forward; Damage: 10 System Strain; Critical: 2; Range: Short; Qualities: Blast 3, Breach 1, Sunder 3, Missile Ammo 4, SlowFiring1)

(0) Smuggling Compartment (-1 difficulty to locate item/cargo up to Encumbrance 10)

(1) Super Charger (+1 Speed)

Additional upgrade (Adds one additional success on Initiative while in this vehicle)

(2) Tesla Projector (Fire Arc: Forward; Damage: 8 System Strain, 1 Personal Strain; Critical: 2; Range: Short; Qualities: Limited Ammo 3, Slow Firing 2. Enemy suffers -1 to Handling and Speed for 3 rounds)

(1) Triple Rocket System (Fire Arc: Forward; Damage: 6; Critical: 1; Range: Short; Qualities: Blast 3, Breach 1, Guided 1, Missile Ammo 3, Slow Firing 1, Inaccurate 1. Guidance can be rolled twice back to back after first hit or miss. Guidance lasts 1 round.)

(1) **Turret** (requires additional weapon to be added with 360 firing arc)

Zeppelins

Zeppelins: A Zeppelin is a type of rigid airship or dirigible pioneered by the German Count Ferdinand von Zeppelin in the early 20th century. It was based on designs he had patented in the United States on 14 March 1899. Given the outstanding success of the Zeppelin design, the term zeppelin in casual use came to refer to all rigid airships. Zeppelins were operated by the Deutsche Luftschiffahrts-AG (DELAG). DELAG, the first commercial airline, served scheduled flights before World War I. After the outbreak of war, the German military made extensive use of Zeppelins as bombers and scouts. The World War I defeat of Germany in 1918 halted the airship business temporarily. But under the guidance of Hugo Eckener, the deceased Count's successor, civilian zeppelins became popular in the 1920s. With the creation of border checkpoints following the failure of the federal Prohibition movement, the zeppelin became an efficient method of transporting goods. When the interstate borders were sealed during the Great Influenza Epidemic, zeppelins became essential. The critical innovation of Zeppelin was the design of the internal frame of his airship, consisting of rings and longitudinal metal struts. This design allowed the use of numerous, smaller gas-inflated cells in place of the single overpressured lifting body of earlier dirigibles. The use of a rigid body and multiple gas cells allowed Zeppelin's airships to be equipped with ever-greater quantities of engine thrust as well as granting increased lifting power. While German zeppelins were deployed during the Great War and afterwards, there was a constant risk of deadly fire due to the lifting gas used - hydrogen. The Germans used hydrogen only because the much safer alternative - helium - was unavailable, initially due to wartime embargoes and later because of the collapse of the United States, which dramatically reduced the output of helium. Most airships used in North America are lifted with helium, which is the chief export of Free Colorado and the Republic of Texas. Large quantities are also produced by the Deseret Lifting Gas Company, but these supplies are for the exclusive use of Deseret citizens and their sometimes-allies, the Navajo. A wide variety of zeppelins now fill the skies above North America, from the small but sturdy Rigger-class cargo zeppelin to the vast Curelom-class military zeppelin, designed as the bulwark of an aerial fleet. Zeppelin luxury passenger liners and superheavy cargo carriers are commonplace, and only the smallest and most isolated of towns does not boast at least one mooring tower. Most zeppelins are powered by Blaugas, or "blue", a gaseous fuel with the same density as air. This means that as the fuel is used, the fuel tanks are allowed to fill with air, absolving the pilot of the need to constantly alter trim to compensate for the ever-decreasing weight of fuel. Blaugas is named for its inventor, Dr. Hermann Blau of Augsburg, Germany. With the rise of air piracy, most zeppelins now mount at least one weapon for self-defence, and the vast majority carry two or three. Military zeppelins expecting to face fighter opposition also use strafing wires - thin, strong wires held on struts around the zeppelin to prevent strafing fighters from approaching too closely.

Armor:	5
Defense:	0
Hull:	30

System Strain: 50
Speed: 1 (Max with mods)
Handling: -3
Silhouette: 6
Hard Points: 15
Loadout: (4) .70 cal 2x linked Turret machine guns.
(2) Hangar

Zeppelin Modifications/Facilities:

(1) Dormitory: Allows for up to 7 small but comfortable personal rooms. Includes a small Galley and wash facilities. Nicer than camping in the hanger.

(2) Hangar: Holds up to 7 vehicles (Silhouette 3 or lower) and utilizes Landing Hooks. Hangars can be fully supplied with Mechanics Tools upgrading any Mechanics check to +1 while utilizing the Hangar.

(1) Labratory: A small fully equipped lab that provides Upgrade 1 on all Science checks.

(1) Med Bay: A small fully equipped medbay provides Upgrade 1 on all Medicine checks while utilizing the room.

(1) Radio Room: A small fully equipped radio/map room. Upgrade 1 on all communication/interception radio checks (Computer) checks.

(1) Strafing Wires: All planes attempting unauthorized docking or manuevers within engaged proximity to the Zeppelin must make a Medium difficulty Piloting check or take hull damag equal to the number of failures as they clip the wires.

(0) Storage: Empty space

Personal Equipment

Weapons:

NAME	SKILL	DAM	CRIT	RANGE	ECUM	PRICE	RARITY	SPECIAL
Brass Knuckles	Brawl	+1	4	Engaged	1		1	Disorient 2
PR-24 Baton	Melee	+2	3	Engaged	1		2	
Knife/Dagger	Melee	+1	3	Engaged	1		1	
Machete	Melee	+2	3	Engaged	1		1	
Snub Nose .38	Ranged (L)	5	4	Short	1		3	
Single Action Army Revolver	Ranged (L)	6	4	Medium	2		4	Accurate 1
Colt 1911	Ranged (L)	7	3	Medium	2		4	

Sawed Off Shotgun	Ranged (L)	7	3	Short	3		4	Blast 3, Knockdown, Inaccurate 1, Limited Ammo 2
Winchester M97 Pump Shotgun	Ranged (H)	8	3	Short	3		3	Blast 3, Knockdown, Vicious 2
Thompson Sub-Machine Gun	Ranged (L)	5	3	Medium	2		4	Auto-fire
Lee-Enfield Infantry Rifle	Ranged (H)	9	3	Long	4		4	Accurate 1
M1903 Springfield Sniper Rifle	Ranged (H)	9	3	Extreme	4		6	Accurate 2, Pierce 2, Limited Ammo 5
Molotov Cocktail	Ranged (L)	5	4	Short	1		2	Blast 4, Burn 3, Limited Ammo 1
Frag Grenade	Ranged (L)	8	4	Short	1		5	Blast 6, Concussive 1, Disorient 2, Limited Ammo 1
M1 Bazooka	Gunnery	20	2	Long	8		7	Blast 10, Breach 2, Cumbersome 3, Limited Ammo 1, Prepare 1

Armor:

NAME	DEFENSE	SOAK	PRICE	RARITY	SPECIAL
Aviator Jacket	0	+1		2	
Flack Vest	0	+2		5	
Ghillie Suit	+1	0		3	+1 Boost on Stealth

Gear: