

SKY D6

AN AERIAL RPG IN A DEVASTATED 1939



UNOFFICIAL SUPPLEMENT FOR MINI SIX

Sky d6: An aerial RPG in a devastated 1939



A thing of orchestrated hell—a terrible symphony of light and flame

An Unofficial supplement for Mini Six

Mini Six is a trademark of AntiPaladin Games

Sky d6 is a role playing game occurring in a devastated world. In 1939, the white dawn catastrophe nearly destroyed the earth. Small pieces of land are still present. The only way to travel from what is left of a country to another is by plane. Commerce, smuggling, negotiation and wars all depend on airplanes.

Sky d6 is very similar to a space opera game: a lot of empty space between the habitable planets. Plane combat is deadly; crashing between islands means certain death. The logistics are also very similar to a classic space opera game: The heroes travel from one place to another, fight villains, attack enemy fighters and try to repair their ship, with a wrench and a hammer, while in combat with an enormous airship.

Yet it is still the earth we know. The French are still French. The British food is still bad and its beer is still great. The Nazi party is present in Berlin. You already know most the settings and you already understand how the technology works.

Sky D6 was written by Frederic Archambault. It is Mini Six compatible. Mini Six is a trademark of AntiPaladin Games (www.antipaladingames.com). You will need the Mini Six rulebook to use this supplement. (Available here: <http://www.antipaladingames.com/p/mini-six.html>) This game complies with the Mini Six Standard Trademark License and the Open Game License.

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Settings

It was 1938; the great depression is raging in America, Hitler is driving Europe toward war, Bela Lugosi's incarnation of Dracula is the scariest thing ever, Coca-Cola is a big company and Richard and Maurice McDonald are about to open a small hamburger restaurant...

The White Dawn changed all that. Most people don't know that the discovery of nuclear fission by Otto Hahn started a chain reaction in the earth crust. They just know that after a great white mist, most of the world was gone. Vanish. Whole countries disappear. The earth crust was vaporised. The oceans turn into thick clouds. All that was left are small "island", fragment of land, of cities, of mountains, floating in the clouds.

The earth is now a gas planet, like Jupiter. Like Jupiter, the gas on the surface are light and the deeper you go, the heavier they get. If you go deep enough, the air become poisonous and you die.

The human race is almost gone. But on the few remains of land, people survived. They collect rain water, plant crops. Some islands are a few dozen miles in length. The biggest are about a hundred kilometer in length. A great amount of island are big has a house.

Plane, powered by natural gas, are the most common way to get from one place to another. It is also the only offensive weapon left; tanks now have a defensive role and what is left of the navy is use as spare parts and scrap metal.

Timeline

1938: White Dawn: The destruction of the earth.

It's the end of the world as we knew it: 95% of the earth surface turns into vapor. What remain of land are many little islands. The islands are isolated. People living on island containing mostly city terrain are dying, since they lack means to produce food. The rural islands, with crops, farm animals and hunting ground manage to survive. Without electricity and gasoline, humanity goes

back to the dark ages. Cars, plane, factory are abandoned. Most technology becomes useless junk.

People try to link nearby island with bridge. Balloon exploration began. Some tries to convert zeppelin to a steam engine... The windmill producing electricity developed and sold by Poul La Cour in 1908 are now very useful. With electricity, radio communication is possible.

1942: The first travelers.

The first Electric Zeppelins are seen in the sky. Commerce between islands begins. The electric zeppelins are slow and heavy, making travel between islands very rare.

1943-45: The rebirth of the plane

The discovery of natural gas pocket at lower altitude and the conversion of the gasoline engine to the natural gas engine started an era of scavenging. All those cars, engine and factory that have not run in four years, now have value. More importantly, all those planes, build for a war against Nazi Germany, could now by converted and fly again.

With the plane came easy trade between islands. With trade was the rebirth of government. So Great Britain, Germany France, Russia all began to take shape. But many factions decided to remain independent. The island of Bonn (West Germany) is not under the control of Berlin. Russia is trying hard to unify itself, France, not so much. A large Island hosting a military base use by the Canadian air force during the BCATP declares itself independent.

It is common for Island to maintain independence against fallen countries. Many small wars occur during those years.

1946-1949: Stabilisation

Natural gas engine are now commonly use everywhere. Government are now in place. Many rogue & pirate island are autonomous.

Little facts about 1930

In case you don't remember.

AM radio started commercially broadcasting around 1920 and FM radio started in 1933. Farnsworth invents the television in 1934, but it will only become common in household around the "real" 1950, so TV is technologically possible in Sky d6, but not commonly used. Plastic items are more and more common since 1936.

Wind-up clock & watches are common. Houses usually have no fridge. Food is preserved with ice box, with salt or in cans. Cooking and heating is done with fire or gas stove. Wind powered electricity exists, but it is rare.

Life expectancy is 58 year for male and 61 for female.

Novels by Agatha Christie are the rage. Modern art is booming; Picasso is famous...

All planes are equipped with radio, so communication is possible, but almost no standard exist. Most major airfield and airport send a 2 letter signal in Morse code. This doesn't indicate the precise location of the airport, but it can help to determine where you are. Sadly, they don't use a standard frequency for this...

Radars are a reality, but they are huge. A standard radar base contain between 4 and 8 towers, each one tall as a skyscraper. The range of a radar tower goes from 1 km to about 10 km for the biggest one. Some experimental plane did carry a portable radar unit. But the effective range of such unit is very limited.

Pressure altimeter exist, most plane have one. Sonic altimeter, developed by the US in 1931, used a series of high-pitched sounds like a bat to measure the distance from the aircraft to the surface. Since most of earth surface is now gone, the sonic altimeter no longer works. But they became a valuable tool to locate island in the fog, or heavy rain. Sonic altimeters are very rare.

Inspiration

Casablanca, Saving private Ryan, Tintin & Indiana Jones give a nice feel of the thirties and forties. Sky captain and the world of tomorrow and Star wars, the Fallout videogame series.



Character creation

Attributes

Characters have 4 attributes: Might, Agility, Wits and Charm. Vehicles have 3: Body, Manoeuvre & Move. When a test must be done, the game master decides a attribute and a skill, add those two together to determine the number of dice to be rolled.

Note: A vehicle's manoeuvre is no longer added to his pilot agility.

It is strongly advise to use the Mini Six optional rule of “**Varying the Number of Attribute Dice**” and change the level from heroic to competent (10 dice instead of 12) to have every day heroes instead of near superheroes. If the players want to play an epic campaign, you can change the number of starting skill points.

Static attributes

Block is the target number you opponent must roll to hit you when you are unarmed. **Dodge** is the target number your opponent must roll to fire on you. **Parry** is the target number your opponent must roll to hit you when you are armed with a melee weapons. **Soak** is the target number your opponent must beat with his damage roll to hurt you.

Sense is new to Sky D6. It is the target number your opponent must roll to hide from you when you are not actively looking for him.

Block = ((Brawling skill dice + Might dice) x 3) + pips.

Dodge = ((Dodge skill dice + Agility dice) x 3) + pips.

Parry = ((Weapon skill dice + Might dice) x 3) + pips.

Soak = (Might dice x 3) + pips + armor value.

Sense = ((Perception skill dice + wits dice) x 3) + pips.

Plane's **Dodge** = (Manoeuvre dice + pilot skill) x 3 + pips

Plane's **Soak** = Body dice x 3 + pips.

Skills

The skill list for Sky d6 is very similar to the one in the standard Mini Six game. Examples of possible skill's specialisations are in parenthesis.

Athletics (*gymnastic, climbing, sport*)
Brawling (*punch, grapple, block*)
Communication (*radar, radar stealth & radio...*)
Command
Craft (*blacksmith, farming, wood working, music ...*)
Dodge
Drive (*car, motorcycle, boat*)
Etiquette (*street, aristocracy, politics*)
Explosive (*disarm, create, improvise explosive*)
Firearm (*pistol, machine gun*)
Gunnery (*machine gun, DCA, bombing*)
Medicine: (*first aid, surgery, diagnostic...*)
Melee (*parry, sword, bayonets*)
Navigation (*star navigation, map navigation*)
Negotiate (*haggle, diplomatic negotiation*)
Perception (follow trail)
Pilot Plane (*bomber, fighter plane, parachute ...*)
Pilot Airship (*zeppelin, balloon*)
Repair (*car, weapons, plane, engine...*)
Scavenge
Stamina
Stealth (*hide, shadowing*)
Streetwise
Survival (*forest, desert, urban ruins*)
Tactic
Thief (con, pickpocket, lock pick)

New Perks

(1) **Airship owner.** The character owns a balloon airship. The balloon can only go where the wind take it. It can be tied to a rope to go to a certain height and be brought down back to land later. Gas miners often use balloons.

(2) **Influence:** You are an important/influential member of society: a politician, a high officer of the local police department, a bishop, a crime lord.

(x) **Land owner:** You own a piece of land. It can be an apartment, a farm, a small independent island... The player and the game master should discuss before choosing this perk.

- (1) Small town house or farm or small Independent Island big enough for a small farm.
- (2) Business with employee
- (3) Rich town house, gas mine owner

(x) **Plane owner:** With the plane owner perks, your character starts the game with a plane in working condition. The cost in points depends on the type of plane. Two players may decide to share a plane, splitting the cost in two (round up)

- (0) WWI plane, glider.
- (1) Small civil plane, scout
- (3) Medium civil plane, fighter, fighter bomber
- (6) Large civil plane, small bomber, utility plane
- (8) Bomber.

Plane's problems & upgrade

The *problem & upgrade* are similar to the perks & complication, but for plane. The problems give points that can be used to buy upgrades. You can choose a problem & upgrade at the moment of creation, or you can try to upgrade your plane during play.

Problems

- (-1) **Weak structure:** body -1
- (-1) **Old tail design:** manoeuvre - 1
- (-1) **Old carburetor:** move -1
- (-1) **Old weapon:** the weapon damage is reduced by -2. (3d become 2d+1)
- (-1) **No radio.**
- (-1) **Rough lander:** All tests to land this plane are harder by 1 step (5)
- (-2) **Poor Italian structure:** Body -2
- (-2) **Pathetic French engine:** move -2
- (-2) **Flies like a brick:** manoeuvre -2
- (-2) **Piece of junk:** all repair rolls concerning this plane are harder by one step. For example; you must succeed a "Difficult" test instead of "moderate" one...

Upgrades

- (1) **Reinforced Italian cockpit:** body +1
- (1) **French tail design:** Manoeuvre +1
- (1) **Merlin carburetor:** move +1
- (1) **Twin machine guns:** Damage +2.
- (1) **Hidden compartment:** a hidden compartment, able to carry half the cargo of the plane. Requires a very difficult Wits+ perception test to be found.
- (2) **Easy flyer:** Taking off & landing this plane are 1 step easier (moderate become easy)
- (2) **Reinforced German cockpit:** body +2
- (2) **British wing design:** manoeuvre +2
- (2) **Rolls Royce griffin engine:** move +2
- (2) **Home-made gun port:** Add a machine gun to a civil or utility plane. The gun is operated by the pilot and does 3d of damage on plane.
- (2) **Additional gun turret:** The gun does 3d damage on plane. *Available for a plane with 1 passenger or more.*
- (3) **Radar:** The plane is equipped with half mile range radar
- (3) **Stealth equipment.** The pilot may do a moderate Wits +Communication (radar stealth) roll to avoid being detected by radar.

Optional: Hero & Character points

The Hero points are not used in Sky d6. Instead, the player may decide to use 3 unspent character points to achieve a similar effect. The character points are lost when the player decide to use them to have a bonus or to reduce a wound.

3 CC = +6 on a roll

3 CC = Reduce a wound by one level

Character creation in short

- *Determine concept, name, origin.
- * Split 10 dice between Attributes
- * Split 7 dice between perks and skills.
- * Determine Static attribute.
- * Choose plane upgrade and problems
- * Choose gear



Rules

New action: Concentrate

The action concentrate allow the character to take some time to make a test a bit easier: Aim carefully with a rifle, slowly pick a lock or get perfectly position behind an enemy aircraft before attacking...

. This requires no roll and takes as long as the original action: Concentrate to fire a rifle take one action, concentrate to treat a wound (medicine) is an hour.

Roll: none Time: as the action

Effect: The following action gets +1d. It is impossible to have a bonus bigger than your current skill.

It is possible to concentrate multiple rounds in a row to accumulate the bonus. It is still impossible to have a total bonus bigger that the current skill.

Ararof aims carefully with his rifle for 2 complete rounds. This should give him a bonus a +2d(+1 per round), but his firearm skill is only 1d+2 so the bonus is restricted to 1d+2. For his next action, his firearm skill will be of 3d+1.



Air combat

To hit an enemy plane, you must roll a number of dice equal to the **Manoeuvre** of your plane plus your **piloting** skill. If your rolls is higher that the **Dodge** of the enemy plane (Manoeuvre + pilot skill) *3, the attack was successful.

If the roll is a success, the attacker rolls his damage. If the **Damage** roll is greater than the **Soak** of the target, the target is hit. The difference between the damage roll and the soak determine the result and the location of the attack.

Damage-Soak	Result	Effect
1-3	Light	None
4-8	Damage	-1 to move
4-8*	Heavy Damage	-1d to maneuver
9-12	Cracked frame	-1d to body
13-15	Losing control	-2d maneuver
16&+	Crashing	The plane dives

**Note: A Vehicle is damaged if the result is between 4 and 8 and he already has received a hit at the same location.*

Going under or Negative Angels

Since all pressure barometers in planes indicate the altitude of zero at sea level, in a world where the sea is no longer there, it is possible to go at a negative altitude. This is called "Going under". It is dangerous for various reasons. First, there is less oxygen, so the engine can stall or the pilot can fall unconscious, both with deadly consequence. Highly flammable pocket of natural gas or pocket of toxic gas can also be deadly to the pilot who dares to go under. Finally, most habitable island is at sea level, some islands are at higher altitude, but no known islands are below. So in case of problem, there is no land to crash into.

For each minute pass under sea level, it takes 1 minute to go back to a safe altitude (over sea level). So if a pilot dives for 4 minutes, it will take 4 more minute to go back to the safe altitude. If the engine is stalled or

destroyed (Move = 0 or less) it is impossible to go back at a decent altitude and the plane will crash into nothingness.

Roll a single dice after each minute a plane pass under. On a result of 1, something happen, see the table:

D6	effect
1	Natural gas cloud
2	Co2 pocket
3	Deep acid cloud
4	Pebble cloud
5	Killer Bolder field
6	Giant region

Natural gas pocket: The whole pocket catches fire. The plane suffers 3d of damage. Every passenger suffers 4d damage.

Co2 pocket: The pilot must succeed a moderate test (11) wits + pilot skills to keep his engine running. In case of failure the engine dies, the plane is now a glider. To restart the engine a moderate test (11) of wits + mechanics must be done. All passenger must success a moderate test (11) Strength + Stamina. In case of failure, the character loses consciousness.

Deep acid cloud: All characters suffer 4d of damage.

Pebble cloud: The plane suffers 4d damage.

Killer Bolder field: The plane enters a region filled with large bolder or rock floating. A successful difficult test

(16) of manoeuvre + pilot skill is needed to dodge. During the night, the test is very difficult (21). In case of failure, the plane hit a rock and suffers 5d Damage

Giant region: The plane enters a very large region of a type determine by a second roll. The effects are done 3 times in a row.

Gliding

A glider can fly over a distance of 200km with good climatic condition. They could be launch by being tow by a plane, a car or by a winch. The military also used glider: they are single use aircraft, used to transport silently troops & gear behind enemy line.

To fly a glider to a location, the pilot must choose between the 2 options: Wait for good weather or jump into the cockpit and hope to make it.

To determine if the weather is proper for such a flight: a successful test of wits + navigation is required. One test can be done per day. A failure indicate that the person don't thing the weather is proper. The difficulties depend of the distance of the flight. The specific target number is described in the navigation skill.

To fly a glider in any other situation, the pilot must roll manoeuvre +piloting to reach its destination. The specific target number is described in the piloting skill.

Equipment

Gear price list

The value of an item will change greatly in a world where island are very different from one another. The following prices are mostly to give an idea of what a dollar is worth around 1940.

Also, the different countries do not use the same currency. The british pound, the german Deutsche Mark & the Russian ruble don't have the same value.

Clothing	cost
Leather shoes	4\$
Shirt/blouse	3.50\$
Raincoat	8\$
Men's suit	25\$
Woman's dress	12\$
Evening dress	30\$ &+

Food	cost
Bottle of coke	0.05\$
Loaf of bread	0.12\$
Beer	0.05\$
Milk (gallon)	0.50\$
Meal (cheap restaurant)	0.75\$
Meal (decent restaurant)	2.00\$

Gear: Basic	cost
Air pump	1\$
Binoculars	26\$
Camera	14\$
C.B. radio	30\$
Fishing gear	2.50\$
Jerry cans (5 gal.)	0.60\$
Matches (100)	0.07\$
Mirror	0.30\$
Radio	20\$
Tool (saw, shovel)	2\$
Whistle	0.30\$

Gear: Business	cost	
Gas mining gear	2000\$	Require a gas mining balloon
House	6500\$	
Steel tower	25\$	Per 20'
Radio broadcaster	430\$	30 miles range
Searchlight	85\$	
Still	140\$	Produce alcohol
Windmill generator	150\$	Produce electricity

Gear: Camping	cost
Back pack (small)	5.50\$
Back pack(large)	13\$
Bed roll (winter)	10.50\$
Blanket	1
Cantina, for one	0.75
Cantina, for 4 persons	3\$
compass	5\$
Duffle bag	3\$
Flashlight	2.50\$
Lantern	1.25\$
Gas stove	9\$
Snowshoes	4\$
Ski	5.50\$
Tent	16\$
Tent (patrol, for 8)	30\$

Gear: Piloting	cost
Flare	0.30\$
Flare gun	6\$
Fire extinguisher	4\$
maps	6.50\$
Parachute	75\$
Pocket altimeter	4\$
Strobe marker	8.50\$

Gear: Protection	Cost	soak
Leather apron	12\$	+1
Leather coat	30\$	+2
Gangster vest	85\$	+3
Flak jacket	260\$	+8*
SN-42	680\$	+12*

*affect agility

Gear: Professional	cost
Basic Tool box	50\$
Garage toolbox & gear	450\$
First aid kit	3.50\$
Ambulance first aid kit	35\$
Doctor's instrument	250\$

Gear: Security	cost
Camera (spy, hidden)	65\$
Gas mask	13\$
Metal detector	32\$
Mine detector	80\$
Radiation detector	180\$
Disguise kit	60\$
Lie detector	80\$
Lineman phone	7\$
Lock picks	6\$

Weapon price list

Weapons	cost	Dom.
Axe	4\$	+2d
Police stick	3.50\$	+1d
Bayonet	4.50\$	*
Brass knuckles	1.75\$	+1
Knife	3\$	+1d
Sword	18\$	+2d+2
Pistol	45\$	4d
Shotgun	25\$	4d+2
Rifle	50\$	5d
Sub-machine gun	115\$	4d/6d
Assault rifle	275\$	5d/7d
Machine gun	350\$	7d
Heavy MG	475\$	8d
Rocket launcher	220\$	8d
rocket	10\$	

Weapon accessories	cost	Effect
Ammo belt	2\$	
Ammo magazine	1.25\$	
Battle vest	7\$	
Bipod	6.75\$	
Gun cleaning kit	2\$	
Holster, belt	3.50\$	
Holster, undercover	6.50\$	
Rifle case	5\$	
Scope	40\$	+25% long range
Silencer (pistol)	25\$	

Weapon: Explosive	cost	Dom.
C4	9\$	7d
Detonator (plunger)	7\$	
Detonator Caps(50)	4\$	(2d)
Dynamite	0.50\$	5d
Electric detonator	18\$	
Fuse (100')	1.25\$	
Grenade		5d
Mine	1\$	5d
Mine (anti-tank)	13\$	9d
Trip wire (200')	0.30\$	
Trip flare	0.65\$	



Vehicle price list

Vehicles: Ground	cost
Bicycle	14\$
Scooter	100\$
Motorcycle	400\$
Car	700\$
Sport car	1000\$
Jeep	800\$
Large truck	1750\$

Vehicle: Common planes	cost
Used WWI fighter	100\$
Glider	200\$
Small civil plane	3500\$
Medium civil plane	18,000\$
Large civil plane	65,000\$
Gas mining balloon	6500\$

Vehicle: Military planes	cost
Scout	30,000\$
Fighter	50,000\$
Fighter bomber	60,000\$
small bomber	125,000\$
Utility plane	95,000\$
Bomber	250,000\$

Vehicle: Spare parts	cost
Body part	1% vehicle cost
Direction part	5% vehicle cost
Engine part	10% vehicle cost
Gun part	10% gun cost

Worker & Services	cost	
Average Salary	1900\$	Per year
Average Wage	0.30\$	Per hour
Gun repair	10\$	
Gun upgrade	50\$	Per points
Hospital care	20\$	Per day
Vehicle repair	2%	Per check
Vehicle upgrade	10%	Per points

Plane ticket	75\$	Internal flight
Plane ticket	200\$/1000km	External flight
Tram ticket	0.10\$	
Train ticket	1.75\$	



Protective gear

The leather coat is a classic in protective gear, use by pilot, biker, and steel worker. The gangster vest is a homemade personal armor, build with layer of heavy leather and cotton. The flak jacket was use sometime by the infantry and in the large bomber of the air force. It was too large to be usable in fighter. The SN-42 is a Russian steel breastplate.

<i>Armor</i>	<i>Soak bonus</i>	<i>Agility malus</i>
Leather apron	+1	
Leather coat	+2	
Gangster vest	+3	
Flak jacket	+8	-1d
SN-42	+12	-2d

Short weapon list

In 1938, the shadow of a war to come was very present in Europe. The mass production of weapon makes them very easy to find in what is now the world. After 12 years of trade and tinkering, it is not uncommon to find German weapons on British island, along with American and Russian one

<i>Heavy MG</i>	<i>Dom</i>	<i>Range</i>			<i>Rule</i>
		<i>Short</i>	<i>Med.</i>	<i>Long</i>	
Pistol	4d	15	40	80	
Rifle	5d	50	200	300	
Shotgun	4d+2	20	45	90	
Sub MG					
(one shot)	4d	20	40	120	
(burst)	6d	4	8	24	Jam
Assault rifle					
(one shot)	5d	30	120	300	
(burst)	7d	6	24	60	Jam
Machine Gun	7d	5	25	200	Jam
(on tripod)	7d	10	250	2000	Jam
Heavy M.G.	8d	30	250	2000	Heavy
Missile Launcher	8d	30	70	300	Slow

Weapons special rules:

Some weapons are describe has having special rules. Here they are:

Burst: Certain weapon can fire both single bullet and automatic burst. Others can only fire in automatic mode. A weapon firing on automatic mode does more damage but is only effective on a shorter range

Burn: after a successful attack, the target is on fire, inflicting 5d of damage every round.

Heavy: The weapon cannot be used while being carried; it must be mounted on vehicles or in a gun emplacement. They use the Gunnery skill instead of firearm.

Jam: if the "wild" die indicates a one, the weapon jams. A moderate test of the repair skill is needed before the weapon can be used again.

On tripod: Some automatic weapons have a tripod. It takes two actions to setup a tripod. Once the tripod is properly placed, the user can fire in burst over great distance.

One shot: Certain weapon can fire both single shot and automatic burst. Use this line when the user fires a single shot. It is less deadly and more accurate (longer range)

Slow: The weapon must be reloaded after each shot. It takes 2 actions

Close combat weapon

<i>Close combat weapon</i>	<i>Dom</i>	<i>Note</i>
Axe	+2d	A wood cutting axe
Bayonets	+1d	Hand held
	+2d	Mounted on a rifle
Knife	+1d	
sword	+2d+2	
Pistol and small items	+0d+2	improvised weapon
Rifle & M.G.	+1d+1	improvised weapon

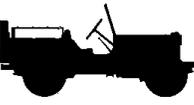
Vehicles

	Name	BMW R12		
	Type	Motorcycle		
	Scale	2d	Range	175 km
	Body	1d	Crew	1
	Mnv	1d+1	Passenger	1
	Move	3d	Cargo	10kg

	Name	Scooter		
	Type	motorcycle		
	Scale	2d	Range	100
	Body	0d+2	Crew	1
	Mnv	0d+2	Passenger	0
	Move	1d	Cargo	10kg

	Name	Ford 1935		
	Type	car		
	Scale	2d	Range	400
	Body	2d	Crew	1
	Mnv	0d	Passenger	4
	Move	2d+1	Cargo	250kg

	Name	Jaguar ss.100		
	Type	car		
	Scale	2d	Range	300
	Body	2d	Crew	1
	Mnv	1d	Passenger	1
	Move	3d+2	Cargo	80kg

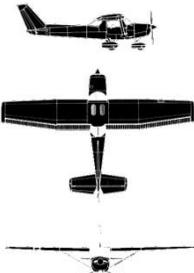
	Name	Jeep		
	Type	truck		
	Scale	2d	Range	600
	Body	2d+2	Crew	1
	Mnv	0d	Passenger	3
	Move	2d	Cargo	200kg

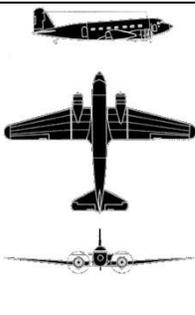
	Name	Opel Blitz		
	Type	truck		
	Scale	2d	Range	400
	Body	3d+1	Crew	1
	Mnv	-1d	Passenger	1
	Move	1d+2	Cargo	9000kg

	Name	T-34		
	Type	Tank		
	Scale	2d	Range	400
	Body	6d+1	Crew	1
	Mnv	-1d	Passenger	1
	Move	1d+1	Cargo	400kg
	Main Gun	7d		
	Mg(2)	5d		

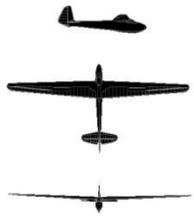
	Name	Sd.Kfz. 250		
	Type	Half track		
	Scale	2d	Range	300
	Body	4d	Crew	2
	Mnv	-1	Passenger	4
	Move	1d+1	Cargo	80kg
	MG (turret)	5d		

Civil Plane

	Name	Cessna c34		
	Type	small civil plane		
	Scale	4d	Range	1000 km
	Body	1d+1	Crew	1
	Mnv	1d	Passenger	3
	Move	2d	Cargo	200kg

	Name	Douglas dc2		
	Type	medium civil plane		
	Scale	4d	Range	1500 km
	Body	1d+2	Crew	2
	Mnv	0d	Passenger	12
	Move	2d+1	Cargo	1000kg

Glider

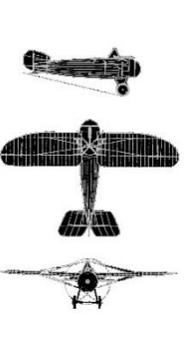
	Name	Dfs Olympia		
	Type	Glider		
	Scale	4d	Range	-
	Body	0d+2	Crew	1
	Mnv	-1d	Passenger	-
	Move	2d	Cargo	30kg

	Name	Abbott Baynes		
	Type	Glider		
	Scale	4d	Range	-
	Body	1d	Crew	1
	Mnv	-1d	Passenger	1
	Move	1d+1	Cargo	100kg

WWI Plane

The First World War has been over for a long time. The plane uses in 1914-18 are slow and fragile compare to the modern fighter. But they are simple, easy to repair and cheap.

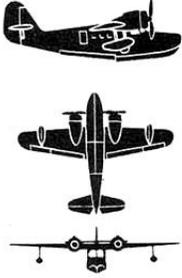
	Name	Fokker DVIII		
	Type	WW1 fighter		
	Scale	4d	Range	400 km
	Body	1d+1	Crew	1
	Mnv	0d	Passenger	-
	Move	1d+1	Cargo	40kg
		Front machine gun	2d+2	

	Name	Bristol F2		
	Type	WW1 Fighter		
	Scale	4d	Range	350km
	Body	1d+1	Crew	2
	Mnv	-2	Passenger	-
	Move	1d	Cargo	40kg
		Front machine gun	2d+1	
	Turret machine gun	2d+1		

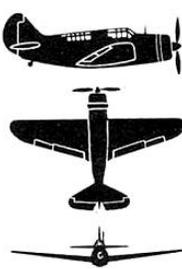
Military plane

Military plane have specific role. A scout plane is a lightly armed if armed at all plane. Usually able to climb to great height to avoid radar, it is usually equipped with photographic equipment. Fighters are design for dog fighting, and often use to defend bomber against enemy fighter. A fighter bomber is a heavier fighter, also equipped with bombs. Often use against small base

and boat. A small bomber is the first plane to be described as long range bomber. They were big and slow. The bombers are huge aircraft, carrying a crew of dozen, it had range of action of many thousand kilometers. A utility plane is a heavier version of a civil plane, used to carry gear and people.

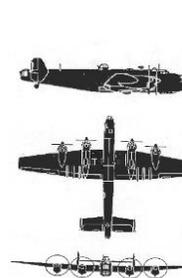
	Name	Grumman JRF Goose		
	Type	Utility plane		
	Scale	4d	Range	1500km
	Body	3d	Crew	2
	Mnv	-2	Passenger	4
	Move	2d+1	Cargo	3000kg

	Name	Curtiss S03c		
	Type	scout		
	Scale	4d	Range	1300km
	Body	1d+1	Crew	1
	Mnv	1d+1	Passenger	1
	Move	2d	Cargo	800kg
			Front machine gun	2d+1

	Name	Curtiss S02C Helldiver		
	Type	fighter bomber		
	Scale	4d	Range	1200km
	Body	2d	Crew	2
	Mnv	1d	Passenger	0
	Move	3d+1	Cargo	100kg
			front machine gun	3d+1
			turret machine gun	3d+1
		bomb (4)	5d	

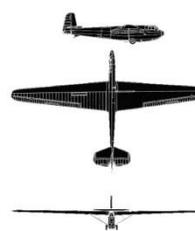
	Name	Grumman F4F Wildcat		
	Type	fighter		
	Scale	4d	Range	1300km
	Body	2d	Crew	1
	Mnv	2d	Passenger	0
	Move	4d	Cargo	30Kg
			Front machine gun	3d+2

	Name	Heinkel He-111		
	Type	small bomber		
	Scale	4d	Range	2000km
	Body	3d+1	Crew	2
	Mnv	0d	Passenger	3
	Move	2d+2	Cargo	700kg
			front machine gun	3d
			turret's machine gun	3d
		Bombs (25)	5d	
		Or Bombs (8)	7d	

	Name	Handley Page Halifax		
	Type	bomber		
	Scale	4d	Range	5000km
	Body	4d+1	Crew	3
	Mnv	-1d	Passenger	8
	Move	3d	Cargo	2000 kg
			front machine gun	3d+1
			top machine gun	3d+2
		Turret machine gun	3d+2	
		Bombs (35)	7d	

Military Glider

	Name	Gotha		
	Type	Glider		
	Scale	4d	Range	-
	Body	1d	Crew	2
	Mnv	-1d	Passenger	9
	Move	2d	Cargo	1200
	Front machine gun		2d+1	
	Door side MG		3d	

	Name	Piper		
	Type	Glider		
	Scale	4d	Range	-
	Body	0d+2	Crew	1
	Mnv	-1d	Passenger	1
	Move	1d	Cargo	400kg

Blimp & Zeppelin

	Name	L Class blimp		
	Type	Blimp		
	Scale	4d	Range	2000km
	Body	1d	Crew	2
	Mnv	-1d	Passenger	4
	Move	1d	Cargo	1 Ton.

	Name	USS Akron ZRS-4		
	Type	Zeppelin		
	Scale	4d	Range	12000km
	Body	5d+1	Crew	40
	Mnv	-2d	Passenger	30
	Move	0d+2	Cargo	80 Ton.
	Turret machine gun(4)		4d	

Prototype

	Name	Wolf fw-61		
	Type	Helicopter		
	Scale	4d	Range	150km
	Body	0d+2	Crew	1
	Mnv	-1d	Passenger	
	Move	1d	Cargo	40kg

	Name	Messerschmitt 163 Komet		
	Type	Fighter/ glider		
	Scale	4d	Range	40km
	Body	1d+1	Crew	1
	Mnv	3d /0d	Passenger	
	Move	6d /1d	Cargo	0kg
	Front cannon		4d	

The world

The world is now reduce to a amount of floating island, some very small, some big enough to be small countries. The only way to travel from a place to another is by plane. Trade, smuggling, invasion all is done with planes. Since the setting is just before ww2 should have occurs and since the vast majority of the earth population died during the white dawn catastrophe, plane are very common. Since the catastrophe, some country did manage to stay organized. Some did not. Some regions are just empty space. Others are under the control of pirates. Some regions are filled with very small floating rocks, making the area very dangerous to fly thru.

Europe (1949)



France

Once a great republic, France is now a no fly zone. The French airspace is filled with pirates, or with small Independent Islands that defend themselves very violently. Flying over France is dangerous. Most pilots will avoid it.

Greece

Greece is an alliance of Independent Island, under the strong leadership of Ioannis Metaxas. Greece is not powerful enough to be a real threat to most modern country, but Metaxas did manage to mobilise enough troop to resist an Italian invasion.

Germany

The country consists of 16 states, and its capital and largest city is Berlin. Germany is one of the major military and economic powers of the European continent and a leader in many theoretical and technical fields.

Since 1943, Germany is separate in two: Nazi Germany and Bonn. 85% of what is left of Germany is under the control of Nazi Germany, and what is left is under the control of Bonn.

Germany is a highly structure country with a spectacular army. Flying in Nazi territory is dangerous if you don't have the proper paper and identify yourself by radio signal.

Germany: Pirate State of Bonn

The pirate state of Bonn is a small territory stuck between France and Nazi Germany. Bonn is a rich island, with a very big military base, a good amount of fire power, and no desire to follow the Führer in his plan of conquest. A dozen small islands are under the control of Bonn. Bonn's mayor is a straw man with 3 goals: make as much money as possible, keep the population happy and keep the different crime boss happy. Bonn is a heaven for French pirates, English smuggler and ex-Luftwaffe pilot hoping to become mercenary. The crime is rampant. Every business pays a tax to one or many crime lord.

Italy

Italy's center of operation is the Ring, a tight group of island located in the north. Italy is not an ally of Berlin, but they are not at war also. They are one of the few countries to still do business with Germany.

Norway, Sweden & Finland

Norway, Sweden and Finland are a union of Independent Islands. There is not a single unified leader.

Romania

Romania is a union of independent islands, all under the influence of the Iron Guard, an ultra-nationalist, fascist, anti-communist and anti-Semitic political group. They promoted the Orthodox Christian faith.

Spain

The north of Spain is almost empty. No island at all; a vast sea of clouds. The south coast, where there used to be the Mediterranean Sea, is however preserved. They are mostly friendly to anyone with good manners and/or money.

Switzerland

The Swiss Confederation is trapped between by Germany to the north & east, France to the west, Italy to the *south*.

Small in size and population, the strongest defence factor is the presence of a massive bolder field covering their entire territory. Those floating rocks are what remains of the Alps. It is very dangerous to fly under 4400M. It is rumoured that the Swiss army have precise maps of "safe" flight path. The island altitude varies from minus.

United Kingdom

The United Kingdom is civilised, structured, strong and united under the control of King George VI..

The UK is openly at war with Germany.

USSR:

Moscow is a gigantic island, one of the biggest there is. With an intact industrial center, the Russian army is probably the biggest army there is.

The URSS is currently in a vast operation to empty Poland of its population. Vast work camps are being built east of Moscow.

Ukraine:

Once part of USSR, Ukraine is now a pirate state. The Ukraine region managed to gain its freedom from Russian influence. At least for now. It is unsafe to fly over Ukraine.

Adventure seeds

The Russian attack all nearby island and kidnap their population, why? Rumour speaks of immense work camps, but what would require such work force?

An alliance between Berlin and Moscow would create an undefeatable empire. The British secret service hires the heroes to help stop such an alliance

A crime lord of Bonn needs a new smuggler to establish an illicit trade route to Switzerland.

A modern Templar goes from island to island to talk to people about Christianity. He is in fact a heroin smuggler. The heroes are hired to hunt him down.

A German zeppelin carries a new prototype plane. The British wants the plane. But they are not the only ones...

The heroes are hired by a Russian man to destroy a pirate stronghold in Ukraine. They will learn that

Q&A

This section answers some questions. The players, like most people in the world, do not know these facts.

What is the cause of the white dawn catastrophe?

An experience on atomic fusion started a chain reaction in the earth crust.

What happen to the earth?

The fusion of atom spread to most of the earth, the core of the earth collapse on itself. Then the magma drops on this small and denser core. The earth crust broke and fell. The earth therefore maintains its mass, its gravitational force. The core is still liquid, only denser. There is still a magnetic field on earth. Deep down, clouds of heavy gases hide the core from those who remains.

Floating islands, how?

The chain reaction altered a yet undiscovered element; Terbium, witch altered by the White dawn catastrophe, begin to emit a strong TBM field. All the small particles of terbium on earth are supported by this field, powerful enough to fight the Earth's gravity.

Small pebble of rocks containing Terbium ore therefor float. A pebble of pure Terbium would take a tremendous amount of energy to move. A rock of terbium would go right thru a plane. A kilo of terbium can support an island with hundreds thousands tons of rock. The field of TBM radiation could be altered by human means; strong electromagnetic fields, radiations... This concept could lead to nations trying to understand and control the TBM fields. And then control the sole thing that keeps up alive.

What? That makes no sense at all!

The point was to have a setting for a role playing game, not to develop a viable physic model.



NPC

Name Carl Stanton Smuggler with a heart of gold and a rusty plane.					
Agility 3d					
Charm 2d					
Might 2d					
Wits 3d					
Block 6	Dodge 9	Parry 9			
Sense 9	Soak 6				
Skill	Pilot 1d, Firearm 1d, Negotiate 1d, Stealth 1d				
Skill	Street wise 1d, Melee 1d, Navigation 1d				
stun	Wnd	Heavy wnd	Inc.	Deadly	
0	0	0	0	0	
Gear	Plane, Dog, pistol, knife, Stolen goods				
Gear	Old Tool box, flight manual				
Weapon	Dom	Range			
Pistol	4d	15/ 40/ 80			
Plane: Old WW1 plane					
Body	1d+1	Soak	4		
Mnv	2d	Dodge:	9		
Move	1d+2				
Gun:	MG 2d+2				

Name Alfred de Vigny Weapon dealer, thief, petty crime lord of Bonn.					
Agility 1d					
Charm 3d					
Might 2d					
Wits 4d					
Block 6	Dodge 6	Parry 6			
Sense 15	Soak 6				
Skill	Thief 1d, Negotiate 2d, Street wise 1d,				
Skill	Perception 1d, Firearm 1d, Dodge 1d				
stun	Wnd	Heavy wnd	Inc.	Deadly	
0	0	0	0	0	
Gear	Cargo of weapons and explosives, car				
Gear	Old French officer jacket				
Weapon	Dom	Range			
Sub mg	4d/6d				
Small pistol	3d+2	5/ 10/ 15			
Ally					
Allan, Driver & bodyguard					
The Doctor, Major crime lord of Bonn, very dangerous					
M. Auslander, SS officer, another dangerous man.					

Name Will Carleton Adventurous journalist					
Agility 2d					
Charm 3d					
Might 2d					
Wits 3d					
Block 9	Dodge 6	Parry 6			
Sense 15	Soak 6				
Skill	Street wise 2d, Negotiate 1d, Brawling 1d				
Skill	Craft: Writing 1d, Perception 2d				
stun	Wnd	Heavy wnd	Inc.	Deadly	
0	0	0	0	0	
Gear	Note book, camera, rain coat				
Weapon	Dom	Range			
Brass knucle	2d+1				

Name Sarah Kilgore Independent mechanic					
Agility 3d					
Charm 3d					
Might 2d					
Wits 2d					
Block 6	Dodge 9	Parry 6			
Sense 9	Soak				
Skill	Repair 2d, Firearm 1d, Scavenge 1d,				
Skill	Perception 1d, Drive 1d, Pilot 1d				
stun	Wnd	Heavy wnd	Inc.	Deadly	
0	0	0	0	0	
Gear	Tools, hangar, old jeep, enough spare				
Gear	Parts to build 4 planes, Glider				
Weapon	Dom	Range			
Rifle	5d	50/200/ 300			

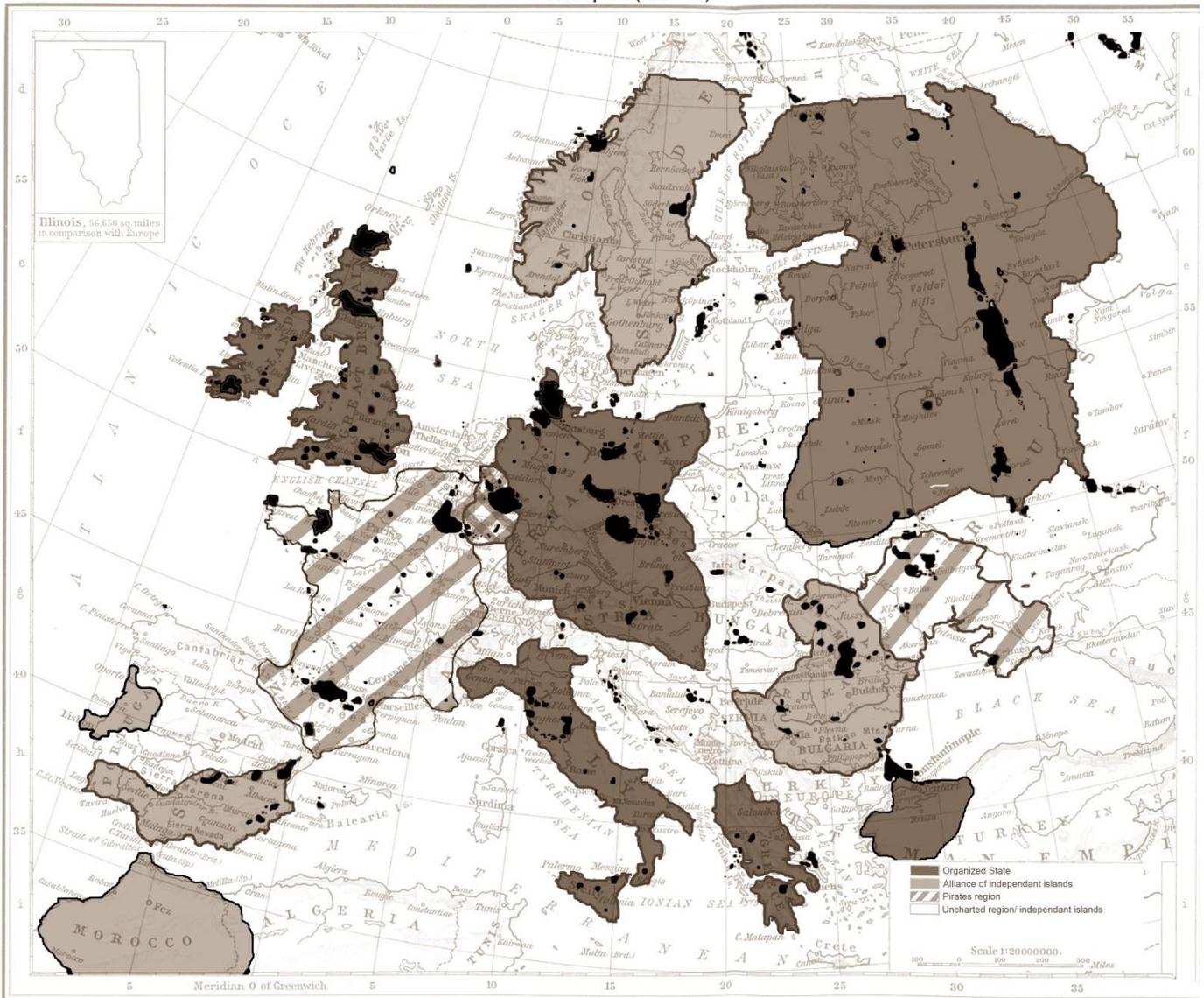
Name	Al Masfiwi						
Morocco's finest pilot							
Agility					4d		
Charm					2d		
Might					1d		
Wits					3d		
Block	6	Dodge	15	Parry 3			
Sense	9	Soak	3				
Skill	Pilot 2d, Navigation 1d, Gunnery 1d						
	Brawling 1d, Dodge 1d, Stealth 1d						
stun	Wnd	Heavy wnd	Inc.	Deadly			
0	0	0	0	0			
Gear	Plane, small house, motorcycle						
Weapon	Dom		Range				
Plane: Fighter							
Body	2d+1	Soak	7				
Mnv	2d	Dodge:	17				
Move	4d						
Gun:	MG: 3d+2						

Name	Mykola Khvylovy						
Ukrainian freedom fighter							
Agility					2d		
Charm					2d		
Might					4d		
Wits					1d		
Block	15	Dodge	12	Parry 18			
Sense	3	Soak	14				
Skill	Melee 2d, Firearm 1d, Brawling 1d, Dodge 2d						
	Survival 1d						
stun	Wnd	Heavy wnd	Inc.	Deadly			
0	0	0	0	0			
Gear	Horse, knife, sword, pistol, Rifle, gas mask						
	Leather jacket (+2 soak)						
Weapon	Dom		Range				
Rifle	5d		50/ 200/ 300				
Sword	6d+2						
Ally							
A dozen of proud Cossack.							
A Romania Iron guard officer							

Name	John Ransom						
Soldier, infiltration specialist							
Agility					3d		
Charm					2d		
Might					3d		
Wits					2d		
Block	12	Dodge	12	Parry 9			
Sense	9	Soak	9				
Skill	Stealth 1d, Perception 1d, Firearm 1d						
	Brawling 1d, Survival 1d, Etiquette 1d, Dodge 1d						
stun	Wnd	Heavy wnd	Inc.	Deadly			
0	0	0	0	0			
Gear	MG, pistol, bayonet, parachute, casual clothing, English-German dictionary						
Weapon	Dom		Range				
MG	7d						
Pistol	4d		15/ 40/ 60				

Name	Ima Cade						
Pirate ground control							
Agility					3d		
Charm					4d		
Might					1d		
Wits					3d		
Block	3	Dodge	9	Parry 3			
Sense	9	Soak	3				
Skill	Repair 1d, Navigation 1d, Command 1d						
	Thief 1d, Stealth 1d, Gunnery 1d, Firearm 1d						
stun	Wnd	Heavy wnd	Inc.	Deadly			
0	0	0	0	0			
Gear	Saw off shotgun, portable Radio, tool kit						
Weapon	Dom		Range				
Saw off Shotgun	4d+2		3/ 6/ 15				

Europe (1949)



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Finalement, un gros merci à la Dame de mes pensées.