

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 of 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.

Content

Settings.....	5
Timeline.....	5
Little facts about 1930	6
Inspiration	6
Rules.....	7
Independent skills	7
Statistics	7
Static statistics	7
New Perks	7
Plane’s problems & upgrade.....	8
Gun’s problems & upgrade	9
Wild dice	9
Skills.....	9
Optional: Using skills.....	10
Air combat.....	16
Damage Location	16
Flying a damaged plane	16
Plane Damage Sheet	17
Going under or Negative Angels	18
Gliding	18
Optional: Hero & Character points	19
Character points.....	19
Equipment.....	20
Gear price list	20
Weapon price list	21
Vehicle price list	22
Optional: Availability.....	22
Protective gear	23
Short weapon list	23
Weapons special rules:	23
Close combat weapon.....	23
Optional: Complete weapon list	24

Vehicles.....	26
Motorcycle.....	26
Cars	26
Civil Plane.....	27
Glider	28
WWI Plane	28
1940 military plane	29
Military Glider.....	30
Zeppelin	31
Sky-Fi ship	32
The world.....	33
The world in short:.....	33
France	34
Greece.....	34
Germany	35
Germany: Pirate State of Bonn	35
Italy	36
Morocco.....	36
Norway, Sweden & Finland.....	37
Poland	37
Romania	37
Spain	38
Switzerland	39
United Kingdom	39
USSR:.....	40
Ukraine:.....	40
Scenario: Humphrey’s job.....	41
Act one: Meeting Humphrey	42
Act two: Pirates.....	43
Act three: Poland	44
Scenario: Ebene & Shadows	45
Act one: Pleasant morning.....	46
Act two: Heydy.....	47

Act three: Gothlan.....	48	Act 4b: working for the winter king.....	56
Act four: Shadow under Gothlan	49	Adventure seeds	57
Scenario: lonely ice	50	Q&A.....	57
Act one: Going to the Faroe Islands.....	52	NPC.....	57
Act Two: Looking for the man.....	53	Legal stuff.....	61
Act Tree: The winter king	54		
Act 4a: escape from the winter king	55		

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.



Rules

Independent skills

Sky d6 use the optional rule *independent skill*, has written in Mini Six (page 19). This means skills are between 0 and 2d and are added to a statistic to determine the number of dice.

Statistics

Characters have 4 statistics: Might, Agility, Wits and Charm. Vehicles have 3: Body, Manoeuvre & Move. When a test must be done, the game master decides a statistic 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 statistics

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.

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 bring down back to land later. Gas miner often use balloon.

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

(1) Official. Minor rule don't apply to you. Police inspector, department chief.

(2) Official in charge. Small town major. Chief of police.

(1) **Bloodline**

Italian father: -1 agility, +2 skill pts. , 0d+2 command

French mother: -1 might, +2 skill pts., 0d+2 craft

German grandfather: -1 charm, + 2 skill pts., 0d+2 repair

Russian grandmother: -1 wits, +2 skill pts., 0d+2 scavenge

(1) **Gentlemen.** You always have a nice suit. You are always shaven. This perk provides a +1d bonus to charm when interacting with woman and +1d to resist torture and intimidation.

(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) **Military power:** You are a member of the army. The number of soldier you can command depend of your rank

- (1)Sargent: You lead a squad of a dozen men.
- (2)Lieutenant: You lead haft a dozen of squad.

(1) **My baby:** You know everything there is to know about your plane and other plane of the same model. All repair roll with this plane are easier by one step. (Easy test become very easy) This perk does not affect upgrade test.

(x) **Plane owner:** With the plane owner perks, your character starts the game with a plane in working condition. The cost in point depends of the type of plane. Two player 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.

(1)**Faith:** Give a +1d bonus to wits when the game master considers that the life of the character is on the line.



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 problem & upgrade at the moment of creation, or you can try to upgrade your plane during play. (See **upgrade**, in the "using skills" section)

Problems

- (-1) **Weak structure:** body -1
- (-1) **Old tail design:** manoeuver – 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 roll concerning this plane are harder by one step. For example; you must roll difficult instead of moderate...

Upgrades

- (1) **Reinforced Italian cockpit:** body +1
- (1) **French tail design:** Manoeuver +1
- (1) **Merlin carburetor:** move +1
- (1) **Twin machine guns:** Damage +2. *Available for a plane that already have weapons.*
- (1) **Hidden compartment:** a hidden compartment, able to carry half the cargo of the plane. Require 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:** manoeuver +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 haft mile range radar
- (3) **Stealth equipment.** The pilot may do a moderate Wits +Communication (radar stealth) roll to avoid being detected by radar.

Gun's problems & upgrade

A gun, after years of tinkering and customisation, may look nothing like the original.

Problems

(-1) **Jam:** On a wild dice roll of "1", the gun jams. *Not available for MG and other guns that already can jam.*

(-1) **Old barrel:** subtract 20% of all range.

(-1) **Weak:** reduce the gun damage by 2. (5d become 4d+1)

Upgrades

(1) **Good barrel:** increase all range by 10%.

(1) **Magnum:** increase the guns damage by 2. (5d become 5d+2)

(2) **High quality:** The gun can no longer jam by rolling a wild dice of "1". *Only apply to weapon that can jam on a wild dice roll of "1".*

Wild dice

When a test is being made in sky d6, always use a dice of different color. This is the wild dice. If the wild dice land on a **1**, the action was unlucky, and one dice must be removed from the roll. Remove the dice with the highest result. Note that it is still possible that the roll to be a success. If the wild dice land on **6**, the action was lucky. You may roll another dice and add it to the total.

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. If the Game master wants to play an epic campaign, characters can start with 10 skill points instead of 7. This should create some fairly powerful heroes.

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)

Optional: Using skills

The following actions are **example** of tasks that can be achieved with the appropriate skill. Usually, the test difficulty can be altered by time and by the situation. If the character needs to work fast, the difficulty goes up by one step: if a repair job needs to be done in minutes instead of hours or if a negotiation must be conclude in a couple seconds instead of a couple minutes.

There is no fix rule to determine if a failure was critical. But the GM can decide that rolling very low or being careless will lead to a critical failure.

Brawl

Punch an opponent that is aware of you

Roll: might + brawl Time: 1 action

Success: Target Dodge: You punched him!

Haymaker: a big nasty punch

Roll: might + brawl Time: 1 action

Success: Target Dodge + 5: You punched him!

Increase damage by + 1d.

Communication

Radar stealth: prepare a plane to make it difficult of detect. It require to scavenge some objects (target number 16)

Roll: wits + comm. Time: 1d6
hours

Success: the radar operator must beat your roll with his wits + radar in order to detect your plane.

Drive

Stunt: Keeping control of your car as you jump over a collapsing bridge

Roll: car's manoeuvre + Drive Time: 1 action

Success: moderate (11)

Explosive

Create an improvised incendiary bomb with household chemicals.

Roll: Wits + Explosive Time: 1 hour

Success: moderate (11) you create an incendiary bomb (4d damage)

Critical failure: you are wounded during an accident. You receive 3d of burn damage.

Defuse a military bomb with timer.

Roll: Wits + Explosive Time: 1 min.

Success: difficult (16) you defuse the bomb

Critical failure: the bomb explodes.

Firearm:

Evaluate the value of a gun

Roll: wits + firearm Time: 1d6 min.

Success: moderate (11): You find the flaw (if any) the weapon may have.

Open fire on someone

Roll: agility + firearm Time: 1 action.

Success: target's dodge: the target is hit. Roll damage versus target's soak.

Gunnery

Open fire on an enemy plane, from a gun turret.

Roll: agility + gunnery Time: 1 action

Success: the target plane's dodge: the target is hit. Roll damage versus soak.

Medicine

First aid: Treat a mortally wounded victim.

Roll: wits + medicine Time: 1d6 min.

Success: Very difficult (21): the victim is now only incapacitated.

Treat a wounded victim with proper equipment.

Roll: wits + medicine Time: 1h

Success: moderate (11): the victim is no longer wounded.

Melee

Disarm an opponent during a combat.

Roll: agility + melee

Time: 1 action

Success: 2* target's parry: the opponent loses his weapon.

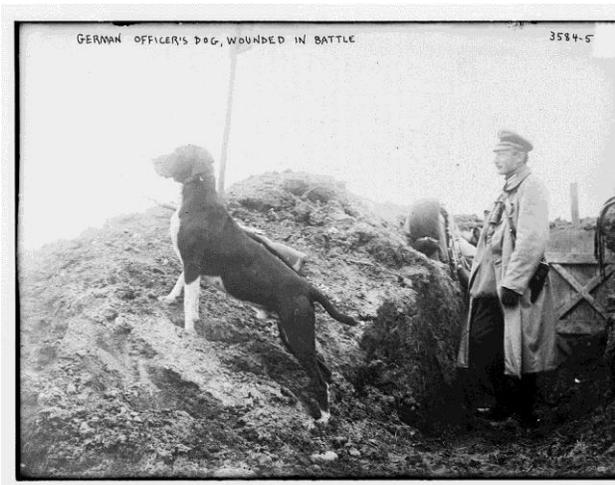
Stun an opponent that is unaware of your presence.

Roll: might + melee

Time: 1 action

Success: 2* target's soak: The target is stunned for 1 minute.

Critical failure: The target heard you, and attacks you before you can do anything. He gets + 2d on his next attack.



Navigation

Preparing flight plan with decent map

Roll: Wits + navigation

Time: 1 hour

Success: moderate (11) the pilot gets a reroll to take off or land during that flight.

Calculate your position according to the stars, with instrument

Roll: Wits + navigation

Time: 1 min.

Success: moderate (11) you learn your location.

*Calculate your current position and finding quickly an **island to crash into** when the plane engine died. Any island will do. If the island*

must have an airfield, or being friendly, the difficulty goes up.

Roll: Wits + navigation

Time: 1d6 min.

Success: difficult (16) you think of a location within range

*Evaluate if the **weather** is proper to fly a glider safely. It is only possible to make this test once per day. If this test is successful, you don't have to make a piloting test (see pilot skill)*

Roll: Wits + navigation

Time: 1 hour.

Success:

Very very difficult (26): A pilot may fly a glider to a specific location, up to 200km.

Very difficult (21): A pilot may fly a glider to a specific location, up to 100 km

Difficult (16): A pilot may fly a glider to a specific location, up to 50km

Moderate (11): A pilot may fly a glider to a specific location, up to 10 km

Negotiation:

Persuade a shopkeeper to lower his price

Roll: charm + negotiation

Time: 1d6 min.

Success: difficult (16) you get 20% price reduction.

Intimidate someone

Roll: might + negotiation

Time: 1 minute

Success: roll versus opponent might + negotiation roll

Pilot:

Take off in daylight, on an airfield.

Roll: manoeuvre + pilot Time: 1d6 min.

Success: easy (6) you manage to take off.

Land a plane in daylight, on an airfield.

Roll: manoeuvre + pilot Time: 1d6 min.

Success: moderate (11) you land the plane

Failure: It was less than perfect, the plane receive damage equal to its body + one dice.

Open fire on another plane.

Roll: manoeuvre + pilot Time: 1 action

Success: opponent plane's dodge: The attack is successful, roll damage versus soak.



Finding a manoeuvre that your enemy's plane will have problem doing. Useful if a plane is following you.

Roll: wits + pilot Time: 1 action

Success: opponent plane's manoeuvre + pilot: Opponent loses one dice of pilot skill for the next round, unless he decides to not attack you. He may choose another target, or do a something else at all.

Co-piloting: A character with the piloting skill may assist the pilot of a plane. This may only be done in a plane where the crew is greater than one.

Roll: wits + pilot Time: 1 action

Success: moderate (11): The pilot gain a bonus of +1d on his next piloting test.

Pilot a glider to a remote location if the weather is not perfect. (If the navigation test was successful, you don't have to make this test.)

Roll: manoeuvre + pilot Time: -

Success:

Very very difficult (26): A pilot may fly a glider to a specific location, up to 200km.

Very difficult (21): A pilot may fly a glider to a specific location, up to 100 km

Difficult (16): A pilot may fly a glider to a specific location, up to 50km

Moderate (11): A pilot may fly a glider to a specific location, up to 10 km

Pilot modifier

At night: one step harder (+5).

Bad weather: one step harder (+5).
Thunderstorm, heavy snow.

Repair:

Repair a jammed gun, with a basic toolbox.

Roll: Agility + repair Time: 1 minute

Success: moderate (6) the gun is repaired.

Minor repair on a vehicle, fix a "Ping!" or a "hit", with only a basic toolbox

Roll: agility + repair Time: 1 hour

Success: difficult (11) the reparation is successful.

Repair a destroyed gun, or repair a "damaged" or a "heavily damaged" vehicle, with no spare part and a basic toolbox.

Roll: agility + repair Time: 3d6 hours

Success: very difficult (21) the reparation is successful.

Repair a crash vehicle, with only a basic toolbox.

Roll: agility + repair Time: 1d6 day

Success: very difficult (21) the reparation is successful.

Repair modifier

Work fast: one step harder (+5) days become hours, hours become minutes, minute, round.

Spare part available: one step easier (-5) having access to spare parts or scavenge parts.

Garage: one step easier (-5) working in a professional garage, with tools, welder, lift...

Repair (Upgrade):

It is possible to use repair to upgrade a vehicle or to remove a problem. To add an upgrade to a plane after character creation, select the desired upgrade from the list (see *plane's problem & upgrade*). The difficulty and the time needed are related to the cost in point.

Upgrade a plane by adding a 1 point upgrade or removing a 1 point problem, with no spare part and a basic toolbox.

Roll: Wits + repair Time: 1 day

Success: very very difficult (26) you upgrade the plane

Critical failure: the plane gets a new problem instead of an upgrade.

Upgrade a plane by adding a 2 point upgrade or removing a 2 point problem, with no spare part and a basic toolbox.

Roll: Wits + repair Time: 2 day

Success: heroic (31) you upgrade the plane

Critical failure: The plane gets a new problem instead of an upgrade.

Upgrade a plane by adding a 3 point upgrade or removing a 3 point problem, with no spare part and a basic toolbox.

Roll: Wits + repair Time: 1d6 day

Success: ridiculous (36) you upgrade the plane

Critical failure: The plane gets a new problem instead of an upgrade.

Scavenge

Find a common object: water, wire, rope, cloth, iron, parts useful to repair **structure damage**

Roll: Wits + scavenge Time: 1 hour

Success: moderate (11) you find the object.

Find a tool or an object: any electric motor, strap, hammer, clothing, part for **body** repair.

Roll: Wits + scavenge Time: 1 hour

Success: difficult (16) you find the object.

Find a specific object, something that can hardly be improvised: truck transmission, part for **move** or **manoeuvre** repair on a vehicle.

Roll: Wits + scavenge Time: 1 hour

Success: very difficult (21) you find the object.

Scavenge modifier

Search fast: one step harder (+5), the test take 1 minute.

Perfect environment: one step easier (-5), looking for plane parts in a plane graveyard, gun part in a gun shop...

Stealth

Follow someone without being detected.

Roll: Agility + stealth

Time: -

Success: Target's Sense: The target is not aware of your presence.

Find a **hiding** place.

Roll: Wits + stealth

Time: 1 action

Success: if someone just happens to pass by: Target's Sense to be hidden

Success: if someone is actively looking for you: he must beat your roll with wits+ perception.

Stealth modifier

Daylight: one step harder (+5)

Streetwise

Find drugs in a city; find who brew homemade alcohol in a village.

Roll: charm + streetwise

Time: 1 hour

Success: moderate (11) you upgrade the plane

Critical failure: You get arrested and will stay 1d6 day in jail.

Find information on someone

Roll: charm + streetwise

Time: 1d6 day

Success: difficult (16) you find something interesting or relevant.

Critical failure: The person learns that you are looking for him/her.

Streetwise modifier

Work fast: one step harder (+5) days become hours, hours become minutes, minute become round.

Contact: one step easier (-5) knowing someone on this island.

Tactics

*Elaborate an **attack plan** on a location.*

Roll: Wits + tactics

Time: 1d6 hours

Success: difficult (16) you get a reroll for one stealth test or for one attack test during this attack.

Thief (Con)

*Write a **fake** birth certificate, with paper, a type writer and a copy of a real birth certificate*

Roll: agility + con

Time: 1d6 hour

Success: A person must beat your roll with wits+ perception to see that it is a fake.

Quick Scam: *The thief uses a confidence trick to obtain money from the gullible or the naïve.*

Roll: charm + con

Time: 1 hour

Success: difficult (16): you did manage to scam someone and you got a couple dollars from him.

Critical failure: You were identified as a scam artist and the police were called.

Thief (Pickpocket)

Steal a wallet from someone in a crowded street.

Roll: agility + pickpocket

Time: 1 round

Success: difficult (16) wallet is stolen

Critical failure: the thief is caught.

Steal a small object in a store

Roll: agility + pickpocket

Time: 1 round

Success: Store owner's Sense.

Critical failure: very easy (2) or less: the thief is caught.

Thief (lock picking)

Open a locked door, using lock pick.

Roll: agility + lock picking

Time: 1d6 min.

Success: difficult (16) the door is unlocked, and the lock is not broken.

Special:

Concentrate (any skill) *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 than the current skill.

Ararof aims carefully with his rifle for 2 complete rounds. This should give him a bonus of +2d, 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	Ping!	None
4-8	Hit	-1 to one stat
4-8*	Damage	-1d to one stat
9-12	Heavy damage	-2d to one stat
13-15	Crashing	The plane dives. Mvn & move =0d.
16&+	Explosion	The vehicle explodes everybody inside dies.

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

Each of the vehicle **stats (Body, manoeuvre and Move)** has five “level”: New or undamaged, Ping, Hit, Damaged and heavily damaged. Those level are similar to the health level of a character.

Damage Location

The precise location of the hit and its consequence are determined by the difference between the damage and the soak.

Ping location and effect		
Damage-Soak	Result	Effect
1	Ping! on Body	None
2	Ping! on Wing	None
3	Ping! on Engine	None

Damage-Soak	Result	Effect
4	Body hit	-1 to Body and soak
5-6	Wing hit	-1 to manoeuvre and dodge
7	Engine hit	-1 to move
8	Weapon hit/jam	A weapon jammed. If there is no weapon, or the weapons are already jammed, treat as a result of 4: Body hit.
Damage-Soak	Result	Effect
9	Body damaged	-2d to Body and -6 to soak
10	Wing damaged	-2d to manoeuvre and -6 to dodge
11	Engine damaged	-2d to move
12	Weapon destroyed	A weapon is destroyed. If there is no weapon, treat as a result of 9: Body damaged.
13-15	Crashing	The plane dives. Mvn & Move =0d.
16&+	Explosion	The vehicle explodes everybody inside dies.

The results Ping, Hit, damage & heavy damage affect part of the vehicle. They affect the Body, the Manoeuvre, the Move or a Weapon. A result of 1 is a “Ping!” on the hull (Body, no effect). A result of 10 is a heavily damaged wing (manoeuvre -2d). The result “Crashing” and “Explosion”, affect the whole vehicle.

Flying a damaged plane

When a plane’s **manoeuvre** is affected by enemy’s fire, the dodge will also be affected. When manoeuvres reach zero, the plane is still able to fly, but it is nearly impossible to do anything but flying straight.

When a plane’s **body** is affected by enemy’s fire, the soak will also be affected, making the plane more and more vulnerable. When the plane’s body reach zero, it is still able to fly, but the soak is now 0 also and all hits will therefor do damage.

When a plane's **move** reach zero, it means the engine is destroyed. It is now similar to a glider and starts losing altitude. In about 10 minutes it will go below "sea level" end enter the "negative angels" zone. The "Negative angels" is the altitude where there is no human settlement. Before entering "Negative angels", it can travel somewhere between 30 and 60 km. A navigation test can be made to find a nearby island to crash into. If no islands are within range, the plane plunges into nothingness.

Plane Damage Sheet

The table used to track the damage of a plane is below. The **Body** starts at 1d+2, if a body hit occurs, put a check mark in the circle "Body Hit". The **Body** is now 1d+1, and the **Soak** is 4.

If the plane's body become heavily damaged (-2d) the Body will be 0d. The soak will also be zero.

Damage:	1-3 Ping	4-8 Hit (-1)	4-8* Damage (-1d)	9-12 Hvy damaged (-2d)	13-15 Crashing
Body	1 <input type="checkbox"/> Ping	4: <input checked="" type="checkbox"/> Body hit	4*: <input type="checkbox"/> Body damage	9: <input type="checkbox"/> Hvy Body damage	<input type="checkbox"/> Maneuver & move are zero. One more hit and everyone dies. Good luck
Current:	1d+2	1d+1	0d+2	0d	
Soak:	5	4	2	0	
Maneuvre	2 <input type="checkbox"/> Ping	5-6: <input type="checkbox"/> Wing hit	5-6*: <input type="checkbox"/> Tail damage	10: <input type="checkbox"/> Wing & tail damage	
Current:					
Dodge:					
Move	3 <input type="checkbox"/> Ping	7: <input type="checkbox"/> Engine hit	7*: <input type="checkbox"/> Engine damage	11: <input type="checkbox"/> Hvy Engine damage	
current:					
Weapons		8: Gun jam	8*: Gun destroyed	12: Gun destroyed	



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 stat = 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.

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 point 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 points

Since the Independent skills rule is used in a game of Sky D6, use the following table to determine the number of Character point needed to increase a skill.

Current skill level	cost
Below 1d	2
1d, 1d+1, 1d+2	5
2d	10
3d	15



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 machine gun	475\$	8d
Rocket launcher rocket	220\$	8d
	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\$

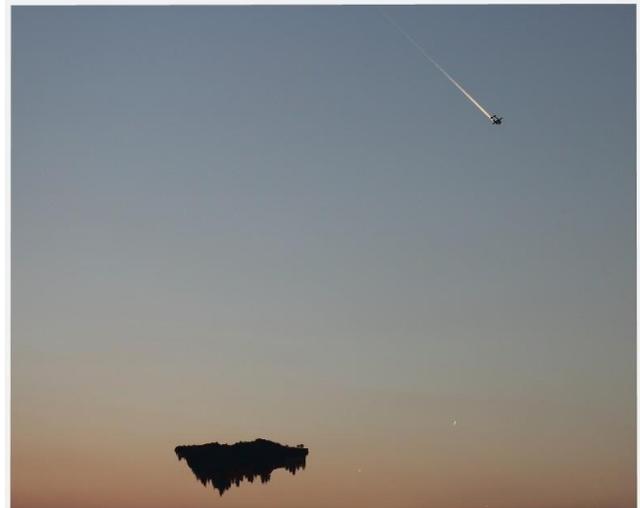
Vehicle: Common planes	cost
Used WWI fighter	100\$
Glider	200\$
Small civil plane	3500\$
Medium civil plane	18,000\$
Large civil plane	65,000\$
Gas mining balloon	6500\$

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\$	



Optional: Availability

On a state island, like Germany or England, commerce is common and organizes. The prices are rather stable, but military goods are not available to the public.

On a pirate island, like France or Ukraine, everything is available to buy and sell. But there is rarely a vast choice of gear, since travel & trade is risky in these part. Therefore, the price is always higher than usual.

On an independent island, like Sweden, the price is variable, local good are a bit cheaper than usual while imported items are a bit more valuable. The trade law are less clear and will change from place to place.

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	
Riffle	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

Optional: Complete weapon list

Disclaimer: The weapon's names are real weapon name that were used around 1938. But the differences between weapons characteristics come from a desire to give the player a range of different weapon, not from ballistic study.

Pistol and revolver are divided between light and heavy, just to give the player an idea of what they are handling. A Walter ppk is not as impressive as a Colt python, but they both fall under the skill specialisation "pistol". A light hand gun is easily concealed. Skill: firearm, specialisation: Hand gun.

<i>Light pistol</i>	Dom	Range		
		Short	Med.	Long
Walter ppk	3d+1	15	25	50
Colt detective (sub-nosed.38)	3d+2	5	10	15
S&W (Sub-nosed .44)	4d	2	10	12

<i>Heavy pistol</i>	Dom	Range		
		Short	Med.	Long
Browning 9mm	4d	15	40	60
Mauser C96	4d	15	40	80
Luger P-08	4d+1	15	30	50
M 1911 .45	4d+2	10	20	40

Rifles are military and hunting weapons. Most rifle are bolt action, with a 5 round capacity, but muzzle loading, pump action and even single shot rifle exist. Skill: firearm, specialisation: rifle

<i>Rifle</i>	Dom	Range			<i>Rule</i>
		Short	Med.	Long	
Carcano	5d	25	250	400	
Lee enfield	5d	50	200	300	
Gewehr	5d+1	30	125	200	
Ross	5d+2	50	250	400	Jam

Shotguns are mostly a hunting weapon, firing a vast number of pellets. They are also used in trench warfare or in dense wood by the military. Most shotguns are "pump action" with a 5 round chamber or break action, with one or two barrels. Skill: firearm, specialisation: Shotgun

<i>Shotgun</i>	Dom	Range		
		Short	Med.	Long
410	3d+2	15	30	45
Trench gun	4d+1	15	30	60
Saw-off shotgun	4d+2	3	6	15
M12 shotgun	4d+2	20	45	90

Submachine guns are small automatic weapons firing pistol ammunitions like the 9mm or .45. They usually have a selective fire switch, allowing the user to fire a single shot or a burst of bullets. Skill: firearm, specialisation: sub machine gun

<i>Sub MG</i>	Dom	Range			<i>Rule</i>
		Short	Med.	Long	
Mp35(one shot)	4d	20	40	120	
(burst)	6d	4	8	24	Jam
Thompson	4d+1	10	30	100	
(burst)	6d+1	2	6	20	Jam
M3 grease gun	4d+2	10	20	60	
(burst)	6d+2	2	4	12	Jam

Assault rifle are a new concept introduced around 1938. It is a rifle with a "selective fire" switch, allowing the weapon to fire a single bullet or a burst of bullets, like a sub machine gun, but it uses rifle ammunition. They have the range and firepower of a rifle, but allow the user to do some covering fire. They also have a detachable magazine containing the munitions. Skill: firearm, specialisation: Machine gun.

<i>Assault Rifle</i>	Dom	Range			<i>Rule</i>
		Short	Med.	Long	
<i>Sturmgewehr</i>	5d	30	120	300	
(burst)	7d	6	24	60	Jam

Machine guns are a weapon able to fire large amount of bullet; either while being carry by a standing soldier (suppressing fire) or prone, using a bipod or tripod. They use a magazine or an ammunition belt. Skill: firearm, specialisation: Machine gun

Machine gun	Dom	Range			Rule
		Short	Med.	Long	
Lewis 7.92mm	7d	5	25	200	Jam
(on tripod)	7d	10	250	2000	Jam
Bren light MG	7d+1	5	50	100	Jam
(on tripod)	7d+1	10	500	1000	Jam



Heavy machine guns are machine gun too heavy to be used by a soldier. A typical heavy machine gun can weigh between 75 and 110 pounds without the tripod. They are usually mounted on a tripod, a fixed gun emplacement, or a vehicle, like a jeep, tank or a plane. Skill: gunnery, specialisation: Heavy machine gun

Heavy MG	Dom	Range			Rule
		Short	Med.	Long	
Schwarzlose MG M.07/12	7d+2	30	120	1200	Heavy
Type 92 H.MG	8d	30	250	2000	Heavy
Browning 1917	8d+1	30	120	1200	Heavy

Missile launchers are device use to aim a small missile or explosive projectile from a launching tube. The weight of such weapon goes from 16 pound for the bazooka to the 32 pounds of the piat. Skill: firearm, specialisation: missile launcher

Missile launcher	Dom	Range			Rule
		Short	Med.	Long	
piat	8d	30	70	300	Slow
bazooka	8d+2	10	80	400	Slow
Panzerschreck	9d	10	60	200	Slow

Many other weapons cannot be categorized under those headers. Like the "Boys", a 5' long anti-tank rifle. Light enough to be carry and use by a single men, it was an effective against light armor and jeeps. The flame throwers, like the Flammenwerfer 35 or the M2a1-7 were all very similar: scary, dangerous and heavy: 60 pound or more when full. Skill: firearm, specialisation: anti-tank gun, flamer...

others	Dom	Range			Rule
		Short	Med.	Long	
"Boys" Anti-tank gun	7d	50	200	500	
Flamer	6d	5	20	35	Burn
Grenade	5d	5	15	25	

Vehicles

Motorcycle

Cool, fast, and small enough to pack in the cargo bay of a decent plane, motorcycle are very common. A side car can be fixed to any motorcycle (even scooter), changing the Body, manoeuvre and move of the motorcycle it is mounted to.

Name	Side car		
Type	Motorcycle accessories		
Scale	2d	Range	
Body	+2	Crew	
Mnv	-1d	Passenger	+1
Move	-2	Cargo	+30kg

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

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

Cars

Hundreds of car model already exist in the thirties, the following cars are just some examples. The ford 1935 is a family car. The Jaguar SS is a sport coupe. The Jeep is mostly a military vehicle. The Opel Blitz is a very common large transport, used both by the military and many civil companies.

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

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

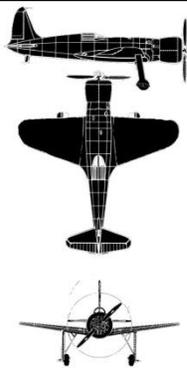
	Name	Jeep		
	Type	truck		
	Scale	2d	Range	600
	Body	2d+2	Crew	1
	Mnv	2d	Passenger	3
	Move	2d	Cargo	200kg

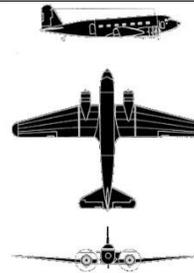
	Name	Opel Blitz		
	Type	truck		
	Scale	2d	Range	400
	Body	3d+1	Crew	1
	Mnv	1d	Passenger	1
	Move	1d+2	Cargo	9000kg

Civil Plane

Civilian plane transport mostly goods from an island to the next. They are often use for domestic flight.

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

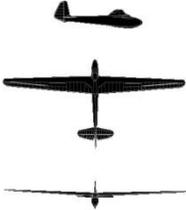
	Name		Hughes H1	
	Type		Small civil plane	
	Scale	4d	Range	800
	Body	1d+1	Crew	1
	Mnv	3d	Passenger	0
	Move	4d	Cargo	40kg

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

	Name		Boeing 247	
	Type		large civil plane	
	Scale	4d	Range	2500
	Body	2d+1	Crew	3
	Mnv	1d	Passenger	35
	Move	2d+2	Cargo	3000kg

Glider

Glider (engineless plane) was popular in the 1930. They were used for leisure and were a demonstration sport in the 1936 Olympics.

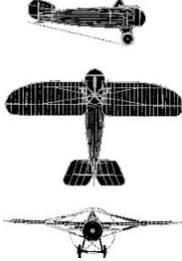
	Name		Dfs Olympia	
	Type		Glider	
	Scale	4d	Range	-
	Body	0d+2	Crew	1
	Mnv	1d	Passenger	-
	Move	2d	Cargo	30kg

	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. Many WWI plane were decommission after the Great War and sold for ridicule prices. (As low as 50\$ per plane)

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

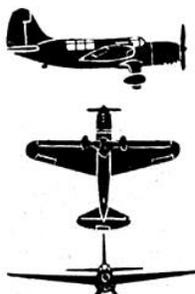
	Name		Bristol F2	
	Type		WW1 Fighter	
	Scale	4d	Range	350km
	Body	1d+1	Crew	2
	Mnv	1d+1	Passenger	-
	Move	1d	Cargo	40kg
	Front machine gun		2d+1	
Turret machine gun		2d+1		

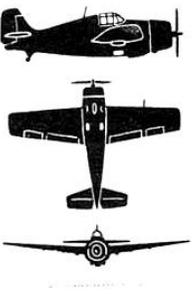
1940 military plane

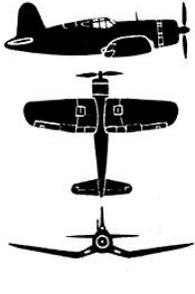
Military plane have specific role. A scout plane is a lightly armed if armed at all plane. Usually able to climb to great height to avoid radar, it is usually equipped with photographic equipment. Fighters are design for dog fighting, and often use to defend bomber against enemy fighter. A fighter bomber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

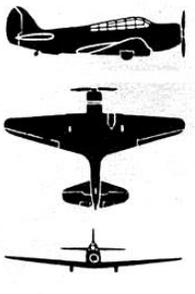
and boat. A small bomber is the first plane to be described as long range bomber. They were big and slow. The bombers are huge aircraft, carrying a crew of dozen, it had range of action of many thousand kilometers. A utility plane is a heavier version of a civil plane, used to carry gear and people.

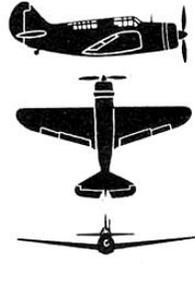
	Name V.-S. OS2U Kingfisher			
	Type scout			
	Scale	4d	Range	1200km
	Body	1d+2	Crew	1
	Mnv	3d	Passenger	1
	Move	2d	Cargo	500kg
	Front machine gun			2d+1

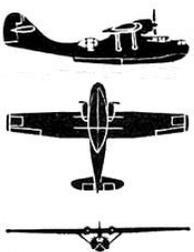
	Name Curtis S03c			
	Type scout			
	Scale	4d	Range	1300km
	Body	1d+1	Crew	1
	Mnv	3d+1	Passenger	1
	Move	2d	Cargo	800kg
	Front machine gun			2d+1

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

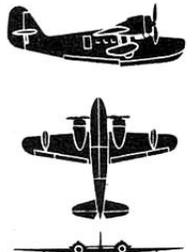
	Name V.-S. F4U Corsair			
	Type fighter			
	Scale	4d	Range	1200km
	Body	2d+1	Crew	1
	Mnv	3d+2	Passenger	0
	Move	4d	Cargo	40Kg
	Front machine gun			3d+2

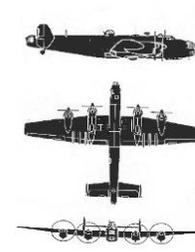
	Name Douglas TBD Devastator			
	Type fighter bomber			
	Scale	4d	Range	1700km
	Body	2d+1	Crew	2
	Mnv	3d	Passenger	0
	Move	3d+1	Cargo	80kg
	Front machine gun			3d+1
	Bomb(4)			6d

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

	Name	Consolidated PBY		
	Type	small bomber		
	Scale	4d	Range	1700km
	Body	3d	Crew	3
	Mnv	2d	Passenger	2
	Move	3d	Cargo	1000kg
	front machine gun		3d	
	turret's machine gun		3d	
	bombs (8)		7d	

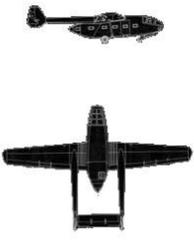
	Name	Heinkel He-111		
	Type	small bomber		
	Scale	4d	Range	2000km
	Body	3d+1	Crew	2
	Mnv	2d	Passenger	3
	Move	2d+2	Cargo	700kg
	front machine gun		3d	
	Top turret machine gun		3d	
	Bottom turret machine gun		3d	
	bombs (6)		6d	

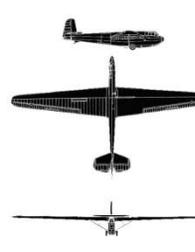
	Name	Grumman JRF Goose		
	Type	Utility plane		
	Scale	4d	Range	1500km
	Body	3d	Crew	2
	Mnv	1d+1	Passenger	4
	Move	2d+1	Cargo	3000kg

	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

Engineless aircraft were used by the military of various countries for carrying troops and heavy equipment.

	Name	Gotha		
	Type	Glider		
	Scale	4d	Range	-
	Body	1d	Crew	2
	Mnv	0d+2	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

Zeppelin

Balloons, blimp and zeppelin are commonly used in the years 1930.

Balloons are a bag of hot air carrying a basket. A heater produce the hot air require to rises. A cable allows the pilot to release some hot air and descend. The military use balloon mostly to spot enemy troops.

Blimps are airship of a cylinder shape. The top part is a soft pocket of light gas. (Like helium) Under the hull, a nacelle contains engine and crew. The soft hull makes the blimp a mostly civilian airship. Small blimps are about 140 foot long (L class). The largest blimp was the ZPG-3W, 403 foot long. Some blimps were used by the army.

Zeppelins are huge rigid hull airship. Completely constructed with light metal, the hull contains many

huge pockets of gas and passage ways, allowing the crew to gain access to the different part of the zeppelin to do repairs. The lower part of the hull contains the nacelle, where the crew is. Zeppelins are hard to destroy, can be repaired during flight and have great range. Zeppelins have been carrying bombs and machine gun turret. Aircraft carrier zeppelin were made, they carried up to 5 planes with a launching & retrieval gear. They were spectacular air crafts, up to 800 feet in length, but were vulnerable to bad weather, like a ship during a storm at large. They required vast crew. The most famous is a German zeppelin, the Hindenburg, but many country build rigid aircraft

Note: All aircraft in Sky D6 are scale 4d, so no conversions are needed during combat between plane and zeppelin.

	Name				L Class blimp			
	Type		Blimp					
	Scale		4d	Range		2000km		
	Body		1d	Crew		2		
	Mnv		0d+2	Passenger		4		
	Move		1d	Cargo		1 Ton.		

	Name				Balloon			
	Type		Balloon					
	Scale		4d	Range		-		
	Body		0d+2	Crew		1		
	Mnv		0d	Passenger		3		
	Move		0d	Cargo				

	Name				K Class blimp			
	Type		Blimp					
	Scale		4d	Range		2500km		
	Body		1d+2	Crew		10		
	Mnv		0d+2	Passenger		20		
	Move		1d	Cargo		4 Ton.		
	Turret machine gun (2)				3d+2			

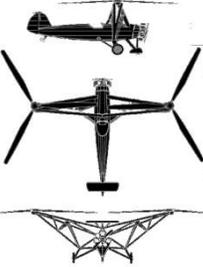
	Name				USS Akron ZRS-4			
	Type		Zeppelin					
	Scale		4d	Range		12000km		
	Body		5d+1	Crew		40		
	Mnv		0d+2	Passenger		30		
	Move		0d+2	Cargo		80 Ton.		
	Turret machine gun(4)				4d			

Sky-Fi ship

Here is a short list of some prototype, secret machine, "What-if" and entirely fictional aircraft.

The **Wolf FW-61** is not the first helicopter. It's the first decent helicopter. It looks silly, like an old airplane with two rotors on it; it's not fast, not cheap, not easy to pilot. But it works.

Messerschmitt Komet is a real German plane: A very small glider equipped with a rocket. The rocket starts, give the plane a spectacular speed and manoeuvrability for 6 minutes. During that time, the engine cannot be

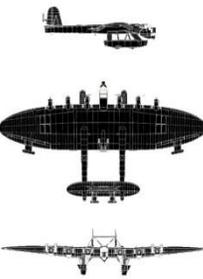
	Name			Wolf fw-61
	Type			Helicopter
	Scale	4d	Range	150km
	Body	0d+2	Crew	1
	Mnv	1d	Passenger	
	Move	1d	Cargo	40kg

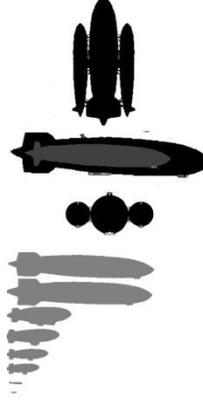
stopped. After the solid fuel is burned out, the Komet become a glider. Two Manoeuvre and Move stats are provided, one for the rocket mode and one for the glider mode.

The Kalinin is an experimental Russian plane build in 1931. It crashes 2 years after conception and was never rebuild. These are the characteristic of a hypothetical successful giant bomber.

Ulyanov LPA-3. With two rigid hull airships attached to an even biggest zeppelin in order to carry planes, bombs and an amazing number of guns, the Ulyanov LPA-3 is another hypothetical airship.

	Name			Messerschmitt 163 Komet
	Type			Fighter/ glider
	Scale	4d	Range	40km
	Body	1d+1	Crew	1
	Mnv	5d /2d	Passenger	
	Move	6d /1d	Cargo	0kg
	Front cannon			4d

	Name			Kalinin
	Type			Giant bomber
	Scale	4d	Range	6500km
	Body	4d+1	Crew	3
	Mnv	0d+2	Passenger	18
	Move	2d	Cargo	3000kg
	fronts machine gun			3d
	Tail turret MG			4d
	Top turret MG			4d
	side turret (x2) MG			4d
Bottom turret MG			3d	
Bombs(4)			12d	

	Name			Ulyanov LPA-3
	Type			Giant Zeppelin
	Scale	4d	Range	19000km
	Body	7d	Crew	80
	Mnv	0d+2	Passenger	50
	Move	1d	Cargo	400 T.
	Turret machine gun(4)			4d
	Turret machine gun(4)			3d
	cannon (side, 3)			5d
	14 fighters plane			
1 utility plane				

The world

The world in short:

The world is one 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.

The remaining **countries are** Large, powerful and organised, countries are similar to what they were: people work, pay taxes, buy houses... Countries make trade agreements, alliances, wars... The United kingdom, the Third Reich, the USSR, Spain...

Union of Independent Island:

Many islands are not living in complete anarchy, but they lack the central government. Maybe the government was completely destroyed, like Portugal. Maybe the region is trying to organise itself, like Greece or Romania. Maybe the distance between island is too great and most island must be autonomous to survived, but people are united against a common enemy, like Norway & Sweden

They are groups of independent islands. There is very limited central government and no army other than militia. Each island manages resources, taxes and laws as they see fit. The means to communicate between islands usually exist. Cooperation exists also, but it's not always the case. Norway & Sweden are united in a fight against URSS.

Forsaken island:

Between the airspace of countries, empire and pirate state, some lonely island struggle to survive. Often lacking the means to travel, communicate, or just lacking the resource that would make them an asset to a neighbour. Sometime a forsaken island is not in a Union or in a country, but it still has enough power to fight off invader.

Most Island between Germany and Ussr are forsaken.



Pirate region:

France is a pirate region. Hostile against everyone that flies over its territories. It's even hostile against other French plane.

Ukraine is also a pirate state, united only by a hatred of the Russian.

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 will result in being fire upon, maybe being chase.



Brief history:

- 1933: Air France is created.
- 1935: The Franco-Soviet Assistance Treaty is signed.
- 1938: The White dawn catastrophe.
- 1943-44: German raids.
- 1945: The united French resistance movement.
- 1946: Caporal Deneuve begins is project to unified France. He fails at the Gathering of Rennes.

There is no longer a central French government. Most island use a pattern to identify friendly aircraft, an approached path or specific radio frequency but those frequencies are kept secret and are often unknown even from other Frenchmen. Despise the chaos; the French have united to defend their territory in the past.

So currently, for most pilots, France is a no man's land, an area to be avoided at all cost.

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 invasion.



Brief history:

- 1924: monarchy is replaced by democratic government.
- 1935: a referendum brings back monarchy.
- 1936: Coup d'état of Dictator Ioannis Metaxas, starting the 4th of August Regime
- 1937: Metaxas increases the army size.
- 1938: The White dawn catastrophe.
- 1946: Metaxas tries to invade Royalist Islands and fail. Greece is officially a union of Independent Island with a united air force.
- 1947: the war with Italy begins

Greece is an alliance of Independent Island, under the strong leadership of Metaxas. It could become a unified country in the following years. Currently, the islands are divided between Royalist and Nationalist.

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.

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.



Brief history:

- 1933: Hitler & the Nazi take power.
- 1935: The Luftwaffe (German air force) is created.
- 1936: Olympic game of Berlin
- 1938: Hitler takes direct control of the German army & creates the Oberkommando der Wehrmacht.
- The White Dawn catastrophe.
- 1940: Standard Nazi communication protocol establishes.
- 1943: Bonn quit the Third Reich and forms the independent state of Bonn.
- 1944: French raid.
- 1945: Germany annexes Austria & part of the Balkans.
- 1946: Germany invades Denmark.

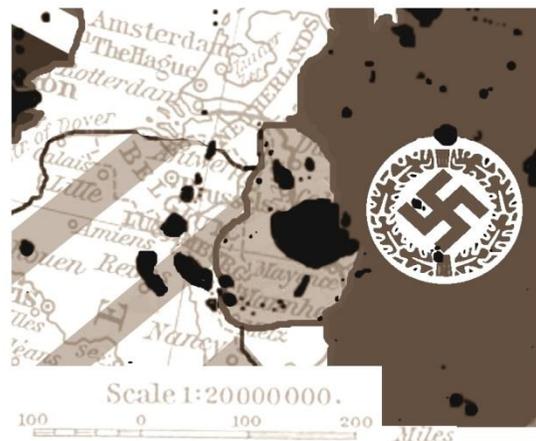
1947: Germany invades part of Poland, then stop to defend itself against the UK.

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.

Dresden/Prague/Breslau: The D.P.B. islands are a big industrial point. They are the beating heart of Germany. Most German planes are produce in Dresden. Breslau has the largest gas mine in Europe and Prague has the chance of having both its industrial part of town & university & engineering school intact. All three islands are large in size and in resources and are very close to one another.

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 island 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.



Brief history:

1922: Mussolini control Italy.
1935: Second Italo-Ethiopian War
1936: unofficial Germany-Italy alliance
1938: *The White dawn catastrophe.*
1940-1945: *Italy is mostly independent islands; no central government.*
1945: *Creation of an Italian government in the "Ring", Non-aggression Pact between Italy & the Third Reich*
1946: *Trade agreement between Italy & Morocco*
1947: *influence of the Ring spread to all Italy. Italy attack Greece.*
1948: *Sicily join the Ring*

Morocco

Located in the north western part of Africa, Morocco is a very young country.

Brief history:

19--: Morocco is under the tutelage of France and Spain
1934: Birth of the CAM (Morocco nationalists)
1938: *The White dawn catastrophe.*
1939: *Civil wars between French's Ville and Medinas. (Town for morocco native)*
1946: *Trade agreement between Italy & Morocco*
1947: *Birth of Hizb Al-iglal, Morocco Unified government*



Norway, Sweden & Finland

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



Brief history:

- 1931: Norway occupied Greenland.
- 1933: Creation of a fascist party ("Nasjonal Samling")
- 1935: Tension between Finland & USSR
- 1936: Sweden starts to increase its army.
- 1938: Sweden starts conscription. The White dawn catastrophe.
- 1944: Finland At war with URSS.
- 1945: Sweden joins the war against USSR
- 1946: Norway-Sweden-Finland union (NSF)
- 1948: Finland conquered by USSR, NSF dissolved, a Sweden-Norway Union remains.

Poland

The most industrial centers of Poland were destroyed during the White Dawn catastrophe. Most Polish island are rural forsaken island. Stuck between the German

empire and the URSS, the polish often flees their war torn country. Many polish islands are empty of resource and of population. Ghost towns are common. Poland is the hunting ground of scavenger and runaway. The Russian are known to invade Polish Islands and empty them of resource and populations.

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.



Brief history:

- 1933: The prime minister bans the Iron Guard. The prime minister is murdered.
- 1937: The iron guard lose the general election.
- 1938: Karol II bans the Iron Guard and plan to murder Codreanu, their leader. The White dawn catastrophe.
- 1945: Tension with Istanbul.
- 1946: re-birth of the Iron Guard.
- 1947: Treaty of Great Romanian cooperation
- 1949: Conflict with Istanbul, then open war.

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.



Brief history:

1930: military dictatorship of General Miguel Primo de Rivera, Spain become a republic.

1934: Strike of the miner of Asturia. This rebellion lasted for two weeks until it was crushed by the army, led by General Francisco Franco.

1936: Civil war begins. Franco's troop in morocco invades the main land.

1937: The Luffwaffe helps Franco

1938: The White dawn catastrophe.

1945: Nationalist troop fail to invade Murcia (south of Spain).

1946: Nationalist fails a second time to invade Murcia.

1947: The republican army manage to destroy the Nationalist air power. End of the civil war. The Nationalist maintain control on a small group of island on the north of Spain.



Being on the edge of continental Europe, they are far from most conflict and are rather peaceful. Before the White Dawn catastrophe, Spain was in civil war, the north was under the control of nationalist, led by Franco, while the south east was still controlled by republican. The only island under the Nationalist control is Ferrol, a small island in the north west of Spain. There is no war between the north and the south, but there is also no trade nor communication.

Spain is not in open war with Germany, but they are not in good terms either. They are close business partners with Italy and Morocco. English traders and French pirates are also welcome.

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 500M to 4000M.

The Swiss still have obligatory military service at 19 and after that time, they must keep their weapon at home. With strong militia presence and a dangerous air space, Switzerland is a very tough country to invade.

Brief history:

- 1934: Swiss banking act
- 1936: Some Swiss-Germany tension. Creation of the Swiss air force.
- 1938: Creation of Morane-Saulnier plane, built in Switzerland. The WW1 balloon force is officially disestablished. The White dawn catastrophe.
- 1939: The old WW1 balloons are reuse to explore islands.
- 1943: The M-Saunier factory restarts production.
- 1945: The Defense Pact of independent Swiss islands.
- 1946: Switzerland buys peace with Germany
- 1948: Creation of a centralised government.

United Kingdom

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

The country includes the island of Great Britain, the north-eastern part of the island of Ireland, and many smaller islands. Northern Ireland is the only part of the UK that shares a land border with another state—the Republic of Ireland.



Brief history:

- 1932: Creation of BBC
- 1933: Churchill's first speech against Hitler.
- 1935: Demonstration of the use of radar. Royal Air Force to be triple in the following 2 years.
- 1936: Death of King George V. Edward VIII is King for less than a year, and then George VI and Queen Elizabeth are crowned.
- 1938: The White dawn catastrophe.
- 1939: A BBC's news caster manages to start broadcasting once a day.
- 1943: George VI travel across UK.
- 1944: Trade agreement with Denmark.
- 1945: BBC under the direct control of the king.
- 1947: The War against Germany begins. The dark wars (very intense fighting)
- 1948: The calm. The wars continue, but less and less, since the production of aircraft is very slow.

USSR:

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



Brief history:

- 1933: General cooperation between URSS & "the west"
- 1934: USSR joins the League of Nations.
- 1936: URSS openly back the republican in Spanish civil war. (They are against General Franco)
- 1937: Great purge: Stalin kills thousands of people in Russia.
- 1938: German-soviet non-aggression pact. *The White dawn catastrophe.*
- 1944: *Leningrad troops invade Finland*
- 1945: *Unification wars (internal wars between Leningrad, Moscow, Ukraine, east Russia.*
- 1946: *Union of Leningrad & Moscow. Re-Formation of USSR. Stalin let go the last Russian stronghold on Finland*
- 1947: *Stalin starts the people's airline service.*
- 1948: *URSS invade part of Poland, USSR retake Finland.*

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 manages to gain its freedom from Russian influence.



Brief history:

- 1933: "Death by hunger": great famine cause by the Russian.
- 1934-36: Great Russian purge: killing of many Ukrainian intellectual, nationalist & officers.
- 1938: *The White dawn catastrophe.*
- 1945: *War with Russia.*
- 1947: *pact of non-aggression between Ukraine & Romania.*



Scenario: Humphrey's job

The heroes live on a small independent island in Norway. They will be hired by an English man to do a dangerous job in Poland. The mission is: take a pirate plane from an abandoned pirate base, fly to Poland, and sabotage a radar tower and 2 bomber planes.

Of course, nothing will go as plan

Act 1

The heroes meet Humphrey in a bar. They are told that the mission is about sabotage in another country and they are to be paid with planes & fuel.

Act 2

The heroes fly to an abandoned pirate base, face 3 scavengers and take the planes



Act 3

The heroes get to Poland, and do the sabotage mission but at the same time the island is invaded by Russian troops.

Outcome

This scenario can end in a multiple way. The heroes can succeed. Hurray! Give them the promised plane, fuel and big thumbs up from Humphrey. Then jump into Humphrey's aftermath.

They can end up caught by the Polish military. In that case, a short night in a Polish prison, But the Russian attack can allow them to escape...

They can be caught by the Russian military; in that case, they will be taken prisoner with the rest of the Polish population, taken onboard a plane and into a Russian work camp.

Act one: Meeting Humphrey

Humphrey, an English man, is looking to hire mercenary to do a dangerous job. He did invite the character in a small bar, for breakfast.

Location: A bar on the island that the player's character's lived on. The meeting is for breakfast.

Things to know:

- The bars don't usually serve breakfast.
- Humphrey appears to be rich. He has been seen lately with 2 bodyguards in black coat and sometimes, with a cute blonde, dress in gray.
- During the breakfast, the bar is empty, except for 2 large men having coffee. A very difficult Wits+perception roll will reveal that both men have pistols.
- The waitress looks like a new girl.
- Humphrey is an experience spy. He works for the MI6. He is calm and dangerous.

The meeting

Humphrey is a good looking guy. He is charming with the ladies and straight forward with the men. He is

carrying a gun. "Thank you for coming. I'm looking to hire a group of mercenary. The job is dangerous. The pay is good. It involved some dirty work outside Sweden. I cannot tell you how, but it is for the good of us all. Are you interested?"

Humphrey then gives a chance to anyone unwilling to work to leave before he continues.

"Ok. Lacskey, a polish island, is planning an attack. If my information is good, they now have bombers. You will sabotage those planes. Officially, Sweden is not at war with Poland, so we cannot go there with ours plane. I know a small polish pirate base that was attacked recently. It is now abandoned. We will go there, take one of the pirates plane, fly to Lacskey and parachute there to disabled the radar tower and then sabotage the planes. During that time my pilot will land in a remote part of the island and wait for us.

Then we will go back to the pirate island, I will fully fuel any plane you want and I will let you keep them as payment. We leave tonight".

Humphrey, spy				Ingrid, spy				Stewart & Patrick, MI6 agent			
Might	2d+2	Wits	3d	Might	2d+2	Wits	3d+1	Might	4d	Wits	2d
Agility	2d+1	Charms	4d	Agility	3d	Charms	3d	Agility	3d	Charms	2d
Skill	Thief 2d, firearm 2d, unarmed 1d, dodge 2d, stealth 1d, perception 1d			Skill	Thief 1d+2, firearm 1d, melee 1d, pilot 1d, comm 1d, stealth 2d, perception 1d			Skill	Unarmed 1d+2, firearm 1d+2, stealth 1d, perception 1d, dodge 1d		
Dodge	13	Block/parry	11/8	Dodge	9	Block/parry	8/11	Dodge	12	Block/parry	12/17
sense	12	Soak	8	sense	13	Soak	8	sense	9	Soak	12
Gear	Pistol, false id, cigarette			Gear	Pistol, knife			Gear	Pistol		
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			

Act two: Pirates

The heroes fly to the pirate island, but the island appears to have some visitor.

Location: The pirate island is composed of vast fields of long grass, some small woods and the remains of a village. The fields were often used as landing strip. Hidden in the woods is a Cessna. It is in working order and is under that guard of a pirate named Swen. Swen will probably see the plane of the heroes when they land. He will hide and follow the heroes.

The village was the target of a recent bombing raid. The main road can be used as a landing strip. A huge warehouse was converted into a hangar. Someone is visibly working in the hangar. In the hangar are a medium civil plane, two decent combat planes, and many completely destroyed planes and two persons: Olga & Mick. Olga and mick are part of the crew of Swen, and are currently taking apart spare parts from a plane carcass.

Meeting the pirates

So the heroes will most likely surprise Olga & Mick, who did not heard them. And they are probably being followed by Swen, who is armed and willing to save his friend.

The pirates are not willing to die for spare part. Swen love his crew, and is willing to kill to save them. If outnumbered, he will hide, unless his friends are in danger. Olga doesn't want to fight, but she doesn't care about killing at all, she will most likely flee when outnumbered. Mick is a dangerous man with nothing to lose.

Humphrey doesn't want the pirate to live. He is likely to open fire, hoping to start a deadly fight. He will later lie about a pirate grabbing what is thought was a pistol.

Sven, pirate pilot				Olga, scavenger/mechanics				Mick, pirate			
Might	2d	Wits	3d	Might	3d	Wits	2d+1	Might	3d	Wits	2d
Agility	3d	Charms	2d	Agility	2d+2	Charms	2d	Agility	4d	Charms	1d
Skill	pilot 1d, gunnery 1d, navigation 1d, comm 1d, firearm 1d			Skill	dodge 1d, firearm 1d+1, repair 1d, scavenge 1d, thief 0d+2			Skill	dodge 2d, firearm 1d, brawl 1d, pilot 0d+2, gunnery 0d +1		
Dodge	9	Block/parry	6	Dodge	11	Block/parry	9	Dodge	18	Block/parry	12/9
sense	9	Soak	6	sense	7	Soak	9	sense	6	Soak	9
Gear	old cesna, rifle(5d)			Gear	2 pistols (4d), lock pick, tools			Gear	smg (6d), radio, cigarette		
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			

Name	Old cesna (civil plane)		
Scale	4d	p! Hit	Dam. Hvy
Body	1d+1	O O-1 O-1d O-2d	
Mnv	2d+2	O O-1 O-1d O-2d	
Move	2d	O O-1 O-1d O-2d	
Soak	4	Dodge	11

Name	Douglas DC2 (medium civil)		
Scale	4d	p! Hit	Dam. Hvy
Body	1d+2	O O-1 O-1d O-2d	
Mnv	2d	O O-1 O-1d O-2d	
Move	2d+1	O O-1 O-1d O-2d	
Soak	5	Dodge	
Mg turret	3d	Jam/destroy	O / O

Name	Douglas devastator (fighter)		
Scale	4d	p! Hit	Dam. Hvy
Body	2d+1	O O-1 O-1d O-2d	
Mnv	3d	O O-1 O-1d O-2d	
Move	3d+1	O O-1 O-1d O-2d	
Soak	7	Dodge	
mg	3d	Jam/destroy	O / O

Act three: Poland

The heroes fly to the island of Lacsky. At first everything goes well. At first...

The island

The island is of decent size: 20 or 22km in length.

Part one: Radar

The radar tower is an isolated house on a hill, with 4 very high towers, a gas generator. Parked outside is a jeep. In the house is a small bedroom, a kitchen and the living room transformed into a radar station. There is a radio to communicate with the airbase or most planes within range. Two soldiers are in the house.

Part two: Sabotage

The sabotage should not be too dangerous, because the "polish army" is mostly a dozen militiamen. A closer

inspection of the bomber plane will show that the bombing equipment is under reparation. A very hard test will reveal that the plane are being alter to remove the bombing gear altogether.

The reality is that the polish a preparing to abandon their island. They are leaving Poland since they've hear news that the Russian started moving in Poland territory.

Part three: The raid

Russian para-troopers drop on Lacsky. The airfield is the target of bombing raid. Luckily, they plane waiting for the heroes is not there. Unluckily, there is 20km to cross to get to their plane.

The polish villagers are being capture. Later that night, a large cargo will land and all the population of Lacsky will be transported into Russian work camp.

Lacsky's villager				Lacsky's soldier/ russian soldier				Russian pilot			
Might	3d	Wits	2d	Might	3d	Wits	2d+1	Might	2d+1	Wits	3d
Agility	2d	Charms	2d	Agility	3d	Charms	1d+2	Agility	2d+2	Charms	2d
Skill	craft(farm) 2d, brawl 1d, survival 1d, firearm 0d+2, dodge 0d+1			Skill	firearm 2d, survival 1d, dodge 1d, perception 0d +2, comm 0d+1,			Skill	pilot 1d, gunnery 1d, navigation 1d, comm 1d, firearm 1d		
Dodge	7	Block/parry	12/9	Dodge	12	Block/parry	9/9	Dodge	8	Block/parry	7/7
sense	6	Soak	9	sense	9	Soak	9	sense	9	Soak	7
Gear	tools, horse, small knife			Polish Gear	rifle (5d) knife			Gear	pistol (4d), russian fighter plane		
				Russian gear	sub MG(6d), parachute						
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			

Name	Bomber		
Scale	4d	p! Hit	Dam. Hvy
Body	4d+1	O O-1 O-1d O-2d	
Mnv	1d	O O-1 O-1d O-2d	
Move	3d	O O-1 O-1d O-2d	
Soak	13	Dodge	
MG	3d+1	Jam/destroy	O / O
Top mg	3d+2	Jam/destroy	O / O
Tail mg	3d+2	Jam/destroy	O / O

Name	Polish fighter		
Scale	4d	p! Hit	Dam. Hvy
Body	2d	O O-1 O-1d O-2d	
Mnv	2d+2	O O-1 O-1d O-2d	
Move	3d	O O-1 O-1d O-2d	
Soak	6	Dodge	11
Mg	3d	Jam/destroy	O / O

Name	Russian fighter		
Scale	4d	p! Hit	Dam. Hvy
Body	2d	O O-1 O-1d O-2d	
Mnv	3d	O O-1 O-1d O-2d	
Move	3d+1	O O-1 O-1d O-2d	
Soak	6	Dodge	12
bomb	5d	Jam/destroy	O / O
mg	3d	Jam/destroy	O / O

Scenario: Ebene & Shadows

The heroes do their first job for David Mirren; a funny man, a heavy smoker & slave trader. During that simple mission, they will have to decide what to do with a group of slaves, dodge Swedish policemen & escape from the Russian special force.

Lovely...

Prelude

David is a smuggler. He truly need a crew. He intensely dislike to work with german and its partner was killed recently. He currently have a cargo of slaves that he must unload somewhere in France, because slavery is prohibited in Bonn. He knows a bunch of pirates in France and wants to liberate the slave there. He cannot liberate the slaves in Bonn.



Act 1: a pleasant morning

The heroes meet David, a captain in dire need for a crew.

Act 2: Heydy

The pilot & boss is shot. The plane dive violently, at the worst of time. The heroes will have to regain control of the plane, heal the captain, fight a pirate ship and fight a group of slaves in the cargo area. All at once.

Between act 2 and 3, the presence of slave can cause a moral dilemma. The character will have to decide what to do with them.

Act 3: Gothlan

Once the problem with the slave is being them, David, heavily wounded, is forced to explain the mission to his crew: The destination is Gothlan, an independent island of Sweden. There they will meet a scientist who asks to take him and his family to Bonn.

The heroes contact the scientist, but the Sweden militia received order to terminate the heroes and arrest the doctor.

Act 4: Shadow under Gothlan

The heroes leave the island, with or without the doctor. A taskforce of Russian GRU (special force) will hunt them down.

Outcome

This scenario can ends in a multiple way. With the captain wounded, the heroes can dispose of him to steal his plane. They could find his journal and in it; the detail of the mission.

They can decide to not help the doctor. It matter not, the police and the special force are already after them.

They can decide to help the doctor

Act one: Pleasant morning

The heroes will meet David for the first time.

Location: A German bar.

The meeting

The heroes meet David, a local trader/mercenary who is looking to hire a crew.

David is a rather large man sitting in a corner, smoking.

“Hi. If I’m not mistaken, you’re the English guys looking for a job. I’m David Mirren. I’m the guy looking to hire an English speaking crew.”

He will then ask about their Flight experience.

“The mission is simple: We go drop a package on a remote island just on France’s border. Then, we go pick up someone, no question asked. So basically, we are doing nothing illegal. I not sure the same thing is true for ours customer, but who am I to judge?”

“No, I would tell you more. You will know when you get there.”

“Yes, I know that flying in France is a bad idear. We are not going far, and I know the pirates were we are going and they know me.”

“You get 0.25\$ a day, plus 20% of the cash paid by the customer to split between you. I get the rest, since I got the plane.”

<i>David Mirren, captain & slaver</i>			
Might	3d	Wits	2d
Agility	2d+1	Charms	2d+2
Skill	firearm 1d, unarmed 1d stealth 1d, negotiate 1d+2 pilot 1d, Navigate 1d		
Dodge	7	Block/parry	12/9
Sense	6	Soak	9
Gear	Cigarette, leather coat, steel tow boots, revolver (4d)		
Health:	Ostun O-1d O-2d O-3d Odead		

Act two: Heydy

The heroes start working for David.

Location: The blue sky of France.

The job

“Ok, you are part of my crew now. This is the deal:

You work, you fight, and you get paid. I work, I fight, and I also make money. The job is simple; we are going to Poland to meet a customer. But before, we go to France to dump some unsellable cargo that I could not dispose in Bonn.”

Things to notice during the flight:

- The plane is a civil plane, but it was altered. Half the passenger area is now a separate section for cargo. A top turret is visible in the small area that is the kitchen.
- Something is moving in the cargo area.
- The cargo contains 6 large wooden crates. Each crate contains 2 or 3 French slaves.
- David doesn't talk about his flight plan much, but he uses a small leather note book.

The flight goes well. After a while, start giving hints to player concerning the cargo area. When a character goes to investigate, all hell will break loose.

All hell breaks loose

A lone pirate spots our heroes plane and attack. A lucky shot hit David's head, who fall unconscious. The plane dives violently. In the cargo area, 2 of the crates will smash open, freeing French slaves. Some slaves will try to gain control of the plane while other will liberate their friend.

The tasks to do are: regain control of the plane, shot down the pirate, control/kill/stop the slaves. This scene should be frantic. Slave could hide in the ceiling to access the cockpit. They could find useful tools in the cargo area to force the doors. They could rip out the wiring that controls the tail of the plane.

David				Slaves				pirate			
Might	3d	Wits	2d	Might	2d	Wits	2d	Might	3d	Wits	2d
Agility	2d+1	Charms	2d+2	Agility	2d	Charms	2d	Agility	4d	Charms	1d
Skill	firearm 1d, unarmed 1d stealth 1d, negotiate 1d+2 pilot 1d, Navigate 1d			Skill	Brawl 1d, firearm 1d, repair 1d, scavenge 1d,			Skill	dodge 2d, firearm 1d, brawl 1d, pilot 0d+2, gunnery 0d +1		
Dodge	7	Block/parry	12/9	Dodge	6	Block/parry	9/6	Dodge	18	Block/parry	12/9
sense	6	Soak	9	sense	6	Soak	6	sense	6	Soak	9
Gear	Cigarette, leather coat, steel tow boots, revolver (4d)			Gear	Improvised weapon (3d)			Gear	smg (6d), radio, cigarette		
Health: Xstun X-1d X-2d X-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			

Name	Heydy (douglas dc2)		
Scale	4d	p! Hit	Dam. Hvy
Body	2d	O O-1 O-1d O-2d	
Mnv	2d	O O-1 O-1d O-2d	
Move	2d	O O-1 O-1d O-2d	
Soak	6	Dodge	
mg	3d	Jam/destroy	O / O
Nose mg	2d+1	Jam/destroy	O / O

Name	Curtis (pirate scout)		
Scale	4d	p! Hit	Dam. Hvy
Body	1d+2	O O-1 O-1d O-2d	
Mnv	3d	O O-1 O-1d O-2d	
Move	2d	O O-1 O-1d O-2d	
Soak	7	Dodge	11
mg	3d	Jam/destroy	O / O

Act three: Gothlan

The heroes now have to reach the doctor and get him out. But

The island

The island is of decent size. 2 towns, 3 of 4 villages, a remote airfield, lots of field, forest, Decent roads. A very nice place to live.

Part one: meeting the package

The heroes have to get to the small village of GTEY, where they will meet Dc Jeremy Heisenberg. The doctor is now the town doctor, he lives with his wife in an old farm about 20minute out of town with his wife, a maid(Miss Built) and an old gardener (. Dc wants to get to Bonn with his wife. No question ask and without the police, airport to know. He will need two days to pack his stuff.

Part Two: Helena

The wife work for the KGB. She is not a spy, she truly loves her husband, but she would like him to accept the offer the Russians agency offer him a years ago, to get rich and live the good life. She was contacted

She will try to listen to any conversation, if she suspects anything; she will contact her Field Agent. He then will contact the Swedish militia to kill the characters & arrest the doctor. He will then contact the KGB, who will send a team to intercept the players/doctor (see Act four: Shadow under Gothlan". If caught she will blame the maid.

Part three: Policia

The following day is foggy, it's cold.

A police car will go to the house to arrest the doctor. In the following hours, police barrage will be set on the road leading to the airfield. This was done in a hasty way. It is far from perfect.

Dc Jeremy Heisenberg				Mme Helena Heisenberg				Swedish militiamen			
Might	2d	Wits	3d+2	Might	2d+1	Wits	2d+1	Might	3d	Wits	2d
Agility	2d	Charms	2d+1	Agility	2d+2	Charms	2d+2	Agility	3d	Charms	2d
Skill	Craft (atomic science) 2d+2, medicine 2d, repair 1d, drive 0d+2, melee 0d+2			Skill	Comm 1d, stealth 1d, craft (farming) 2d, scavenge 1d,			Skill	drive 1d, firearm 1d, firearm 2d, brawl 1d, dodge 1d, perception 1d		
Dodge	6	Block/parry	6/8	Dodge		Block/parry		Dodge	12	Block/parry	12/9
sense	11	Soak	6	sense		Soak		sense	9	Soak	9
Gear	Car, old fencing sword, scientific equipment & books			Gear	Small hidden radio in the basement.			Gear	Riffle 5d, cars, handcuff, pistol (4d)		
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			
								Health: Ostun O-1d O-2d O-3d Odead			
								Health: Ostun O-1d O-2d O-3d Odead			
								Health: Ostun O-1d O-2d O-3d Odead			

Act four: Shadow under Gothlan

The shadow

A thin fog is over the island of Gothlan. Just below the island is a Russian taskforce. A *Imperator Nikolai zepplin* is there, carrying 2 fighter plane, 2 scout plane & 1 utility plane & 40 Spetsnaz GRU. (special forces)

They will communicate with the sweden tower to know about plane take off and will hunt any suspicious plane. They do not wish to destroy the plane. They want to force them to land.

They will attack fiercely at take off until they see black smoke. Then simply follow until the plane is over an island to finish them.

russian Pilot				Spetsnaz GRU soldier				<i>Imperator Nikolai crew</i>			
Might	2d	Wits	3d	Might	4d	Wits	2d+2	Might	2d+2	Wits	2d+1
Agility	3d	Charms	2d	Agility	4d	Charms	1d+1	Agility	2d+2	Charms	2d+1
Skill	Pilot 1d, gunnery 1d, firearm 1d, navigation 1d, perception 0d+2, dodge 0d+1			Skill	firearm 2d, melee 2d, perception 1d, dodge 1d+1, stealth 1d, Brawl 1d, Drive 0d+2			Skill	Firearm 1d, melee 1d, pilot 1d, navigation 1d, comm 1d		
Dodge	10	Block/parry	6/6	Dodge	16	Block/parry	15/18	Dodge	8	Block/parry	8/11
sense	11	Soak	6(8)	sense	11	Soak	12 (14)	sense	7	Soak	8
Gear	Plane, pistol (4d), leather pilot suit (soak +2)			Gear	Heavy black leather jacket, smg 4d/6d, mg(7d), knife(5d)			Gear	ld, uniform, sometimes, rifle (5d) & bayonette (4d+2)		
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			

Name	Russian fighter Polikarpov				
Scale	4d	p!	Hit	Dam.	Hvy
Body	2d+1	O	O-1	O-1d	O-2d
Mnv	3d+2	O	O-1	O-1d	O-2d
Move	3d+2	O	O-1	O-1d	O-2d
Soak	9	Dodge	14		
mg	3d	Jam/destroy	O/ O		

Name	Russian scout Beriev				
Scale	4d	p!	Hit	Dam.	Hvy
Body	1d+2	O	O-1	O-1d	O-2d
Mnv	3d	O	O-1	O-1d	O-2d
Move	2d	O	O-1	O-1d	O-2d
Soak	5	Dodge	12		
mg	2d+1	Jam/destroy	O/ O		

Name	Imperator Ni. (Zeppelin)				
Scale	4d	p!	Hit	Dam.	Hvy
Body	5d+1	O	O-1	O-1d	O-2d
Mnv	0d+2	O	O-1	O-1d	O-2d
Move	0d+2	O	O-1	O-1d	O-2d
Soak	16	Dodge	5		
MG(Nose bottom)	3d	Jam/destroy	O/ O		
Top cannon	4d	Jam/destroy	O/ O		
Left cannon	4d	Jam/destroy	O/ O		
Right cannon	4d	Jam/destroy	O/ O		

Name	Russian fighter Polikarpov				
Scale	4d	p!	Hit	Dam.	Hvy
Body	2d+1	O	O-1	O-1d	O-2d
Mnv	3d+2	O	O-1	O-1d	O-2d
Move	3d+2	O	O-1	O-1d	O-2d
Soak	9	Dodge	14		
mg	3d	Jam/destroy	O/ O		

Name	Russian scout Beriev				
Scale	4d	p!	Hit	Dam.	Hvy
Body	1d+2	O	O-1	O-1d	O-2d
Mnv	3d	O	O-1	O-1d	O-2d
Move	2d	O	O-1	O-1d	O-2d
Soak	5	Dodge	12		
mg	2d+1	Jam/destroy	O/ O		

Scenario: lonely ice

The heroes are hired to find a smuggler. He went to a remote northern island and never came back. They must track him and evaluate the situation: if he tried to flee with the cargo, they must get him, take back the cargo and deliver it to the customer. If he's in trouble, get him out of trouble, and help him deliver the goods to the customer.

What happen?

The doctor, a crime lord of Bonn, sent a smuggler to the Faroe Islands with a copious cargo of heroin. The smuggler was to meet his customer, sell it and come back. But the customer was in jail for a minor crime. A jail warden with heavy dept. heard about the smuggler, meet him, and convince him that his customer is with a local crime lord who calls himself the Winter king. He then contacts the winter king, hoping that the cargo will cover his dept.

The smuggler is not stupid, he doesn't bring 30,000\$ of drugs with him. He hide it before the meeting. The Winter king will still capture him.

Unsatisfied with the cargo, the winter king releases 2 goons to force the warden to pay.

The Heroes then arrives into this mess.

Act 1: Going to the Faroe Island

The heroes meet the doctor and are explain the mission.

The heroes must get to Faroe and they will have to meet the very rough weather of the north.

Act 2: Looking for the man

In the capital town of Faroe, they must search for the smuggler, then for the warden and make the warden

talk. They can also talk to the customer, who is now free. If the warden understands that the heroes are searching for the customer, he will hire 2 scums to beat up the heroes.

Act 3: The winter king

Once the heroes know where to look for, it is all about the How. They may search to know more about the winter king. They can sneak, negotiate, storm the castle gun blazing...

Act 4a: escape from the winter king

It is probable that the heroes will have to sneak in, or sneak out, of the castle.

Act 4b: working for the winter king

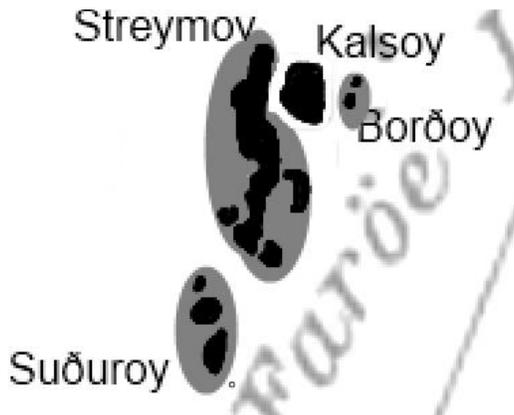
It is possible that the heroes convince the winter king to deliver the smuggler to them. He is willing to do so, for a sum of cash, or for a "task".

Outcome

This scenario can ends in a multiple way. The heroes can found the smuggler and help him. They can meet the winter king and make an ally of him, or an enemy. They can try to eliminate the smuggler and keep the precious cargo.

The Faroe Islands

North of Great Britain, the Faroe Islands have been a self-governing country within the Danish Realm. Norwegians traits are visible: Blond hair, thick beard. The weather is always cold. During the summer the temperature reaches 6°C, while during the winter, temperature plunge to minus 25 °C. It is a big entry point toward the United Kingdom for smuggler and criminal of all sort.



The island:

Borooy: Two very small islands (2km), covered with hills. The hills contain mine & forest, almost no habitants.

Kalsoy a 25 km long island, mostly agricultural with 6 or 7 small villages, no towns. It contains many smuggler hide out, and multiple field landing strip.

Streymoy: a long (75km) thin island with the small towns and multiple villages. Tórshavn is the capital. A British cruiser struck in what was the port guard the town against enemy aircraft. The population is Danish and British.

Suouroy: The kingdom of winter. Those three islands are under the rule of a pirate. The northern island contains radar, a radio station and a small pirate outpost. The second contains the "Palace of the King of winter and his gang. It's actually a small deserted town and an ancient monastery. The third island is mostly rural.

Act one: Going to the Faroe Islands

The heroes will meet The Doctor.

Location: A German Christian club for the rich & powerful people of Bonn.

The meeting

The heroes meet the Doctor, a crime lord.

“Hello, I need to hire someone intelligent and reliable. I hire a smuggler not so long ago to carry & sell goods to a remote island. I have lost contact with my employee and I am now most displeased.

I want someone to go there, find out what has happen to this man and to my cargo. For this I will merely pay you 100\$.

If this man stole from me, I would like you to punish him. For this I will pay you 200\$.

If this man or his cargo is in trouble I would like you to help him out of that trouble. If you get the cargo to my customer, you will get what I promised him: 2000\$”

So basically, it's 100\$ for going there, 200 for killing the guy if he's a thief & 2000 for the delivery. The doctor can accept to raise the pay up to 15% but no more.

If they accept, the Doctor will give the detail, with the name of the smuggler, the customer, and the destination

The destination is Streymoy, in the Faroe Island.

The smuggler is Walder Brandorff. Walder is German, He pilot a small AR-196, a German reconnaissance aircraft. He is tall and thin. And has clear blue eyes. He often wears a stolen SS uniform

The buyer is Jørgen-Frantz Jacobsen. It's a petty thief that buys and sells stolen goods. He already paid for the goods.

The voyage

The Faroe Islands are often surrounded by very strong wind, hail or snow storm.

Approaching the island, the heroes will meet a dangerous hail storm. The hail will do 1d+2 of damage to a plane.

Landing in the storm is harder than one step. But the damage in case of crash is 1d less, since the plane would crashes into snow.

Act Two: Looking for the man

Location: The town of Tórshavn

The heroes can ask about **Walder** (the smuggler), or about **Jørgen**, the buyer. Eventually, they will start asking question about **Hilbert**, a man that have been seen with Walder.

Airport & The old cruiser & port.

The airport is in fact the old port, still filled with old boat stuck in mud and ice. The multiple landing strips all lead to a British cruiser. The cruiser serves as defence base, radio & radar tower. There is many hangar, many small bars, refuelling station, garages. Prices are high & whores are dirty.

Asking about **Walder**: the heroes can learn that he came, dress as a SS officer, stay a day or two and left. He did not go far, since he did not even refuel his plane.

Asking about **Jørgen** lead to the bar "*første søjle*". He is an easy men to find.

Asking about **Hilbert**: nothing.

The town: nice and quiet little town. No bars here. Local smuggler often hides their stuff in private storage and hangar. It's safer than in the port.

Downtown: commerce, hotel, restaurant, a casino; the small beating heart of the Faroe Island.

Asking about **Walder**: He was seen at the casino with a big player name Hilbert.

Asking about **Jørgen** leads to the bar "*første søjle*"

Asking about **Hilbert** in bars indicate that he is a shady guy. With city official, is is a decent officer.

At the Første søjle Bar

It is easy to contact Jorgen. He is calm, just get out of jail. He know the doctor, and have never met Walder.

The doorman was hire by Hilbert to throw out and beat anyone asking for Jorgen. If he can prevent the heroes from meeting Jorgen, he will. But he was only paid 30\$, not enough to get killed.

At the casino

The casino is own by a rich man, Peter Heiberg. He pays vast sum of money to the Winter king for "security".

Hilbert is back at the casino almost every night. Not so long ago, he was violently expelled because he was unable to cover his dept. Now, thanks to his deal with the King, he's back gambling. He does not know that the King of Winter just order 2 thugs to beat up Hilbert.

Carl Hilbert, prison warden				Første søjle's Doorman: Rolt				Jorgen, buyer			
Might	3d	Wits	2d+2	Might	3d+1	Wits	1d+1	Might	2d	Wits	3d+1
Agility	2d+1	Charms	2d	Agility	2d	Charms	1d+1	Agility	2d	Charms	2d+2
Skill	firearm 1d, melee 1d stealth 1d, negotiate 1d			Skill	Brawl 1d+1, firearm 1d, perception 1d, streetwise 0d+2,			Skill	Streetwise +2d, nego +1d, stealth 1d, thief 1d, firearm 1d, dodge 1d.		
Dodge	7	Block/parry	9/12	Dodge	6	Block/parry	14/10	Dodge	9	Block/parry	6/6
sense	8	Soak	9	sense	7	Soak	10	sense	10	Soak	6
Gear	Cigarette, long winter coat, police baton, revolver (4d)			Gear	Brass knuckle (3d+2)			Gear	smg (6d), cb, cigarette, fake id, stolen goods, car.		
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			

Act Tree: The winter king

The locations:

The pirate village: a large village. Mostly empty. 75% of the houses are empty.

The monastery: The largest building overlooking the village. The home of the pirate king. There is always at least 8 pirate there.

The brewery 3 civil work there to produce beer. A small room serve as a bar. Usually, between 1 to 4 sentinel are there.

The strip: the road leading to an large ware house. It's the pirate landing strip.

The ware house: it contains multiple british plane. Mostly fighter bomber, painted white. It's guarded by 4 pirate soldier. On the top is a heavy mg emplacement with spot light.

The road: A long lonely road 5 km long leading to a village.

Gossip concerning the winter king:

The winter king is a local pirate controlling the Suouroy islands (south islands) He steal, smuggle and rule those parts.

His gang is big for these parts: 20 persons. They have planes, trucks and a whole village.

The village at the extreme south of Streymoy has often to deal with him. He rarely goes north.

Some say he own the casino. (Partially true)

Some say that in fact, the president of the Faroe Island and the winter king are the same person (false)

Tvøroy Bóltfelag: The winter king				Tirrah				Walder, smuggler			
Might	4d	Wits	2d+2	Might	3d+1	Wits	2d	Might	2d	Wits	3d
Agility	3d	Charms	2d+1	Agility	3d	Charms	1d+2	Agility	2d+2	Charms	2d+1
Skill	Streetwise 1d, negotiate 1d, dodge 1d, brawl 1d+1, melee 2d, firearm 1d, pilot 1d, stealth 0d+2			Skill	Pilot 2d, gunnery 1d, firearm 2d, brawl 2d, dodge 1d+, explosive 1d			Skill	Pilot 1d+1, navigation 1d, firearm 1d, dodge 1d, Streetwise 1d, Acting 1d, perception 0d+2		
Dodge	12	Block/parry	16/18	Dodge	12	Block/parry	16/10	Dodge	11	Block/parry	6/6
sense	8	Soak	12	sense	6	Soak	10	sense	9	Soak	6
Gear	Heavy cloak, broadsword (6d+2), mg(7d), pistol (4d) knife (5d)			Gear	Assault rifle(5d/7d), c4, trip wire,			Gear	SS uniform,		
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			

Pirate thug				Pirate sentinel				Civil			
Might	3d	Wits	2d	Might	2d	Wits	2d	Might	2d+2	Wits	1d+2
Agility	3d	Charms	2d	Agility	2d	Charms	2d	Agility	2d	Charms	1d+2
Skill	Streetwise 1d, negotiate 1d, dodge 1d, brawl 1d, firearm 1d, gunnery 1d,			Skill	Firearm 1d, melee 1d, perception 1d, dodge 1d,			Skill	Survival 1d, Craft 1d, Perception 0d+2, Brawl 0d+2, Firearm 0d+2		
Dodge	12	Block/parry	12/9	Dodge	9	Block/parry	6/9	Dodge	6	Block/parry	10/8
sense	6	Soak	9	sense	9	Soak	6	sense	7	Soak	8
Gear	Rifle (5d), knife (5d) heavy coat.			Gear	Rifle (5d), knife(3d), binocular, flare gun, grenade(5d)			Gear	Tool, knife (3d+2), heavy coat		
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			
Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead				Health: Ostun O-1d O-2d O-3d Odead			

Act 4a: escape from the winter king

It is possible that the player will try to sneak, attack, or flee from the winter king.

Northern Suouroy features:

Radar post; a huge steel tower beside an old farm. The farm is in working order. Many sheeps and some cows.

Not far from the farm is an old stone house, converted into a pirate outpost. A field landing strip, a radio tower, two heavy machine gun emplacements.

The rest of the islands is covered in forest and hills.

Suouroy: The northern island contains radar, a radio station and a small pirate outpost. The second contains the "Palace of the King of winter and his gang. It's actually a small deserted town and an ancient monastery. The third island is mostly rural.

Act 4b: working for the winter king

It is possible that the heroes will talk to the winter king.

Tvøroy Bóltfelag, the Winter King is willing to release **Walder**, the smuggler. He just needs some compensation.

Some valid compensation:

- Money; if the heroes offer him 100\$, he will let go Walder.
- Gear: Weapons, alcohol, a motorcycle. As long as the gear is valuable for a crime lord and is worth more than 150\$, he will be willing to let go Walder.
- A favor: If the heroes have nothing to trade, they could work for the winter king. He has something they could do.

A small favor

If the heroes want to work for the winter king in exchange for the smuggler, here is what he proposes:

“A petty thief will carry stolen goods from the capital to a private airfield. He will carry MY stolen goods. I want you to ambush him. I don’t want him to make money of my material. Do this from me, and I will give you Walder. If you retrieve some of the goods and bring it back, I just might give you a little something extra.”

The gang are planning to steal the goods from a police depot in Tórshavn. They paid a policeman to get access to the location. They will then transfer the goods out of town to a remote farm. A member of the gang sold the information to the winter king. The Winter king is in no position to attack currently, so sending the PC is easy.

The gang have a Panzerspähwagen, a german light armored vehicle to do this.

Gang member			
Might	3d	Wits	2d
Agility	3d	Charms	2d
Skill	dodge 1d, firearm 1d, drive 1d, thief 1d, stealth 1d.		
Dodge	12	Block/parry	9
sense	6	Soak	9
Gear	smg (6d), or pistol 4d, cigarette		
Health:	Ostun	O-1d	O-2d O-3d Odead
Health:	Ostun	O-1d	O-2d O-3d Odead
Health:	Ostun	O-1d	O-2d O-3d Odead
Health:	Ostun	O-1d	O-2d O-3d Odead

Name	Panzerspähwagen		
Scale	2d	p! Hit	Dam. Hvy
Body	5d+2	O O-1 O-1d O-2d	
Mnv	2d	O O-1 O-1d O-2d	
Move	1d	O O-1 O-1d O-2d	
Soak	17	Dodge	
mg	3d	Jam/destroy	O / O
Nose mg	2d+1	Jam/destroy	O / O

The goods

4 wooden crates, filled with munitions and military weapons. 6 Mauser pistol, 2 M3 “Grease gun” sub machine gun and a Bren Machine gun with tripod.

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	3d+2	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)



Legal stuff

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not

constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. D6 Adventure (WEG51011), Copyright 2004, Purgatory Publishing Inc. West End Games, WEG, and D6 System are trademarks and properties of Purgatory Publishing Inc.

PRODUCT IDENTIFICATION:

Product Identity: The D6 System; the D6 trademarks, the D6 and related logos and any derivative trademarks not specified as Open Game Content; and all cover and interior art and trade dress are designated as Product Identity (PI) and are properties of Purgatory Publishing Inc. All rights reserved.

Open Game Content: All game mechanics and material not covered under Product Identity (PI) above; OpenD6 trademark and OpenD6 logo (as displayed on this document cover page).

The images in this publication are from public domain library. In the case that a picture protected by copyright law was introduced in this document by mistake, the owner of the picture just has to contact me to have the picture removed.

Frederic Archambault

Frederic.archambault@gmail.com

porteusedeau@hotmail.com

Many thanks to:

World War II Poster Collection:

<http://digital.library.northwestern.edu/wwii-posters/>

Great War Primary Document Archive:

www.gwpda.org/photos

The Franklin D. Roosevelt Presidential Library and Museum:

<http://www.fdrlibrary.marist.edu/archives/collections/photographs.html>

More thanks to my playtesters:

Marc, Patrice, Big E, Louis

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