



LPJ9882



## HISTORY

While the word zeppelin is often used to refer to any aircraft that relies on lighter than air gasses to stay aloft, but the term was originally a brand name used by the Zeppelin Company. In modern it has become generalized to refer to all rigid airships, whose shapes are determined by a skeleton of aluminum tubes, as opposed to a non-rigid airship (*blimps*), which retain their shape due to internal air pressure.

The predecessor to the airship is the balloon. While toys and scientific models demonstrated the principles of the hot air balloon existed since the 3rd century CE, the first known manned balloon flight was made by Josef and Etienne Montgolfier in 1783. Later that year Professor Jacques Charles flew the first balloon using lighter than air gas. Lighter than air gasses, particularly hydrogen, become the standard of ballooning for over a century, and that standard carried over to powered airships.

The first airships were simply balloons with motors attached. Early experiments used steam-powered and even human powered engines, but these were too inefficient to be an effective mode of transportation. In 1896, an engineer named David



# Death from Above of Pulp Destruction

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.



Shwarz made his first flight in the rigid airship he designed. Schwarz passed away not long afterwards, but his widow sold the ship's designs to another airship pioneer, the man who would usher in the gold age of airships, Count Ferdinand von Zeppelin.

Von Zeppelin experienced major setbacks with his first two zeppelins, the LZ1 and LZ2, but the LZ3 proved to be a major commercial success, and was later purchased by the German military.

When World War I broke out, many in the German military thought the zeppelin was the perfect weapon to strike at Britain, flying over their powerful navy. As it turned out zeppelins bombers were wildly inaccurate, and highly vulnerable to airplanes and anti-aircraft guns. As bombers, zeppelins failed, but they carved out a niche as reconnaissance and naval escorts. The British meanwhile built hundreds of non-rigid airships for scouting and anti-submarine combat.

Count von Zeppelin did not live to see the end of the war, but the Zeppelin Company continued. After some struggle they constructed the Graf Zeppelin, the first in what they hoped would be a new line of passenger dirigibles. While the Graf Zeppelin flew over 1 million miles (including a circumnavigation of the globe), in the 1930s a series of airships had spectacular crashes, culminating in the Hindenburg disaster. These setbacks, coupled with the rise in prominence of the airplane, brought the airships' dominance to an end.

Though their use decreased, airships have never entirely disappeared. Their high carrying capacity and ability to remain aloft without forward movement give them certain advantages. Blimps continued to serve as anti-submarine duties in World War II, and in modern days they are used for advertising and as an aerial camera platform.

Research continues to examine new possibilities for airships, including ships that could lift a payload into low earth orbit. Airships in Pulp Campaigns

The goal of this product is not to portray airships in a completely historically accurate light. Instead, this book hopes to capture the hopes of airship pioneers, the romantic portrayal common to early-twentieth-century fiction, and the qualities that can make airships an exciting part of your game.

Airships serve a variety of roles in pulp campaign and take on a large range of importance. On the subtlest level they can serve as atmosphere when characters see them flying overhead. Airships can also serve the role of in your campaign that they served in real life, as a means for characters to get from one place to another. Airships are faster than their sea-bound cousins, and unlike trains, airships are free from tracks and can journey to any corner of the globe, from Brazil to the North Pole.

Airships can also be scenes of great drama, as the airship the characters are flying must fend off attack from enemy raiders, or the characters must race through a raging storm.

Finally, airships are set apart from most other vehicles, with the possible exception of trains, by their sheer enormity. Between crews and passengers, a large airship can have over a hundred NPCs on board. And if the bridge, living quarters, and cargo bays are not enough locations to set your adventures, you can always take the action to the gangplanks that run within massive gasbags holding the mighty airships aloft.

## PILOTING AN AIRSHIP

In worlds where airships are not the primary mode of air transportation, you should simply add airship to the categories of aircraft that can be chosen when taking the Aircraft Operation feat, and anybody without the feat suffers a -4 penalty to Pilot checks made to pilot an airship.

In a game where airships are the primary mode of transportation, you may alter the Pilot skill, such that it automatically allows a character to pilot personal and scout class airships with no penalty, but piloting heavier airships again imposes the -4 penalty. To counteract this penalty, characters should take the Heavy Airship Operations feat.

## AGE PILOT

You can control your vehicle with amazing grace.

**Prerequisites:** Drive 9 ranks or Pilot 9 ranks

**Benefit:** You may spend one action point to perform a vehicle stunt as a free action. This may increase the maximum number of stunts you can perform in a turn. You may use this ability at any time, even if it is not your turn.

**Normal:** Performing a stunt is a move action.

## GETTING THE FLAMES

You are able to avoid combusting while piloting an airship.

**Prerequisites:** Pilot 9 ranks

**Benefit:** Any time an airship you are piloting risks igniting, you may make a Pilot check to avoid catching on fire. The DC of the check is equal to 10 + the fire damage taken, or 5 + half the electrical damage taken.

## HEAVY AIRSHIP OPERATIONS

You are proficient at operating large airships.

**Prerequisites:** Pilot 4 ranks.

**Benefit:** You take no penalty on Pilot checks or attack rolls made when operating large airships, including passenger ships, bombers, and sky citadels.

**Normal:** Characters without this feat take a -4 penalty on Pilot checks made to operate heavy airships.

TABLE 1: AIRSHIPS

Name	Co-			Cargo	Init	Maneuver	Top			HPs	Size	Purchase	
	Pilots	Crew	Pass				Speed	Def.	Hard.			DC	Restriction
LZP (personal airship)	0	1	0	100 lb.	-4	-6	17 (170)	6	1	30	H	32	Lic (+1)
NS Class (scout)	1	10	0	500 lb.	-6	-8	14(140)	6	1	72	C	41	Mil (+3)
L 13 (bomber)	3	20	0	1,500 lb.	-8	-12	11 (110)	6	3	200	C	46	Mil (+3)
Graf Zeppelin (passenger)	3	40	20	12,000 lb.	-8	-12	15 (150)	6	3	240	C	48	Lic (+1)
Sky Citadel (carrier)	7	120	12	23,000 lb.	-12	-20	21 (210)	6	5	520	C	52	Mil (+3)

## BOMBARDIER

You are proficient at dropping aerial bombs.

**Prerequisites:** Spot 4 ranks.

**Benefit:** You do not suffer any penalty when making attacks with aerial bombs. Additionally you can make a special Spot check to locate targets from very high altitudes. (*See Airship Movement and Combat: Bombing.*)

**Normal:** Characters without this feat take a -4 penalty to attacks with bombs and must make a standard Spot attempt to locate targets.

## EQUIPMENT

The following includes airships that can be purchased as well as bombs, ammo, and transportation. Unless otherwise noted they follow all the rules presented in the Core Rulebook.

## AIRSHIPS

Airships are large aircraft that rely on lighter than air gases to keep them afloat. All airships provide nine tenths cover to their occupants. In addition to standard vehicle information, Table 1: Airships contains a co-pilots entry, indicating the maximum number of people who can aid the pilot.

**LZP:** The LZP (*Luftschiff Zeppelin Persönlich*) is a small airship big enough for only a single person. The pilot typically straps himself to the underside of the airbag and uses a set of hand held controls to steer the airship. LZP have an operational ceiling of 6,000 feet. The LZP is 32 feet long and 8 feet wide. In character scale a LZP personal airship is 8 squares long and 2 squares wide. In chase scale it occupies 1 square.

**North Sea Scout:** The North Sea class airship is a non-rigid blimp. It princely acts as a scout or navel escort. It has a ceiling of 9,800 feet. NS Class airships come with four Vickers machine guns (*as a heavy machine gun in the Core Rule Book*) and six medium bombs (*mostly used as anti-submarine weapons*). The NS Class airship is 250 feet long and 38 feet wide. In character scale a NS Class airship is 50 squares long and 8 squares wide. In chase scale a NS Class blimp is 5 squares long and 1 square wide.

## HELIUM

The gas chamber of an airship can be filled with helium rather than hydrogen. This is more expensive (+2 to purchase DC) and reduces the amount of cargo by 25%. However helium filled airships suffer no chance of combustion as described in Airship Movement and Combat: Dangers of Airships.

**L 13:** The L 13 is a long-range bomber designed to fly extended missions and drop bombs on military targets. It has an operational ceiling of 11,000 feet. The L 13 is armed with four MG08 machine guns (*as a heavy machine gun in the Core Rule Book*) and carries a payload of twelve light bombs, eight medium bombs and a single heavy bomb. The L13 is 398 feet long and 70 feet wide. In character scale the L 13 is 98 squares long and 14 squares wide. In chase scale the L 13 is 10 squares long and 2 squares wide. **Graf Zeppelin:** The most successful commercial airship designed by the zeppelin company, the Graf Zeppelin was the first aircraft to circumnavigate the globe, and it is a prime example of a long-range passenger aircraft. Though historically there was only one Graf Zeppelin, in a pulp setting, the name may be used to the entire class of luxury airliners. It has an operational ceiling of 7,000 feet. The passenger and crew numbers assume a luxurious long-range craft. If it serves as a short-range vessel that can easily hold 40 passengers and only requires a crew of 30. The Graf Zeppelin is 773 feet long and 125 feet wide. In character scale the Graf Zeppelin is 155 squares long and 25 squares wide. In chase scale it is 18 squares long and 3 squares wide.

**Sky Citadel:** These massive airships blot out the sky wherever they approach. While they boast an impressive array of bombs and guns, the sky citadel's greatest asset is dozen light fighter planes it carries. These planes dock by hooking to a trapeze-like crane on the underbelly of the airship. The Sky Citadel is armed with eight MG08 (*as a heavy machine gun in the Core Rule Book*) machine guns, and it carries twenty 120 lb. bombs, thirty-two 230 lb. bombs, and twelve 660 lb bombs. Sky Citadels have an operational ceiling of 22,000 feet. The Sky Citadel is 1125 feet long and 179 feet long. In character scale the Sky Citadel is 225 squares long and

**BOMBS (REQUIRES BOMBARDIER FEAT)**

Weapon	Damage	Critical	Damage Type	Blast Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
Light Bomb	10d6	—	Concussion	20 ft.	15	1000 ft.	Gargantuan	120 lb.	21	Mil (+3)
Medium Bomb	20d6	—	Concussion	30 ft.	18	900 ft.	Gargantuan	230 lb.	23	Mil (+3)

**AMMUNITION**

Ammunition Type (Quantity)	Purchase DC
Incendiary Ammunition	+2*

**TRANSPORTATION**

Transportation	Purchase DC
Continental, standard	15
Continental, luxury	18
Transcontinental, standard	19
Transcontinental, luxury	24

36 squares wide. In chase scale it is 23 squares long and 4 squares wide.

**AIRSHIP WEAPONS: BOMBS**

Bombs are large explosives dropped from aircraft. All of them function in a similar manner. Bombs are area affects, which deal damage to everything with the area of their blast radius. A successful Reflex save reduces the damage suffered from a bomb attack by half. Newly purchased airships come with a full payload of bombs. The purchase DC on Table 3: Bombs refers to the price of replacement bombs. Bombs can only be dropped from vehicles made to carry them.

Unlike weapons fired horizontally, bombs do not have a maxim range. They continue to fall until they hit a solid surface.

**AMMUNITION**

Incendiary Ammunition: Incendiary ammunition is not a specific type of ammunition, but rather a variant that can be applied to most ammunition types. They utilize a white phosphorus tip that ignites in flight, and burns incredibly hot. For each die of damage a weapon does with Incendiary bullets, one point of damage is converted to fire damage. This does not increase the total damage; it merely converts it from one type to another. Thus a burst (*using the Burst Fire feat*) from a heavy machine gun deals 4d12 points of damage, 4 points of which is fire damage.

**TRANSPORTATION**

Commercial airships transport passengers between major cities. Depending on the nature of the campaign, flights have limited schedules, or transportation may be limited to a handful of cities.

Continental flight typically are several hours, while transcontinental flights may take days. Flights that take over 24 hours should be considered even if they are technically on the same continent (*such as from Istanbul to Tokyo*).

Luxury flights primarily offer more spacious accommodations, finer meals, and often liver entertainment.

**AIRSHIP MOVEMENT AND COMBAT**

The rules for airship combat presented below are modified from the standard vehicle movement and combat rules presented in the D20 Modern Core Rulebook. Unless new or modified rules are presented in this section, standard vehicle movement and combat rules apply (such as the rules for facing and firing arcs, collision, and damaging vehicles).

**CHARACTERS IN AIRSHIPS**

A character in an airship can fill several possible roles, which determine what a character can do.

**Pilot:** The pilot of the airship controls its movement. Even though most airships have duplicate sets of controls, only one character is considered to be “piloting” the airship at any give time, and it is this character that controls the airship. Piloting a ship is, at a minimum, a move action, which means that the pilot may be able to do something else with his or her attack action.

**Copilots:** A copilot can help the driver by taking an aid another action. Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. Most airships have at least one copilot, and some have far more. (*see Table on Airships*). A copilot can also pilot the airship if the pilot cannot or chooses not to.

**Gunner/Bombardier:** Some airships have built-in weapons, which are usually manned by a gunner. Similarly, some airships carry bombs, which can be dropped by a bombardier. A vehicle can have as many gunners as it has gunner positions. It can have one bombardier, plus one co-bombardier who can use an aid another.

**Passenger:** All other personnel aboard the vehicle are considered passengers. Firing handheld weapons from an airship is possible, but often not practical.

## DEATH FROM ABOVE OF PULP DESTRUCTION

## VEHICLE SPEEDS AND MODIFIERS

Speed Category	Chase Scale		Character Scale		Defense Modifier	Check/Roll Modifier
	Movement <sup>1</sup>	Turn Number <sup>2</sup>	Movement <sup>1</sup>	Turn Number <sup>2</sup>		
Stationary	0	0	0	0	+0	+1
Landing speed	1-2	1	1-20	1	+0	+0
Maneuvering speed	3-5	2	21-50	4	+1	-1
Cruising speed	6-15	3	51-150	16	+2	-2
All-out	16+	4	151+	64	+4	-4

<sup>1</sup>-The number of squares a vehicle can move at this speed.

## SCALE

Because airship occurs in the air, the position of individual characters is irrelevant. Thus nearly all airship combat uses the chase scale.

**Chase Scale:** In chase scale, each square (33mm scale) of the grid represents 50 feet. Airships often occupy more than one square. Unlike most vehicles, more than one airship cannot occupy the same square. Unless otherwise noted, all distances referred to are in chase scale.

## GETTING STARTED

Starting an airship is a far more difficult process than sitting down and turning a key. Once the pilot and crew are in place it typically takes a minute (*10 rounds*) to enable the airship to be ready for take off. Once prepared, an airship's first action is typically to drop ballast.

A successful Pilot check can reduce the amount of time it takes to start an airship. A DC 20 reduces the time to start and airship by 1 round, and the time is further reduced by 1 round for every 10 higher than 20 the result is. Starting an airship takes a minimum of 1 full round action.

Copilots can assist with this check, but must aid another every round during the startup process.

## AIRSHIP SPEED

Airships are capable of obtaining high speeds, but their tremendous mass means they take longer to accelerate than most vehicles.

Vehicle speed is expressed in five categories: stationary, landing speed, maneuvering speed, cruising speed, and all-out. Each of these speed categories represents a range of possible movement (see *Table of Vehicle Speeds and Modifiers*). These speeds affect how easily the airship can be maneuvered.

## DECLARING SPEED

At the beginning of his or her action, a pilot must declare his or her speed airship for the round. The driver can choose to go one square (*in chase scale*) faster or slower than the vehicle's speed at the end of the previous round. Keep in mind that this may shift the airship into a new speed category. A stationary airship can change to landing speed in either

forward or reverse. Airship cannot go faster than landing speed in reverse.

**Stationary:** The airship has no forward movement. If there is wind present, remaining stationary often requires running the engines.

**Landing Speed:** This speed is used for safely maneuvering an airship in tight spaces, typically when it is taking on or landing. It tops out at about the speed a typical person can run.

**Maneuvering Speed:** The airship is traveling at a moderate speed, up to about 35 miles per hour. This speed is commonly used when navigating powerful weather systems, approaching bombing targets, or showing of over a populated area.

**Highway Speed:** The airship is moving at a typical cruising speed, from about 35 to 80 miles per hour.

**All-Out:** The airship is traveling extremely fast, more than 80 miles per hour.

## MOVING

On his or her action, the driver moves the airship a number of squares declared. Unlike characters, an airship cannot double move, run, or otherwise extend its movement. Every vehicle has a top speed, included in its statistics on Table of Airships. An airship cannot move more squares than its top speed. This means that some airship cannot move at all-out speed.

Count squares for airship just as for characters. Airship can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, an airship's facing is important; unless it changes direction, an airship always moves in the direction of its facing (*or in the opposite direction, if it's moving in reverse*).

## THE EFFECTS OF SPEED

A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control, and to attack from.

As shown on Table of Vehicle Speeds and Modifiers, when a vehicle travels at cruising speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard



the vehicle—including Pilot checks to control the vehicle and attacks made from it.

## PILOTING AN AIRSHIP

Piloting an airship is a move action, taken by the vehicle's driver. During his or her move action, the pilot moves the airship a number of squares equal to its current speed. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of airship movement are simple maneuvers and stunts.

**Simple Maneuvers:** A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the vehicle. However, simple maneuvers do cost movement—so an airship that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

**Stunts:** Stunts are difficult and sometimes daring maneuvers that enable a pilot to change his or her airship's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Pilot checks.

## SIMPLE MANEUVERS

During an airship's movement, the driver can perform any one of the following maneuvers. Note some of the simple maneuvers in the Core Rulebook do not apply to airships. It is impossible to sideslip in an airship, and because they are so massive, ramming with airship only requires entering the same square as the target.

**45-Degree Turn:** An airship can make a simple 45-degree turn as part of its movement. The airship must move forward at least a number of squares equal to its turn number (*shown on Table of Airship Speeds and Modifiers*) before it can turn. Making a 45-degree turn costs 1 square of movement.

**Soft Climb/Descent:** An airship can climb or descend at (*relatively*) gentle 25-degree incline, going up or down 50 feet per 4 squares of forward movement (*or 12.5 feet per square*). A shifting from level flight to climbing or descending, an airship must move forward at least a number of squares equal to its turn number (shown on Table 6: Airship Speeds and Modifiers) before it can level off again. Once level it must move a similar number of squares before changing orientation again. An airship cannot switch directly from a climb to a descent (*or vice versa*) as a simple maneuver.

The shift in inclination itself costs one square of movement, and it costs an additional square of movement for every four squares of forward movement.

## STUNTS

Stunts are maneuvers that require a Pilot check to perform successfully. Unsuccessful stunts often result in the airship ending up someplace other than where the pilot intended. When this happens, the airship collides with any objects in its path.

**Dash:** With a dash stunt, a driver can increase the airship's speed by one square. (*This increase is in addition to any speed change made at the beginning of the pilot's action.*) The airship's total movement for the round cannot exceed the maximum number of squares for its new speed. (*The squares it has already moved before attempting the dash count against this total.*) The DC for a dash is 15. The pilot can only succeed at one dash per round. On a failed check, the airship does not change speed categories.

**Drop Ballast/Vent Gas:** Dropping ballast allows the airship to rise quickly by lightening its load. Similarly venting gas causes the airship to sink by decreasing its lifting ability. At any point during the airship's move, this maneuver allows it to move up or down 50 feet, while keeping a level course. This maneuver takes one square of movement. An airship can use this maneuver even when not moving forwards.

The DC for dropping ballast or venting gas is 15. The pilot may make up to two such moves per round. On a failed check, the airship does not move vertically. Make a DC 15 Pilot check to regain control (*see Losing Control*).

**Hard Brake:** With a hard brake stunt, a driver can reduce the airship's speed by up to two squares. (*This is in addition to any speed change made at the beginning of his action.*) The airship's movement for the round ends as soon as it has moved its new speed. (*If it has already moved that far before attempting the hard brake, it ends its movement immediately.*) The DC for a hard brake is 15. The pilot can only succeed at one hard brake per round. On a failed check, the airship does not change speed categories. Make a DC 15 Pilot check to retain control (*see Losing Control*).

**Hard Turn:** A hard turn allows an airship to make a turn in a short distance without losing speed. A hard turn functions like a 45-degree turn simple maneuver, except that the airship only needs to move forward a number of squares equal to half its turn number (*rounded down*). The DC for a hard turn is 15. On a failed check, the airship continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Pilot check (*DC 15*) to retain control (*see Losing Control*).

**Sharp Climb/Descent:** A sharp climb or descent allows the airship to move up or down at a 45-degree angle. A sharp

# DEATH FROM ABOVE OF PULP DESTRUCTION

climb or descent functions the same as a soft climb or descent, except that the airship moves 50 feet up or down for every square of forward movement, and it costs three squares of movement, for every two squares of forward movement. The DC for a sharp turn is 15. On a failed check, the airship moves as though it were making a soft climb or descent. Make a Pilot Check (DC 15) to retain control (see *Losing Control*).

## LOSING CONTROL

A collision or a failed stunt can cause a pilot to lose control of his airship. In these cases, the driver must make a Pilot check to retain control of the vehicle. If this check is successful, the pilot maintains control of the airship. If it fails, the airship goes out of control.

Each round that the airship is out of control, roll randomly to determine its actions. 45-degree turns and soft climbs and descents function as the simple maneuvers of the same name, occurring at the beginning of the airship's move, after which it travels a distance equal to its speed on the previous round. If the speed increases or decreases by 1 square, it moves on the same course it did previously, but the distance is either 1 square more or less than the previous turn.

Every round that the airship is out of control, the pilot may attempt a new Pilot check at the original DC to regain control of the airship.

### Bombing

A bombing is a special kind of attack, as you cannot simply bomb any target any time you want to. In order to bomb a target, you must first locate it, then fly over it, then bomb in.

### Locating the Target

The first thing you must do when attempting to bomb a target is to locate it. Once the pilot has flown the airship to the correct general area (using the Navigate skill as described in the Core Rulebook), the bombardier makes a Spot check to correctly locate the target. The bombardier's assistant may make a separate Spot check, or may aid the bombardier.

If the bombardier does not have the Bombardier feat, he must make a standard Spot check with all the normal modifiers (including a -1 penalty for every 10 feet of distance). This generally prohibits bombing from more than a few hundred feet.

If the bombardier has the Bombardier feat, he makes a special Spot check. The standard modifiers applied to Spot checks are not used when locating a target. Only Colossal objects can be located with the Bombardier feat. The base DC for an immobile Colossal target is 0, and increases by +1 for every 1,000 feet of elevation. If the target is a moving vehicle, the Spot DC is increased by a number equal to the

## LOSING CONTROL

Result	Airship Actions
1	45-degree turn to port
2	45-degree turn to starboard
3	Soft climb
4	Soft descent
5	Increase speed by 1 square (50 ft)

## BOMBING SPOT DC MODIFIERS

Condition	Spot DC Modifier
Overcast or moonless night	+6
Moon light	+3
Total cloud cover	*
Moderate cloud cover	+6
Light cloud cover	+3
Target is illuminated (i.e. a building with lights on)	-6

defense bonus the vehicle gets for moving at that speed. Visibility and other factors may affect the Spot DC

A successful Spot check indicates that you have located the target, and can communicate its exact whereabouts to the Pilot. If you fail by 4 or less, you cannot locate the target. If you fail by 5 or more you make a false identification, and believes the target to be in a square other than the one it actually occupies.

## FLY OVER

Once the target has been successfully located, the Pilot simply has to enter the square above the target. Typically the bombardier readies an action to drop the bombs as soon as he is over the target, so the Pilot does not have to end his movement in the target square, simply pass over it.

## BOMBS AWAY

Once the airship is over the target square, the bombardier makes an attack as if attacking an object (*an immobile Colossal object has a defense of -3*). Remember that you may suffer penalties from range or vehicle movement. You may only use a full-round action to line up the target if the airship is immobile above the target's square for one full round or more. If the attack succeeds, the target is ground zero for the explosion. If it fails treat the bomb as a failed thrown explosive (see *Core Rule Book: Combat: Special Attacks*), but treat

## WIND EFFECTS

Wind Force	Wind Speed	Pilot DC	Damage	Ranged Attacks Penalties	Listen Penalty
Light	0–10 mph	—	—	—	—
Moderate	11–20 mph	10	1	—	—
Strong	21–30 mph	15	1d6	—	–2
Severe	31–50 mph	20	2d6	—	–4
Windstorm	51–74 mph	25	3d6	–4	–8
Hurricane	75–174 mph	30	4d6	–8	–16

the deviation as though it were in chase scale (*rather than character scale*.)

## DANGERS OF AIRSHIPS

## WEATHER

One of the disadvantages of airships compared to heavier than air craft, is that they are even more vulnerable to bad weather.

## WIND

Whenever a character flies an airship through a moderate or stronger wind he must make a Pilot check (*as indicated on Table of Wind Effects*) in order to stay on course. In a combat situation, a check must be made every round. Failure indicates that the ship is blow back  $2d6 \times 10$  feet off course, and cannot mover for that round. Failing the check by 5 or more indicates that the airship takes damage, and any crew and passenger standing up must make a Balance check (*DC equal to the Pilot check*) or be knocked prone.

In non-combat situations the character should make one check every minute of the storm. A failed check simply indicates that the airship has failed to make any progress. A check failed by 5 or more indicates that the airship takes ten times the damage listed on the table below.

In addition, strong winds make it difficult to fire weapons or hear beyond the storm. (*A character firing an archaic weapon, such as a bow or javelin suffers a penalty to attack equal to the Listen penalty*).

**Light Wind:** A gentle breeze, having little or no game effect.

**Moderate Wind:** A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

**Strong Wind:** Gusts that automatically extinguish unprotected flames (*candles, torches, and the like*).

**Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (*such as those of lanterns*) to dance wildly and have a 50% chance of extinguishing these lights.

**Windstorm:** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns.

**Hurricane-Force Wind:** All flames are extinguished. Hurricane-force winds often fell trees.

**Tornado (CR 10):** All flames are extinguished. While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

## THUNDERSTORMS

In addition to wind and precipitation (*usually rain, but sometimes also hail*), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter. As a rule of thumb, there is a 5 percent chance of being struck by a lightning bolt each minute while in the center of the a storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice.

## COMBUSTION

On of the greatest dangers of airships is that the most common source of lighter than air gas, hydrogen, is highly flammable. Any time a hydrogen-filled airship takes fire damage, there is a percent chance equal to twice the damage dealt that the hydrogen will ignite and begin to burn. If it takes electrical damage, there is a percent chance equal to the damage dealt that it will ignite. Once the hydrogen of an airship begins to burn it takes 5d6 points of additional fire damage each round, until it is destroyed. It is nearly impossible to extinguish such a fire. Unlike most objects, fire deals full damage to airships. (*Eletrical damage still is divided by 2.*)

## ADVENTURE HOOKS

## THE GREAT RACE

Sir Emral Scott, a well-known philanthropist, is sponsoring a race around the world, which consists of a series of twelve



checkpoints that touch upon all of the inhabited continents. Famous airship crews from around the world are entering in hopes of winning fame and a major cash purse.

To make matters more interesting a little known inventor, Cedric Diomad approaches the PCs and offers to sponsor their entry into the race. If necessary can provide them with an airship, or he may offer to upgrade their ship with new experimental engines. Regardless Cedric thinks he should be on board to make sure nothing goes wrong with his inventions.

In truth Cedric Diomad cares very little whether he wins or loses. He sees the race as an opportunity to smuggle several illegal shipments across national boundaries, plans to use the PCs are hapless dupes in his plans.

## SKYPIRATES

Recently, the most common commercial passenger routes for zeppelin traffic has fallen prey to sky pirates. These pirates operate from a massive sky citadel. They pull along side the smaller passenger airship, attach lines across, and board the ship, depriving the passengers of their valuables, and occasionally kidnapping somebody they think will bring in a hefty ransom.

While several attempts have been made to track down these pirates, the chase always ends when the pirates fly their zeppelin into a particularly violent weather storm. Cautious pursuers turn back, while more zealous ones enter the storm only to lose visibility, or be brought down by the terrible conditions.

It turns out that the pirate captain is none other than the great flying ace Fredrick Steinberg, who was disgraced after losing his pilot's license on trumped up charges. Fredrick sees himself as a victim of a political attack, and now terrorizes the sky primarily as revenge against those who wronged him.

## SABOTAGE

A new airship, The Hinesburg, has just completed its first transatlantic crossing from Europe to North America, and it will soon be crossing the opposite direction to complete the round trip. The Hinesburg is not only the most luxurious airship ever crafted, it utilizes many new techniques that increase its speed, range, and carrying capacity.

Unfortunately not all is well. The PCs have obtained information that suggests a saboteur is aboard the Hinesburg and plans to crash the airship before it lands in Europe, but who exactly this saboteur is and how he or she plans to damage the ship is a mystery. The characters must pose as passengers on the two-day voyage, so they can discover the saboteur, but if they are not careful, they might tip off the saboteur, causing him or her to act sooner than anticipated.

It turns out the saboteur is none other than the airship's creator Hector Eckenburg. Upon completing his dream airship Eckenburg learned that the civilian craft was truly created as a test by the military of a government that was growing increasingly militaristic and expansionist. Eckenburg cannot stand to see his designs be used as tools for war, and thus resolved to sabotage the flight, hopefully proving that his ideas were not worthy of military applications.

## SUGGESTED READING

The War in the Air by H. G. Wells

The Clipper of the Clouds by Jules Verne

Warlords of the Air by Michael Moorcock

All text on all pages is Open Game Content as defined by the Open Gaming License. See page 10 for more information.

# OPEN GAME LICENSE VERSION

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, non-exclusive 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 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Death from Above of Pulp Destruction, Copyright 2005, Louis Porter Jr. Design, Inc.

**THANKS FOR PICKING UP THIS  
HAVEN CITY OF BRONZE PRODUCT**



**CLICK HERE AND SAVE 50% OFF THE  
COST OF PROTOTYPE: MASKED AVENGER  
ONLY AT EN WORLD GAMESTORE!!!**