

REALMS OF DARMONICA

FROZEN SKIES





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Dedication: To Victoria Jayne Hughes, University of East Anglia Games Society, Athena Savages and to everyone else who have given their support and advice over the course of getting this book done.

Thanks to Pinnacle Entertainment Group for allowing use of and adapting the air aircraft creation rules from The Pulp Gear Toolkit and some of the vehicle stats from Deadlands Noir. Also to Paul Wade-Williams of Tripe Ace Games for allowing use of the Cold Blooded Hindrance from Hellfrost.

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Welcome to *Frozen Skies*, a dieselpunk fantasy game set in the mysterious, frozen lands of Alyeska. It is a frontier home to those living on both sides of the law, the pioneering ice pilots without whom the land would be virtually uninhabitable, the various factions who strive to bring civilisation to this remote and inhospitable place, and the savage beasts known as Wulvers whom have dominion over vast swathes of the Continent.

Many are drawn to Alyeska in search of something, be it a new sense of freedom on the fringe of civilisation or fortunes to be made. This wanderlust has manifested itself in the form of treasure hunters plundering ancient artefacts from ice-bound ruins, aviators who've come to fly as bush pilots on the frontier taking any jobs they can (legal or otherwise), and convicts or criminals fleeing north to escape the long arm of the law.

Whatever their reasons or motives for coming to this land, all face a daily fight for survival against the elements, and occasionally each other, as well as darker forces such as the Wulvers. For every man who leaves Alyeska with a fortune in his pocket, there are dozens more who simply disappear into the frozen wastes.

A FROZEN FRONTIER

Alyeska is a remote continent in the northern reaches of the world known as Darmonica, so far removed that it might as well be another planet altogether. Well...almost. The march of technology and progress have certainly helped to

make the world a much smaller place with the development of long-range communications, though these have only recently been introduced to Alyeska and it is likely to be years before the full effects are felt.

However, events of the Great Darmonican War a decade ago are still felt today and contribute to Alyeska's effective isolation. The vast waters of the Mhór Farraige, the ocean that lies between Alyeska and the great powers to the east, have been near-constantly storm wracked since the end of the War. Many believe this is due to a large explosion, simply dubbed The Blast, that devastated a large chunk of the former Holy Sodkan Empire. The crossing is difficult for ships and virtually impossible for aircraft, and with no sign of the storms letting up any time soon rationing has started being enforced in Alyeska to preserve supplies and resources.

THE COMMONWEALTH

To many Alyeskans the Commonwealth, the nation that governs most of Alyeska, is a distant authority. They know there is a parliament that governs it, and a monarch that rules it, but little beyond that. Since it is so far removed from them many barely even acknowledge it, after all they're the ones trying to eke out an existence in this harsh land. There are also many who resent the Commonwealth for 'abandoning' them by withdrawing soldiers that were holding back the Wulvers.





Of course Alyeskans are aware of other powers that wish to stake a claim in their home: the militant Artian Confederation, the technological theocracy called the Iron Collective, and the Union of Sodkan Republics. Thankfully there is a great deal of mistrust between these far-off powers, stemming mainly from the Great Darmonican War and its scars, which are still fresh in the minds of many.

AVIATORS

Due to Alyeska's terrain and the general lack of major infrastructure, the principal means of getting around is the airplane and, to a much lesser degree, the airship. There are dozens of airstrips scattered throughout Alyeska and for many settlements it is their only link to the outside world. With such a focus on air travel there is a huge demand for pilots, something that has attracted hundreds to become bush pilots or 'ice pilots' as they generally like to be called. Many of these ice pilots are eccentrics who are well suited to the flying conditions in Alyeska; there is a general saying that you don't have to be crazy to fly the frozen skies, but it does help...

Another type of pilot has been drawn like a moth to a flame, too, namely those romanticized in the press as 'sky corsairs' but labelled by the law and their victims as simply 'pirates'. Sky piracy first arose with the coming of the aircraft almost a century ago, but boomed in the aftermath of the Great Darmonican War when there were a lot of war surplus planes

and former pilots around. The sky pirates have become an increasingly widespread problem over the past decade, based primarily in the free town and pirate haven of Broken Spires in the Bastion Peaks.

WINDRYDERS AND GENCHI

Resident in Alyeska long before Man reached its shores, the Windryders are a nomadic people that use giant birds dubbed 'Dragonhawks' as mounts. They are generally considered as little more than primitive tribal people, though they are known to be adept at using firearms to the distress of an unlucky outlaw. However, Windryders tend to avoid contact with humans as much as possible.

What is known is that they've had a less than peaceful relationship with the various settlers who've come to Alyeska, and they do their best to deter people from poking around in some of the old ruins that dot the land. Many believe the Windryders are hiding a vast horde of treasure, although others say it's some dark and horrible secret. Either way, the Windryders aren't saying much on the matter.

Generally treated as second-class citizens due to their non-human features, the Genchi are related to the Windryders as distant cousins. Like their free-flying counterparts, the Genchi sport four-digit hands and feet, green pointed ears, and a slightly prehensile hairless tail in the same green skin tone. Where the Genchi differ is that they lean towards



being more technologically inclined, and many display a mechanical aptitude that is almost supernatural. As a result, they tend to drift towards more industrial areas or places where mechanics are in high demand.

THE ANCIENT TERRANS

Civilisation in Alyeska began with the Windryders; but there was a people known as the Ancient Terrans who once resided in Alyeska, thousands of years ago, before being destroyed in mysterious circumstances. Today only the ruins of their former settlements remain. Some have been adapted as shelters by the Windryders, and others in turn became foundations for the new human settlements. A lot of the ruins lie abandoned, though, with something foul about them that makes people wary of getting too close to them.

The greatest reminder of the Ancient Terrans is an area known as the Chillwynd Marches, a vast plain, circular and perfectly flat, ringed by standing stones marking its boundary. At the dead centre of the Marches lies the Monolith, a towering hive-like city that is still largely unexplored. Many are drawn here in search of relics and artefacts to sell to the highest bidder, but very few stay long.

Another reminder left behind by the Ancient Terrans is the existence artifacts that people scavenge from the various ice bound ruins. These often fetch high prices and have been responsible for many of so-called 'relic rushes' over the years. They have been the cause of dozens of skirmishes, be it between rival treasure seekers or between the settlers and the Windryders.





CHARACTERS



Alyeska is home to a wide range of characters, all of whom can easily be used for any *Savage Worlds* game. Below are some of the sort of characters that you can expect to find in Alyeska, but this is by no means a comprehensive list. You're more than welcome to come up with your own character concept.

Aviator: Many who come to Alyeska do so to fly, and there is a demand for skilled pilots. It isn't an easy life however, and hazards such as sky pirates and even the weather are daily occurrences.

Bootlegger: Be it via your own small aircraft, or the motor vehicle you're lucky enough to own, you transport your home-brew liquor to sell in exchange for a few coins in your pocket. You try to keep one step ahead of the law - but they're the least of your worries.

Bounty Hunter: Alyeskais a vast frontier with plenty of places in the wilderness for a wanted man to hide beyond the reach of the law, and it's usually up to you to bring in these scoundrels.

Commoner: You are one of the common inhabitants of Alyeska, those who just wish to eke out an existence in this unforgiving land.

Doctor: People get hurt and they get sick, and anyone with some medical skills is a godsend in the various Alyeskan settlements. Typically as a doctor you're widely respected as a neutral and not to be harmed (well, except perhaps for the more unsavoury types...).

Drifter: There are odd jobs all over the place and you've always felt the need to keep on the move. Your time in Alyeska

has taught you the wisdom of keeping a gun handy and knowing how to use it.

Escort: Typically female and known in polite company as a 'lady of the evening', or 'soiled dove', and by other names in cruder company. You often find work in the various taverns throughout Alyeska or in the brothels of the larger settlements. Typically escorts are female, but some men have taken to this trade in recent years.

Explorer: Alyeska is a vast land with many mysterious and hidden secrets, all waiting to be uncovered by the most brave and daring. You've heard the barroom tales of expeditions into the wilderness disappearing without a trace and other such stories; whether they're true or not, you keep a gun handy just in case.

Fur Trapper: You make a living trapping animals to sell their furs at the various trading posts. You've taught yourself some bushcraft skills and are a skilled hunter, but you know full well the dangers of the wilderness.

Lawman: Alyeska is a frontier and somebody needs to keep law and order out here: that somebody is you. Typically you would be part of the Royal Alyeskan Air Police, but a few towns have their own sheriffs and the larger ones have their own police forces.

Mechanic: A good mechanic is worth their weight in gold and any pilot worth his salt will make sure he has one. Much like pilots they are in great demand, perhaps even more so.

Mercenary: Guns for hire can easily find work, typically working in security



protecting valuable cargo or defending a mining camp. Others sign on with the various expeditions that head out into the wilderness - some of which are legal, some less so...

Outlaw: Alyeska has its fair share of people with a price on their heads, some bank robbers, some cold-hearted killers. You're constantly on the move, never staying in one place for more than too long lest the law should finally catch up with you.

Prospector: There is a great deal of mineral wealth in Alyeska: most of it gets claimed by the various mining companies. You're one of the stubborn independents, ferociously guarding your claim in the hope that one day you'll strike it rich.

Sky Pirate: You are the scourge of the skies, hijacking planes with the intention to hold their passengers or cargo to ransom. Perhaps you're a noble soul that doesn't harm anyone unless needed to, though you could just as easily have a darker heart....

Treasure Hunter: Scattered throughout Alyeska are the ruins of the Ancient Terrans, many of which are meant to contain relics and artefacts waiting to be discovered. The tales that these ruins are cursed just mean they hold something valuable... right?

MAKING CHARACTERS

Once you've decided upon your concept, it's time to create a character. Creating *Frozen Skies* characters follows the standard character creation process for *Savage Worlds*.

Race

In *Frozen Skies* Humans are the main race encountered, though Windryders and Genchi are included as optional player races. The Windryders and Genchi share a common ancestry, but they have differences in their respective cultures and daily life. Below are the templates for Windryders and Genchi, should they be used in your game.

Windryder

Windryders are nomadic hunter-gatherers who can be found all over the continent of Alyeska, having called these frigid lands home seemingly since the world began. They are an ancient people whose traditions and customs have survived through the centuries, they also recall the rise and fall of the Ancient Terrans in some of their oldest tales. They are most notable for using giant birds called Dragonhawks as mounts.

They generally have green pointed ears, a slightly prehensile hairless tail in the same skin tone, and four digits only on both hands and feet as opposed to the human norm of five digits

- **Agile:** They start with d6 Agility
- **Skyborn:** They start with d6 in Riding
- **Icy Home:** The Windryder receives a +4 bonus to resist cold. This also counts as Armor against attacks based on cold/ice.
- **Outsider:** Being of a little understood race and culture their Charisma suffers a -2 modifier among all but their own people.
- **Pacifist (Minor):** Windryders only fight when given no other choice, and never kill prisoners or other defenseless victims.

Genchi

Genchi are offshoots of the Windryders, their ancestors being taken by the Ancient Terrans as slaves. They lost much of their old Windryder ways and gradually formed their own distinct culture. During their time as slave workers for the Ancient Terrans, the Genchi had a mechanical aptitude bred into them and working with mechanical devices comes naturally to them. Though they tend to be treated as second-class citizens and so are often found in their own ghettos or doing menial factory work, a minority have found work in the military as mechanics. A skilled handful have even managed to better themselves.



- **Agile:** They start with d6 Agility
- **Grease Monkey:** They start with a d6 in Repair
- **Outsider:** Being of a little understood race and culture their Charisma suffers a -2 modifier among all but their own people.

Traits

Having decided on what sort of character you wish to play, it's time to assign your hero's attributes and skills. In each of your character's attributes they begin with d4. The various attributes are Agility, Smarts, Spirit, Strength, and Vigor. You have five points to distribute amongst them as you so desire; it costs 1 point to raise an attribute by a die type, and no attribute may be raised above d12.

Once you have done your attributes you have 15 points with which to buy your skills. For each skill it costs one point to raise its die type, including the initial d4. When the skill is raised above its linked attribute it costs 2 points to raise its die type. Just like attributes, skills cannot be raised any higher than d12.

All skills in the *Savage Worlds* rulebook are available in *Frozen Skies*.

Languages

The prevalent language in Alyeska is Gwentian: it is the main language spoken in the Commonwealth, and is typically accepted as standard amongst traders and diplomats the world over. Gwentian and other languages (such as Artian and Sodkan) are listed on your character sheets as a Knowledge skill, though a roll is not required unless you are dealing with a regional dialect or attempting a translation.

Secondary Statistics

Charisma is +0 unless effected by Edges or Hindrances.

Pace is 6".

Parry is equal to 2 plus half of your Fighting die.

Toughness is equal to 2 plus half your Vigor die.

Gear

Each character in *Frozen Skies* starts with the clothes on their back and £75 in their pockets. It is a good idea to spend some of that cash on weapons, ammunition, and equipment. A complete list of items can be found on pages 16-25.

Special Abilities

Now you can choose whether your character has any Hindrances. You may choose up to one Major Hindrance and two Minor Hindrances. You gain points for taking Hindrances to purchase any of the benefits listed below; you gain 2 points for a Major Hindrance, and 1 point for each Minor Hindrance.

For 2 Hindrance points you may raise an attribute by one die type or choose an Edge. Likewise for 1 Hindrance point you may gain another skill point or an additional £250 in starting funds.

Background

Now spend some time on filling out your character's background. Come up with a name for them, decide where they're from and why they are in Alyeska. A good background helps you role-play your character and also helps the GM come up with ideas to work into their campaign.

New Hindrances

All of the Hindrances in the *Savage Worlds* rulebook are acceptable for use in *Frozen Skies* with no changes, except that is, Outsider and Bad Luck, which are replaced by the new Hindrance *Jinxed*.

Bad Reputation (Minor/Minor)

One way or another, either by not completing jobs or simply selling off the cargo, you've earned yourself a poor reputation as being unreliable. When making a Streetwise roll to find a job you get a -2 penalty, as Major this increases to a -4 penalty. In addition taken as a Minor you receive 25% less reward money for completing jobs, increasing to 50% less



money and no up-front payment as a Major Hindrance.

Cannot be taken with Good Reputation.

COLD BLOODED (Minor)

If there is one thing your character has never quite gotten used to in the North it is the thrice-cursed cold, often forcing them to don furs and hang close to a fire in order to stay warm. They end up having a -2 to their Vigor rolls to resist the effects of cold weather.

JINXED (Major)

You're walking bad luck; somehow, you've got a reputation for bringing calamity upon those around you. It may be that you tend to be the sole survivor of various expeditions or that planes you travel in have a nasty habit of crashing. As a result, folk tend to mistrust you to the point where you can expect to be charged higher prices or to find people are a little wary to help you.

In addition to the above you also suffer a -2 modifier to your Charisma rolls. A Character cannot have Jinxed in combination with the Luck or Charismatic Edges.

LIGHTWEIGHT (Minor)

You either can't handle your liquor, or you've been a sucker for every illness going; either way you're a tad more delicate compared to others. As a result you suffer a -2 to your Vigor rolls for Diseases and Poison.

Cannot be taken with the Liquid Courage or Heavyweight Edges.

WUNTOUNCHED (Major)

Whilst you were still in the womb you were infected when a Wulver bit your mother, though it didn't seem to have any effect growing up though you gained a reputation for being bit of a wild child. As an adult you find it difficult to control your anger, something that has caused no end of trouble.

At the GM's call during a situation involving extreme stress make a Spirit roll and make a note of the result. Should

you fail three such rolls in a row your character loses control as the infection takes over and you transform into a Wulver. The process takes 1d6+1 rounds after which your character will attack friend and foe alike.

NEW EDGES

Edges with the Arcane Background type aren't generally available in *Frozen Skies*. All others are acceptable. Weird Science is acceptable long as the GM feels it fits their game.

BACKGROUND EDGES

Background Edges can be picked up during play.

Heart of the North

Requirements: Alyeskan native by birth.

This Edge grants the Alyeskan a +4 to resist cold and a free d6 skill in Survival. This replaces the free Edge normally available to humans for Alyeskan-born characters.

Heavyweight

Requirements: Novice, Vigor d8+

You have a stronger constitution than others - you're less likely to get sick, and you can hold your own in drinking contests. You gain +2 on Vigor rolls for Diseases and Poison. If the Liquid Courage Edge is also taken then you gain a Vigor roll to ward off the effects of drinking a stiff drink.

Cannot be taken with the Lightweight Hindrance.

Tenacious Survivalist

Requirements: Novice, Survival d6+

Even when times were at their toughest, you have always managed to get by when others fell by the wayside. As a result of your trials and travails you have gained +2 to your Survival skill.



COMBAT EDGES

Ace Gunner

Requirements: Novice, Shooting d6+

You have a knack for using weapons like machine guns and other heavy weapons; you're almost as good with them as a sharpshooter is with a rifle. When using a machine gun or vehicle-mounted weapon you gain +2 to your Shooting skill.

Pugilist

Requirements: Seasoned, Brawler

Some are a hotshot with a gun, others are highly skilled swordsmen. You, well, you're handy with your fists. You gain +2 on your Fighting rolls for unarmed attacks.

PROFESSIONAL EDGES

Mechanic

Requirements: Novice, Smarts d6+, Repair d6+

You add +2 to your Repair roll when working on mechanical items such as an aircraft engine.

SOCIAL EDGES

Good Reputation

Requirements: Seasoned

The opposite of Bad Reputation, you've got a rep for being reliable and honest when it comes to getting jobs done. You gain a +2 bonus when doing a Streetwise roll looking for jobs and 25% extra reward money for completing said jobs.

Cannot be taken with Bad Reputation.

Excellent Reputation

Requirements: Veteran, Good Reputation

As above but increased to a +4 bonus and 50% extra reward money.

WEIRD EDGES

Scentless (Weird)

Requirements: Novice

For reasons unknown Wolverers have a hard time trying to track you. When trying to detect you, Wolverers must roll Notice at -4 in order to do so.



Ancient Terran Mastery

Requirements: Seasoned, Arcane Background (Weird Science), Smarts d8+, Knowledge (Ancient Terran) d8+, Weird Science d8+

Your growing knowledge of Ancient Terran technology allows you to make more efficient use of Ancient Terran Artifacts. You can now ignore the -2 penalty to use such devices.

Ancient Terran Expert

Requirements: Veteran, Ancient Terran Mastery, Smarts d10+, Knowledge (Ancient Terran) d10+, Weird Science d10+

You have become so adept at using Ancient Terran Artifacts that you are able to maximize their effectiveness. You now gain a +2 bonus to using such devices and they will only malfunction on a 1 on the trait die, ignoring the Unstable rule.

Ancient Terran Artificer

Requirements: Legendary, Ancient Terran Mastery, Knowledge (Ancient Terran) d12+, Weird Science d12+

You've unravelled the mysteries of Ancient Terran technology and now are able craft your own Artifacts. The Power Points for these devices is equal to your Power Point level plus five. You can also repair any Ancient Terran Artifact.

In addition, your bonus to using Ancient Terran Artifacts now increases to a +4.

Overcharge

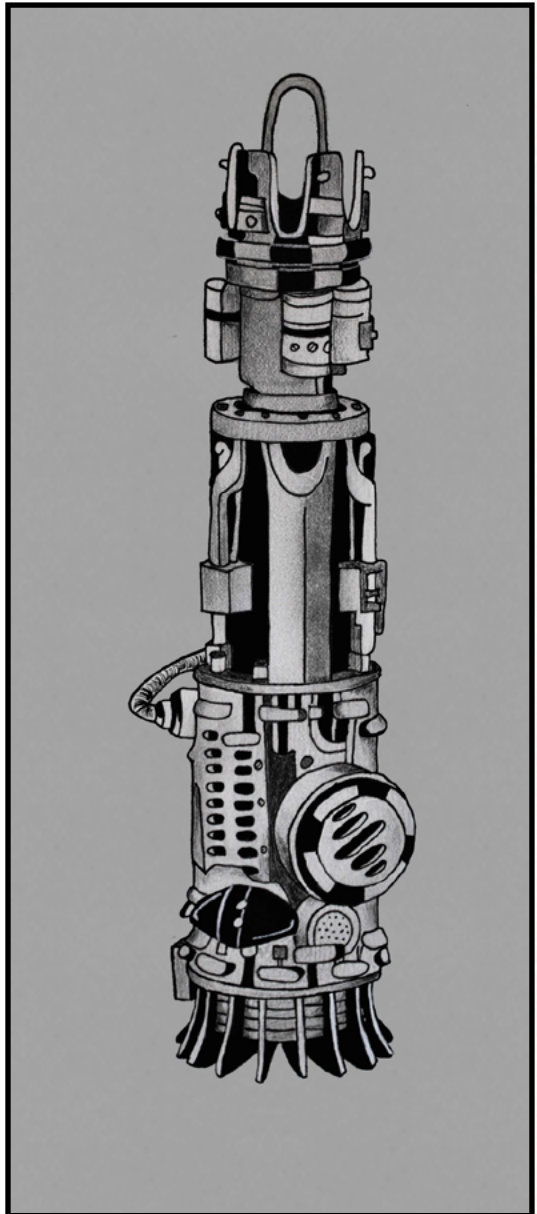
Requirements: Seasoned, Arcane Background (Weird Science), Smarts d8+, Knowledge (Glim-Tech) d8+, Weird Science d8+

Growing knowledge of Glim-Tech has enabled you to tinker with the efficiency of Glim-Tech power points to enhance your Glim-Tech devices. Power Points can now be spent on additional effects and you gain a +2 bonus to using Glim-Tech devices.

Glim-Tech Mastery

Requirements: Veteran, Overcharge, Smarts d10+, Knowledge (Glim-Tech) d10+, Weird Science d10+

Improve knowledge of Glim-Tech devices has allowed you to further maximize your usage of power cores. Each raise you get on the roll to activate your Glim-Tech devices reduces the Power Point cost by 1. You must have the points available to use the device before rolling.





GEAR



Each and every adventurer often needs gear and equipment to help get them through tough situations, and it is no different in the Frozen Skies setting.

Alyeskans tend to be a practical bunch. The nature of their home forces them to value an item for how practical it is over how fancy it might look. The Commonwealth has made great efforts to ensure that traders charge a reasonable price for essential items needed to survive, something that has had a moderating effect on prices.

There is still the odd trader, however, who tries to get coin out of the most naive of people.

CURRENCY

Though Alyeska uses the Commonwealth's system of coinage as explained on page 70, all prices in this section are listed in Sovereigns with the '£' symbol for ease of use. As mentioned in the last chapter, your character gets £75 unless this is modified by Edges or Hindrances.

If it helps with the game's immersion, then GMs and players can make the currency a little more complex by simply using one Throne coin for every ten Sovereigns and so on.

Common Gear

These are the most common items found in Frozen Skies.

Clothing

- Belt £0.20
- Boots £2
- Bush hat £1
- Coat £1+
- Dress, simple £1
- Flight jacket £3
- Gloves £1
- Goggles £1
- Leather Jacket £3
- Pants £0.50
- Shirt £0.50
- Shoes £1.60
- Trenchcoat £5

Equipment

- Axe, Wood £0.40
- Backpack £2
- Battery £5
- Bed roll £4
- Binoculars £5
- Bullets, box of 100 (pistol) £0.30
- Bullets, box of 100 (rifle) £0.80
- Camera £1-£17+
- Canteen £0.20
- Cigar £0.05
- Cigarette, pack of 20 £0.03
- Compass £1
- Crowbar £0.40
- Detonator, plunger £2
- Detonation wire (per 50') £0.50
- Doctor's Bag £4
- Drill £0.40
- File £0.05
- Film roll, camera £0.04
- Flashlight £0.40
- Handcuffs £2
- Iron Skillet £0.10

Lantern £0.50
 Lantern, oil (1 gallon) £0.04
 Lighter £0.20
 Lockpicks £10
 Matches (box of 100) £0.10
 Mess kit £0.40
 Parachute £20
 Pick £0.40
 Pipe £0.40
 Radio, vacuum tube £6
 Rope (per 50') £1
 Shotgun shells, box of 25 £0.30
 Shovel £0.30
 Skis £3.20
 Snowshoes £1
 Spectacles £1
 Stove, camp £1
 Tire, truck £0.80
 Tobacco, pouch £0.10
 Tools, repair kit £2
 Wristwatch £1-£5

Firearm Accessories

Cartridge Belt £0.40 (holds 25 rounds)
 Gun Cleaning Kit £1
 Holster £1
 Rifle Scope, 4x £5 (+1 to Shooting)
 Rifle Scope, 10x £15 (+2 to Shooting)
 Silencer, Pistol £5
 Suppressor, Rifle/SMG £15
 Web Gear £0.60

Services

Bath £0.20
 Burial £1
 Photo £2
 Room (per day)
 Boarding house (w/meals) £0.60
 Low-class hotel £0.40
 High-class hotel £2
 Movie ticket £0.05
 Shave and haircut £0.05
 Telegram (per word) £0.01

Food & Drink

Cheap Meal (sandwich) £0.05
 Average entrée £0.12
 Fine dining (includes wine) £0.25
 Beer, bottle £0.05
 Hard liquor, shot £0.05
 Hard liquor, bottle £0.60

Wine, glass £0.10
 Wine, bottle £1.20

Transportation

Airplane ticket (average) £0.02/mile
 Airship ticket (average/oceanic) £90
 Ocean liner passage £16-£50
 Petrol (per gallon) £0.03
 Taxi fare £0.08/mile
 Train fare £0.01/mile

Hand Weapons

Billy Club/Baton £0.40
 Brass Knuckles £0.60
 Knife £0.20
 Switchblade £1
 Trench knife £1

Ranged Weapons



Rifle

The humble bolt-action rifle is widespread across Alyeska, found in the hands of hunters, prospectors, and soldiers alike. The most common type found is the Commonwealth's Lloyds-Edwards No.5 Rifle, typically as war surplus.

Price: £8+

Range: 24/48/96; **Damage:** 2d8; **RoF:** 1; **Weight:** 9; **Shots:** 10; **Min Str:** d6; **Notes:** AP1, Snapfire



Self-Loading Rifle

The Self-Loading Rifle, or SLR for short, is a newly introduced semi-automatic rifle used by the Commonwealth military.



It is rare to see this weapon outside of the Wulflands, though a few examples have found their way onto the black market and fetch a small fortune.

Price: £50

Range: 30/60/120; **Damage:** 2d8+1; **RoF:** 1; **Weight:** 10; **Shots:** 20; **Min Str:** d6; **Notes:** AP2, Semi-Auto



REVOLVER

The most common firearm across Alyeska, due to its relatively small size compared to rifles. Typically the most common revolver found is another Commonwealth design, the Edwards No.3 Revolver.

Price: £5

Range: 12/24/48; **Damage:** 2d6; **RoF:** 1; **Weight:** 2; **Shots:** 6; **Min Str:** -; **Notes:** Revolver



MACHINE PISTOL

A relatively new weapon to Alyeska, largely used by the Royal Alyeskan Air Police due to its higher rate of fire and larger magazine. Based off an Artian design captured during the War.

Price: £13

Range: 12/24/48; **Damage:** 2d6-1; **RoF:** 3; **Weight:** 8; **Shots:** 30; **Min Str:** -; **Notes:** AP1, Auto



MACHINE GUN

This is another military weapon that does see its way onto the civilian market from time-to-time, though most examples in civilian hands are Great Darmonican War vintage Lloyds Machine Guns.

Price: £60

Range: 40/80/160; **Damage:** 2d8; **RoF:** 3; **Weight:** 28; **Shots:** 47; **Min Str:** d8; **Notes:** AP2, Auto, Snapfire

SHOTGUN, DOUBLE BARREL

Price: £8

Range: 12/24/48; **Damage:** 1-3d6; **RoF:** 1-2; **Weight:** 9; **Shots:** 2; **Min Str:** -; **Notes:** +2 to hit

SHOTGUN, PUMP ACTION

Price: £9

Range: 12/24/48; **Damage:** 1-3d6; **RoF:** 1; **Weight:** 8; **Shots:** 6; **Min Str:** -; **Notes:** +2 to hit

SAWN-OFF SHOTGUN, DOUBLE BARREL

Price: £8

Range: 5/10/20; **Damage:** 1-3d6; **RoF:** 1-2; **Weight:** 6; **Shots:** 2; **Min Str:** -; **Notes:** +2 to hit



SUBMACHINE GUN

A design developed from the Machine Pistol, though largely restricted to military use at present.

Price: £40

Range: 12/24/48; **Damage:** 2d6+1; **RoF:** 3; **Weight:** 11; **Shots:** 50; **Min Str:** -; **Notes:** AP1, Auto





EXPLOSIVES

DYNAMITE

Dynamite is sold by the stick or by the case; a typical case contains 24 sticks. The weapon table lists the effects for combining sticks of dynamite. A demolitionist may use up to eight sticks as a single, throwable weapon. For any number not listed, add +1 damage to the base value per additional stick. For example, three sticks of dynamite inflict 3d6+1 damage and will otherwise work like throwing two sticks, while seven sticks will do 4d6+3 damage and will otherwise work like four sticks.

Exploding dynamite automatically sets off any other dynamite in the blast radius. Increase the effect based on the total number of sticks in the area, with any additional sticks beyond eight counting as separate damage rolls.

Eight (or more) sticks of dynamite exploding at once are considered a Heavy Weapon.

When resolving the effects of the explosion, center the first explosion on the original target, and any secondary explosions on the location(s) of the additional dynamite. This may result in cascading explosions as more dynamite is covered by the expanding area.

Cost: £0.60 per stick; £13 per case of 24 sticks

PEPPERMINT BOMB

The Peppermint Bomb has been around for quite a while, created for use against Wolver and originally required a fuse to be lit before throwing. Thankfully the design has been improved to use a fuse from a hand grenade, but it still functions the same as it always done.

It works just like a hand grenade in that can be thrown, though it can be used as part of a trap. When it explodes it produces a Small Burst Template that remains in play for 2d6 rounds. Any Wolver caught within the Template or enters it immediately ends their movement and makes a Spirit roll at -4, a failed roll means they're Shaken. Whilst they remain in the template all Spirit rolls are at -4 and they must make a Spirit roll to avoid being Shaken, though if it makes them become Shaken they do not suffer any wounds if they are already Shaken. If the bomb lands directly on a Wolver then the templates moves with the Wolver until it expires.

Cost: £5

WOLF BAIT

Wolf Bait was designed to lure Wolver to a certain spot, but it also works on wolves and other canines. When used place a Large Burst Template which lasts for 2d6 rounds. When within 6 inches of the template Wolver (and canines) must make a Spirit roll at -4 at the beginning of their turn, failure means that they must move into the area covered by the template. On successive turns until the template expires, Wolver must make a Spirit roll at -4 to try and avoid the effects of the template.

Regardless of whether they're affected by the template or not Wolver suffer -2 to scent based Tracking rolls whilst within 6" of the template.

Like the Peppermint Bomb it can be thrown or placed.

Cost: £2



VEHICLES

AIRCRAFT

CARGO PLANE

A dime a dozen, cargo planes are the backbone of air travel in Alyeska. Many isolated settlements rely on them for their very existence. Presented below are the stats for a typical cargo plane.

Price: £1,000

Acc/Top Speed: 10/92; **Engines:** 2; **Climb:** 1; **Toughness:** 13 (1); **Agility:** -1; **Range:** 2,125 miles; **Crew:** 3 (Pilot, co-pilot, flight engineer), up to 24 passengers; **Cargo:** 3 tons.

Notes:

GYRO-CARRIER

A gyro-carrier is a larger version of a gyrocopter built to carry passengers or cargo. Whilst not able to carry as much as a true cargo plane, it does have the advantage of being able to land almost anywhere.

Price: £700

Acc/Top Speed: 15/40; **Climb:** 0; **Toughness:** 11 (2); **Agility:** 0; **Range:** 334 miles; **Crew:** 2 pilots, 8 passengers; **Cargo:** 1 ton.

HORNET

The Hornet is the Commonwealth Air Force's (CAF) interceptor, meaning that its job is simply to engage the enemy as quickly as possible. As such, it is built for

speed and packs a mean punch with its 20mm autocannons, but it lacks armor and so is bit of a glass-jaw fighter.

Acc/TS: 25/170; **Toughness:** 10 (2); **Crew:** 1; **Climb:** 2; **Handling:** +1; **Notes:** Light Fighter

Weapons: 2x 20mm autocannons (50/100/200, 3d8, ROF 3, Bursts 10, AP4)

KESTREL

More of a brawler compared to the Hornet, the Kestrel is the Commonwealth's main frontline fighter.

Acc/TS: 20/140; **Toughness:** 12 (3); **Crew:** 1; **Climb:** 1; **Handling:** +0; **Notes:** Medium Fighter

Weapons: 4x .50-cal MG (50/100/200, 2d10, ROF 4, Bursts 14, AP3)

DRAKE

The Drake is designed and operated as a ground attack fighter, typically used in pinpoint strikes. It is a heavy twin-engine aircraft crewed by a pilot and gunner.

Acc/TS: 20/120; **Toughness:** 13 (3); **Crew:** 2; **Climb:** 0; **Handling:** -1; **Notes:** Heavy Fighter, Improved Targeting (+1 on Shooting rolls), Turret (rear mounted .30-cal MG)

Weapons: 2x 20mm autocannons (50/100/200, 3d8, ROF 3, Bursts 10, AP4)
2x rockets (50/100/200, 3d8, ROF 1, AP8, SBT)

1x .30-cal MG rear mounted (30/60/120, 2d8, ROF 3, Bursts 20, AP2)





FIREFLY

Fireflies form the mainstay of the CAF's light bomber force in Alyeska, and they also get used on a lot of recon and patrol sorties.

Acc/TS: 20/120; **Toughness:** 12 (2); **Crew:** 4; **Climb:** 0; **Handling:** -1; **Notes:** Light Bomber, Turrets x2, Extra Fuel Tanks

Weapons: 2x .50-cal MG nose turret (50/100/200, 2d10, ROF 4, Bursts 14, AP3)

2x .50-cal MG rear turret (50/100/200, 2d10, ROF 4, Bursts 14, AP3)

8x Medium bombs (4d8, AP20, MBT)

VALIANT

Other than skyships, the Valiant four-engine heavy bomber is the most powerful aircraft the CAF processes, though they are deployed to Alyeska in limited numbers with there currently being only two squadrons comprised of twelve Valiants each.

Acc/TS: 10/100; **Toughness:** 14 (2); **Crew:** 7; **Climb:** -1; **Handling:** -2; **Notes:** Heavy Bomber, Turrets x3, Extra Fuel Tanks

Weapons: 2x .50-cal MG nose turret (50/100/200, 2d10, ROF 4, Bursts 14, AP3) 2x .50-cal MG rear turret (50/100/200, 2d10, ROF 4, Bursts 14, AP3)

2x .50-cal MG dorsal turret (50/100/200, 2d10, ROF 4, Bursts 14, AP3)

20x Medium bombs (4d8, AP20, MBT) or 10x Large bombs (5d8, AP40, LBT)

AIRSHIPS

B-CLASS FRIGATE

The B-Class frigates first saw service halfway through the Great Darmonican War as a replacement to the earlier A-Class that was in service at the beginning of the War. The B-Class were particularly good as raiders, typically operating in packs of three to provide mutual support to one another. If they managed to capture a prize one would take it under tow whilst the other two would act as escorts.

They have now steadily been replaced by the newer C- and D-Class frigates, as such many B-Class frigates have been assigned either to remote outposts or relegated to patrol duty.

Acc/TS: 3/10, **Handling:** +0, **Toughness:** 13 (2), **Crew:** 10

Notes: Airship, Heavy Armour

Weapons: Deck Gun (Range 70/90/315; Damage 4d8; ROF 1 action to reload; Medium Burst Template; AP 25, Heavy Weapon), .50 cal machine gun (Range 50/100/200; Damage 2d10; ROF 3; AP 4, Auto, May not move, Heavy Weapon, Anti-Aircraft only).

Cost: £6,000

BAYLEAF-CLASS FREIGHTER

Known as "flying bricks", the Bayleaf-class Freighters were designed and built with the sole purpose of transporting cargo in bulk. They are the great giants of the sky, typically only found in the service of either the Skywrights Guild or a trade consortium. Only a handful exist



in Alyeska due to the facilities required to operate them, so they are more commonly used to ship freight across the Mhór Farraige ('Great Ocean') rather than the Alyeskan interior.

They are also slow-moving targets and more than one sky pirate has tried his luck trying to capture a Bayleaf, so these Skyships usually are armed with eight heavy machines and carry a few aeromariners in their crews.

Acc/TS: 2/5, **Handling:** -3, **Toughness:** 20 (4), **Crew:** 70, **Cargo:** 20

Notes: Airship, Heavy Armour

Weapons: Eight .50 cal machine guns (Range 50/100/200; Damage 2d10; ROF 3; AP 4, Auto, May not move, Heavy Weapon, Anti-Aircraft only) with four on either side.

Cost: £25,000

ROVER-CLASS SCOUT AIRSHIP

The Rover-class scout airship is an old design that saw service during the Great Darmonican War, only to be sold off after the armistice as the Commonwealth's military started winding down after the conflict. Despite its age, it is a solid military design that features individually wired gas cells of Lift Gas for built-in redundancy and damage control. It also sports hooks to mount a pair of fighter-reconnaissance aircraft to extend its patrol radius and for self-defence. Propulsion is provided by four engines mounted in nacelles on the sides of the airship. Additionally, there are top mounted turrets that feature a pair of 50-cal machine guns each to provide extra defence capabilities.

Many small-time outfits have acquired old Rovers to serve as their first airship, they're easy to maintain and spare parts are still plentiful.

Acc/TS: 5/30, **Handling:** -1, **Toughness:** 15 (2), **Crew:** 10, **Cargo:** 10

Notes: Airship, Heavy Armour

Weapons: Four .50 cal machine guns (Range 50/100/200; Damage 2d10; ROF 3; AP 4, Auto, May not move, Heavy Weapon, Anti-Aircraft only) in two turrets.

Cost: £2,500

REGAL-CLASS LIGHT CRUISER

The Regal-class was commissioned roughly halfway through the Great Darmonican War, designed as the Commonwealth's answer to enemy commerce raiders and incorporating technological advances made earlier in the conflict. One of the features the class was notable for was the use of oil-fired engines rather than coal-fired ones, making them one of the first Commonwealth Skyships to do so. The lead ship of the class, CAS Regal, was the first to begin construction but suffered damage during an enemy raid that delayed her launching and allowed her sister ship CAS Viceroy to be launched first.

For much of their wartime career, the Regal-class Skyships were employed on extended patrols over the waters of the Commonwealth's Home Isles. Though they were also used as convoy escorts and occasionally raids on enemy targets, CAS Sovereign was lost in a raid upon a Sodkan Lift Gas refinery. Probably the most noteworthy action of the Regal-class was the Second Battle of Lindun when the Skyships Archduke, Marquis, Regal, Regent, Viceroy and Viscount directly engaged enemy bomber streams by firing flak from their main guns.

Post-War they have continued their patrol duties, this time against sky pirates who lack the means to take on a Skyship.

Acc/Top Speed: 3/12, **Handling:** -3, **Toughness:** 50 (20), **Crew:** 570

Notes: Airship, Heavy Armor; scout planes(1), catapult launched.

Weapons: 8 x 6" guns (Range in miles 6/12/18; Damage 6d10; LBT, AP 30, Heavy Weapon) in 4 turrets, 4 x 40mm quads (Range 75/150/300; Damage 4d8 (AP), 3d8 (HE); RoF 4; AP 5 (AP), 2 (HE), MBT, Heavy Weapon, Quad-linked*) in 4 open mounts, 1 x twin-40mm mount, 2 x 20mm (Range 50/100/200; Damage 2d12; RoF 4; AP 4, Heavy Weapon) in 2 open mounts, 12 .50 cal MG (Range 50/100/200; Damage 2d10; ROF 3; AP



4, Auto, May not move, Heavy Weapon, Anti-Aircraft only).

*Quad-linked 40mm cannon provide a +2 to hit and +2 to damage bonus.

Cost: Military

SCOUT PLANE

Acc/TS: 10/55; **Toughness:** 11 (2); **Crew:** 2 (pilot, gunner); **Climb:** 0; **Handling:** +0 (-2 when loaded);

Notes: Flotation Gear, Zeppelin Hook

Weapons: 1 x 30-cal MG (Range 30/60/120; Damage 2d8; RoF 3, Bursts 28, AP 2) in nose, 1 x 30-cal MG in rear cockpit. 6 x Small Bombs or 4 x Medium Bombs.

ROAD VEHICLES

'MULE' TRACKED CARGO HAULER

Part truck and part tank, the Mule is a heavy and lumbering vehicle built to haul cargo over rough terrain.

It is not uncommon to see a convoy of a dozen or more Mules trudging their way

across the great sand seas of the southern wastes or the ice fields of Alyeska. As a rugged and relatively simple vehicle it is well liked; certainly the lumber and mining companies of Alyeska have a few of them on hand, and any serious prospector has at least one. Whilst not particularly fast, the Mule's wide width and tracks mean it can handle a wide variety of terrain types while carrying different loads.

Price: £500

Acc/Top Speed: 5/8; **Toughness:** 19/17/17 (5/3/3); **Crew:** 1+15; **Cargo:** 10 tons

Notes: Heavy Armor, Tracked.

MOTORCYCLE

Price: £60

Acc/Top Speed: 12/30; **Toughness:** 7 (1); **Crew:** 1+(1)

TRUCK

Alyeska is a land of few luxuries, and this forces people to take gear that's more



for practicality than looks. This even extends to the motor vehicles present in these northern climes – for those who can't afford a Mule Tracked Cargo

Carrier, then the humble truck is more than enough.

Price: £50

Acc/Top Speed: 6/26; **Toughness:** 8 (3); **Crew:** 1

HAND WEAPONS TABLE

Type	Damage	Weight	Cost	Min Str	Notes
Billy Club/Baton	Str+d4	1	£0.40	-	-
Brass Knuckles	Str+d4	1	£0.60	-	An attacker using brass knuckles is considered to be an Unarmed Attacker
Knife	Str+d4	1	£0.20	-	Typical boot knife
Switchblade	Str+d4	1	£1	-	-2 to be Noticed if hidden
Trench Knife	Str+d4	1	£1	-	AP 1, handle includes brass knuckles

RANGED WEAPONS TABLE

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str
Rifle	24/48/96	2d8	1	£8	9	10	d6
Notes: AP 1, Snapfire							
Self-Loading Rifle	30/60/120	2d8+1	1	£50	10	20	d6
Notes: AP 2, Semi-Auto							
Revolver	12/24/48	2d6	1	£5	2	6	-
Notes: Revolver							
Machine Pistol	12/24/48	2d6-1	3	£13	8	20	-
Notes: AP 1, Auto							
Machine Gun	40/80/160	2d8	3	£60	28	47	d8
Notes: AP 2, Auto, Snapfire							
Shotgun, Double-Barrel	12/24/48	1-3d6	1-2	£8	9	2	-
Notes: +2 to hit							
Shotgun, Pump Action	12/24/48	1-3d6	1	£9	8	6	-
Notes: +2 to hit							
Sawn-off Shotgun, DB	5/10/20	1-3d6	1-2	£8	6	2	-
Notes: +2 to hit							
Submachine Gun	12/24/48	2d6+1	3	£40	11	50	-
Notes: AP 1, Auto							

EXPLOSIVES TABLE

Type	Range	Damage	Cost	Burst	Weight	Notes
Dynamite (1 stick)	4/8/16	2d6	£0.60	SBT	.5	See notes
Dynamite (2 stick)	4/8/16	3d6	£1.20	SBT	1	See notes
Dynamite (4 stick)	3/6/12	4d6	£2.40	MBT	2	See notes
Dynamite (8 stick)	2/4/8	5d6	£4.80	LBT	4	AP 4, Heavy Weapon, see notes
Hand Grenade	5/10/20	3d6	£4	MBT	1	Typically restricted to military
Peppermint Bomb	3/6/12	Special	£5	SBT	1	See notes
Wulf Bait	3/6/12	Special	£2	LBT	1	See notes

VEHICLES TABLE

AIRCRAFT

Vehicle	Acc/TS	Toughness	Crew	Climb	Handling	Cost
Cargo Plane	10/92	13(1)	3+24	1	-1	£1,000
Gyro-carrier	15/40	11(2)	2+8	0	0	£700
Hornet	25/170	10(2)	1	2	1	Military
Weapons: 2x 20mm Autocannon						
Kestrel	20/140	12(3)	1	1	0	Military
Weapons: 4x .50 cal MG						
Drake	20/120	13(3)	2	0	-1	Military
Weapons: 2x 20mm Autocannon, 2x rockets, 1x .30 cal MG rear						
Firefly	20/120	12(2)	4	0	-1	Military
Weapons: 2x .50 cal MG nose, 2x .50 cal MG rear, 8x medium bombs						
Valiant	10/100	14(2)	7	-1	-2	Military
Weapons: 2x .50 cal MG nose, 2x .50 cal MG rear, 2x .50 cal MG top turret, 20x medium bombs						

ROAD VEHICLES

Vehicle	Acc/TS	Toughness	Crew	Cost	Notes
Motorcycle	12/30	7(1)	1(+1)	£60	
Mule Tracked Cargo Hauler	5/8	19/17/17 (5/3/3)	1+15	£500	Heavy Armor, Tracked
Truck	6/26	8(3)	1+1	£50	



WEIRD SCIENCE



Weird Science is only possible thanks to the discovery of glimmer rock (see page 73) over a century ago, but has only taken off in a big way since the end of the Great Darmonican War. Prior to the war, weird science gadgets were few and far between due to difficulties in both finding deposits of glimmer rock and using the stuff. However, the Blast seems to have energise glimmer rock streams all round the world making them that much easier to find. Additionally, this side effect of the Blast has also made glimmer rock easier to turn into power cores. This has made weird science more viable and has started to shift it away from being the domain of curious tinkers and amateur inventors.

It should be noted that Weird Science dates to the Ancient Terrans, who boasted a technological prowess beyond anything that currently exists. However, virtually all their knowledge was lost with the fall of their civilisation and even today Darmonica is only scraping the surface when it comes to rediscovering what was lost. Many Ancient Terran devices have survived the centuries, all have proven to be more powerful than their modern-day counterparts (known as Glim-Tech devices), but age has made them extremely unstable.

PLAYING A WEIRD SCIENTIST

Weird Science in games of Frozen Skies work pretty much the same way as it does in Savage Worlds, though there are some differences with how devices work.

Glim-Tech

Glim-Tech devices are less powerful than their Ancient Terran counterparts, their power cores aren't as efficient as their ancient cousins. Glim-Tech devices start with 10 power points as per normal, but power points cannot be spent on additional effects unless the Overcharge Edge has been taken. Additionally, they will only malfunction if a 'snake eyes' (1 on both dice) result is rolled.

Ancient Terran Artifacts

Ancient Terran Artifacts function the same way as other Weird Science, but each artifact has 20 Power Points. They cannot be created without the Artificer Edge, plus they cannot be repaired without this Edge. Ancient Terran Artifacts malfunction as normal if a 1 is rolled on the skill die, though they may also have the **Unstable** rule (see below).

Each Ancient Terran artifact has a -2 penalty to use unless the Ancient Terran Mastery Edge has been taken.

Unstable: - Whenever extra power points are used to boost the effect of a power or for additional effects, the Malfunction range increases by one for each additional power point used. For example, using 2 extra power points will cause the device to malfunction on a roll of 1-3 on the skill die.

WEIRD SCIENCE GEAR

The following devices will either have AT to denote that they're Ancient Terran or GT to show that they're Glim-Tech.

AUTO-SKELETON KEY (GT)

The Auto-Skeleton Key was created during the Great Darmonica War to expand the toolkit of the operatives of the various nations involved in the conflict, a few made their way onto the black market and the post-war boom in Weird Science has allowed for increased production. It is a handheld mechanical that is inserted into a lock and then activated, the device's mechanisms then use a series of picks and manipulates the lock into opening.

The device takes a full round action to pick a keyed lock, but adds +2 to all Lockpicking rolls. It provides no bonus against combination locks, time locks, or other mechanisms that do not use a key.

Malfunction: On a critical failure on a Lockpicking roll, the device ends up jamming the lock. The lock then cannot be opened even with the proper key. Unjamming the lock requires a Repair roll at -4 and 1d4 hours.

CHARGED ACCELERATOR GUN (AT)

A popular, but extremely rare, Ancient Terran artifact is the Charged Accelerator Gun. It uses an electrical charge for increased range and imbues shots with an electric charge that can 'shock' a living target when it hits them, forcing them to make a -2 Vigor roll or become Shaken (this is done before damage is rolled). On a raise the Vigor roll penalty is increased to -4.

Unless the shooter has the Ancient Terran Mastery Edge, all Shooting rolls with this weapon are at -2.

Has the **Unstable** rule.

Malfunction: If a Shooting roll results in a one on the skill roll, the gun explodes, doing 3d10 damage to everything in a Medium Burst Template.

Range: 30/60/120; **Damage:** 2d8+d6;

RoF: 1; **Weight:** 10; **Shots:** 10; **Min**

Str: d6; **Notes:** AP2, Snapfire

DARKSIGHT GOGGLES (AT & GT)

One of the few items of Ancient Terran technology that has been reversed engineered, the Darksight Goggles have come into their own with special military units. There are two versions currently out there and both can only be used by a single wearer. Regardless of which version is used, both require a Weird Science roll or a -2 Notice roll to activate. Once activated, the devices allow the user to see in the dark as if they had cast the darksight power.

ANCIENT TERRAN VERSION

The Ancient Terran version is a metal mask that covers the upper face when worn. It also has a pair of green lenses which the wearer can see through and allows them sight in the dark. The goggles also provide a +2 bonus to vision based rolls once activated.

Has the **Unstable** rule.

Malfunction: On a critical failure on any vision related skill while using them, the goggles suddenly explode causing 2d6 damage to the wearer. If they end up being wounded then the wearer gets the Blind Hindrance, though a successful Vigor roll means it goes away when all wounds are healed.

GLIM-TECH VERSION

By contrast, the Glim-Tech version is much bulkier looking. Present day scientists have been able to replicate the functions of the Ancient Terran versions, but they haven't been able to recreate the same precise engineering. A helmet has been used to support a power core and the workings of the goggles, thus giving 1 point of Armor to a character's head and the benefits of the darksight power.

Malfunction: A critical failure on any vision related skill whilst using the device causes the goggles to suddenly intensify the available light and blinds the user for 1d6 hours.

DARKSIGHT SCOPE (GT)

Developed in parallel with the Glim-Tech version of the Darksight Goggles, the Darksight Scope is a specialist attachment for rifles. Looking like an oversized flashlight, the scope is attached to a rifle via special fittings. Requires either a Weird Science roll or a Shooting roll at -2 to be activated, functionally it allows the sharpshooter to use the same benefits as a Darksight Goggle. The scope comes in two versions; 4x magnification for +1 to Shooting rolls and 10x for +2 on Shooting rolls when firing the rifle (not activating the scope).

Malfunction: If the Shooting roll results in snake eyes, the scope suddenly and greatly intensifies the available light and blinds the sharpshooter for 1d6 hours.

GIMMER GUN (NT)

Another popular, but exceedingly rare, piece of Ancient Terran technology is the Glimmer Gun. It works by placing a pellet of Glimmer Rock into a special chamber, the energy stored within the pellet is then used to fire bolts of energy. Each pellet has the equivalent of 20 Power Points and can be replaced with a fresh pellet. It can be set to fire a single bolt, up to 3 bolts or a single boosted bolt just like the bolt power.

Has the **Unstable** rule.

Malfunction: If a Shooting roll results in a 1 on the skill roll, the gun explodes, doing 3d10 damage to everything in a Medium Burst Template.

Range: 12/24/48; **Damage:** 2d6*;

RoF: 1; **Weight:** 8; **Shots:** 20; **Min**

Str: -; **Notes:** AP2,

*See description.

GYRO-PACK (GT)

The Gyro-pack is based on Gyro technology and was developed originally to allow airship crews to conduct work on the exterior of their vessel whilst it was in motion. During the war it was adapted by the aero-marines of the various nations to make boarding actions easier. Since the end of the war a few have found their

way onto the black market and then into the hands of a, thankfully, small number of sky pirates.

It consists of a pack worn on the user's back, atop of this is a long pole that have the rotors mounted high above the user's head. There are armrests on either side of the pack with controls mounted on the end of them. A simple Piloting check is required for takeoff and landing, plus it can move sideways or backwards at full Pace.

Acc/Top Speed: 10/20; **Climb:** -1;

Toughness: 6 (1); **Crew:** 1; **Cost:** £400;

Notes: -2 Piloting in rough conditions.

Malfunction: On a snake eyes result for a Piloting roll, the Gyro-pack crashes. The user must make a -4 Agility roll to free themselves from the Gyro-pack before they can deploy a parachute (if they have one), otherwise roll for Falling Damage.

OBSCURATION HARNESS (NT)

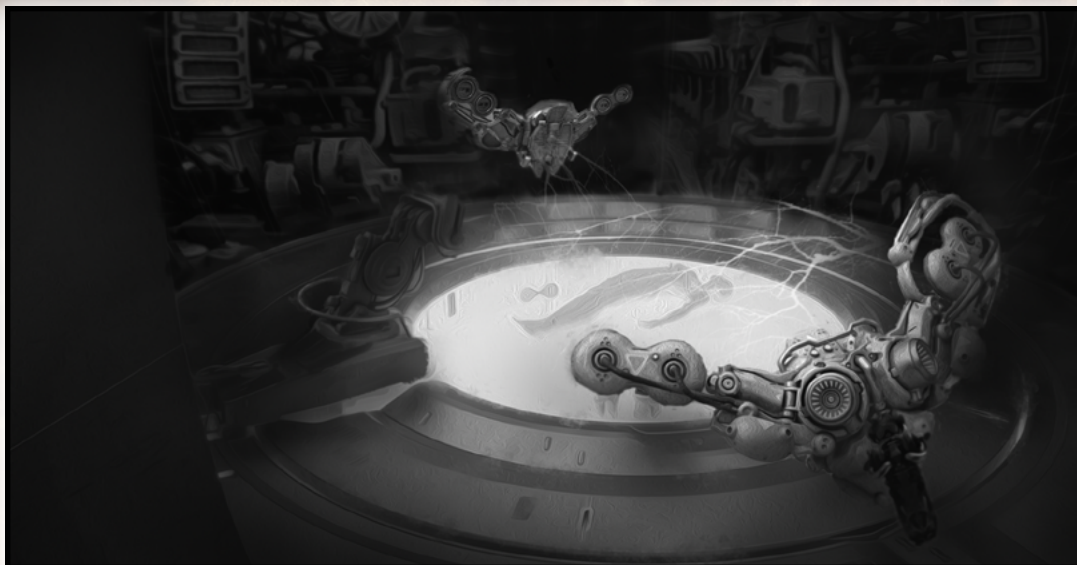
A piece of Ancient Terran technology that is highly sought after by the powers of Darmonica is the Obscuration Harness, a rig of straps and components that is worn over the torso. It works the same way as the obscure power by creating an area equal to a Large Burst Template filled with darkness and centered on the wearer. Modern day scientists have not been able to replicate its effects, though some are said to have gotten close.

Has the **Unstable** rule.

Malfunction: On a critical failure the harness illuminates an area equal to a Large Burst Template with a light that is the intensity of the sun. Everyone within the Template must make a -4 Vigor roll or be blinded for 1d6 hours. Additionally, they also suffer 2d6 of fire damage.

REYNAUZER (NT & GT)

Another device found in two different variants, but both perform the same function. Both devices use the body's own electrical impulses to achieve an increased rate of healing and regeneration. To use, place the device on a wounded person and they then make a Vigor roll. A success



and then each raise heals a wound. The Glim-Tech version provides a +2 bonus to this roll, the Ancient Terran version gives +4.

Ancient Terran version has the **Unstable** rule.

Malfunction: On a critical failure the Glim-Tech version inflicts 2d6 points of electrical damage to the person trying to use the device. The Ancient Terran version inflicts a single wound instead and then a -4 penalty to all healing based rolls for the person for 1d6 days.

THE INVADER (GT)

This saucer shaped craft seems like an otherworldly invention, but it instead is based on esoteric scientific principles. It moves with no sounds, save for the buzzing of rotating, electric turboprop engines that allow it to take off and land vertically, and quickly turn and bank.

The craft is made of a chromed alloy that contains a small cockpit, minimal life support, and a small engine. The craft itself is built around a 'vacuum balloon' made of ceramic composites reverse-engineered from Ancient Terran materials. However, the balloon is insufficient for the entire airframe. The levitation is provided by ionic thrust, similar to a hobbyist's ionocraft or lifter designs. High voltage power is necessary

for the craft's continued operation, so it does not take damage well.

The craft was designed by a mad scientist for high atmosphere research, but ironically cannot get into space (as it flies by pushing against the atmosphere). It's equipped with a 50 cal machine gun and rockets (to ward off air pirates), a flotation system (in the event of a water landing), and the stability of the airframe acts as an improved gunsight. When faced with hostiles, it can rapidly flee up or down, by pumping air in or out of smaller vacuum cells in the "floor" of the craft (not unlike the ballast tanks of a submarine). It smells of ozone in the unlikely event of someone getting too close to it. However, its cost and fragility make it nearly useless outside of research (or perhaps recon or surveillance) applications.

Price: £1400

Acc/Top Speed: 15/40; **Climb:** 0; **Toughness:** 11 (2); **Agility:** 0; **Range:** 334 miles; **Crew:** 2 pilots, 8 passengers; **Cargo:** 1 ton.

Weapons: 4x rockets (50/100/200, 3d8, ROF 1, AP8, SBT)

1x .50-cal MG under turret (50/100/200, 2d10, ROF 4, Bursts 14, AP3)





SETTING RULES



All the normal *Savage Worlds* rules apply except where stated otherwise, and there are additional rules specific to the setting, as outlined in this chapter.

STANDARD GAME RULES

When playing *Frozen Skies* it is assumed that the following setting rules from the *Savage Worlds Deluxe* rulebook are in use:

Gritty Damage: The Continent of Alyeska is a dangerous place; beasts and bandits plague the wilderness, miles from the nearest source of help. Gunshot wounds are a common cause of injuries, as are slashes sustained from animal attack (particularly in the Wulflands). In addition, for the purposes of Natural Healing rolls, the standard level of healthcare found across the Continent is equivalent to that of 1940 or earlier.

Hazards – Cold: In *Frozen Skies* the situational rules found in *Savage Worlds Deluxe* are considered to be setting rules in Alyeska.

Multiple Languages: Whilst the most commonly spoken language in Alyeska is Gwentian, other languages such as Artian, Tylander, and Sodkan also exist. Given the Cold War style paranoia that prevails in Darmonica's post-war state, having the right accent can make all the difference between enjoying a welcoming drink or being the latest 'guest' of the local lynch mob.

ADDITIONAL SETTING RULES

In addition to the setting rules stated above, *Frozen Skies* also uses the following rules.

Contracts: Contracts are simply jobs, chiefly ones that aren't well-advertised, and can range on either side of the law. To find them the players are required to make a Streetwise roll, modified by the GM depending on the type of job on offer:

- Simple cargo run, +2
- Passenger run, +1
- Expedition supply contract, +0
- Prisoner transport, -1
- Smuggling job, -2

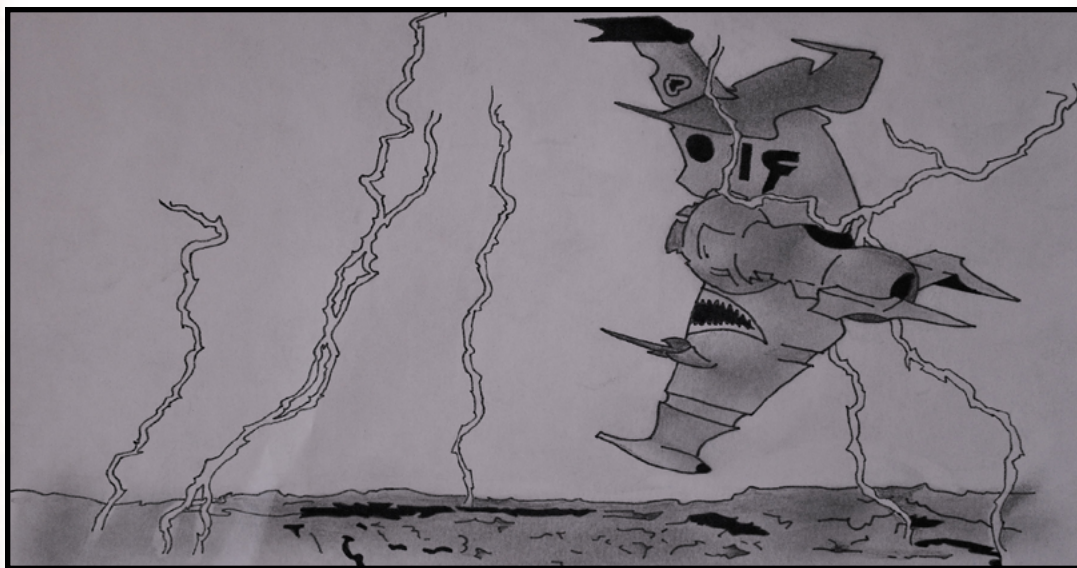
Skyjacking: Sky piracy is a problem in Alyeska, and with it comes the risk of having your plane boarded in mid-air by brave or foolhardy pirates. Skyjacking is far more risky for would-be boarders than it is for the intended victim, though.

To attempt a skyjack, the boarders needed to be equipped with grappling guns and be on a transport plane that is flying above and ahead of the victim aircraft. To begin with, it is a simple matter of the skyjackers jumping out of their own aircraft. The skyjackers, whilst in free-fall, then make a Shooting roll at -4 which, if successful, allows them to hook onto the target aircraft. If the roll is a failure, then here's hoping that they have a parachute....

Presuming that they successfully hooked onto the victim aircraft, the

skyjackers then need to make a series of Strength rolls at -2 to inch their way towards the aircraft; three successes are usually enough, and if the skyjackers have a winch then they get a +2 bonus to the roll. After successfully inching their way along a rope in the freezing cold jet stream of the target aircraft a few thousand feet up in the air, the skyjackers may now finally attempt to board their prize via a hatch in the aircraft's fuselage. The aircraft's crew can attempt to shoot at the skyjackers with a -2 on their Shooting rolls, for which they cannot use an Aim action, or they can simply cut the rope that the skyjacker is using.

In gameplay, Spikes can be represented using the *Blast* power with the *Electricity Trapping*. They may be used when the GM feels the timing is right, perhaps during a major fight or just to keep the players on their toes as a couple of examples. It functions exactly the same as the *Blast* power but with no range modifiers. For the purpose of casting, the GM is assumed to have a d6 for the roll. It deviates as normal if the roll is failed, but Power Points cannot be used to boost the effects.



The pilot can simply kink the aircraft to shake the skyjackers off, too...

Spikes: Ever since the Blast that occurred towards the end of the Great Darmonican War, veins of Fultorium (more commonly called 'Glimmer Rock') have had their properties somehow altered and naturally build up electric charges before releasing them in a single violent burst. These occurrences are known as 'Spikes' and happen randomly with very little warning – the only signs are a large amount of static in the air, and the taste of ozone moments before the discharge erupts out of the ground.

AIRBORNE MELEE

There will be times when the characters' aircraft gets attacked by flying creatures. In these instances, use the pilot's Piloting skill in lieu of a Parry and treat the aircraft as an Unarmed Defender. Any creatures that end up clinging onto the aircraft impose a -1 penalty on the pilot's piloting rolls per creature, to a maximum of a -4 penalty.

AIR COMBAT

The following rules have been created for *Frozen Skies*, though you may alternatively use either the Chase rules

from the *Savage Worlds Deluxe* rulebook or the Dogfight rules from *Weird Wars* depending on what works best for your group.

These rules follow the basic combat rules in the *Savage Worlds Deluxe* rulebook, though with the addition of a Parry-like score called 'Evasion' which acts as the TN for a pilot's aircraft. Evasion is half the character's Piloting skill, plus two, plus the Aircraft's Handling (Manoeuvrability if using *Weird Wars* aircraft) as determined by the type of aircraft. Other than this, use the normal rules for Vehicular Combat for aircraft found in the *Savage Worlds Deluxe* rulebook.

For the purposes of air combat in *Frozen Skies*, vehicular combat rules such as Unstable Platform and Fast Target are ignored. All other rules regarding aircraft in the *Savage Worlds Deluxe* rulebook are used as normal.

If using miniatures, it is recommended that weapon ranges and aircraft speeds are divided by 10.

MANOEUVRES

There are a number of manoeuvres used in aerial combat, typically used to gain an advantage over one's opponent.

Flee – There will be times when you'll find yourself outnumbered with a plane full of holes, times when saving your own

bacon is preferable to going out in a blaze of glory. It may be considered cowardice, or a 'tactical withdrawal', but whatever you call it you need to succeed at three consecutive opposed Piloting rolls to pull it off.

Force – When you're out of ammo, or otherwise need to preserve it, there are other ways of taking out aircraft. To do this, the pilot must be within Short Range of their opponent and make an opposed Piloting roll with the other pilot; the loser goes Out of Control.

Immelmann – An Immelmann is a 180 degree turn achieved by the aircraft climbing up and then looping over. In order to pull this off in the game, make a Piloting roll with a -2 penalty. Success means you've pulled the manoeuvre off, while failure means the aircraft goes Out of Control.

Jink – Sometimes the odds are against you, and every trick in the book is needed to get you and your bird home in more or less one piece. One of the best ways to do this is called 'Jinking', a series of manoeuvres typically used to make your aircraft harder to hit. To pull off a Jink, the pilot makes a Piloting roll and gains a +2 on their aircraft's Evasion for one round if they succeed. A raise increases the bonus to +4, whilst a failure causes the plane to go Out of Control.



Perch – Most air combat takes place on roughly the same level, as the pilots jockey so their opponent do not get a height advantage. By using this manoeuvre and getting a raise on an opposed Piloting roll, a pilot can get that height advantage on their opponent. This gives the pilot a +2 bonus to attack rolls. Unlike Tail (below), the pilot must get a raise on their Piloting roll each round to maintain the advantage.

Shake - The pilot can try jinking their aircraft to shake loose whatever is clinging onto it. A success will throw off one of the clingers, as will each raise, perhaps even reducing the pilot's penalty if enough of them are thrown off. The modifier depends on how many creatures are clinging onto the aircraft (to a max of -4). If the roll is failed, the pilot goes Out of Control as usual.

Shake a Tail – A pilot that is being tailed can attempt to lose their pursuer. This is a simple opposed Piloting roll, where the tailing plane gets a +2 bonus. If successful, the plane make its movement, leaving the tail behind. With a raise, the pilot can choose to reverse positions, and tail their erstwhile pursuer. If the tailed plane has a lower stall speed than its pursuer, the pilot gains the difference as a bonus to their Piloting roll.

Tail – The pilot must move into a space adjacent to another plane and then make an opposed Piloting roll with the other pilot. If the initiating pilot can get a raise, they are considered to be tailing the other plane. The tailing plane moves with the other plane and gains a +2 bonus to attack rolls. It is impossible for a slower plane to tail a faster plane for more than one round.

Tree-Hopping – This is dangerous to pull off, but it can save your life if you find yourself with the odds against you in a dogfight. Tree-hopping involves flying at high speeds at very low altitude, typically just above the ground (hence the name). A Piloting roll is needed for every round that you are Tree-Hopping to avoid various obstacles such as trees, rocks, buildings and the ground itself.

Your opponent, unless they're also Tree-Hopping, must make a Notice roll with a -2 penalty in order to spot you.

Fuel Usage

Every 100 miles, and immediately after any combat, aircraft need to check for fuel usage. This is a d6 roll modified by the plane's fuel level and the distance flown. The roll is at -1 for every 100 miles flown. Each failure on the roll reduces the fuel level by one.

FUEL USAGE CHART

Topped off the Tank	+2
About Half, Give or Take	+1
Might Need to Head Home	+0
Flying on Fumes	-1
Dead Stick	Better hit the silk or find a place to land.

AIRSHIP COMBAT

This section details how combat involving airships work using the Savage Worlds rules, though with extra rules where needed.

Connect

Spotting another airship depends on factors such as distance and weather conditions, meaning it is possible for two airships pass by one another without being spotted if the conditions are right. To spy another airship a Notice roll is needed, though this can be a cooperative Notice roll. Use the modifiers below:

AIRSHIP NOTICE MODIFIERS

Event	Modifier
Every four miles between airships	-1
Small target (blimp)	-2
Poor visibility (rain, clouds, smoke)	-2
Night	-3
Sharp-eyed lookouts	+2
Large target (Skyship, airship convoy)	+2
Radar*	+1
*If equipped.	

If one airship then wants to catch another, then roll opposing Piloting rolls. The airship's crew can help with a cooperative Piloting roll, plus +1 on the Airship's Piloting roll for every raise from the Airship Notice roll. Each attempt takes about an hour. If the pursuing airship wins with a raise, then the two airships are engaged in combat. If the target airship wins with a raise, then it has managed to escape. All other results mean the chase continues.

Maneuvers

If the battle is taking place on the table-top, airships can use the following maneuvers:

Broadside: Broadside are the most powerful attacks an airship can make but unless the attacking airship has "crossed the T" it allows the enemy airship to return fire with its own broadside. This maneuver is usually reserved for daring captains or those with superior firepower.

A broadside may be fired whenever an airship succeeds in an opposed Piloting roll. Unlike the "crossing the T" maneuver a broadside may be attempted at any range. All guns on one side of the airship may be brought to bear on the target at once. Likewise, the enemy airship can do the same back.

Crossing the T: The most favourable position in airship combat is perpendicular to your opponent at close range. This allows an airship to fire a complete broadside (all its guns on that side) and rake the target from stem to stern. This is called "crossing the T".

An airship may cross the T whenever it succeeds in a Force maneuver and is within its weapon's Short Range. The attacker may fire all guns on one side of the airship at once. The defender may not return fire back unless he has weapons mounted on the bow or stern.

Boarding

If one airship wants to board another, it must maneuver adjacent on the table-top or in Chases, must have a King or higher, or succeed at a Force attempt.

If successful, the boarders make an immediate group Throwing roll for the crew. Success means the target is grappled and drawn close enough to board. An opponent's crew can attempt to sever the grapples with an opposed Fighting roll by at least an equal amount of crew.

The Game Master should modify such an opposed roll depending on such circumstances as larger crews on one side, strong winds, and so on.

Attack

The standard TN of 4, plus range modifiers, is needed to hit airships. An airship can attack any target within range. For airship weapons of 4" calibre or larger, use the lowest of Knowledge (Gunnery) or Shooting for the attack. Smaller weapons can be used with just the Shooting skill.

Only 4" guns or larger can be used for airship vs airship combat. Smaller sized weapons are only used for anti-aircraft defence. Use the Fast Target rule for airships firing at aircraft.

For turrets or weapon mounts that boost more than one gun, roll once for the turret but add +1 for each additional gun to the attack and damage. For example, a turret with three guns adds +2 to its attack and damage rolls.

The Unstable Platform rule is not used for airship combat.

Damage

Airships also suffer damage like normal, though if they go Out of Control they do not suffer a Flip result (they suffer a Slip instead). On a Roll Over result the airship still performs a Slip but lists rather than roll over. Roll collision damage for everyone inside, those out on deck must make Agility rolls to avoid falling overboard unless they happen to be wearing a parachute.

Wrecked airships simply sink, typically at a rate of 6d6 minutes. It'll also drift 1d6" and the GM can roll 1d12 for direction. Characters can jump off a sinking Airship long as they have a parachute.



FIRE

Any time an airship suffers a Critical Hit, there is a chance that it might catch fire. Roll a d6 after resolving the critical, the airship is on fire if a 1 is rolled. Roll on the Airship Fire Table below on each of its actions to see what happens to the fire.

AIRSHIP FIRE TABLE

d6	Effect
1	The crew extinguishes the fire.
2-4	The fire continues to burn.
5	The fire causes a wound to the airship (but no critical hit is rolled).
6	The fire spreads, causing another fire that must be tracked.

REPAIRS

Damage suffered by airships may only be permanently repaired whilst at airfields that have facilities to handle them. This typically takes 1d4 days per wound or critical hit to be fixed. The cost is 10 times the airship's base Toughness (ignoring Armor) per wound or critical.

Makeshift repairs can be made if the airship is unable to reach an airfield equipped with the proper facilities. This requires a Repair roll and each attempt takes 1d6 days. These repairs are only temporary, and the airship must be overhauled at a properly equipped airfield. Any time the airship takes another wound, each makeshift repair has a 50% chance of coming undone.

CRITICAL HITS

The critical hit table below is used for airships and supersedes the one in the Savage Worlds rulebook.

AIRSHIP CRITICAL HIT TABLE

2d6	Location	Effects
2	Engines	The airship's engines are hit, reducing its Top Speed by half. It subtracts 2 from its Piloting rolls. This is cumulative with the airship's wounds. The second such hit immobilizes it. Attackers add +2 to attacks against it.
3	Controls	The airship's steering gear is damaged. Until a Repair roll is made, the airship can only perform turns to one side (1-3 left, 4-6 right). This prohibits maneuvers as well.
4-7	Body	The airship suffers a hit with no special effects.
8-9	Weapon Mount	A random weapon on the side of the airship that was hit is destroyed and may no longer be used. If there is no weapon, this is a Body hit instead.
10-11	Gas Cells Damaged	The hit damages the airship's gas cells. Treat this as Engines (a second hit immobilizes it as well). Each round roll a d6. If a 1 is rolled, count the airship as being Wrecked.
12	Explosion	An internal explosion rips through the airship. This is the worst kind of critical hit on an airship. The airship is destroyed and all hands are lost. Player characters are assumed to have survived, if they have a parachute, but have 1d4 wounds.

DEATH'S CHASE

Death's Chase uses the Chase rules in the *Savage Worlds Deluxe* rulebook. It has a total of three laps, with each lap being a Standard Chase. The first lap is the 'sounding lap' and simply involves getting round the course, whereas laps two and three are 'weapons free', meaning that combat is allowed.

The following additional rules are used; these rules are to be used instead of the normal Chase rules where conflicts between the two arise.

SETUP

Begin the race by assigning a different token for each individual racer, then determining the Race Order in the same way that initiative is determined, with the highest scoring racer at the front (or first place) of the Race Order.

GAMEPLAY

Follow the Chase rules as normal with regard to rolling the manoeuvring Trait (Piloting in this case) and each racer getting a card. An "advantage" is typically over the racer in front and must be declared as either "position" or, if after the first lap, "combat".

- **Position** – This means that the racer has overtaken the racer in front, and so their token is moved along one place in the Race Order.
- **Combat** – This means that the racer gains +2 on their attack rolls.

Attacks are only allowed during the second and third laps. In addition, a racer is only allowed to attack the person in front of them in the Race Order. The manoeuvring Trait roll is simply to determine initiative order for each round.

There is no change in the Race Order in between laps, having separate Chases for each lap is simply to allow the GM a chance for any non-racing players to do 'behind the scenes' stuff and thus keep them involved. The winner is whoever is in the first place of the Race Order at

the end of the third and final lap; anyone who crashes during any of the laps is considered to be out of the race and is removed from the Race Order.

AIRCRAFT CREATION

Aircraft creation in *Frozen Skies* uses an updated and adapted version of the Aircraft Construction rules found in the *Pulp Gear Toolkit*, which are used here with the kind permission of Pinnacle Entertainment Group.

Each aircraft has three key components – chassis, modifications, and weapons. Tables for each of these can be found on pages 41-42.

CHASSIS

For ease, planes are listed in four categories—light, medium, and heavy fighters, and bombers. For the purposes of keeping things simple, trivial things like thrust to weight ratios and aerodynamics are ignored.

The chassis determines a plane's base Acceleration and Top Speed, as well as its Handling. These can be increased with modifications. Handling is a measure of how maneuverable the plane is, and gives a modifier to all Piloting rolls.

Every vehicle has a base Toughness dependent on its chassis size. This also determines how much Armor a plane can carry.

A chassis can hold a variable number of spaces worth of gear or weapons, depending on its type. Spaces are an imaginary unit used solely for placing modifications and weapons. Don't start fretting about cubic feet, whether the frame can support the weight, or anything like that.

The number of engines isn't hugely important outside of combat, as every plane has enough to get it airborne and keep it in the sky. You can add extra engines, however. This is covered in Modifications section below.



Modifications

Modifications are extra fittings designed to give a plane an edge in certain situations. Unless otherwise stated, a vehicle can only have one of each type. When a modification is based on the size of the plane, such as Camo Paint requiring one space per size of the vehicle, Light equates to 1, Medium 2, Heavy 3, and Bomber 4.

Airbrakes – Airbrakes allow the plane to decelerate by up to three times its Acceleration. A Hard Brake Maneuver slows the plane by four times its Acceleration.

Armor – Every plane has a base Armor value and a maximum Armor value. Each space increases the Armor rating by +1. Armor may be heavy, but it can make the difference between life and death.

Camo Paint – The aircraft is painted to match the colour of the sky when seen from below and the ground when seen from above. While the underside painting can remain pretty much the same across the globe, the top part must be purchased in either a forest, snow, grass, or desert scheme. Rolls to detect the plane visually suffer a -4 penalty.

Cargo Space – Hauling cargo is something a lot of pilots end up doing to earn some coin and thus keep flying.

Every Cargo Space can hold one 'unit' of cargo.

Custom Paint Job – Pilots are individuals, and they want their crate to stand out from the crowd. A custom nose job might be a set of shark's teeth along the engine cowling or a painting of a girlfriend. A full body job is exactly what it says—every inch of the plane is covered. A pilot whose plane has a custom paint job can make an Intimidation Test of Will as a Manoeuvre. If the plane has a full body job, the pilot adds +2 to the roll. Of course, painting the outside of a plane doesn't actually use any space; the space requirement is merely a game mechanic to balance out the bonus.

Extra Ammo – Extra ammo can mean the difference between life and death in an extended dogfight. The space requirement varies with the size of the gun array. A single gun uses 0.5 spaces, a pair one space, two pairs two spaces, and so on. Each extra ammo bin doubles the amount of ammo available to the gun/array.

Extra Engines – Fighters can fit extra engines. These increase Top Speed by +20 and Acceleration by +5. As well as these bonuses, extra engines mean that the plane can afford to take multiple engine hits before it falls from the sky.

Extra Fuel Tanks – A pair of extra fuel tanks grant a +2 bonus to fuel usage rolls.

The amount of space used depends on the size of the aircraft.

Flotation Gear – Sometimes airplanes get downed over the sea. Flotation gear allows the plane to land on water as if it were land and, more importantly, stops the aircraft sinking.

Improved Gunsight – Fitting a new gun sight can help increase accuracy, and thus granting a +1 bonus to Shooting rolls.

Increased Handling – By tweaking the aileron and rudder controls, the plane can be made more manoeuvrable. Each space gives +1 to Handling.

Increased Torque – Increasing the engine's torque delivers more power to the propellers. Each space ups the Top Speed by +10.

Rear Mounted Guns – This fighter-only mod makes for a nasty surprise to anyone tailing the craft. The plane has one or more pairs of guns mounted to fire backward. These guns may be of the same type as forward-facing guns without forming a link. So, for example, you can have a pair of 0.3 guns facing forward and a separate pair facing backward. Each pair counts as a separate weapon.

Turbo – A turbo is similar to a torque increase, in that it affects the engine. Each space devoted to this mod (per size category) increases Acceleration by +5 but has no effect on Top Speed.

Wing Adjustments – The wings of the plane are altered to provide greater lift. Each space per size category of the aircraft dedicated to this mod provides +1 Climb.

Zeppelin Hook – The aircraft has attachments that allow it to fly beneath an airship and hook onto a clamp. Bombers cannot have this modification.

Weapons

Aircraft can carry three different types of weaponry – machine guns, rockets and bombs.

MACHINE GUNS

Machine guns are purchased as individual items with the statistics, such as costs and space requirements, being for a single gun.

Most aircraft carry multiple linked weapons rather than single mounted guns. All or some of the guns can be fired depending on the pilot's choice whenever the trigger is pulled. When fired, linked weapons use the same Shooting dice with the weapons' Rate of Fire determining how many Shooting dice are rolled. For every two weapons fired there is a +1 to attack and damage rolls.

Weapons of different calibres may be linked to fire together, though if the ROF of the weapons is different then use the lowest ROF to determine the number



of Shooting dice to roll. When a hit is scored, the first hit is allocated to the lowest calibre gun, the next hit to the next highest calibre of gun and so on.

Each weapon array may only fire once per turn regardless of the number of crew the aircraft has. On bombers, individual or paired guns of the same type may be installed, but larger arrays can't be fitted.

Given that aircraft are constantly moving, hitting one is not an easy task and often the only way to guarantee a hit is to hold down the trigger. Because of this, ammo capacity is measured in bursts. The number of bullets in a burst isn't important – just reduce the bursts of all weapons fired by one each time the trigger is pulled.

ROCKETS

Rockets can be used either in aerial combat or to pound ground targets. Each space devoted to rockets grants the pilot a pair of rockets which are treated as a single weapon. Unlike guns, however, firing a pair of rockets does not grant any bonuses to attack or damage rolls. Similarly, rockets can't lay down a hail of lead and thus each pair of rockets is a one-shot weapon. Once you've fired all of your rockets you need to land and reload them.

BOMBS

Bombs come in three sizes in relation to their template – small, medium and large.

Each space devoted to these weapons gives a fixed number of bombs depending on the size of the Burst Template the bomb creates. Fighters mount bombs on their wings whilst bombers carry them internally.

Bombs are designed to be dropped on ground targets and affect an area as opposed to an individual target. Bombs are always released in pairs to help balance the aircraft. For each pair of bombs dropped, the pilot places two Burst Templates of the appropriate size on the battlefield. The templates must be placed, touching side by side, along the flight path of the aircraft rather than in a forward facing line. Additional pairs of bombs dropped in the same round must be placed with the templates touching one another as above and touching the previous pair, thus forming a chain of explosions.

Bombs have Range brackets of half current Speed/Speed/2x Speed of the aircraft dropping them. The pilot makes a single Piloting roll as their attack roll. On a failure the bombs are off-target and deviate by 2d10" in a d12 direction, read as a clock face. All templates move the same distance and direction.

Bombs cannot be used in combat against other aircraft.

AIRCRAFT CHASSIS

Size	Acc/TS	Climb	Hand*	Tough	Armor*	Spaces**	Engines	Cost	Notes
Light	20/160	2	+1 (+3)	10	2 (4)	6 (4)	1 (2)	£600	Fighter
Medium	20/140	1	+0 (+2)	11	2 (6)	8 (6)	1 (2)	£1,000	Fighter
Heavy	20/120	0	-1 (+1)	12	2 (8)	11 (8)	2 (4)	£1,600	Fighter / Bomber
Bomber	10/100	-1	-2 (+0)	14	2 (8)	18 (12)	4 (6)	£3,000	Bomber

**Numbers in parentheses are maximum ratings.*

***Numbers in parentheses are the maximum amount of spaces that may be devoted to guns or rockets. A plane may use its entire space allotment on bombs.*



AIRCRAFT WEAPONS

Type	Range	Damage	Space	ROF	Bursts	Cost	Notes
Machineguns & Autocannons							
30-cal MG	30/60/120	2d8	1	3	20	£40	AP 2
40-cal MG	40/80/160	2d8	1	3	16	£80	AP 2
50-cal MG	50/100/200	2d10	1.5	4	14	£150	AP 3
60-cal MG	60/120/240	2d10	1.5	4	12	£200	AP 3
20mm autocannon	50/100/200	3d8	2	3	10	£160	AP 4
30mm autocannon	75/150/300	3d8	2	3	8	£240	AP 4
Rockets							
Rocket (HE)	50/100/200	3d8	1	1	-	£20	AP 8; SBT
Bombs							
Small bombs	-	3d8	1 per 8	-	-	£40	AP 10; SBT
Medium bombs	-	4d8	1 per 4	-	-	£40	AP 20; MBT
Large bombs	-	5d8	1 per 2	-	-	£40	AP 40; LBT

AIRCRAFT MODIFICATIONS

Type	Cost	Spaces	Notes
Airbrakes	£100*	1*	Decelerate by three times Acc
Armor	£80*	1*	Per +1 Armor, to aircraft's max rating
Camo Paint	£40	1*	Rolls to detect the plane visually are at -4
Cargo Space	£5	1	See notes
Custom Paint Job, Nose	£60	1	Allows use of an Intimidation Test of Will
Custom Paint Job, Body	£60*	1*	As above, but grants +2 bonus
Extra Ammo	£20/gun	Variable	See notes
Extra Engine, Light	£400	2	Light fighters only
Extra Engine, Medium	£600	3	Medium fighters only
Extra Engine, Pair, Heavy	£1,000	5	Heavy fighters and bombers only
Extra Fuel Tanks	£50	1*	+2 to fuel usage rolls
Flotation Gear	£60*	1*	Allows plane to float on water
Improved Gunsight	£30	1	May only be taken once
Increased Handling	£400**	1**	Per +1 Handling, to aircraft's max rating
Increased Torque	£200*	1*	Per +10 Top Speed
Rear Mounted Gun	£10	-	Fighters only
Turbo	£150*	1*	Per +5 Acceleration
Turret	£50	-	Not Light Fighters
Wing Adjustments	£400*	1*	Per +1 Climb
Zeppelin Hook	£60	1	Fighters only

**Per size category of vehicle. **Doubled for bombers.*

ALYESKAN GAZETTE



HISTORY

Time's Icy Breath: Alyeska's Pre-History

For many centuries the frozen tundra of Alyeska remained a largely distant and unknown land, far removed and isolated from the rest of the world. As such, Alyeska's actual recorded history only covers the last few hundred years; going back further than that, one has to rely on the oral tales of the Windryders or piece together fragmented writings that litter the walls of ancient, icy, and snow-bound ruins scattered across the wastes.

In short, Alyeska's history is a bit of an enigma.

It is known that many eons ago Alyeska was settled by an ancient civilization, one perhaps technologically comparable to the present day. They were skillful masters of engineering and construction. Their finest creation, The Monolith, is the most visible reminder of their existence. This towering structure, more akin to a mountain than a city, sits in the heart of the Chillwynd Marches and remains as much a mystery as its builders. Scholars are frustrated by the lack of knowledge concerning Alyeska's original settlers; nobody knows where they came from, or even what they called themselves. The Windryders themselves are especially tight-lipped on the matter, vaguely hinting at a terrible event which effectively wiped out this ancient civilization and left only scattered ruins in its wake.

Time passed, seasons changed, and the ruins endured the harsh weather common to the North. For an age, the nomadic Windryders gave the ruins a wide berth out of fear of curses or evils that they believed were contained within the frozen stones. Gradually they began to make use of the smaller, easier to repair structures – first as shelters, and then over time as meeting halls. Eventually these halls became semi-permanent villages occupied by a single tribe for just a few months at a time before they moved on during their seasonal migrations. These 'villages' would later be taken over as outposts by a new wave of settlers and become the modern townships now dotted across Alyeska.

Colonization

Two hundred years ago, the Colonization of Alyeska began when the Great Northern Trading Company founded Morrdun, the Continent's capital and main settlement. Early colonization efforts were hampered by a mixture of the harsh climate, unforgiving terrain, and skirmishes with the native Windryders, triggered when colonists trespassed on their most sacred lands.

Over the first few decades, only a handful of settlements sprang up, stretching along the coast in a thin line first eastwards, and then northwards, from Morrdun. Many of these early settlements were doomed to failure for a host of different reasons, due to the settlers being unprepared for their first winter in this harsh land. A few were re-founded several years later by

HIGHLANDS

CHILLWYND
MARSHES

Monolith

Prospector's Reach

Broken Spires

BASTION PEAKS

OUTLANDS

Aran Cragg

WICK

Forth
Cathmore

DRAGONSPINE

SKY PIRATES!

Brimstone

NEW GWENTIA

Trans-Alveskan Railway

Morrdun

Grav

Calharrow

Wulfwall

Fort Bainsbury

WULVER
TERRITORY

Port Capital

WULFLANDS



**FROZEN
SKIES**

ALYESKA

DARMONICA'S CAP

SCALE 1:10 000 000



the Great Northern Trading Company with better prepared settlers, while others were simply abandoned and taken over by outlaws.

Civilization came to Alyeska for the second time. Pioneers and explorers forged paths into the interior. Greater contact was made with the Windryder tribes, resulting in a slow warming of relations between the natives and new settlers and allowing trade to be conducted between them.

The Windryders, however, inadvertently let word out of ancient ruins containing strange technologies from centuries before. This sparked the beginning of a 'Gold Rush' for ancient artifacts, which resulted in the darkest period of Alyeska's recent history and its eventual annexation by the Commonwealth.

THE ALYESKAN 'RELIC RUSH'

Alyeska has seen plenty of 'Gold Rushes' over the years, but nothing like the so-called 'Relic Rush', the legacy of which has endured to this day.

It began innocently when the Windryders traded some strange artifacts for supplies and tools. These artifacts were said to have come from some ancient ruins. Curious, the Great Northern Trading Company sent field agents out to investigate. Some of them returned a couple of weeks later with sledges loaded with artifacts. Others were never seen again. These disappearances, along with dire warnings from the Windryders, failed to deter others from relic hunting, which was strongly encouraged by the Great Northern who paid top price for any artifacts found. Soon Alyeska was enjoying an unprecedented boom; hundreds flocked to this remote corner of the world to seek their fortunes, and the coffers of the trading company were soon overflowing.

But it wasn't to last.

The writings of later historians have largely ignored the events which led to rising tensions with the Windryders: the tribes' sacred lands being auctioned off by Great Northern in pursuit of profit,

or the destruction of their stone totems. It is little wonder that Alyeska suddenly exploded into a wave of violence, which began with a Windryder attack on the trading post of Connor's Station. The outpost was completely wiped out as the natives went on the warpath. A series of bloody skirmishes, known collectively as the Alyeskan Land Wars, would last for the best part of a decade before the Commonwealth finally stepped in.

The Great Northern Trading Company was disbanded by the Commonwealth and its assets seized. Troops were deployed to defend the various outposts as attempts were made to open up diplomatic talks with the Windryders. After months of negotiations, an agreement was finally reached; Alyeska would be annexed by the Commonwealth, and the Windryders' most sacred lands would be restored to them, protected by Commonwealth law. With the return of peace, Alyeska began a new chapter in its history.

COMMONWEALTH ALYESKA

At first, the coming of the Commonwealth meant very few real changes for Alyeska. Life, and the task of surviving the northern climes, went on just as they had done for years before. The Great Northern Trading Company's stranglehold on trade was broken; smaller traders, free to do business on their own terms, began to thrive. Settlements grew, mainly sited around new mines that were beginning to open up. Industry began to pick up as the Commonwealth imposed order, fuelling the continent's economic growth. The initial military rule that Alyeska endured was succeeded by the appointment of a Governor-General to oversee this latest addition to the Commonwealth.

With the Commonwealth, technology came marching in behind. Alyeska saw a time of rapid development as the steam engine and the railways arrived. Alyeska's isolation ended when the first steamboat reached Morrdun, creating much faster connections to the rest of the Commonwealth than the sailing ships



used previously. In the years that followed, the railways helped open up the Alyeskan interior, in part replacing the old wagon trails and linking the mines to the port at Morrdun. Whilst the railways proved costly to construct and were limited in scale, they remained unchallenged as the continent settled down into a contented existence.

Over a century or so ago the first confirmed encounters with the Wulvers were reported. Prior to this there had been many who'd claimed to have seen the beasts, and remote homesteads had been mysteriously attacked and destroyed – though this was often presumed to be the work of bandits. This time a township, a settlement of just shy of a hundred souls called Waddock's Crossing, was attacked by a pack of the beasts. Most of the townsfolk were slaughtered in the attack, but a lucky few managed to find refuge in cellars and attics. It was the first in a series of attacks that would later be dubbed the 'Wulver Wars'.

As the attacks grew in both number and savagery, the Commonwealth was forced to begin deploying troops to protect the settlers. At first the soldiers were based in the New Gwentia region to defend the Alyeskan capital, something that angered many who lived outside of the safe haven that was created.

LAY OF THE LAND

Alyeska is the northernmost continent of the world of Darmonica. Due to its location, it is often referred to as either the 'rooftop of the world' or 'Darmonica's Cap'. It is a land known for adventure, danger, mystery, vast untamed wilderness and prolonged winters.

REGIONS

There are four distinct regions that make up the continent, though there are still plenty of areas that remain largely unexplored.

ALYESKAN OUTLANDS

This is the northern and central part of the continent, dominated by towering mountains and largely unknown thanks to the Bastion Peaks that form its boundary. So far expeditions have only skirted the edge of this region. On its eastern edge sits the eerily flat Chillwynd Marches that seem to have been carved out of the mountains.

The Outlands is a barren region, almost completely consisting of towering mountains and rocky crags. Few venture past the Bastion Peaks, and even fewer have any real reason to do so since it is very difficult to traverse the mountains either on foot or by air.



Aside from vast, untouched deposits of Glimmer Rock, the Outlands is said to house an outlaw haven called Broken Spires. The settlement is rumored to be located at the heart of the Outlands and requires visitors to cautiously pick their way through the canyons that surround it; the canyons are said to be littered with the remains of those who weren't as careful as they should've been.

A curious thing to note about the region is the existence of wooden walkways that run along the canyons and across the peaks, effectively creating a network of rickety paths. Whilst they suffer from years of neglect and nobody is really sure who originally built them, they do provide a relative safe way of getting about.

Eastern Alyeska

Located on the continent's eastern coast is the Territory of Eastern Alyeska, though most local folk just call it the Eastern Territory. The Territory's capital and main settlement, Gravenburgh, is wedged in between the eastern arm of the Dragonspine Mountains and the Jagged Coast, sitting at the head of a large bay formed by the Dragonspine that arcs from the south-west through to a chain of islands and rocks in the east called the Needles.

Most other settlements in the Eastern Territory are clustered round Wicked Antler Lake, which is located many miles north-east of Gravenburgh and is free of ice for much of the year. Aside from mining or logging camps the main settlement of note is Prospector's Reach, which sits on the northern coast near the eastern boundary of the Chillwynd Marches.

The Chillwynd Marches

The Chillwynd Marches form a large, completely flat circular plain that is located in the north-west corner of Eastern Alyeska and cuts into the Alyeskan Highlands. It is believed that it was carved long ago for some obscure reason, and certainly great chunks of

mountains have simply been cut away to form the almost perfect disc.

All along the boundary of the Marches are giant standing stones, all an equal distance apart and positioned similarly to the marks on a clock used to denote seconds. At the dead center of the vast circular plain is a towering spire called the Monolith, effectively a ruined city carved out of a tall, thin mountain that has been only partially explored. Strange glyphs have been found all over the walls of the interior, but nobody has been able to translate them. One person who claimed to have reached the top of the Monolith said that the spire contained a throne room filled with ancient treasure, but then vanished after making this claim...

The Marches are also known for the eerie wind that blows almost ceaselessly across the frost-coated stone plains and gave rise to the Chillwynd name. Many say that whispers can be heard upon the winds, usually that of lost loved ones or temptations. A great many have been driven mad by these cursed winds, whilst others have simply vanished in the Marches and left behind only their abandoned campsite.

Prospector's Reach

Nestled in the north-western corner of the Alyeskan Outlands, between the northern coast and the eastern boundary of the Chillwynd Marches, is the town of Prospector's Reach.

It has a bit of a poor reputation, as it is cold and grey virtually all year round and occasionally the whispering winds of the Marches blow in the town's direction. The townsfolk themselves are somewhat isolationist, surviving either as ice fishermen out on the frozen sea to the north or as wilderness hunters and fur trappers ranging to the south and east of town. None of the townsfolk dare venture into the Marches, and those living on the western or 'Marchside' of town keep their west facing windows permanently shuttered. The town lies only a scant few miles from the Marches, and people do



occasionally vanish during the night in town as they do out on the frozen plain; locals refer this as 'being taken by the winds'.

Every month a new expedition to explore the Marches assembles in town, and a new set of businesses has sprung up to cater to these adventurers. Hotels, taverns, stores and workshops offer their services to those intending to set out west. In addition, there is a sizeable mercenary population in town of guns-for-hire who

offer themselves as guards both for expeditions and for the trade caravans that cross the wilderness from the town of Purpleflint. Prospector's Reach does, like most settlements, have its own airstrip, but the winds from the Marches and blizzards that blow in from off the frozen sea make life difficult for aviators and so it's not a favorite destination for pilots. Travelers typically arrive overland via the weekly trade caravans. There are proposals to build a railway line out to the Reach but nothing has materialized.

Prospector's Reach is not a place that anyone wants to go to, and most visitors are usually planning on heading into the Marches in search of Ancient Terran artifacts that are rumored to lie within the towering spire known as the Monolith. A lot of them return empty-handed, some bring something that may prove to be of worth, and the rest never return at all.

GRAVENBURGH

Compared to Morrdun in New Gwentia, Eastern Alyeska's main settlement has a lot more of a frontier feel to it. You'd struggle to find any building that's higher than a couple of stories, save perhaps for the Territory's seat of governance, Commonwealth House, with its clock tower.

The eastern leg of the Trans-Alyeskan Railway cuts through the northern district of Gravenburgh, continuing on eastwards

to the Needles with a branch line that splits off and runs north across the Dragonspine Mountains to reach Tay River on the southern shore of Wicked Antler Lake.

FORT CATHMORE TRADING POST

Fort Cathmore is one of several trading posts still operated by the New Gwentia Trading Company, though the Company may give up ownership in the near future. It is located at a crossroads, where a gravel road crosses the partially-paved McGuire Highway that runs from Gravenburgh at its

southern end north to Tay River on the shores of Wicked Antler Lake.

The trading post pre-dates the Highway, having originally been founded by the Great Northern Trading Company to trade with the native tribes that inhabited the area. Over time, the trading post became a small settlement known as Fort Cathmore, acquiring a tavern, a blacksmith, and a couple of homesteads. With the coming of motor vehicles and the Highway, the blacksmith became a



repair garage and the trading post gained a couple of fuel pumps for motorcars. The trading post itself now serves more as a general store and part-time post office, and is also connected to the telegraph line that runs to Tay River.

Today the trading post is managed by a certain Gilbert Bradshaw. He has an indifferent relationship with Miss Holland, the owner of the tavern, and a less than friendly one with the Mason Brothers who run the garage. Miss Holland is content to run her tavern without inference and has always paid her rent on time. The Mason Brothers, Rowland and Antony, run their own motorbus along the Highway that completes with the NGT operated mail bus – Bradshaw is certain they siphon fuel from the trading post's fuel pumps, but he lacks proof. Antony and Rowland have made their ambitions to take over the trading post clear, and Bradshaw is worried just how far they'll go to achieve that goal.

As of late, Bradshaw has bigger concerns in the form of outlaws who have been attacking the NGT mail bus. Again, he suspects the Mason Brothers but lacks anything concrete, and the Royal Alyeskan Air Police haven't been able to get any leads despite routing a regular patrol through the area. Bradshaw is willing to pay handsomely if anyone can bring the outlaws to justice, and he'll also pay a bonus if it can be proven that the Masons have a few dirty dealings.

THE NEEDLES

Forming the easternmost part of the entire Continent of Alyeska is the chain of towering rocks and small islands known as the Needles.

The Needles are largely inhospitable. The few settlements here are exposed to the fury of the northern seas, and only the hardy seem to live here. In recent years the Commonwealth has started taking a keen interest in the Needles: plans have been proposed to use the Needles and a series of bridges to create a joint road-rail link between Alyeska and the home

isles of the Commonwealth. Thus far only surveys and test drillings have been made, but if the project goes ahead then it could transform Eastern Alyeska.

FORLORN THULE

Off the eastern coast of Alyeska is an archipelago of rocky islands, stretching out as a long chain into the great ocean, known as The Needles. Amongst these outcrops of rocks lies Alyeska's Theda Air Station, better known as 'Forlorn Thule' by those stationed there.

BRIEF HISTORY

The Needles have always been of great strategic value to the Commonwealth; they are the closest part of Alyeska to the Home Isles, and often the first sight of land for ships crossing the Mhór Farraige (Great Ocean). Historically the Commonwealth Navy always maintained an outpost and, later, a wireless station in the islands, though these days the Navy's presence is limited to a single guard ship. Theda Air Station was established just prior to the Great Darmonican War to provide protection of the Alyeskan shipping lanes in response to the decline of the Navy's presence. During the war, the air station was active in safeguarding the Alyeskan coast from Tylander raiders, but it was and remains an unpopular posting.

The name 'Forlorn Thule' and the base's poor reputation in the Aerial Corps are due to the harsh climate. Rough weather is common for the vast majority of the year and is not helped by the current storm-wracked nature of the Mhór Farraige.

PRESENT STATE

Today Theda Air Station is home to No.86 Squadron of the Commonwealth Air Force, a composite force of fighters and long range patrol aircraft. A Flight is the fighter component of the squadron, and usually has at least two aircraft mounted on steam catapults ready to be rapidly launched at a moment's notice. The patrol aircraft of B Flight typically head out over the ocean on wide ranging



patrols, mainly to deter smugglers and provide a Commonwealth presence in the otherwise remote and sparsely populated islands. Both Flights do have to contend with sky pirates that are known to operate in the area and prey upon shipping (both air and sea).

The Air Station is located on the barren and windswept Theda Island, the largest of the isles amongst The Needles. All of its buildings are prefabricated huts of varying sizes, made from a half-cylindrical skin of corrugated steel. All the huts are frequently seen as cold and draughty; combined with the weather it is a pretty miserable place, hence its status as an unpopular posting. It is nonetheless considered vitally important to protect the aforesaid shipping lanes and trans-oceanic flights of aircraft to and from Alyeska.

CAMPAIGN IDEAS

You can incorporate Forlorn Thule into your games of Frozen Skies as either as a destination for a delivery job/supply run or as a stopover for flights to and from the rest of Darmonica. Play up the basic facilities of the place and the frequent harsh weather, it is cold and wet for at least three quarters of the year.

Another route is to run a military campaign where the players are members of No.86 Squadron, battling the weather and primitive conditions as much as sky pirates.

The Lost Sodkan Mine

Prior to the last major conflict, the Great Darmonican War, there was a major nation known as the Holy Sodkan Empire that had a mining colony somewhere on the northern coast of Eastern Alyeska. It widely known that the mine used penal labor and was heavily guarded, but with the Empire's shocking defeat in the War and resulting collapse the colony was effectively abandoned with its "residents" disappearing into Alyeskan society. The mining colony's location has been forgotten, though a few have claimed to have found it over the years.

Recently the Iron Collective, arguably the Empire's successor (except the lands of the weak Union of Sodkan Republics), has developed a rather keen interest in locating the lost mine and finding out what was actually mined there. The Commonwealth and the rest of the Darmonican powers, such as the Artian Confederacy and the Tyland Free State, have also taken an interest as it is believed that the mine might be linked to the moment that ended the War and is one of the War's greatest mysteries.

Roth Island

Roth Island was named after the famous Commonwealth explorer Admiral Francis Roth, who led one of the first expeditions to map the Alyeskan coastline. A meteorological station was established on Roth Island prior to the Great Darmonican War, the buildings of which remain to this day.



Throughout the War, the Roth Island Station dutifully radioed its daily weather reports – at least until one day when it simply stopped transmitting altogether. At first it was thought that the station's radio transmitter had been knocked out of action by severe weather, but after a week of silence a small military expedition was sent to investigate and found the station abandoned with no sign of the men assigned there or what had happened to them. The only clue was the commander's journal. It mentioned a stranger that staggered over the ice sea from the north, delirious with tales of some sort of ruined city far to the north. Further questioning by the station commander found that the man claimed to be the sole survivor of some expedition, but he wouldn't give any more details beyond that.

The last entry in the journal mentioned one of the station's staff going missing, but all the entries after that had been torn out. Thanks to the combination of the then still raging war and the invasion by the resurgent Wulvers, no further investigation into Roth Island took place and any record of it simply got filed away in the archives. The Commonwealth decided to leave Roth Island completely abandoned, due to both a mixture of fears at what had happened and a lack of resources. After the War a small weather station was established at Prospector's Reach.

ROTH ISLAND TODAY

Today the Roth Island Station remains in the same state it was found in after

the mysterious disappearance of its men, for only the journal of the station commander and some other pieces of sensitive material were removed by the Commonwealth. The various buildings have survived largely intact, admittedly with decay and damage from the elements in places but they are still able to provide shelter if need be. The Station consists of the 'main' building, a series of interconnected wooden huts and a couple of other buildings such as a hangar and a separate building for storing fuel.

These days the only visitors tend to be Aerial Corps patrols (though only a flyover) or those seeking an isolated meeting place; the hangar has certainly shown signs of occasional use since the Station was abandoned. Of greater concern to the Commonwealth are the occasional radio transmissions that the Station broadcasts, particularly since the Station's radio equipment was removed and the generator disconnected. Even more disconcerting is the fact that the transmissions claim to be from the men who vanished....

New Gwentia

New Gwentia is the main area of settlement and the heart of the Commonwealth territories on the Continent of Ayleska; it is where one can expect to find *reasonably* reliable telephones, electricity, and radios, in addition to a few luxury goods.

The southern part of New Gwentia feels like a well-developed country, but the rest of the region gradually gains more of a



frontier feel depending on the direction you're heading in. There is a fairly extensive road and rail network linking the towns and a few of the larger villages, and there are also fully furnished airfields with paved runways as opposed to a dirt airstrip and a few huts.

MORRDUN

Morrdun is the largest settlement in Alyeska, its capital and only actual city. It is densely populated and feels like a heavily industrial city with high-rise housing blocks and giant factories. It boasts at least two airfields and an urban railway network, too. Though despite seemingly being made up of slums and tall brick buildings, Morrdun does have a grander side in the form of the Crown District, home to numerous mansions and of course to Alyeska's Governor-General.

The city has a growing district simply known as the Military Ward, which is effectively a giant army camp and mini-city in its own right. The Military Ward features warehouses, barracks, messes, and a giant central parade ground. It sees hundreds of soldiers move through it every month as part of the ongoing conflict in the Wulflands.

THE WULFWALL

Marking the western boundary of New Gwentia and separating it from the Wulflands is a fortified line known as the Wulfwall. It is a wide wall, twenty feet high, with towers at regular intervals along its length. There is a single gate about halfway along the wall, heavily defended with machine-gun posts. On the New Gwentia side there are barracks and artillery positions, supported by a narrow-gauge railway line that runs the length of the wall and moves supplies and munitions.

THE WULFLANDS

The Wulflands is the region formerly called West Alyeska, which makes up the western part of the Continent of Alyeska (hence its originally unimaginative

name). The main settled part of this region initially stretched from New Gwentia westwards along the southern coastline, but gradually outposts and homesteads crept ever northwards. After a few years the region was recognized as the Territory of Western Alyeska and had its own Lieutenant-Governor appointed, subordinate to Alyeska's Governor-General. For a time it looked like Western Alyeska would become a prosperous region thanks to its vast tracts of fertile farmland.

Then came the Wolver.

It is believed that the Wolver existed long before Man first arrived on Alyeska's frozen shores, and certainly the Windryders tell tales of the 'Beast in the West'. They weren't sighted during the first few years of the Colonial Era, and they may never have been rediscovered had it not been for the curiosity of Man.

History does not record the names of those who stumbled across and inadvertently freed the Wolver, which may be for the best. It is generally known that a team of explorers, eager to map the extremes of the Alyeskan continent, took an expedition into the wilderness of Western Alyeska close to where it met the Bastion Peaks of the Highlands. They came across a gorge that had been deliberately blocked; curious, they cleared the boulders with explosives and pushed forwards, finding a valley on the other side of the gorge. According to the expedition's survivors it wasn't long before they ran into the Wolver, which tore them limb from limb and chased those left from the valley. It didn't take long for the Wolver to discover that their prison had been breached – and they soon spilled out to ravage the unsuspecting homesteads.

It was a slaughter that went down in history as 'The Night of the Wulf'.

Western Alyeska soon became too dangerous a place to live. The Commonwealth was forced to evacuate those who remained and then construct the Wulfwall to protect New Gwentia. The Wulflands (as the region became known)

weren't entirely abandoned, however, as the Commonwealth established military outposts to at least keep the Wolver in check and formed two new units, the Wulfbane Commandos and the Alyeskan Outriders.

WULFBANE COMMANDOS

Created as the direct response to the Wolver once the scale of threat they posed was realized, the Wulfbane Commandos are the Commonwealth's most blunt tool against the beasts. The Wulfbanes' job is quite simply to hit the Wolver and hit them hard, and they typically have heavy firepower backing them up.

Companies of Wulfbanes typically man outposts across the Wulflands, though an entire battalion mans Fort Bainsbury on the far western coast. There are other units stationed in New Gwentia and Eastern Alyeska, and all units rotate through all the regions of the continent. They maintain a rapid response force that's ready to move at a moment's notice in response to a major Wolver threat; aircraft known as Gyro-carriers that can land and take off without needing a runway are used to move these units around. To date their only major action has been the Defense of the Wulfwall, a battle which occurred when the wall suffered a major Wolver assault. For three days the beasts threw themselves at the wall, but the Wulfbanes held firm.

ALYESKAN OUTRIDERS

In complete contrast to the Wulfbanes are the Outriders, who rely on stealth rather than brute force to complete their job. The Outriders' role is simply to watch and report on the movements of the Wolver, and occasionally to conduct hit and run attacks on small packs with their machine gun armed trucks. From time to time, though, they have helped the Wulfbanes deal with larger packs.

The Outriders were formed to undertake long-range reconnaissance patrols and gather intelligence on the movements of the Wolver. They typically do this by setting up so-called 'Watches' where a

patrol lie low in a camouflaged position, observing the Wolver in a given area and radioing their report to the HQ at Calharrow. Alongside this intelligence gathering role the Outriders also conduct hit-and-run attacks on Wolver packs, usually in conjunction with Aerial Corps aircraft or the Wulfbane Commandos.

Organization

HQ Calharrow exercises both administrative and operational command over the Outriders, reporting in turn directly to the Commonwealth military's Alyeskan Command. Along with the eponymous Headquarters Section, Calharrow is also home to signals, survey, and workshop sections as well as a small military hospital. There is also the Outriders' Air Section at Calharrow which uses light planes to transport key personnel, evacuate the wounded, and perform other liaison tasks. The Heavy Section, used to provide logistical support by transporting supplies to bases and setting up hidden replenishment points at pre-arranged locations, is also based at Calharrow.

Below HQ in the chain of command are a number of Squadrons, each one of which is lettered and made up of four patrols, which are in turn numbered. Each patrol has five trucks, typically arranged in the following order; Patrol Commander, Patrol Sergeant, radio & navigation, medical orderly, mechanic. Each truck is normally armed with a pair of machine guns, plus the personal weapons of the various members of the patrol

CALHARROW

There are dozens of towns that still stubbornly remain out in the Wulflands. Their continued survival is due to a critical defensive position, such as being on high ground or an island in a river.

Calharrow is one of the former.

Located on top of a mesa, it originally began as an outpost when the Commonwealth first ventured into the Wulflands. Scouts from the Royal

Reconnaissance Service were the first to lay eyes on the mesa and a small fort was built on top of it, to function as an easily defensible waystation and heliograph post (though the heliograph was replaced in turn by a signal lamp and then a radio). As the threat of the Wulvers emerged, sappers from the Commonwealth Army built drawbridges into the path that ran up the mesa and constructed a lift to raise vehicles or equipment too bulky for the track up to the fort.

Over time the outpost grew as tradesmen settled to service the troops at the fort. Gradually it grew into a trading post, and then eventually a town. It became the nexus of a fledging network of trade routes in the area and a key stop for settlers and expeditions heading west, but it was primarily a military outpost right up until the Great Darmonican War. By the time the War started, Wulvers hadn't been seen anywhere remotely near Calharrow, and the scouting aircraft that flew from the airstrip regularly reported no sightings on their wide ranging patrols. This influenced the decision to siphon off troops from the Wulflands for the Commonwealth's war effort and ultimately led to the territory being dangerously ill-defended, as was later proven.

The town was seen as a safe haven and many fled there to seek refuge as the surrounding lands fell to the Wulver onslaught. The town and its supplies were soon stretched to the breaking point as it became heavily overcrowded. In response the Commonwealth airlifted out everyone who wanted to leave, as well as a large portion of the garrison, to New Gwentia. They left behind a skeleton force to man the fort and a handful of civilians who were too stubborn to leave. Within a few weeks Calharrow effectively became a ghost town, its population a fraction of what it once was and most of its buildings now standing empty which reinforced the sense of isolation for those who were left.

For a while Calharrow persisted in a state of limbo, its future thought to be naught but dust and decaying wood.

But the Commonwealth returned to the town atop the mesa; it proved to be the ideal base for the Alyeskan Outriders to operate their patrols from. Army sappers soon arrived to install support infrastructure for the Outriders' vehicles and to improve the airstrip to ensure that the outpost could be kept resupplied by air. The civilians who'd stubbornly stayed when everyone else was evacuated were finally given some hope, too. They managed to negotiate a supply contract with the Commonwealth and started earning coin again servicing the soldiers of the new force. Other enterprising souls soon arrived, bringing the town's history full circle.

Presently Calharrow is very much a military outpost with an attached civilian service industry. There is now an artillery battery with guns sited round the edge of the mesa to provide a full 360 degree field of fire, in addition to a sole anti-aircraft gun which exists simply to deter raids from any sky pirates possessing more brawn than brains. There are a handful of civilian shops as well as a tavern and brothel, all to cater to the needs of the soldiers posted here. The military has taken over much of the town, but even with the revived civilian population there are parts that sit empty, mostly homes that stand as ghostly relics of more fortunate times.

PORT CAPITAL

Port Capital is a colony founded by a nation known simply as the Coalition. Located further west along the coast of the Wulflands than Fort Bainsbury, the colony serves as the Coalition's main base from which they mount expeditions into the interior. To date the Coalition hasn't openly admitted the colony's existence, and they've gone out of their way to avoid Commonwealth forces. Recently they have started hiring freelance pilots to support their operations.

DARMONICAN

POWERS



THE DARMONICAN POWERS



There are many groups and factions that have influence in Alyeska, ranging from small trading concerns through to the great powers of Darmonica. Each have their own goals and plans for the continent, and each also have their own methods for carrying out said goals that may bring them into conflict with some of the other factions. All are linked by a complex web of constantly shifting alliances and rivalries, but sooner or later something will have to give.

THE COMMONWEALTH

The Commonwealth is the Darmonican nation that the Continent of Alyeska finds itself claimed by and forms part of. To most Alyeskans, though, it is a distant entity that has very little effect on their day-to-day lives.

The Commonwealth is headed by a monarch, namely Queen Lothwyn Boudica Cathmore II, and its capital is called Lindun. The main seat of power of the Commonwealth is the archipelago of the Home Islands that sits some miles off the Tylander coastline.

THE COMMONWEALTH IN ALYESKA

The Commonwealth's presence in Alyeska is split into three different groups.

THE COMMONWEALTH MILITARY

Due to the Wulvers posing a huge threat in the western reaches of the continent, the Commonwealth has a very large military presence in Alyeska, located mainly in and around the Wulflands. The

Wulfbane Commandos and the Alyeskan Outriders are the best known parts of the Commonwealth's military, but there are also thousands of ordinary soldiers and the Aerial Corps that provides air travel in the frozen north.

THE GOVERNOR-GENERAL

The Governor-General, presently Sir Douglas Fredrick-Davenport, is the viceroy and thus Her Majesty's representative in Alyeska, being empowered to act on behalf of the Monarch. The Governor-General actually wields very little power – he generally has a ceremonial role, but does perform some constitutional duties such as appointing a new Alyeskan Premier. He is also allowed to use the title of *Commander-in-Chief of the Alyeskan Militia* (Alyeska's own military force) in the name of the sovereign.

Fredrick-Davenport *technically* has three deputies, in the form of the Lieutenant-Governors of each of the provinces that make up the continent, who act as viceroys at the provincial level. In reality, there is only one in office, Sir Broone Langworth, who is the Lieutenant-Governor of Eastern Alyeska. Of the other two provinces, Fredrick-Davenport chose to temporarily fill the role for New Gwentia himself after the previous post holder vanished. Western Alyeska is under military control and so the position is instead that of a military governor and is currently filled by General William Bartlett.

The Royal Alyeskan Air Police

The constables of the Royal Alyeskan Air Police, a more recently formed organization than the RRS or military, have built a reputation for themselves in the time they have existed. The Air Police has a presence in most settlements across the continent, with Broken Spires and the Wulflands outposts being the obvious exceptions. In minor settlements, this is typically in the form of a small garrison of a ten man 'section' commanded by a corporal. Larger towns tend to boast a platoon of three such sections, while densely populated areas, such as Gravenburgh or Morrdun, have battalion sized forces patrolling their streets. The force maintains a sizeable Air Wing, manned by full-time pilots flying a number of fighters and transport planes. They also have a number of scout planes, which are used to patrol the more remote areas of Alyeska.

The Air Police are very highly regarded, even by those on the wrong side of the law. Few people have managed to outrun the Air Police for long, and those who have usually either end up eventually turning themselves in or having their frozen corpse discovered during the spring thaw. To date, Ryland Flinch remains the only man to avoid arrest successfully, having been on the run now for over two years. Originally wanted by the Air Police for questioning over illegal hunting, Flinch opened fire upon the constables that came to question him. He then embarked upon a one man war against the law which has become a legend in its own right, his fame spreading throughout the Commonwealth. Flinch's story has certainly been blown out of proportion and romanticized by over-zealous reporters and writers, but spending two years on the run and surviving alone in the Alyeskan wilderness is still an impressive feat by itself.

Royal Reconnaissance Service

The Royal Reconnaissance Service (or RRS for short) was originally a topographical agency formed to supply

the Commonwealth with accurate maps, but over time it was increasingly used by the Commonwealth military to gather information and subsequently evolved into the Commonwealth's intelligence agency. Its original map-making role remains, and the Scout-General is keen on maintaining this as a facade to confuse enemy agents, but it has also become an effective espionage agency that proved its worth during the Great Darmonican War.

Typically the RRS likes to recruit informants from among the local population in a certain area. This saves the hassle of trying to integrate a group of agents when just one handler is needed, and a local is more likely to overhear something that a normal agent won't. This strategy runs the risk of double agents infiltrating the RRS' informant networks, but usually the informants are low key enough to avoid drawing unwanted attention.

Beyond Alyeska

Across the Great Ocean that separates the Continent of Alyeska from the rest of Darmonica lie the Commonwealth's Home Islands as well as other great powers such as the Artian Confederation, the Iron Collective, and many smaller nations.

Artian Confederation

One of Darmonica's great powers is a nation that was born in the forge of war just over a century ago and, perhaps unsurprisingly, has a very military-focused culture. Named after Artia, the Darmonican deity of warfare, the Artian Confederation ranks high in military might and could quite easily give the Commonwealth a run for its money. For now, its attention is divided between its eastern border with the Iron Collective and maintaining control over Tylander territory that it has occupied since the end of the Great Darmonican War. It does, however, have ambitions further afield.

Those ambitions include Alyeska.





HISTORY

The lands that form the Confederation are no strangers to war, having been the battlefields between the Tylanders and the Sodkans for centuries. Prior to the Tyland-Artian War in 1741 AF the Confederation was little more than a loose collection of city-states and scattered farms, which were by then used to the armies marching to clash with one another. Conquest of the future Artian states was rarely an aim for either side as they acted as a nice buffer between Tylander and Sodkan territory...at least until 1741.

By the early 18th century AF the Kingdom of Tyland made it clear that it had territorial ambitions with its conquest of the United Provinces, which included a Commonwealth defeat when it tried coming to the Provinces' aid. The Artian states were growing increasingly wary, especially when an arranged marriage occurred that linked together the Tylander and Sodkan royal families.

Fearing that plans were in motion that would lead to a Darmonican superstate, some of the Artian states came together and formed the League of Artia, a defensive union that was soon put to the test; in 1714, the Royal Tyland Army attacked and smashed its way through the western Artia.

The Tylanders made huge advances but were ultimately stalled upon the banks of the River Bhein by a hastily assembled Artian mercenary army. The fighting entered a lull during the winter of 1741-2 AF. Unfortunately for the Artians, a fair number of the mercenaries either quit or accepted Tylander coin, and by the spring of 1742 the invaders had established footholds on the east bank of the Bhein and held a number of key bridges. By summer a series of battles saw several of the Artian state armies routed and the situation was looking increasingly dire.

Enter Viktor Wilstein.

Wilstein was the Chancellor of the State of Uthermark and a veteran of the

various Sodkan wars where he had honed his skills as a tactician. He sent word out to the other states to rally their soldiers at his capital of Utherheim, where the other states found to their surprise that Wilstein's city was prepared for siege and had extensive earthworks in a ring round it. Many thought that Wilstein was mad and was inviting his own destruction, and refused to commit their soldiers to defend the city. A few, however, either guessed that Wilstein had a secret plan or saw an opportunity to make one last valiant stand, and so Wilstein's own army was supplemented by a handful of others who stood ready when the Tylanders arrived to lay siege.

Days, then weeks, went by and Wilstein made no move, leading many to question whether they had made the right choice in supporting him. Weeks eventually turned into months, as the city endured a battering from near constant artillery fire and supplies started to run low. Many begged Wilstein to throw open the city's gates to the conquerors, but the Uthermark chancellor refused. Then word arrived – the Commonwealth had landed troops to liberate the United Provinces, catching the Tylanders by complete surprise. Upon hearing the news, Wilstein gave orders for a beacon in the city to be lit, the signal for an army that Wilstein had kept hidden in the nearby Utherwald Forest to attack. Wilstein's secret army smashed into the flanks of the enemy and the city's defenders stormed out the gates to support them. By day's end, the

besiegers had been routed and the siege lifted.

It took another year, but the Tylanders were finally driven out of both the Artian States and the United Provinces by Wilstein's forces and the Commonwealth respectively. Wilstein himself became the Archchancellor of the newly formed Artian Confederation in 1746 AF and helped foster good relations with the Commonwealth that paid off during the Great Darmonican War half a century later. Tyland's defeat, though, ultimately led to that very same war.

PRESENT DAY

In the decade since the end of the Great Darmonican War, relations between the Artians and the Commonwealth have soured, mostly due to the continued Artian occupation of Tylander territory. Already towards the end of the war there was a growing rivalry between the two powers, and there is little wonder that a cold war of sorts has sprung up between them. Like everyone else, though, the Artians are still licking their wounds

from the war.

The present Archchancellor of the Confederation has three main priorities:

- *Defend the eastern border against a possible attack from the Iron Collective.
- *Deal with insurgents in Occupied Tyland.
- *Gain a military edge over the other great powers.



This last priority has seen the Archancellor dispatch agents to Alyeska in search of Ancient Terran artifacts, some of whom end up in conflict with the agents of other nations. Some say he has become obsessed with rumors of an Ancient Terran weapon, even to the point of ordering his agents to ignore 'petty gizmos'.

Is he aware of something that nobody else is?

Tyland Free State

No other nation in Darmonica has played such a major role in its history and ended up falling so low. For nearly a decade it has endured occupation and humiliation whilst harboring a strong sense of regret of all that has been lost. It is also a dangerous place, where gunfights in the streets and bombings are by no means unheard of.

HISTORY

Once the Free State was known as the Kingdom of Tyland, a nation with a history that stretched back centuries. Many Tylanders even claim that the Kingdom was the first Darmonican power to arise after the fall of the Ancient Terrans, although this claim has yet to be proven true or false either way. Whilst it may have been the oldest power in Darmonica, it wasn't immune to upheaval; a number of civil wars occurred throughout its history as various houses vied for the Tylander throne.

Much like the Holy Sodkan Empire, the Tylanders were devout followers of the deity known as 'The Great Maker', but there were theological differences between the two that often led to conflict. The two nations warred on and off over the centuries until the early 18th century AF, when their differences in religious doctrine were put to one side. Bonds between them were further strengthened in 1738 when an arranged marriage linked the Sodkan and Tylander royal families. Plans for a Darmonican superstate devoted to the Great Maker were beginning to bear fruit, especially

after the United Provinces had been conquered.

Then the Tyland-Artian War broke out.

At first the war went in Tyland's favor, and the various Artian states fell one after another in the first couple years of the conflict, until the Siege of Utherheim that was the Kingdom's undoing. As the siege raged on the Tylanders allowed themselves to slip into tunnel vision and become obsessed with crushing Viktor Wilstein, effectively leaving them blind to events taking place elsewhere. Sensing an opportunity, the Commonwealth had struck a deal with Wilstein to get some payback for its defeat at Tylander hands some years earlier. In a bold move, the Commonwealth landed a large army in the United Provinces, taking full advantage of the fact that the Tylander garrison had been weakened due to the war against the Artians. Faced with a sudden second front opening up and a renewed Artian offensive, the Tylander war effort crumbled.

Worse was yet to come when the Tylander king was killed during an Artian artillery bombardment on Tyland's capital, Arran, a loss that the Tylanders never fully recovered from and sparked both the Kingdom's decline and the Great Darmonican War. The Tyland-Artian War ended a few weeks after the king's death, and Tylander ambitions for a pan-Darmonican superstate were permanently put on hold as the Kingdom sought to recover and crown a new monarch. For the next half-century the Tylanders licked their wounds and looked to settle accounts, ultimately leading to the Great Darmonican War in 1796 AF.

The Tylanders had hoped to relive their early successes of the Tyland-Artian War by taking a rapid, blitzkrieg-style advance into the Confederation. They had also got their Sodkan allies to attack from the east, hoping to defeat the Artians by forcing them to fight a war on two fronts. At first things went to plan and Confederate soldiers were forced to conduct a fighting retreat, though the Royal Tylander Army started to get bogged down in the face of a



number of delaying actions. Similarly, the Sodkans enjoyed some early successes, advancing on a much broader front and at a more sedate pace. Things began to change when the Commonwealth attacked the Holy Sodkan Empire and captured the major port city of Norvik, whilst also conducting raids along the northern coastline of Tyland.

The ultimate undoing of the joint Tylander-Sodkan war plans, however, was the rise of the Order of the Great Machine, a radical religious sect that stirred up widespread civil unrest in the Holy Sodkan Empire and eventually left it unable to support its Tylander allies. This left the Artians free to redeploy troops from the Sodkan Front, while the Commonwealth landed troops on Tyland's coast and captured a number of ports. After the Sodkan Empress' death in an event known as 'The Blast', the Sodkans withdrew from the conflict and the joint Artian-Commonwealth forces crushed the remnants of the Tylander war machine.

PRESENT DAY

In aftermath of the war, the Tylanders found their Kingdom occupied by both the Artians and the Commonwealth; the latter held the northern ports, while the former occupied the rest of the Kingdom. A treaty forced upon the Tylanders saw the creation of a rump state called the Tyland Free State, with a chunk of former Tylander territory given to the Artians. The same treaty allowed for Artian troops to occupy the Free State and for the Commonwealth to hold the northern ports (known as 'Treaty Ports') for a period of ten years, though amidst growing tensions it is doubtful that either country will honor the treaty and withdraw their troops.

A number of Tylander resistance groups have sprung up over the past decade, all of them united in fighting the occupiers but divided by their ultimate goals. The resistance groups are just as likely to fight one another as they are the Artians, leading to a low-level civil war

situation across the Free State. There is a provisional government, but it is seen as little more than an ineffectual puppet and has to rely heavily on the Artian occupation forces. If the resistance groups could put aside their differences and coordinate their efforts they would have a shot at reclaiming their country...

THE IRON COLLECTIVE

Born out of the cauldron that was the Great Darmonican War, the Iron Collective is one of Darmonica's newest powers and the most mistrusted by its neighbors. It is said to be chasing past glories of the once-mighty Holy Sodkan Empire from whose ashes it rose, though nobody is really certain of its motives.

THE HOLY SODKAN EMPIRE

A few centuries ago the Sodkan city-states started openly warring amongst one another, though skirmishes between sellswords hired by the different city-states had been going on for generations previously. This time it was different, however, as the guards of the city-states themselves took to the field and cities were directly attacked. For the most part the guards were little better than militia, more comfortable with patrolling the city streets than the battlefield, but one man had put the effort into making sure that the forces at his disposal was a professional army; that man was Antov Serlov. With his city-state on the western Sodkan frontier Serlov needed a standing army to fend off against raids from the various Artian states, so when he came up against other Sodkan forces he was able to beat them in a series of crushing defeats and declare himself ruler of all of the Sodkan lands.

Serlov was crowned Emperor and set about building himself an empire, adopting the Cult of the Great Maker as the new nation's religion. His heirs inherited the throne over the years until Polina Serlov became Empress shortly before the onset of the Great Darmonican War.



Changing of The Guard

The war went badly for the Empire when it found itself being attacked directly by the Commonwealth, leaving the Sodkans unable to help their Tylander allies against the Artian Confederation. Worse still, unrest was starting to undermine the Empire's war effort, spurred on by the radical religious sect known as the Order of the Great Machine. The Order made it difficult for the Empire to conduct any major military action as they were forced to redeploy troops to deal with the unrest spreading like wildfire across the country.

Out of desperation, Empress Polina Serlov gave approval for militarized versions of the Sodkan 'Tin Men' (automatons originally produced to replace workers drafted for military service) to be produced, with a view to deploying them against the Order. The Empress visited the Sodkans' main research base to view the first prototypes, but a major accident occurred, causing an explosion – later referred to as the Blast – that destroyed the base and devastated much of the surrounding province. It is widely presumed that the Empress perished along with the rest of the base's personnel on that fateful day.

RISE OF THE IRON COLLECTIVE

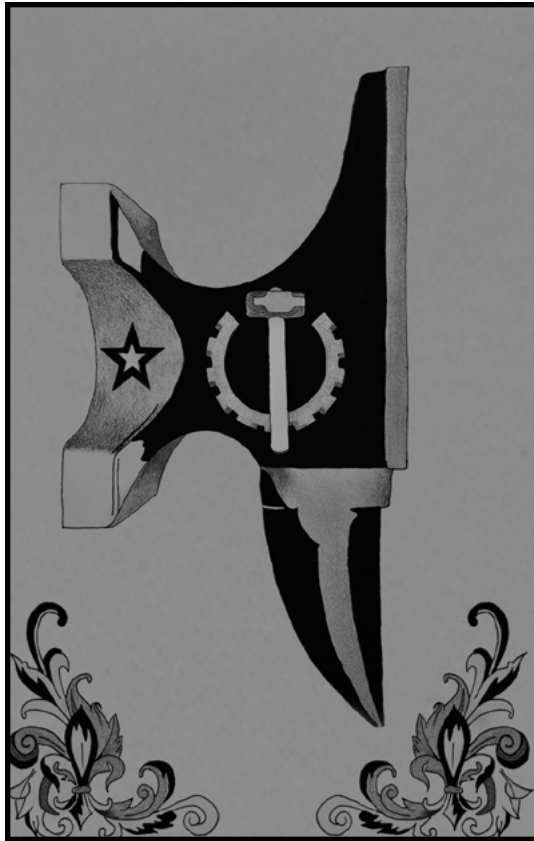
With the Empress gone, the Order of the Great Machine quickly set about seizing power. They also withdrew Sodkan forces from the still-raging Great

Darmonican War which allowed the joint Commonwealth-Artian armies to crush Tyland and win the war. Cut off from the rest of the old Empire by the Blast and the devastated area now dubbed the 'Gloomlands,' the southern Sodkan provinces formed the Union of Sodkan Republics out of mutual defensive need and shared paranoia. The bulk of the old Empire became the Iron Collective, ruled over by the Order who set about forming a technological theocracy that the rest of

Darmonica views with a wary eye.

The Order imposed a new system where every man, woman and child is viewed as simply a cog in a great machine with each having their own role to play. The Collective's education system mainly focuses on determining a role that a person is best suited for and giving them the training needed for that role, the idea being that the role will be a job for life. The old social norms of family have been stamped out and replaced with a system of groupings that people are

placed into, with couples being matched up and paired together by the state. Each couple are given a quota for the number of children that they are expected to produce, with the precise number depending on a variety of factors such as the pair themselves and local population levels. The resulting children stay with their parents until they turn five years old, at which point the state takes them into an 'academy' where they are tested to determine their future roles.





The Order has almost completely rebuilt Sodka, redesigning many towns and cities to have improved road layouts. Roads and railways have been rerouted, making them more efficient to better serve the Collective's industries and to ensure the Collective's standing military, the Iron Guard, can be transported with ease. The Collective has very little contact with its neighbors, with trade being limited to small traders that operate along the fringes of the Collective. This is risky, though, since external trade is largely illegal in the Collective.

THE SCRUTINIZERS

Much like the Iron Collective as a whole, the Scrutinizers are an inward looking organization and mainly concerned with safeguarding the smooth running of the Collective. Their job is to prevent sabotage and counter espionage, preventing foreign agents from stealing the Collective's secrets. They also act as a secret police, watching over the Collective's citizens and ensuring that they don't act in any way that could be considered traitorous to the Collective.

Although they are mostly internally focused, the Scrutinizers do have a handful of agents out in the wider world, tasked with tracking down Ancient Terran artifacts and lost Sodkan technology.

Union of Sodkan Republics

A loose alliance of small nations that broke off from the Holy Sodkan Empire when it became the Iron Collective, the

Republics banded together for mutual protection as it was expected that the Collective would try to subdue them. A decade later the Collective has made no move towards them, a state of affairs that has led to infighting amongst the Republics as each and every one of them see it as a chance to improve their position. A Collective attack is still expected, though doubts are growing as to whether it'll ever happen.

After a decade of living in fear of a threat that increasingly looks like it will never come, the underlying paranoia that first united the Republics is now starting to fracture them. Border skirmishes are common as each of the Republics accuses the rest of plotting against it. This infighting is gradually weakening the Republics, leaving them vulnerable to annexation by one of the great powers of Darmonica.

ALLIED SECURITY BUREAU

Formed out of a desire to improve co-operation between the various Sodkan Republics, the Allied Security Bureau was meant to serve as a united agency to help defend the Republics against foreign espionage. Unfortunately the ASB is just as fractured as the Union itself, plagued by constant backstabbing between its agents. Often an agent will run an operation to simply counter and frustrate the efforts of another agent, although there are some rare cases of co-operation such as a successful spy ring keeping tabs on the Iron Collective.



The Coalition

If there is one country that did exceedingly well out of the War it has to be the Coalition, flush with money earned from war profiteering. Yet this new state, which has only been in existence for a couple of decades, is finding that the outbreak of peace is hurting its bottom line.

HISTORY

Before the War the Coalition didn't exist, at least not in the form it does today. It was once the United Provinces under the rule of King Francis IV, an anxious man who constantly worried about external threats to his country without realizing that the true threat came from within. Whilst the King made every effort to stay on friendly terms with his country's neighbors, a group of merchants and industrialists were plotting to remove him since they viewed him as a barrier to making their country, or rather them, prosperous. When the Great Darmonican War broke out, King Francis declared his country to be neutral and placed restrictions on exports. Trade in basic foodstuffs and some luxury goods was generally allowed, but exporting resources that would help a country's war effort was banned. Even though the King took these steps to ensure the safety of his country, the plotters saw it as the last straw.

Having effective control over the United Provinces' legislative body, the Council, either by having their own members or buying the votes of others, the plotters made their move. A Motion of No Confidence was passed against the King, effectively removing him from power in a one-sided vote. King Francis was made a broken man, and spent the last few years of his life in a deep depression in exile bemoaning the loss of his beloved country. The Council, now free to run the country as it sought fit, set about deregulating industry and transforming the country.

Now known as the Coalition, the Council sent feelers out to the various combatants in the War and worked out trade agreements. The combatants would gain greater access to the Coalition's resources for their war efforts, but shipments would be guarded by Coalition soldiers and sanctions would be imposed against anyone who tried attacking Coalition convoys. Some early convoys were ambushed, leading to the Coalition carrying through on its threats of sanctions with great success; after that it was left alone, viewed as a necessary evil by the various powers involved in the war. The Coalition was able to amass a vast fortune, building up its industry to produce war materials. With the end of the War there was little need for the Coalition's products, and as profits fell the Coalition sought to shift its industry towards producing peacetime goods to slowed and stabilize the fall in profit. The Coalition has not forgotten how the coin flowed during the war, however, and it is eager to see the return of conflict.

PRESENT DAY

The Coalition is a heavily industrialized nation, largely intact following the end of the war. No longer able to make vast amounts of money on war profiteering, the Coalition has been forced to refocus its industry in order to keep the coin flowing. It has established a colony called Port Capital on the coast of the Wulflands, from where it has mounted expeditions into the interior in search of Ancient Terran ruins. Elsewhere, agents from the External Audit Department work towards igniting other conflicts, simply so that their masters can profiteer again. Asset Retention Bureau operatives hunt down and recover stolen Coalition property and secrets by any means necessary, and are also tasked with gaining non-Coalition assets of interest by similar means.





LIFE IN ALYESKA



LIFE IN THE NORTH

THE CIRCLE OF LIFE

For most Alyeskans, surviving the frigid climate and harsh winters takes priority over the little things in life; a book is of little use when you're starving and half frozen to death. Compounding things further, Alyeska is still sparsely settled and considerably more primitive than the rest of the Commonwealth. Running water, electricity, radio, and telephone communication are rare and, where present, function poorly. Wood stoves and open fireplaces remain a very important feature of most buildings on the continent, with coal and firewood being much sought-after commodities. Even with clothing, practicality is strongly favored over fashion; hard-wearing and warm garments are generally what most Alyeskans are after.

The summers are a welcome respite. The warm days and the period of the 'Midnight Sun' mean a chance to save up and stockpile heating supplies for when winter rolls back around. During high summer, though, particularly when it's been quite dry, forest fires are an issue in some areas. These forest fires can be a major concern for a fair number of settlements as the vast majority of buildings are made from wood.

It is up here on the rooftop of the world is that the differing day lengths throughout the year are most noticeable. Some parts of the continent endure an entire month of darkness, and perhaps a

fortnight of daylight in midsummer. For the locals this isn't much of a problem, since they've grown accustomed to it over various generations; for newcomers, it can be irritating at best and maddening at worst. The best solution anyone has managed to come up with for dealing with the Polar 'Day' and 'Night' is to get rip-roaring drunk (at least that is what they tell naïve visitors...)

FESTIVALS & HOLIDAYS

There are many festivals, holidays and other events that are celebrated or at least observed in Alyeska. Some are tied to a particular deity, whereas others owe their origins to other factors. Here are some examples.

Armistice Day - A relatively new event that has risen in the decade or so since the end of the Great Darmonican War, both to celebrate the War's end and to honor those who lost their lives during the conflict. It typically involves a parade of veterans and current serving soldiers with a memorial service.

Commonwealth Day - Originally a celebration of the Commonwealth that involved an organized and ritualistic veneration of the Commonwealth flag. In addition, schoolchildren were given the afternoon off to attend further events that were usually held in their local community. However, with many Alyeskans feeling betrayed and abandoned by the Commonwealth, the day is now more commonly marked by a toast in pro-Commonwealth taverns and private clubs.



Death's Chase - An air race that has grown into an annual event in the pirate haven of Broken Spires, Death's Chase draws huge crowds as the Spires take on a carnival-like atmosphere. The race itself involves three laps through the twisting canyons and caves that surround Broken Spires; it requires a great deal of piloting skill for the pilots to avoid crashing into a rock face. A few racers drop out during the first or so-called 'Sounding Lap', but it's the second and third laps where things get interesting. The other two laps are 'weapons free'; the racers are allowed to shoot one another down, but only if they're BEHIND their opponent (they're not allowed to swing round for an attack, though some racers learn the route to know where they can get the drop on somebody).

In short, this is a race where it pays to NOT be in first place.

Founding Day - Different in every settlement of Alyeska, each city and town has its own unique way of celebrating its Founding Day. These festivals often include carnivals, parades and competitions such as bare-knuckle boxing and air racing.

Shrouded Days - During the winter months in the more northerly regions of Alyeska there is a period where the sun never rises, which can range from a few days to a month, effectively being a polar night. The beginning is marked by the Exodus when a large number of people head south to spend the period with relatives, though others stay behind. A celebration called Dawnfest happens when the first sunrise happens, typically involving partying and drinking to celebrate 'surviving through the night'.

Summerfaire - A week-long festival representing the middle of summer that frequently involves carnivals and communal events. In northern regions, it coincides with the 'White Nights' or polar day that is centered around the summer solstice.

Tarfest - As the year rolls round into winter during the month of Tarblawan, Alyeska is beset by high winds rising to a

point halfway through the month where it becomes too windy for flying before the weather settles down again. Aviators typically spend this period grounded and drunk whilst the more devout offer up prayers to Taran, the Goddess of the Sky.

Winterfest - A festival occurring during midwinter, a time for gatherings of family and friends to celebrate the end of the year and herald the new one. Feasts are quite popular, and so is gift giving.

Calendar

The Darmonican Calendar came into being following the Fall of the Ancient Terrans, with the Fall being used as the start of the current epoch. Before Fall and After Fall are therefore used to denote dates from either the Ancient Terran era or the current era, typically as an abbreviation placed after the year typically as BF and AF respectively. The current year is 1836 AF.

The Darmonican year is split up into 13 months, each of which are comprised of 29 days. There are then weeks that are made up of eight days each, giving just over three and a half weeks in each month and 377 days in a year. There are then 47 weeks in a year with one spare day.

MONTHS

- Glacien
- Brenwan
- Caerwen
- Anwen
- Dagdun
- Maldun
- Solis
- Lughon
- Felwan
- Octwan
- Tarblawan
- Vidmund
- Yuldun

DAYS

- Lunsday
- Kingsday
- Queensday
- Tarsday
- Bresday
- Gwernday
- Gudday
- Silsday



Recreation & Leisure

Cinemas and air racing are popular pastimes amongst Alyeskans, as well as the various festivals. Alyeskans have other ways of keeping themselves entertained, too, though.

Brothels – Brothels (though there are lots of other names used for them) exist all over Alyeska, though under Commonwealth law they aren't technically legal. Some owners, such as Madame Orla (see page 95), pay off the right people so that the brothel can continue unheeded by the authorities. In other places the locals tend to quietly ignore the law if the establishment doesn't cause any trouble. Broken Spires, unsurprisingly, completely disregards Commonwealth laws and even goes as far as to actually mock them, which has manifested itself in the form of a brothel called the Palace.

Public Houses - Pubs (as they're more commonly known) are the predominant form of hostelry in the Commonwealth and they vary quite a lot. Generally the drinking age is 18. The Commonwealth maintains a drinking hours policy which means that pubs have to close before midnight local time; there is no legal twenty-four hour drinking in the Commonwealth except in a few private clubs and military messes. The messes' extended opening hours make them unusual recreational establishments and emphasize the perks of militia membership. Broken Spires is the exception to the rule, as the town doesn't recognize the Commonwealth's authority and so opening hours are determined by the pub owners themselves.

Gambling - Gambling is legal in the Commonwealth but restricted, heavily regulated, and taxed. Most gambling can only happen in licensed betting shops and a fairly rigorous watch is kept on these, so although they are profitable they are generally "clean".

SPORTS

Auto Racing - Automobile racing is a newly introduced sport to Alyeska,

though it hasn't gained widespread popularity as of yet. So far only dirt tracks exist and motorcycle racing is more popular since it's easier to get into.

Bandy - Bandy is a sport very similar to ice hockey but is played in halves of 45 minutes each, with 11 players on each team and a bigger pitch (typically the size of a football/soccer pitch). It is played on ice with the players using bowed sticks and a small ball.

Ice Skating - Ice skating is a popular local sport, typically in towns with access to nearby frozen rivers or lakes. Men (or sometimes women or children) compete for prizes of money, clothing or food. Prior to the Great Darmonican War there were 'grand' or championship matches in which skaters from across Alyeska would compete for cash prizes in front of crowds of thousands.



TRADE & INDUSTRY

Trade existed in the early days of Colonial Alyeska, though in the form of bartering. The early settlers were more interested in trading an item for something more useful. Even when the Great Northern Trading Company established trading posts, it still took a while before currency came into general usage across Alyeska. It is thanks to the Great Northern Trading Company's policies that trade in Alyeska evolved into a coin based system, though admittedly the Company forced those who traded with it into accepting its own coins as payments. The lack of competition, and the Great Northern Trading Company's effective monopoly on most goods, meant this was the only way to do business. When the Commonwealth took over, the only real change was the currency. The Commonwealth pounds and crowns were, however, effectively the same as the Great Northern Trading Company's old system of a hundred copper coins to one silver and ten silver coins to one gold:

- **Farthing:-** 1 copper
- **Greatfarthing:-** 5 copper
- **Shilling:-** 10 copper
- **Half-crown:-** 25 copper
- **Crown:-** 50 copper
- **Sovereign:-** 1 silver
- **Half-throne:-** 5 silver
- **Throne:-** 1 gold

Prices are usually marked in the 'Gold/Silver/Copper' format – so for example 2g/4s/75c would be two thrones, four sovereigns and seventy-five farthings. The Commonwealth Parliament is said to be considering simplifying the Commonwealth's currency. Gold coins may end up being phased out in favor of paper banknotes, or thrones may be eliminated altogether. Given the number of gold mines active on the continent, a fair few Alyeskan business interests are lobbying to keep the old throne coin in circulation, lest there be a fall in demand for gold and loss of business.

Mining is big business in Alyeska, the continent having been blessed with an abundance of ores and precious metals. It is no small wonder that the Commonwealth has done much to encourage the growth of Alyeska's mining industry. Coal, gold, and iron are the primary concerns of the big mine owners, with all three in constant demand both across Alyeska and further afield in the rest of the Commonwealth.

In recent years diamonds and oil (more commonly called 'Black Gold') have started to fuel further mining efforts in Alyeska, although the local terrain and climate make things difficult at best. All year round, aircraft are required to bring in men and supplies, and more often than not, they are the mines' only lifeline to the outside world.

Transporting the ores is another matter entirely; precious few all-weather roads exist, and the sole railway in the Alyeskan Interior terminates at Tay River on the southern shore of Wicked Antler Lake. For this reason, the rivers are used to ship anything that needs to be moved in bulk. Vast 'trains' of barges can be seen plying up and down the Purpleflint and MacArthur Rivers most of the year. During winter, icebreakers are brought in and aircraft are used to supplement, and ensure, a steady stream of coal.

Given its vast tracts of forest, timber is another big business on the continent, having been the original source of fuel before coal was discovered.

Many still use firewood, although in more remote areas people generally have to cut their own. In the southern settlements, timber merchants sell firewood at a reasonable price. These days timber gets shipped down by water to Tay River and then by rail to the saw mills of Gravenburgh. From there the freshly cut planks of wood are shipped onwards to the rest of the Commonwealth. Enough wood is kept for use as building materials, with the finished timber getting shipped back the way it came.

The third significant business in Alyeska, and some would argue the most





important, is transportation of goods and supplies throughout the continent. Back in the days of the Great Northern Trading Company, this was a mixture of waterways and wagon trails; however, few routes were open all year round. Early pioneers cottoned on to the idea of using sledges along the frozen rivers, enabling most settlements to be kept supplied throughout the winter months and forming the basis of the present day ice roads.

When the railway arrived, it was hoped this would revolutionize transport in Alyeska. Only... it didn't. The difficult terrain worked against it, guzzling time and resources just to build the first line out from Morrdun. Tay River only got its line a decade ago thanks to trouble forging a path through the Dragonspine Mountains. When aircraft finally arrived they were seen as a godsend. Able to fly anywhere, it was the first time every settlement had a link to the outside world. Even aircraft, however, are at the mercy of the Alyeskan climate. Foul weather has seen the death of scores of pilots, and in many cases aircraft have been grounded for days. Over time, newer and better aircraft have appeared, making things a little easier, although flying the frozen skies still isn't without its risks.

Technology

AIRSHIPS

Alongside aircraft there are also airships in the world of Darmonica, which generally fall into two broad categories; **Gasbags** and **Skyships**.

Both work on the same principle of lift by using a gas, a gas that produces extra lift when an electrical current is passed through it. The greater the current, the greater the lift. Though overtime the gas' lifting effect lessens and increasingly requires a greater current to produce any lift at all. So, after a time the gas needs replacing to ensure the airship remains efficient.

A Poor Man's Skyship

In comparison to skyships, gasbags are considered to be less glamorous and 'cheap'. They certainly cost hell of a lot less to construct and run than a skyship, which means that they can often be seen in the hands of small outfits and independent traders. They are also quite numerous in military service, outnumbering skyships but now widely seen as a sought after posting. But gasbags carry very little in the way of armor and are less rugged than skyships, meaning that they lack somewhat in combat endurance.

Just like their skyship cousins, gasbags also make use of Lift Gas and an electric



current to control the craft's altitude, but this is where the similarities end. The most obvious difference is the use of motor engines mounted in engine cars for propulsion. These engine cars also contain starter motors that drive electric when the airship is at rest or at low speeds, at normal flight speeds the generators are driven by constant-speed variable-pitch windmills. The generators provide electricity for both general purpose use onboard the airship as well as for the craft's Lift Gas.

The use of Lift Gas and how it works means that gasbags can carry a decent amount of tonnage. It is also widespread practice for fighter aircraft to be carried onboard to help defend the gasbag if it comes under attack, military gasbags also carry dedicated scout aircraft when on long range patrol duties. A hook beneath the vessel is typically used to launch and recover aircraft in addition to an internal hanger in the airship's underside.

Skyships

These levitations of the sky are derived from Ancient Terran technology that has managed to survive the eons, though they have only returned in the last century as the capacity to rebuild was once again to hand. It is generally known that a reprocessed gas called Lifterium, or more commonly 'Lift Gas', is used to give the skyships their lift. Skyships are also prohibitively expensive and saw are generally only found in the hands of trade consortiums rather than small outfits due to the costs involved in running them. The various military forces operate aircraft carrier versions with more conventional gasbags as escorts, though these rarely venture far outside of a nation's borders. The biggest user of skyships remains the Skywrights Guild, they alone have the resources to maintain a fleet and have the capacity to build more, however there are various small ventures attempting to break the Guild's monopoly despite efforts by the Guild to stop them.

With Alyeska being a frontier land, you can imagine that Skyships aren't

exactly common here, there are few trade consortiums active in Alyeska mainly due to the storms that near-constantly wrack the Mhór Farrage (or Great Ocean) and the Continent's more local problems. The Skywrights Guild are presently the only ones to successfully and regularly operate a Skyship between Alyeska and the rest of Darmonica, thus providing the only reliable lifeline to the Continent. However, many accusing the Guild of greed and hiding a secret route through the storms the Guild's Skyships do still suffer damage during the crossing, so at the moment the Guild crossing is only twice a week and their Skyships can regularly be seen docked for repairs. The Guild also owns and operates much of the facilities for handling Skyships in Alyeska, save for the one owned by the Commonwealth's military for its Skyship Squadron and one or two independents.

The Guild, in effect, has a monopoly.

This is due to the Guild keeping much of the knowledge of the technology behind Skyships a secret and the stranglehold they have on Lift Gas. Not only is Lift Gas needed to make the Skyships work, its effectiveness as a lifting agent gradually decreases each time it is charged and discharged. It comes to a point where it ceases to work altogether after steadily requiring more and electricity to produce viable lift, ideally Lift Gas needs to be replaced before this point. The Guild has ensured that it is virtually the sole supplier of Lift Gas, chiefly by buying out the various mines and refineries needed for its production. There is a black market in Lift Gas, usually what's been siphoned from someplace and often of dubious quality.

At present there are only a handful of Skyships active in Alyeska, most of these are cargo ones operated by the Guild on behalf of the Aerial Corps. There are one or two operated by pirates or independents, though these aren't seen that often due to the resources required to keep these Skyships in the air. Finally, there are the three frigates operated by the Commonwealth military named,

Battleaxe, Brilliant and Broadsword respectfully. These Skyships form the Alyeskan Skyship Squadron and one can be seen on any of the following duties at any one time such as patrolling the Wulflands, patrolling the Alyeskan coastline and on station over Gravenburgh.

GLIMMER ROCK

Glimmer Rock (so named because it shines in the light) was discovered over a century ago. It was found to have some residual energy, and could be 'charged' via an alchemical process. The usual form of this process uses electricity to create a battery that can power weird science devices. The Sodkans (when they still had their great empire) discovered a large deposit of Glimmer Rock, which they kept a fiercely guarded secret, and an alternative method of 'powering' the rocks which also remains a secret to this day.

The onset of the Great Darmonican War greatly hampered the Sodkan Glimmer Rock Project, primarily due to the great demands placed upon it by the Sodkan Empress to produce weapons for the war effort. As a result, the Project's scientists were forced to take drastic measures to keep up production of the 'Sodkan Refined Rocks'.

Late in the war the Project did start to bear some fruit by producing the so-called 'Tin Men', mechanical automatons that were used to replace the Project's diminished workforce of miners. As militarized versions were just starting to reach the prototype stage, a large explosion destroyed the Sodkans' main research base and devastated the surrounding area. The Sodkan Empress, visiting the base, disappeared in the Blast (as it became known). This double blow effectively ended both the Holy Empire's chances of winning the War and ultimately the war itself. In the aftermath the Holy Empire shattered, giving rise to the Union of Sodkan Republics and the Iron Collective.

The Blast had other far-reaching effects; the area devastated by the explosion

remains a dead zone that effectively separates the Iron Collective from the Union of Sodkan Republics. There are also the Spikes, where seams of Glimmer Rock have started building up energy on their own accord before discharging it in a burst of electricity. These discharges of energy have yet to inflict anything more than some minor damage, though they have been growing in regularity.

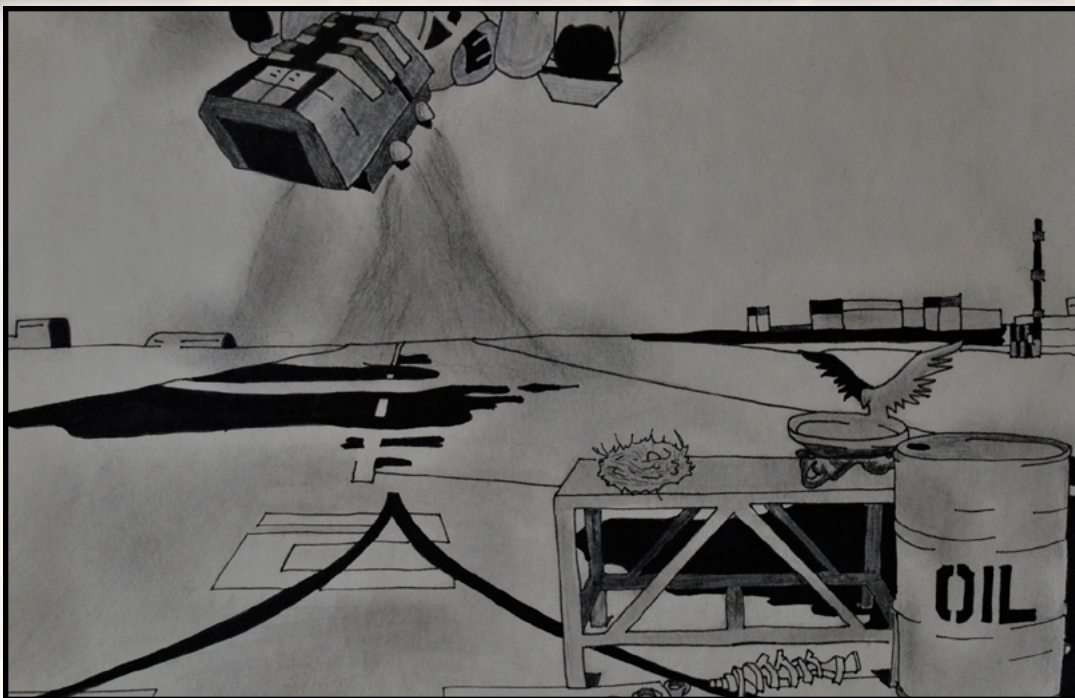
There are rumours that the Iron Collective may have restarted the old Sodkan Project, which may turn out to bring bad tidings for Darmonica's future. With readily available charged Glimmer Rock, weird science has grown from strength to strength resulting in all kinds of gizmos and weird gadgets. Most Darmonicans tend to view those who tinker with weird science warily, preferring to keep a safe distance away from them. There is, nonetheless, a growing view that weird science will usher in a new Industrial Revolution. If the Spikes don't pose a major problem, that is...

Communications

In a frontier land like Alyeska, a settlement's long distance communications can be critical to its survival when it is either under attack or running dangerously low on supplies. Originally such communications were made by the use of semaphore telegraph, a system of conveying information by means of visual signals, and by post riders over short distances. Electrical telegraphy later came to the fore, providing many advantages over the previous semaphore system, and it has now in turn been largely replaced by wireless telegraphy. Likewise, the post riders of old have been completely replaced by air mail.

There are two major forms of wireless communications used in Alyeska; the first is radioteletype, and the other is two-way radio. Radioteletype, a system of two or more electromechanical teleprinters connected by radio, forms the bulk of the Alyeskan communications network and is used much like a telegraph service. Two-





way radio is used less widely, typically only by the military, the Air Police, and aviators. Both rely on the network of wireless stations scattered about Alyeska that act as signal-boosting relays and can transmit their own messages such as meteorological reports and relayed aircraft distress calls. While these wireless stations require a fair amount of manpower, they don't have to worry about lines being brought down by harsh weather.

Aside from radioteletype, the average Alyeskan has access to a postal service and a limited telephone system. The present postal service is virtually identical to the original post riders, save that aircraft have taken over from the horses. Mail is still delivered to a central location in a given settlement, usually called a post office, for collection by the townspeople. Most post offices are located in a settlement's general store, but much larger towns may have their own dedicated building. Those who regularly move about typically declare certain settlements for their mail to be sent to, though this can mean that said mail is waiting for a number of months before it finally gets picked up. The post office is also where people

can use radioteletype, but it suffers from the same problem that the mail service has – the intended receiver still has to collect the message at the other end. Taverns can also be used as drop points for mail by those wishing to avoid official channels for whatever reason. In the largest cities in Alyeska there is a public telephone service, mostly in the form of telephone boxes and private owners such as businesses or those wealthy enough to afford a phone being installed. Any such service is limited to the city where it's based, though the Commonwealth is looking at expanding its telephone networks.

News and general information are usually spread via noticeboards, newspapers, and cinemas. Noticeboards are common in the smaller settlements, normally found in the town's general store along with a handful of weekly newspapers; they only deal with local matters, but are still a great source of information for new arrivals. Newspapers tend to be more popular in the larger settlements that are lucky enough to have their own printing shop – more remote settlements tend to get newspapers that may be a week or so old, whilst the biggest

towns enjoy almost daily newspapers. Cinemas are the other means of spreading news, normally showing newsreels in between films that run all day. The larger towns have the luxury of having cinemas that are open all week, others either have one that's only open on certain days or rely on travelling mini-cinemas that may only pass through once a month, stopping off in different towns and showing silent films. However Alyeskans get their news, some of it (especially if it's from outside Alyeska) will be out of date by anywhere from a few days to a few months.

It should be noted here that the Iron Collective has the most advanced and reliable telecommunications service, one that outshines everything else in Darmonica. In the public spaces of virtually all of the Iron Collective's towns and cities, there exist television-like screens that silently display messages and information all day long. The service can be edited to instantly display new messages if the authorities need to urgently inform citizens of key information, for example during an emergency. Thus far no other country has anything that comes close to this system.

HEALTHCARE

Medical attention in Alyeska has always been found wanting. For ages healthcare was a 'do it yourself' approach, which resulted in a high mortality rate. Despite all the grumbling that Alyeskans do about the Commonwealth, they still all agree that it got something right in the form of the Alyeskan Healthcare Act.

The Act saw the creation of, and provided funding for, a basic health service across the continent. Every settlement of note was assigned a 'District Nurse', effectively a midwife and first aider in one, to attend to the settlement's basic health needs. Larger settlements have their own fully qualified doctors, either those appointed by the Commonwealth to provide free healthcare or private doctors for society's more wealthy citizens. The larger settlements are also where the continent's hospitals can be found, mostly state-

run ones but with a handful that cater privately to more wealthy citizens.

Out in the Alyeskan Interior the district nurses can only do so much, something that the Commonwealth is keenly aware of and has addressed by flying out doctors twice a week to more remote settlements. These doctors are able to provide higher levels of medical attention than the district nurses, and they also keep an eye on the general health of the settlement. The doctors are also flown out if there is an emergency that the district nurse cannot deal with themselves, either due to lack of knowledge, skills, or resources.

Logging and mining camps tend to have a company doctor on hand to attend to the workers, though in certain situations they will provide medical care to non-employees (at a price). There are also many independent doctors scattered across the Alyeskan wilderness who can be of dubious quality and who may or may not be legally able to practice.

RELIGION

For many Alyeskans, being faced with the choice of either freezing to death or being maimed by wild animals on an almost daily basis tends to, understandably, make people more concerned with physical than spiritual needs. The closest thing that most Alyeskans display to devotion is invoking the blessing of a particular deity, usually in the form of luck to help in certain situations. Regardless, religion exists in Alyeska even if there isn't a particularly strong interest in matters of faith; the more civilized parts of the continent tend to be more devout than the wilderness areas, which tend to enforce a more practical standpoint thanks to the brutal realities of life in the Alyeskan Interior.

There are a few deities in Alyeska that have a sizeable following and temples and/or chapels devoted to them:

Taran:- Revered as the Goddess of the Sky, Taran tends to have a strong following amongst aviators even if it's only to invoke her blessing for a safe flight. There are no temples raised in her



name – instead, there are small shrines at various airfields. A few pilots have taken to painting her symbol, that of a winged maiden, on their aircraft in an attempt to court her blessing.

The Greater Maker:- Widely argued to be the creator of the world and all life on it, the Great Maker has a large enough following to be considered the most widely worshipped with temples and chapels raised in his name. His followers tend to be dubbed Creationists, though he has a secondary role as the deity of crafters and builders. A lot of workshops and even some factories bear his symbol of a hammer backed by an anvil.

Ogman:- The god of tricksters, he tends to be followed by pranksters, con artists and entertainers. There are only a few hidden shrines devoted to him, though he does have an annual celebration in his honor. Called Ogman's Rest, it is a day-long festival of pranks and practical jokes. A lot of settlements even host funfairs or other events on this day to celebrate it.

Silar:- Known as the 'Seeker'. Though there aren't any temples or shrines devoted to him, Silar does tend to get invoked by those in search of something. Those most likely to invoke his blessings are bounty hunters, explorers, prospectors, research scholars, treasure seekers, and those who have lost a valuable item.

An Aviator's Lot

It is said that aviators are the backbone of Alyeska's current existence; by trailblazing across the skies they have created an aerial network that helps maintain Alyeskan society. For more remote settlements, aviators are sometimes the only lifeline they have with the outside world.

History

The history of aircraft on the continent dates from about a century ago when the Commonwealth's Royal Reconnaissance Service acquired a couple of early biplanes and mounted some aerial expeditions to properly survey Alyeska. Many problems delayed the RRS' work, and it wasn't

until a decade after they first started that the first complete maps were produced. Nevertheless, the worth of the aircraft had been shown, and it wasn't long before a certain Carl Millwall got hold of an army surplus plane and began flying passengers between various settlements. Before long, he had managed to gain an airmail contract from the post office, and soon afterwards he began hiring other pilots as his business quickly grew.

Gradually other pilots came north to seek their fortune. Even the Commonwealth recognized the benefits of the aeroplane, resulting in the Royal Alyeskan Air Police being founded to police the continent.

The aeroplane had a positive effect on the mining and logging industries. By maintaining supply lines, their operations could continue for longer. Alyeska enjoyed another boom period as dozens of airstrips were built across the Continent to allow the use of larger transport planes. The airfields at Morrdun and the settlement of Tay River had paved runways built by the Commonwealth, and the town of Purpleflint was founded at the mouth of the Purpleflint River north of Wicked Antler Lake, thus providing more work for Alyeska's growing number of aviators.

Present Day

Today, aircraft in Alyeska are as vital as they will ever be. Many settlements, and mines, are still without permanent roads, meaning that an airplane is usually the only way in or out.

A pilot's work is often varied; fire-watching or fire-fighting during the summer, and supply runs in winter. There is often regular work, with airmail contracts highly sought after, as well as government-sponsored contracts. Jobs come and go; you may just get beaten to that one job to fly mining equipment to a remote work camp by a few minutes, but somebody else will need an aircraft just like yours for another job. On occasion it might be a fellow pilot who needs a hand, be it to help complete a contract





or because they need a pick-up out in the wilderness after a breakdown.

Bush Flying

Bush flying is a term for aircraft operations carried out in remote, inhospitable regions. It involves operations in rough terrain where there are often no prepared landing strips or runways, frequently necessitating planes to be equipped with abnormally large tires, floats, or skis. Bush planes are delivery vans, buses, taxis, and often ambulances all combined into one. For some settlements, they are the only lifeline they have. They are arguably Alyeska's workhorses that help provide the continent's most essential services.

Hazards

There are many hazards for those who fly the frozen skies. Chief amongst these is the weather, especially in winter. When the temperature drops below a certain point, machines generally refuse to work. Engine covers are a must for any airplane sat out in the open, to ensure heat retention and prevent the engines from freezing solid. Although electrical oil heaters are a recent invention, their usefulness cannot be understated and most pilots swear by them. Prior to these, a mechanic was required to drain the oil into buckets at night, store them in the

warm, and then refill the engines the following morning, which cost precious time.

Once up in the air, the weather remains a hazard. Fog and low-lying cloud remain a problem for much of the year, obscuring the pilot's view of the ground. At best they can throw a pilot off course when he's unable to figure out where he is, whereas at worst the pilot could end up flying blind into the side of a hill.

Related to fog and low-lying cloud is ice build-up on the wings. If left unchecked, this can disrupt the air flow over the wings and stall the aircraft by reducing its lift. A careful pilot can negate the icing effect by keeping to lower, warmer air, though either way any ice needs to be scraped off the wings before take-off.

Lastly, weather-wise, there are storms where an aircraft can get thrown about by turbulent winds – sometimes fatally.

Aside from Mother Nature there is another, more dangerous, hazard that pilots fear; air pirates.

Nobody's certain how, or when, the first air pirates arose. Records exist from a few years after aircraft had been introduced to Alyeska that detail raids made against remote settlements where bandits used airplanes to make good their escape. It was because of these raids that the Royal Alyeskan Air Police was founded, and



within a short period of time the raids effectively ceased.

Wary of future attacks, the Commonwealth expanded the Air Police and posted garrisons to many Alyeskan settlements. Occasional attacks continued against the more remote mining camps that lay scattered across the tundra, but this died off when the Air Police started roaming patrols over the Alyeskan Interior.

A few years passed...until a headline screamed across the front page of the newspapers: **'BULLION PLANE ATTACKED!'**

On the route to Tay River, carrying gold bullion and with armed Air Police on-board, a transport plane was attacked and forced down in the wilderness. The Air Police put up a valiant fight, but were ultimately killed along with the crew. Their corpses and the plane were found a few days later, but the gold was gone. In the aftermath, the newspapers ran rampant causing embarrassment for both the Commonwealth and the Air Police. An inquiry was conducted, and fighter planes were detailed to escort future flights of valuable cargo. To this day the gold bullion has yet to be recovered and remains a sore point for the Air Police, especially since subsequent attacks have been growing in both number and boldness.

WINDRYDERS AND GENCHI

WINDRYDERS

These nomadic hunter-gatherers can be found all over the continent, having called these frigid lands home seemingly since the world began. They are an ancient people whose traditions and customs have survived through the centuries – they even recall the rise and fall of the Ancient Terrans in some of their oldest tales. Almost all of their knowledge and history is oral, kept alive by telling and retelling through the generations, though vital edicts of their culture were carved

onto stone ages ago on what many dub 'Ryder Stones'.

What makes the Windryders particularly noteworthy, and has helped spread word of their existence throughout the wider world, are the mounts they choose to ride: Dragonhawks.

Dragonhawks are gigantic birds, rivalling medium aircraft in size and with the appearance of a feathered dragon hence their name. These birds and their riders have a very close bond. Some even suggest some form of mental connection between them, but thus far this is only an unproven theory. Certainly the Dragonhawks are hostile to non-Windryders attempting to claim them as a mount, even attacking those who try to capture them. The Windryders will make every effort in finding a lost Dragonhawk, and even the worst weather conditions only delay their searches temporarily.

Of the Windryders themselves not much is really known; they very rarely have contact with outsiders, but occasionally trade with those who've earned their trust by learning their customs. They are grouped into tribes known as kindreds, but outsiders only ever see one or two Windryders at a time. It is known that kindreds use Ancient Terran ruins as refuges and waystations, but they seem rather picky, only maintaining some whilst shunning others. This has led many to believe that they know more about the Ancient Terrans than they let on. They certainly speak of the Ancient Terrans as though they were a cursed people, even going far as to warn others away from certain ruins and sites.

Some Windryders have embraced the modern world, swapping bows for rifles and even going far as hiring themselves out as scouts to expeditions and the Aerial Corps. They still have their Dragonhawk companions and are almost as standoffish as their more isolationist cousins, but a few have imparted knowledge about their people to those they trust.

Many questions still remain about the Windryders though – chief amongst them is whether or not they are actually



human. Many also wonder whether there is any connection between the Windryders and the land-based tribes known as the Genchi whose lands have been sized by the Coalition in its endless drive for expansion. And lastly, what do they know about the terrible fate that befell the Ancient Terrans?

Genchi

After being slaves of the Ancient Terrans for countless generations, the Genchi lost their old Windryder ways and gradually formed their own distinct culture. They had a mechanical aptitude bred into them, so using mechanical devices as well as repairing and/or scavenging them comes naturally to a Genchi. The Genchi tend to be treated as second-class citizens and so are often found in their own ghettos or doing menial factory work, though a minority have found work in the military as mechanics. A skilled handful have even managed to better themselves thanks to selling their skills.

The Windryders were around before the Ancient Terrans were. As the Ancient Terrans rose to power they raided Windryder camps for slaves. The ancient spoken memories of these attacks are a major reason why the Windryders tend to be nomadic and mistrustful of outsiders. The ones that became slaves of the Ancient Terrans ended up forming an offshoot culture, namely the Genchi.

Physical Appearance

Whilst humanoid and able to pass for human with a degree of effort, both the Windryders and Genchi have shared physical characteristics that set them apart from humans. They generally have green pointed ears, a slightly prehensile hairless tail in the same skin tone, and four digits only on both hands and feet as opposed to the human norm of five digits. All that is required for either race to pass for human is the right sort of clothing; the Windryders are typically practically dressed in thick furs due to the cold climate of their home and so folk often presume that they are human. The

Genchi on the other hand can be found further afield and in warmer climates where lighter clothing is required, making it easy to see that they are of another kind.

On the whole, both races tend to be of a smaller build and shorter average height compared to humans: for neither has ever had anything close to the readily available food humans have enjoyed. Of course, in the present day the situation is even worse, as the Windryders face a resurgence of Wulvers encroaching on their food supplies whilst the Genchi are at the bottom of the list with regards to the rationing that is still in force since the war. Of the two, the Genchi in particular are getting the worse deal, frequently being accused of thievery if the latest delivery of rations turns up short.

Culture

The Windryders have managed to retain their tribal ways over the centuries, living as nomadic hunter-gatherers typically grouped into family clans called kindreds. In remote places across the Alyeskan Outlands they have adapted Ancient Terran ruins into habitable dwellings, typically only used to see out the worst of the weather such as blizzards during the winter months. These shelters are marked with Windryder runes, usually denoting which kindreds have used the shelter and critical information about the local area for other kindreds such as food sources, dangers, etc. Typically they don't take kindly to outsiders using these shelters, though they have on occasion invited outsiders who they have rescued from trouble.

For the Genchi most of the tribal ways of their ancestors were brutally eradicated during their enslavement by the Ancient Terrans, so they have had to build much of their culture from scratch. They have managed to retain the kindred structure of their Windryder cousins, a fact most evident in ghettos where most of the inhabitants all belong to the same kindred. Genchi ghettos are typically located in the slum area of many cities, and the Genchi are rarely able to earn above

the poverty line due to their treatment as second class citizens. During the war the ghettos were hit particularly hard by bombing raids resulting in large numbers of Genchi losing their lives. Today the surviving Genchi are bottom of the list for rehousing and have been forced to rebuild their bomb-blasted homes as best they can.

There is an offshoot of the Genchi dubbed the Skykin, for whom lure of the freedom of the skies that their Windryder ancestors knew is strong in their blood. The Skykin Genchi have become nomads of the skies, residing in free-roaming airships and making ends meet by bartering or offering their skills to various settlements. The Skykin travel widely, typically as a convoy of airships that carries an entire kindred. For extra protection their airships carry a motley collection of ramshackle fighters, which can be remarkably effective piloted by a race known for their agility.

Remnants

The Ancient Terrans have been gone for almost two thousand years and only left behind crumbling ruins... right?

Now, this where things get a little murky.

There have been reports over the years from those who've been exploring larger ruins, such as the Monolith, of being 'stalked' by somebody or *something*. They speak also of shadows briefly glimpsed, of footsteps heard that cannot be accounted for, and even attacks by unseen assailants armed with unknown but very advanced weapons. Whilst many would simply dismiss these claims as Windryders or self-styled 'prospectors' trying to scare people off, the accounts rather alarmingly match one another on all the key points.

Could there be some actual Ancient Terran remnants lurking in the ruins of their fallen empire? Even after all these years?

Rumors

Without question, the most visible remnants of the Ancient Terrans are the frost-coated, crumbling ruins of what were once their cities and outposts. They are spread far and wide; many believe that some are even located beyond what has been 'explored' of Alyeska today and back up their claims by pointing to what appears to be the remains of a rail network. Others have even claimed to have found wrecks of Ancient Terran skyships. If this was proven true, then it would reinforce the theory of the Ancient Terrans' technological prowess and explain how their empire once covered large parts of Darmonica.

Elsewhere in Darmonica virtually all of the old ruins have been used as the foundations for modern towns and cities, adapted in some cases as sewers or just left as a warren of tunnels beneath the city streets. The same has happened in Alyeska, but on a much smaller scale and as such there are many ruins left virtually untouched. In academic circles the Alyeskan ruins are considered prime sites for study; a lot of the ruins, however, lie within the dangerous Wulflands. This hasn't stopped the odd researcher with more money than sense, though.

The most notorious of the Alyeskan ruins has to be the Monolith and, by extension, the Great Stones of the Chillwynd Marches. It is speculated that the Monolith may have been a major city, possibly even the Ancient Terrans' capital in Alyeska. The function of the Great Stones is less clear; theories abound that they formed some sort of defense measure either in the form of an outer shield or alarm system, but how they actually worked is even less certain. If the Stones were some sort of defense mechanism, what were they protecting the Monolith from? Some researchers, however, have put forward the idea that the Stones may have actually been containing something within the Monolith.

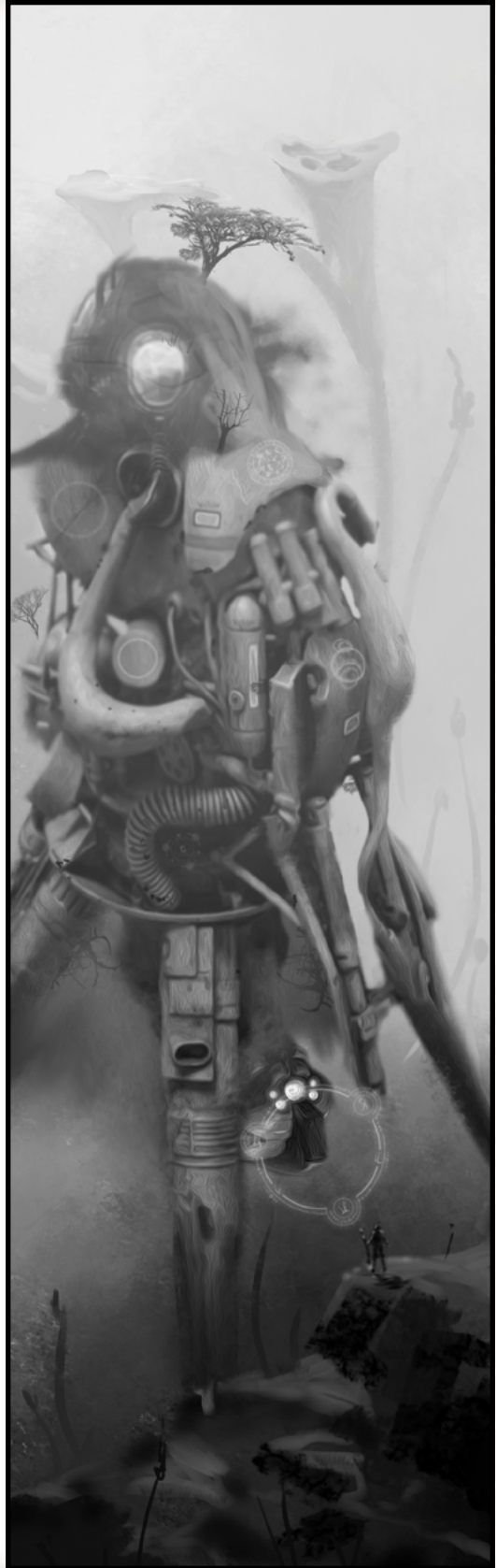


ARTIFACTS

Less common than the scattered ruins, but something that the average person is probably more likely to see or hear about, is an Ancient Terran artifact. These range from simple relics to arcane devices whose workings baffle even the most intelligent scientists. Whatever they may actually be, they are widely sought after by those with the money to acquire such items, which has resulted in a large number of fakes doing the rounds as people let greed get the better of them. There tend to be three main groups that commission adventurers to seek out and retrieve artifacts:

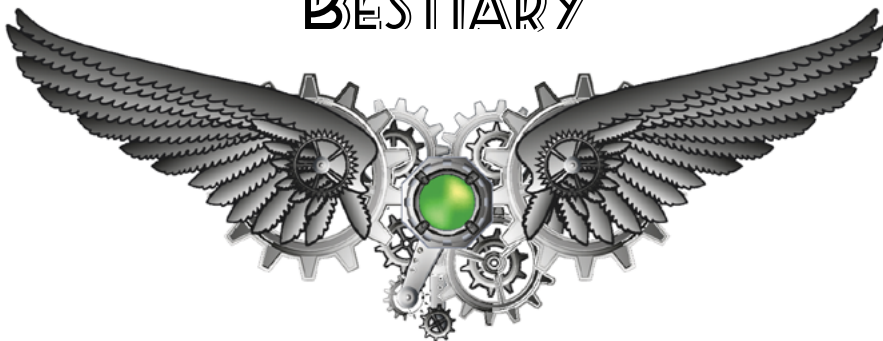
- *Nobles and successful businessmen of the upper classes are only interested in relics and artifacts to use as display pieces and show off to their peers, though finding them can be and has been a very cut-throat business.
- *Scientists are only interested in items that look like functional devices, usually with in hope of discovering a 'new' technology.
- *Unsurprisingly the military is interested in anything that could be used as a weapon, though since the end of the war this has become a rather lower priority.

Among the Darmonican nations it is really only the Iron Collective that is actively seeking out any and all artifacts that it can get its hands on, though the Coalition will also happily acquire any devices it can find.





BESTIARY



Alyeska is home to many animals and creatures, some more vicious than others. In addition there are the ordinary folk, plus a handful of movers and shakers whose actions send ripples across the continent.



Entries with this symbol are Wild Cards.

MUNDANE ANIMALS

The following are some of the creatures from the *Savage Worlds Deluxe* rulebook that can be found in Alyeska.

Bear, Large
Bison (Use Bull stats)
Cat, Small
Dire Wolf
Dog/Wolf
Horse, Riding
Mule
Swarm (Rats mainly)

ALYESKAN CREATURES

These are some of the animals and monsters of Alyeska.

BODARKS

Often described as “foul tempered balls of fur with tusks”, bodarks are large cattle-like beasts with thick woolly coats native to the Continent of Alyeska. They have proved to be much hardier in Alyeska’s harsh climate than actual cattle, and their woolly coats are excellent for clothing material, although their meat is tougher

than most would like. Regardless, a dual industry producing bodark meat and wool has gradually grown, though their temperament leaves something to be desired.

Typically Bodarks are left to roam round vast ranches with minimal supervision; most predators steer well clear of them, and even dragonhawks think twice about whether it’s worth taking on a Bodark. They are very much herd animals and can be dangerous in large numbers. As a result, ranchers will often use vehicles or light aircraft to keep an eye on their herds from a relatively safe distance. Being stubborn creatures, bodarks are quite difficult to steer. Ranchers will often have to lay food much like a trail of breadcrumbs to get the herd to go in remotely the right direction, and the beasts will often object to being stuffed on the back of a truck or a plane.

If something does pose a threat to the herd then the sole male will stand his ground to protect the rest of the animals, backed up by some of the bigger females. Bodarks encountered alone are typically males who’ve grown old enough to leave their herds, but have yet to establish one of their own, which they must do by luring away young females from other herds.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** Thick hide and fur.

- **Berserk:** When a bodark is Shaken, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but its Parry is reduced by 2.
- **Immunity (Cold):** Bodarks take no damage from cold, including magical attacks.
- **Large:** Characters add +2 when attacking these beasts due to their size.
- **Size +4:** Bodarks are large beasts.
- **Tusks:** Str+d6.

CLOUDHAUNTS

Cloudhaunts are scrawny, attenuated rat-like creatures with ragged, two-meter-wide wings and a whip-thin tail twice as long as their wingspan. They are known to lurk in clouds or thick fog in order to prey upon unsuspecting aircraft. They are usually found in groups of 2d6 members, though larger packs have been heard of and there are rumors that once an exceptionally large pack took out a skyship.

Their typical method of attack is to latch onto an aircraft and then try ripping it apart with their claws, though if numbers are in their favor they may try to directly attack the crews of skyships.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d12, Stealth d10

Pace: 0; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Bite/Claws:** Str+d6
- **Whip-Tail:** Str+d4
- **Flying:** Pace 8, Climb -2
- **Cloud Stalker:** Gains +2 to Stealth rolls whilst inside a cloud.
- **Pack Tactics:** Cloudhaunts gain a damage bonus on their attack roll equal to their gang up bonus.

DRAGONHAWKS



These huge birds are native to the Continent of Alyeska, and there have been very few sightings of them outside the continent. In addition their remains,



both fossilized and recent, have only been found in Alyeska, making them amongst the oldest known creatures to inhabit the Frozen North.

They call the Bastion Peaks and the other lofty heights of the Central Highlands their home – a place that has resisted the encroachment of Man. The only harmonious relationship they have with another species is that which they have with the Windryders, an almost symbiotic relationship as many scholars have commented. A Windryder and their mount bond at an early age during a ritual called 'The Choosing', in which a young Windryder must go alone and unarmed into a dragonhawk nest. There the Windryder must then present themselves; if the Windryder has a dark mark on their heart, then the dragonhawk mother will be openly hostile and the Windryder could face exile from their tribe. If on the other hand the Windryder proves to be good of heart, then the dragonhawk mother will, warily, let them approach

the nest. Then the Windryder must settle down next to the nest and wait, until eventually one of the younglings chooses the Windryder and the bonding process begins. If none of the younglings from the nest choose the Windryder after the sun has risen four times, then the Windryder must find another nest.

Only a portion of the dragonhawk population serve as companions and mounts to Windryders; the rest are to all intents and purposes 'wild'. Wild or 'tamed' alike, they are still big birds and tend to require bigger prey to feed upon like elks, goats, bison, and (much to the ire of farmers) livestock. When tracking a larger prey animal, a dragonhawk tends to pick it up with its claws and then drop the unfortunate meal from a great height. This especially tends to be done with cattle-sized prey that could give the dragonhawk problems whilst in the air.

Man is the dragonhawk's only real predator, for the wealthy tend to pay large sums of money to acquire dragonhawk eggs. The pirate gangs that plague the Bastion Peaks try to capture hatchlings with the intention of clipping their wings and forcing them to fight one another. The Windryders tend to deal very harshly with poachers attempting to do either.

Attributes: Agility d6, Smarts d8(A), Spirit d12, Strength d12+7, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 14

Special Abilities:

- **Claws/Beak:** Str+d8.
- **Fearless:** When defending their nest, they are immune to Fear and Intimidation, and never need to make morale checks.
- **Flight:** Dragonhawks have a Flying Pace of 20", with an Acceleration of 5".
- **Large:** Opponents get a +2 to attack rolls.
- **Size+7:** Dragonhawks are huge creatures with wingspans over 120'.

- **Slow:** Dragonhawks move at a normal Pace 6 on the ground, but can't run.
- **Snatch:** If the dragonhawk gets a raise on its Fighting roll when Swooping against a Target Size +3 or smaller, it snatches up the victim and flies off with it.
- **Swoop:** If the dragonhawk can fly at least 12" in a straight line before attacking, it gains +2 to its attack and damage for this action, but its Parry is reduced by -2 until its next action when performing the swoop.

Frost-Bytes

"Small bundles of nastiness" is how these things are described by common folk and those travelers who have been unfortunate to encounter them. They mostly frequent mountain ranges, choosing to ambush their prey while they traverse difficult terrain or situations (narrow ledges on cliff faces for example). They seem to frequent gullies and canyons.

Frost-Bytes prefer to attack while there is a strong wind blowing where they can 'disguise' themselves amongst the natural swirling eddies of snow and ice in a snow storm or, worse, during a blizzard. They attack in small swarms, usually numbering between four and six frost-bytes, though there are unconfirmed reports that they can sometimes form a larger swarm that has between eight to ten creatures in it.

They bear a physical resemblance to faces, complete with gaping maws and 'eyes', and swoop and dive upon unsuspecting travelers with great ferocity, biting at any exposed areas they can find. This normally means that they go for the neck or face. Only a fool goes into the mountains with extremities exposed!

Once they have weakened their prey enough they will all clamp their maws upon the victim and attempt to drag them away where they will be consumed later.

How they breed isn't known, and where they came from isn't known either, but a popular theory is that they are somehow

the side effect of someone's experiments to try and improve the weather and climate of the world. More superstitious races (Windryders in particular) think that they are angry lost spirits that cannot rest and so roam the planet in some kind of frozen purgatory.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Flight:** Frost Bytes fly at a pace of 6" with a climb of 3. Frost Bytes cannot run.
- **Bite:** Str + D4
- **Winter Camouflage:** Gains +2 to Stealth Rolls whilst lurking in snow flurries or blizzards.
- **Vulnerability:** Frost-Bytes take double damage from fire and heat based attacks.

GHOST HOUND

Despite their name, these animals are not undead. They look like a wolf or jackal but are bigger than their mundane cousins. In fact, normal wolves avoid contact with these ferocious predators at all cost.

They are normally snow-white in color though some may be a dappled silvery grey color. Their eyes, however, are their outstanding feature, being pure white and seemingly lacking pupils or an iris. They hunt in pairs and are usually found roaming the frozen tundra or high in the mountains – though more disturbingly, it seems that they are becoming less wary of human colonies and have been reported as hunting on the outskirts of settlements, or indeed just inside their boundaries. Is it only an urban myth that they are now hunting stray family pets or attempting to carry off small children or even adults? Folk certainly hope so, but the sightings of these creatures in such environments are apparently on the increase.

A normal family of these animals consists of a pair of adults and up to three cubs. Even the cubs are formidable enemies and are almost as fierce as their

full-grown counterparts. They like to inhabit caves, preferably those with tunnels or passageways leading into the hillside, but when hunting they can travel many miles and if needs be they will happily attack and clear out a new cave to live in when far from home. Windryders therefore call them **Gypsy-Hounds**. They also apparently have the uncanny gift of being able to move across snowy terrain leaving or little or no sign of their passing.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Special Abilities

- **Snow Walking:** Ghost Hounds gain a +2 bonus to stealth rolls in open country and due to their ability to leave very little sign of their movements anyone hunting/tracking them suffers a -2 penalty to pick up their trail.
- **Bite:** Str+d6
- **Claws:** Str+d4
- **Dodge:** -1 to be hit with ranged attacks.
- **Brawny:** toughness +1.
- **First Strike:** May attack one foe who moves adjacent.
- **Bloodthirsty:** Never takes prisoners.
- **Stubborn:** Never backs down from a fight, even if odds stacked against the creature.

SCAVVERS

Scavvers are small humanoid creatures with pale grey skin, big pointed ears, and a scrawny build. They are natural tinkerers and are drawn to machinery; they are mainly found in urban areas but they have also been spotted in mining camps, old battlefields, and at aircraft crash sites. Scavengers second to none, they are considered a nuisance for their tendency to steal machine parts which makes them especially unpopular in factories and workshops alike. In the eyes of the law they are officially considered



vermin, and some areas (if they're highly industrial) will place a small bounty on them.

Being cowardly creatures they would rather flee than face a fight, though if out of options or if they have numbers on their side they will fight like cornered rodents and will gang up to bring down larger foes.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d10, Repair d8

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities

- ***Claws:** Str+d6
- **Cowardly:** Scavvers will only initiate an attack when they outnumber their targets by at least 2-to-1. If they're reduced to even odds, make a Spirit roll for them at -2 each round; failure means they run.
- **Size -2:** Scavvers stand barely more than 2' in height.

Snow Cat

The Snow Cat is one of Alyeska's predators, though it is normally only encountered in mountainous areas and the Outlands. It is a large feline that gets its name from its white fur.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite or Claw:** Str+d6
- **Improved Frenzy:** Snow Cats may make two attacks each round at no penalty.
- **Low Light Vision:** Snow Cats ignore penalties for Dim and Dark lighting.
- **Pounce:** Snow Cats often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.

The Wolver

Nobody is sure about the exact origins of the wolf-like beasts known as Wolver; they were already in Alyeska before the first explorers arrived, and they later plagued the colonists that followed. However, the few Ancient Terran texts that have been found and translated make no mention of the beasts, leaving scholars divided on whether there is a connection between the Wolver and the fall of the Ancient Terrans. The Windryders do make mention of the beasts in their history, though since much of their cultural knowledge is orally transmitted, many scholars would not consider it a credible source in the absence of more solid evidence. A few have ventured out into the Wulflands in a foolhardy attempt to discover more about the beasts' origins, but typically they have found that the cost for doing so was too high with next to no return.

The Wolver have posed a huge threat for settlers since they were first encountered during the Colonial Alyeskan period, so much so that the Commonwealth was willing to station an army of troops in Alyeska to defend the settlers from the Wolver. At first the Wolver were kept at bay before eventually being pushed back to allow for more land to be settled, something that was aided greatly by the arrival of the aircraft which could freely roam and attack any packs of Wolver they spotted. Soon clusters of settlements sprang up across the great MacKenzie Plains in the west, and plans were even set in motion to incorporate the lands of the western plains into a territory in their own right.

Then came the Great Darmonican War. The War had little direct effect on Alyeska, but as it raged on the Commonwealth started feeling the pinch with regard to manpower. Viewing the Wolver as being little more than a minor threat, the Commonwealth began siphoning off soldiers to replace losses and bolster its ranks, and more and more troops were withdrawn from Alyeska the longer the war went on. Eventually a

small cadre of regular soldiers, backed up by the volunteers of the fledgling Alyeska Militia, were left to defend the settlers, but they were barely enough.

As the Commonwealth's military presence in Alyeska was weakened, the Wulvers grew stronger and recovered their strength, especially when the Commonwealth switched its military efforts to the defensive to help free up troops. Without the Commonwealth Army keeping them in check the Wulvers began striking out at remote outposts, gradually attacking settlements in ever-increasing numbers. Within a few years large swathes of the MacKenzie Plains were overrun by the Wulvers and the rump of the Commonwealth's military forces were withdrawn east of the Dragonspine Mountains, effectively abandoning the surviving settlements in what was now dubbed the Wulflands. The Dragonspine, in conjunction with a line of fortifications called the Wulfwall, now protects what's left of the Commonwealth's holdings in Alyeska. Today there are still a few settlements out in the Wulflands, though they are effectively independent towns home to folk too stubborn to move and resentful at being left to die by the Commonwealth. Those who did leave went north into the icy Alyeskan Outlands to start over, many having left everything behind in the Wulflands.

Since they were unintentionally freed from their rocky prison, the Wulvers have spread across Western Alyeska at an alarming rate. They hold sway over much of what is now dubbed the Wulflands, having either driven out or slain those who'd settled there. They are savage and feral creatures that can rip a man limb from limb.

WULVER

Roaming across the Wulflands in large packs, Wulvers are a dangerous threat to anyone unlucky enough to be caught in their path.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d12+2, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10

Pace: 8; **Parry:** 9; **Toughness:** 7

Special Abilities

- **Bite:** Str+d6
 - **Claws:** Str+d8
 - **Go for the Throat:** Like wolves, wulvers instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
 - **Improved Frenzy:** Wulvers may make two attacks each round at no penalty.
- Infravision:** Wulvers can see heat and halve penalties for bad lighting when attacking living targets.

VARIANTS

Wulver Alpha: Increase Smarts and Spirit to d8 respectively, then run as a Wild Card.

Wulver Stalker: Reduce Strength to d10 and Vigor to d8, increase Stealth to d12 and add Fleet-Footed: Wulver Stalkers roll a d8 when running instead of a d6.

ROGUE'S GALLERY

These are the humanoid creatures of Alyeska.

AERO-MARINE

Getting skyjacked by air pirates is a constant threat for those that fly the skies of Darmonica, especially since during the War it was not unheard of for military skyships to be boarded. Much like the sailing ships of old, skyships can often be seen carrying a detachment of soldiers known as 'aero-marines'. These aero-marines serve on both military and civilian skyships, though the latter tend to belong to private security companies or corporate militias.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d6, Survival d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6



Edges: Block, Combat Reflexes, Marksman

Hindrances: Vow

Gear: Rifle (Range 24/48/96, Damage 2d8, RoF 1, AP2), bayonet (Str+d4, when fitted to a rifle, Str+d6, Reach 1, Parry +1, requires two hands), grappling hook, etc.

AIR POLICE

Coming into being after the arrival of the aircraft, the constables of the Royal Alyeskan Air Police have built a reputation for themselves in the brief time they have existed. The Air Police have a presence in most settlements across the continent, with Broken Spires and the Wulflands outposts being the obvious exceptions. They are capable fighters both on the ground and in the air behind the controls of an aircraft.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d8, Intimidation d8, Investigation d6, Notice d6, Piloting d6, Shooting d10, Survival d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Brave, Connections (Air Police), Level Headed

Hindrances: Vow

Gear: Rifle (Range 24/48/96, Damage 2d8, RoF 1, AP2), bayonet (Str+d4, when fitted to a rifle, Str+d6, Reach 1, Parry +1, requires two hands), revolver (Range 12/24/48, Damage 2d6, RoF 1).

GENCHI

Genchi are effectively considered second-class citizens and are typically found in industrial areas, where some even ply their skills as mechanics.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Notice d8, Repair d8, Shooting d6, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: McGyver, Mechanic

Hindrances: Outsider

Gear: Hand tools, though some Genchi may use firearms.

PILOT

With the heavy reliance on aircraft in Alyeska it isn't all that surprising that there are many pilots around.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Notice d8, Piloting d10, Repair d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Ace, Alertness

Hindrances: -

Gear: Many pilots carry firearms for personal protection, though said firearms vary by choice.

SKY PIRATE

Sky Pirates are the scourge of the skies all over Darmonica.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Driving d4, Fighting d6, Gambling d4, Intimidation d6, Piloting d6, Shooting d6, Streetwise d4, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean, Wanted (Major or Minor)

Gear: Knives, clubs, revolvers or SMGs. Boarders also carry parachutes and grappling hooks.

SOLDIER

The soldiers of the Commonwealth Army are sometimes encountered across Alyeska but the vast majority of them are deployed near the Wulfwall.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Driving d4, Fighting d6, Notice d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Edges: -

Hindrances: Obligation (Major - Commonwealth)

Gear: Rifle (Range 24/48/96, Damage 2d8, RoF 1, AP2), bayonet (Str+d4, when fitted to a rifle, Str+d6, Reach 1, Parry +1, requires two hands).



THUG

Thugs are typically found in the larger settlements where they earn their keep as muscle for criminal gangs or as bouncers.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d4, Shooting d6, Streetwise d4

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Brawny

Hindrances: Mean, Wanted (Major or Minor)

Gear: Revolver (Range 12/24/48, Damage 2d6, RoF 1), brass knuckles (Str+d4, treat as Unarmed Attacker).

TOWNSFOLK

Townsfolk are found in settlements all over Alyeska, and outside them too as miners or loggers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Knowledge (Trade) d6, Notice d6, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: -

Hindrances: -

Gear: Townsfolk typically carry gear appropriate to their chosen profession, though many own a firearm or a knife.

WILDERNESS HUNTER

There are many who eke out an existence in the Alyeskan Wilderness, usually skilled hunters and trappers who live off the land.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Notice d6, Shooting d6, Stealth d6, Survival d8, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Woodsman

Hindrances: Stubborn

Gear: Rifle (Range 24/48/96, Damage 2d8, RoF 1, AP2), hunting knife (Str+d4).

WINDRYDER

Windryders are a tribal people native to Alyeska and are normally encountered with a Dragonhawk as a mount.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Riding d8, Shooting d6, Stealth d6, Survival d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Beast Bond, Heart of the North

Hindrances: Pacifist (Minor), Outsider

Gear: Rifle (Range 24/48/96, Damage 2d8, RoF 1, AP2), hunting knife (Str+d4).

PERSONS OF NOTE

This section provides a cast of characters for use in Frozen Skies, either serving as friend or foe depending upon the situation.



BORIS MacKay



Not much is known about MacKay's history, other than that he was born in Alyeska and



spent a bit of time in the Commonwealth military. It is thought that he served as a fighter pilot in the Great Darmonican War and was mustered out or even court martialed, but he's stayed silent on the matter (well, silent except for thumping anyone who asked!). He flies a single-wing STOL bush plane that he's called *Lil' Nellie*; though the aircraft is unarmed, he has defended his plane time and time again with the aid of a submachine gun that he fires out of the aircraft's cockpit. When not flying he can often be found in some tavern out-drinking anyone he's managed to get into a drinking challenge with him, though the years certainly haven't been kind and he no longer has the lean body he once did.

Typically he does small cargo runs, frequently carries mail and the occasional passenger as well. He is also surprisingly little troubled by sky pirates and is claimed to be a regular flier to Broken Spires, though many doubt this. What very few people know is that he is an informer for the sky pirates, and he wouldn't have the coin to fund his drinking habit otherwise. The Air Police don't suspect anything but MacKay has been keeping his ears open for news of valuable shipments, usually by frequenting bars and taverns where drinks loosen up lips. When he carries passengers he listens in to see whether they have anything of note to say about Ancient Terran artefacts or other treasures.

He's likely to offer a flight at cheap rates to any adventurer who needs to get some place or has an item that needs to be delivered quickly. If he finds out anything of worth he then tips off his sky pirate buddies.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8, Persuasion d6, Piloting d10, Repair d6, Shooting d6, Streetwise d6 **Charisma:** -2; **Pace:** 5; **Parry:** 5; **Toughness:** 7

Hindrances: Habit (Major), Obese, Mean

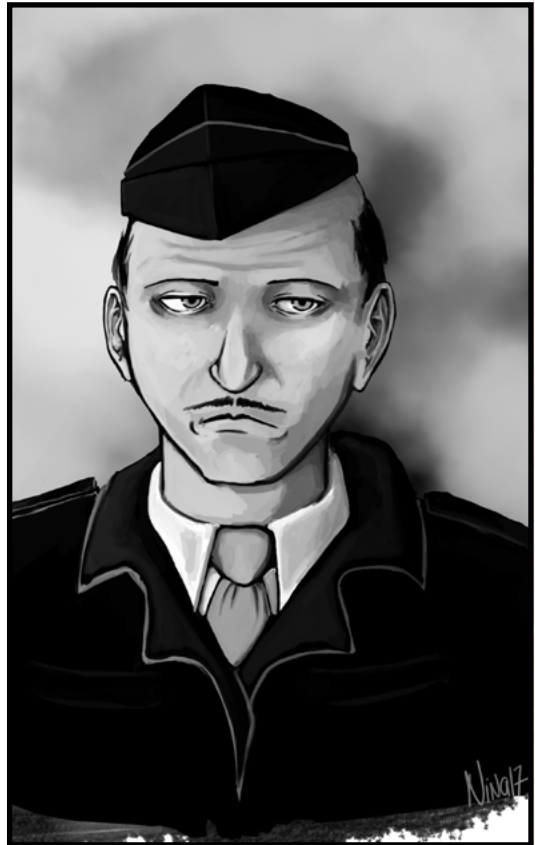
Edges: Ace, Alertness, Connections (sky pirates), Liquid Courage, Steady Hands

Gear: Submachine gun (12/24/40, 2d6, RoF: 3, Ap1 Auto)

LIL' NELLIE

Acc/Top

Speed: 20/52, **Climb:** 1, **Toughness:** 10 (2), **Crew:** 1+9



Sky Captain Patrick Wade



There is one name that sky pirates and other outlaws of the wild blue yonder curse more than most: Sky Captain Wade.

Wade was once an Aerial Corps officer, though he was effectively a privateer as he commanded an airship commerce raider during the Great Darmonican War. He was highly successful as the commander of the B-class Skyship Frigate *Brazen*, including a daring night-time sneak attack on an enemy convoy which he credited to 'exceptional cloud conditions'. After the War, he retired from the Service, though in the span of a handful of months he'd grown restless and petitioned the Aerial



Corps to be instated as a freelancer.

Given his war record, the request was quickly granted.

However the military wasn't about to hand over a Skyship to anyone, war hero or not, and so Wade was given the *Prydwen*-class rigid airship *Excalibur*. The *Excalibur* was an old war veteran, having seen service on long-range maritime patrols, which was equipped with a hangar to house a small squadron of aircraft. She received a refit devised by Wade himself, chiefly to improve her defenses and converting her to use Lift Gas in her gasbags, which gave her a greater carrying capacity so she could be fitted with a degree of armor for extra protection. The airship's hangar was expanded and improved, including having a new aircraft handling system fitted so that two aircraft could be launched at the same time.

Within a year he'd established himself as a pirate hunter and a fair number of sky pirates who tangled with him ended up in twisted metal coffins in the icy tundra. Wade used his experience as a commerce raider to great effect, and having once been a *de facto* pirate he knew the tactics that his new foes were likely to use. He has since become the bane of Alyeska's sky pirates, and if he ever steps foot in Broken Spires he is likely to be greeted with a hail of lead despite that pirate haven traditionally being neutral territory far as sky pirates are concerned.

Thanks to the sky pirates being a notoriously disorganized rabble most of the time, Wade has yet to meet a serious challenge and so some say that he is more confident than he should be. His overconfidence is further inflated by his successful war career, when more often than not his stubborn streak saw him take on more than he could chew but somehow luck saw him through... but not without a few scars.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d4

Skills: Fighting d6, Knowledge (Battle) d10, Notice d8, Piloting d6, Shooting d8,

Charisma: -2; **Pace:** 5; **Parry:** 5; **Toughness:** 4

Hindrances: Overconfident, Stubborn, Ugly

Edges: Command, Command Presence, Connections (Aerial Corps), Luck, Natural Leader, Tactician

Gear: Revolver (12/24/48, 2d6, RoF 1, Revolver), Officer's Sword (Str+d6)



Garian Hist



Garian Hist was one of many fresh-faced youths who enlisted seeking glory, being enticed to join the Royal Aero-Marines by the 'glamour' portrayed on the recruitment posters. Some of that glamour became a little tarnished during basic training, and it became even more tarnished when Hist finally got to taste the bitter reality of service life. He quickly became frustrated by the long hours of sentry duty guarding air bases or spent scrubbing down barrack blocks, and longed for action rather than the 'hurry up and wait' attitude of the military.

Before long Hist was assigned as a combat replacement to No.319 Squadron embarked on CAS *Viceroy*. The *Viceroy* was a *Regal*-class skyship, equivalent to a naval light cruiser, and part of a picket aero-fleet guarding the Commonwealth's eastern flank against the Sodkans. Hist came under the wing of James Midnightte, who 319 Squadron's most senior NCO and had the title of Sergeant-at-Arms. Midnightte was for all intent and purpose a warrant officer; his job was to lead boarding actions against enemy airships. Commissioned officers were meant to stay on their own vessel to command its gun crews and stand ready to defend against enemy boarders. A squadron's Sergeant-at-Arms typically didn't last long in their role unless they were wise or extremely lucky – for Midnightte it was the former.

Midnightte had worked his way up the ranks, but had never gone chasing a commission. Part of a Sergeant-at-Arms' job was also to assess men, both in and out of combat, to offer recommendation for extra responsibilities, medals or even promotion. At the same time Midnightte also weeded out the hot heads and the incompetent, usually by having a quiet word with the squadron's commander to head off potential trouble.

The C/O of 319 Squadron learnt to trust Midnightte's judgement, or 'Midnightte's Word' as it became known amongst the men. So, when Midnightte suggested promoting Hist to the rank of Corporal, the squadron commander did so without hesitation. Hist, for his part, proved Midnightte's Word was justified by proving to be a natural leader of men, rising rapidly to the rank of Sergeant. The odds were good for him to gain a commission; in fact, he was made an officer-cadet on probation and needed final approval of his conduct before he could get his hard-earned promotion.

Then disaster struck.

The *Viceroy* chanced upon a lone Sodkan skyship, managing to catch it unawares. A barrage from the *Viceroy*'s guns managed to cripple the Sodkan ship's

engines and knocked out her port side gun batteries. Seeing a chance to capture a prize, the *Viceroy*'s captain gave orders for the Sodkan vessel to be boarded. Being the Sergeant-at-Arms, Midnightte commanded the boarding party and as ever there was several men who wanted to prove themselves in his eyes, Hist chief among them. It became a brutal, close quarters battle as the Sodkans fought bitterly to defend their ship.

In any boarding action the first objective is the ship's engine room, where the main equipment used for the skyship's lift is located. Control of the engine room is key, especially since a desperate crew could scuttle their vessel by deliberately damaging it. There are of course secondary objectives such as a vessel's radio which are still important, to ensure the defenders will not radio for help. Hist was given orders to secure the radio room and hold it with a small squad of men; the code books there were of particular interest to military intelligence, and there was a need to ensure that the Sodkans couldn't co-ordinate their reinforcements.

The radio room was quickly secured, but Hist became increasingly anxious about the battle for the engine room which had become a bloody stalemate. Hist interrogated the Sodkan radio operator and learnt there was a secondary entrance to the engine room, effectively an emergency hatch that could be used. Rather than wait for orders, Hist left a couple of men to guard the radio room and took the rest of his squad to find the hatch the Sodkan had mentioned, which they soon found and gained entry to the skyship's engine room. They were able to outflank the defenders, but the team under Midnightte's command were unaware of Hist's squad and took their chance when the defenders faltered. Hist ended up being wounded and knocked out by a hand grenade – it was hard to tell which side had thrown it in the confusion of battle.

Worse still, the Sodkans had managed to retake the radio room and called for



help from a couple of Sodkan skyships that were in the area, forcing the *Viceroy* to abandon its prize. Midnightht had explosives planted in the engine room before conducting a fighting withdrawal back to the *Viceroy*, carrying as many of their wounded as they could. Hist woke up a day or so later in a Commonwealth hospital and returned to duty six weeks later, though for disobeying orders he was busted down to the rank of Marine and his chances of a commission were shot. He became prone to fits of anger and a lot more ruthless, and finally ended up being dishonorably discharged after shooting some enemy soldiers who were trying to surrender.

After his discharge, Hist ended up in and out of prison where he made a few contacts. Once he'd got his fits of temper largely under control Hist used the contacts he'd gained, and got himself an airship and a crew together before setting out for Alyeska. In a brief time Hist had set himself up as a freebooter not to mess with, plus one who wasn't too fussy about what targets he attacked and how he did so. The Commonwealth had to put a bounty on his head after he took down a military convoy.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d6 Notice d6, Persuasion d6, Shooting d6 **Charisma:** -2; **Pace:** 5; **Parry:** 6; **Toughness:** 9 (2)

Hindrances: Bloodthirsty, Mean, Stubborn, Wanted (Major)

Edges: Brawler, Brawny, Command, Command Presence,

Gear: Knuckleduster (Str+d4), Shotgun (12/24/48, 1-3d6, RoF 1), Flak jacket (+2/+4)



FERRET



Few people know much about this up and coming crime lord in Alyeska's underworld, save that he's called Ferret and hails from the Commonwealth's Home Isles. Ferret grew up on the streets of the Commonwealth's main capital, running with various street gangs and barely keeping his nose out of trouble. Eventually, in his late teens, the law caught up with him and he was dragged before a magistrate charged with petty thief and forgery. He was offered a choice between a stint in prison or, since the Great Darmonican War was still raging, a term of service in the army.

He chose the latter.

Ferret had a black-market deal with an army supply clerk – the former would sell items that were 'mislaidd' and spilt the profits with the latter. This clerk had explained some of the workings of the army and Ferret had taken this in, which soon proved to be useful. At the first change he got, Ferret 'amended' his

recruitment papers and ensured that he got posted to the Army Supply Corps so that he wouldn't see any fighting. To make doubly sure of this he got himself a posting to Alyeska, figuring that it would be an easy way of sitting out the war. His army career came to end before the War did, though, for he was found out selling military equipment on the side and got dishonorably discharged.

Booted out of the army, stuck a long way from home, and with only a handful of sovereigns in his pocket, Ferret hit his lowest point. He had to take a job doing menial work, but soon encountered one of the local gangs. The band of thugs lacked in thinking beyond their fists and so Ferret saw a golden opportunity. He bought the gang a round of drinks one evening and got talking to the gang leader, managing to convince them to let him become the brains of the outfit. A few weeks later he'd planned a job for them, taking into consideration their inability to think in advance, that earned them a tidy sum. After a few more successful jobs, Ferret had effectively taken the gang over and set about building up a small power base in the Alyeskan criminal underworld.

In the decade since the war ended, Ferret has cemented himself as a minor player, mainly because he's wary of the bigger fish in the criminal underworld. He does just enough to remain under the notice of more powerful crime bosses whilst making sure his own position is rock solid and building up a reputation for somebody not to be messed with. He does have ambitions to raise higher in the pecking order, but he's biding his time to ensure that the ground doesn't crumble out from under him.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d4, Notice d6, Persuasion d6, Shooting d6, Streetwise d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Connections, Quick

Hindrances: Cautious, Greedy (Major or Minor)

Gear: Machine pistol (12/24/48, 2d6-1, RoF 3, 20 shots, AP 1, Auto)



MADAME ORLA



Much about Madame Orla is surrounded by mystery. Her skin tone, accent, and mannerisms bespeak of hailing from some locale far beyond Alyeska's shores. Her advanced years have done little but refine her exotic and alluring beauty, which attracts men to her 'establishment' like moths to the flame. Whilst most come for the fine drinks and scantily clad girls, there is something else that draws aviators. Madame Orla has built up a network of contacts amongst Alyeska's shadier denizens, and is the main person to speak to when looking for work that's not strictly legal (though minus her cut of course). Madame Orla is aware of her establishment's reputation and bars undesirables such as drunks, tramps, and

even the law from entering. She makes effective use of enforcers to ensure her rules are obeyed and to ensure prompt payments from her clients.

What isn't generally known is that her family hails from a distant province of the former Holy Sodkan Empire, though they departed there long before the Great Darmonican War and have had very little contact with their homeland ever since. Her father worked for the Empire's intelligence service, but left after an apparent 'disagreement' with his superiors and moved his family to Alyeska. Orla's father continued to ply his trade as an intelligence operative, though this time as a freelancer selling secrets to whoever had the money. Most of his clients ended up being sky pirates seeking shipping lists for potential targets – the young Orla became fancied by them, and despite her father's best efforts joined one of their bands after she fell for their leader.

Things to begin with did not go well for her, and most of the other members of the gang looked down upon her as an overeager wet-behind-the-ears rookie. Worse still, the gang leader saw her as just another woman to bed, something that he didn't have long to regret when Orla eventually killed him and took control of the gang. In time her band become one of the most feared gang of sky pirates and probably the most highly skilled, but Orla was careful to never be publicly seen as the gang's leader which paid off when she chose to semi-retire.

These days she runs several brothels that she set up using the fortune she had gathered as a sky pirate. These also double up as safe houses for her sky pirate gang, which she retains command over. Though her sky pirating days are over, she still profits from her gang's activities as well as selling the information that her girls collect (though the choice targets always go to her gang). Her girls also collect the dirt on other sky pirates, particularly rivals and those that misuse any of Orla's houses.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d10, Driving d10, Fighting d10, Notice d8, Persuasion d10, Shooting d10, Streetwise d12+1

Charisma: +2; **Pace:** 5; **Parry:** 5; **Toughness:** 5

Hindrances: Small, Stubborn

Edges: Ace, Alertness, Attractive, Connections (sky pirates), Level-Headed, Professional (Streetwise)

Gear: Machine Pistol (12/24/48, 2d6-1, RoF: 3, AP1 Auto)



Carl 'Judge' Kingsley



A veteran of the Great Darmonican War, Carl Kingsley is a tough man who prefers actions over words. Originally hired by the Lord Governor to be his lackey in the Air Police, Kingsley quickly showed that he was his own man, much to the Lord Governor's dismay. Cleaning up Gravenburgh almost overnight through sheer force of arms by taking out the criminal kingpins, his instant popularity



with the townsfolk made it impossible for the Lord Governor to remove Kingsley. This has led to the current tensions between the two, and it is only a matter of time before an outright fight erupts on Gravenburgh's streets when the Lord Governor finally decides to get rid of Kingsley.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d6, Knowledge (Law) d6, Notice d6, Persuasion d6, Piloting d8, Shooting d6,

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Code of Honor, Loyal, Vow (Minor),

Edges: Ace, Combat Reflexes, Command, Steady Hands,

Gear: Edward No.3 Revolver (12/24/48; 2d6+1 damage; RoF 1; Shots 6; Revolver), Dagger (d6+d4).



SIR BRONE LANGWORTH, LORD GOVERNOR OF ALYESKA



Lord Governor Langworth is arguably the most powerful man in Ayleska, having been appointed to the position of Lord Governor by royal decree. He effectively rules over the Territory on behalf of the Commonwealth. This power has gone straight to his head, and he considers Ayleska to be his own personal kingdom. Hailing from a well-off family, Langworth is accustomed to profiteering from other people's hard work. He is rumoured to maintain many bank accounts under false names, funded by money whittled from taxes his Regulators collect. Should the Commonwealth find hard evidence of Langworth's misdeeds, he will be recalled by the government to answer for himself. There will certainly be no tears shed should anything happen to the Lord Governor.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d4

Skills: Driving d6, Fighting d6, Gambling d6, Knowledge (Politics) d8, Knowledge (History) d6 Notice d6+2, Persuasion d6, Riding d6, Shooting d4,

Charisma: 2; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: Arrogant, Greedy (Minor), Stubborn,

Edges: Alertness, Danger Sense, Dodge, Noble, Rich,

Gear: Duelling Pistol (5/10/20; 2d6-1 damage; RoF 1; Shots -; 2 actions to reload), Rapier (d6+d4, +1 Parry).

THE CREW OF THE SPRITE

PAUL PHILIP VANDERBURG A.K.A. VAN



Paul soon discovered that having a famous and successful parent like his father could put undue pressure on an offspring to flourish. His father was the nigh-legendary air race pilot, Skip Vanderburg, the only man to win the Devil Canyon race three years in a row, and all without



having to resort to shooting down any of his opponents and surviving many a savage attack on him during a race. To add to the mythos, his father returned to racing some 5 years after his retirement for 'one final race' and, despite being near sighted in one eye, he won. Paul felt he had to try and at least equal his father's impressive feats!

However, tragedy struck and the family's fortunes nose-dived. When Van was 16, his father unexpectedly died after a sudden and vile illness. His mother, distraught, turned to drink and let herself go physically and mentally. Being an only child, Paul found himself fighting his own mother in the courts to get what was rightfully his, but somehow he lost both his case and his inheritance. To make matters worse, his now angry and bitter mother threw him out onto the streets without a crown to his name.

What was he to do?

Fate had smiled on him in some ways. His father had taken it upon himself to

teach his son to fly. Van showed a natural aptitude for the skill as well as a flair in the mechanical skills to keep an aircraft at its peak performance and airworthy. The only thing he needed was the funding to become an air racer, which was all he'd ever truly wanted to be. But lack of cash soon drove him to desperate measures. For every official air race, there are at least a couple of unsanctioned events, which are not monitored let alone having rules. He eventually heard about his mother's death and tried to get back his inheritance but she had squandered every penny and had even lost the family home in the process.

He had to try and get into a team without an aircraft, difficult enough as it is, but somehow he managed to get an unlicensed team manager to hear what he had to say. His audition was a dramatic affair, but despite having a less than reliable aircraft he was able to impress the man in question and so he found himself racing in unsanctioned races.

Needing more money, he soon had to resort to becoming a smuggler, which he hated. Whilst he was in that line of work he was arrested a couple of times, and it was during his third prison term that he met his friend Bruno. How he met the woman he calls 'the sexy bane of his existence', Jinx, is a tale for another time...

He now has a respectable air freight business and thanks to Jinx is, much to his chagrin, deputized to the Royal Alyeskan Air Police.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Piloting d8, Notice d6, Fighting d8, Repair d8, Shooting d6, Streetwise d8

Charisma: 4; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Code of Honor, Heroic, Loyal, Vengeful (Minor)

Edges: Alertness, Brave, Quick, Level Headed, Fervor, Charismatic, Attractive

Gear: Flight Suit (Armor +1), Pistol (12/24/48, Damage: 2d6+1, AP 1)



SPRITE

Acc/Top Speed: 25/180; **Climb:** 2;
Toughness: 10 (2); **Handling:** +1; **Crew:**
2+2; **Notes:** Extra Engine, x4 Cargo
Spaces



Jacinda “Jinx” Lasane



Born into a relatively wealthy family, Jacinda was introduced into a high society lifestyle. Jacinda would attend functions, balls and extravagant parties. She wore the finest clothes that her family could buy, even jewels, but there was a problem. Jacinda hated it. She wanted adventure! She was young, vibrant, and damn, she knew she was pretty – and she would unashamedly use that to her advantage. Some would call her a tease, a user, but that didn't bother her. If only her so-called society 'friends' weren't so straight-laced!

It didn't take long for her to fall in with the wrong crowd, and the socialite tomboy found herself in trouble with

the law. Her parents warned that the law would fall heavily upon her young and shapely shoulders if she did not behave. So it was with some relief (after all, the other kids were so well behaved and conformist) that they signed papers and Jacinda was sent off to a boarding school. There, it was hoped she would fall in with the 'right crowd'. They were wrong.

Details of those years have been deliberately kept sketchy by her parents, but it would transpire that she found herself in and out of probationary court more often than not. At some point in her life, she also discovered an uncanny aptitude for all things mechanical, ranging from locks to engines. She could take things apart and put them back together again without really needing to understand how they worked. She was soon able to bypass the school's security systems, and got her kicks by running with a crowd of street criminals.

She earned a reputation for being successful – but at the same time, it seemed that her excessively good luck would rub off on others but in reverse. Hence the nickname of Jinx. Is this some kind of power that she has? Some weird preternatural ability? Nobody knows, least of all Jinx. People learned very quickly that being around her could well be fun, but could also lead to trouble.

She is now part of the Royal Alyeskan Air Police as a 'ground agent', after being offered a special deal to avoid long term imprisonment. She felt she had no choice, as it also provides some degree of protection from a crime syndicate that she has more than upset during the last few years...

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Shooting d6, Fighting d6, Streetwise d8, Survival d6, Persuasion d8, Investigation d8, Stealth d6, Streetwise d8

Charisma: 6; **Pace:** 6; **Parry:** 5;
Toughness: 6

Hindrances: Enemy, Heroic, Loyal, Overconfident

Edges: Very Attractive, Brave, Charismatic, Danger Sense, Lucky



Gear: Dagger (Str+d4), Pistol (12/24/48, Damage: 2d6+1, AP1, Revolver)



BRUNO



Bruno never felt that he fit in anywhere. He always stood out in a crowd, partially because of his size and build. He was just a 'big kid' but sadly during his early years he displayed that what he lacked in actual intelligence, he more than made up for in size and strength. Abandoned as a baby, Bruno was raised in an orphanage that, in short, was nothing more than a training school for thieves and rogues. But here is where another 'anomaly' came to light; besides not being able to actually read or write, it became clear that Bruno was smarter than looks would suggest.

In particular, he has the uncanny knack of being able to read a person and figure out very quickly just who he can and cannot trust. Although this skill is far from perfect, and is sometimes

inaccurate, it has nevertheless served him well. Bruno is a man of few words. He prefers action and often lets his actions speak for him. He met Van whilst in jail, and despite obvious differences in their backgrounds they just 'clicked' and became firm friends.

Bruno knows nothing about his blood family and to be honest, he doesn't much care. As long as he can have a good time and a fair amount of adventure then so be it. He takes everything in its stride, sometimes seeming to approach life with a casual indifference, but he does care for those friends that he has let get close to him. He can't actually tell anyone how old he is, as there has never been anyone around him to tell him his birth date never mind his actual age!

In truth, Bruno is half Genchi but somehow blessed with inordinate strength.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Intimidation d6, Persuasion d6, Shooting d8, Streetwise d4, Survival d8, Taunt d8, Fighting d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Outsider, Code of Honor, Doubting Thomas, Ugly

Edges: Brave, Brawler, Bruiser, Brawny, Hard to Kill

Gear: Leather Duster style coat, Rifle (24/48/96, Damage 2d8, AP 2, Semi-Auto), Dagger (Str+d4)



Howard Constantine



Howard Constantine was born in 1794 AF, a scant two years before the outbreak of the Great Darmonican War. Within a handful of years, he'd lost both his parents; his father was killed in battle whilst his mother died during one of the many air raids that devastated the towns and cities of the Home Isles during the war. After turning 16 years old in 1812, he enlisted in the Commonwealth Army and by the time he turned 19 he had the stripes of a Corporal and a Marksman badge. By the age of 21 he was regarded as a top-notch sniper as he steadily progressed up the ranks. By the end of the war he was leading a special forces unit.

War's end saw Howard, and thousands of others, being demobilized ahead of the enviable post-war cuts in military spending. With the jobs market over-subscribed by thousands of demobbed soldiers, Howard took the only real option he had; Alyeska.

He managed to convince some of his old war buddies and together they made the trying trip across the Great Ocean and set themselves up as guns-for-hire in Alyeska's lawless frontier. Guard detail proved easy enough, but the pay was only good for a decent standard of living. After branching out into bounty hunting, Howard and his team found it a much more excitable and lucrative venture.

Howard and his team has been in the bounty hunting game for over five years now, managing to build up quite a reputation. They also have a long-standing feud with the Bowen Brothers; started when the team brought one of the brothers in for a bounty and soon escalated after the Bowens ambushed Howard's team and killed two of its members. Since then Howard has been keen on taking the Bowens down, but has been looking at various legal ways of doing so since he is still a firm believer in the rule of law.



Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Intimidation d6, Investigation d6, Notice d6, Persuasion d6, Shooting d10, Stealth d6, Streetwise d6, Survival d8, Taunt d6, Tracking d8

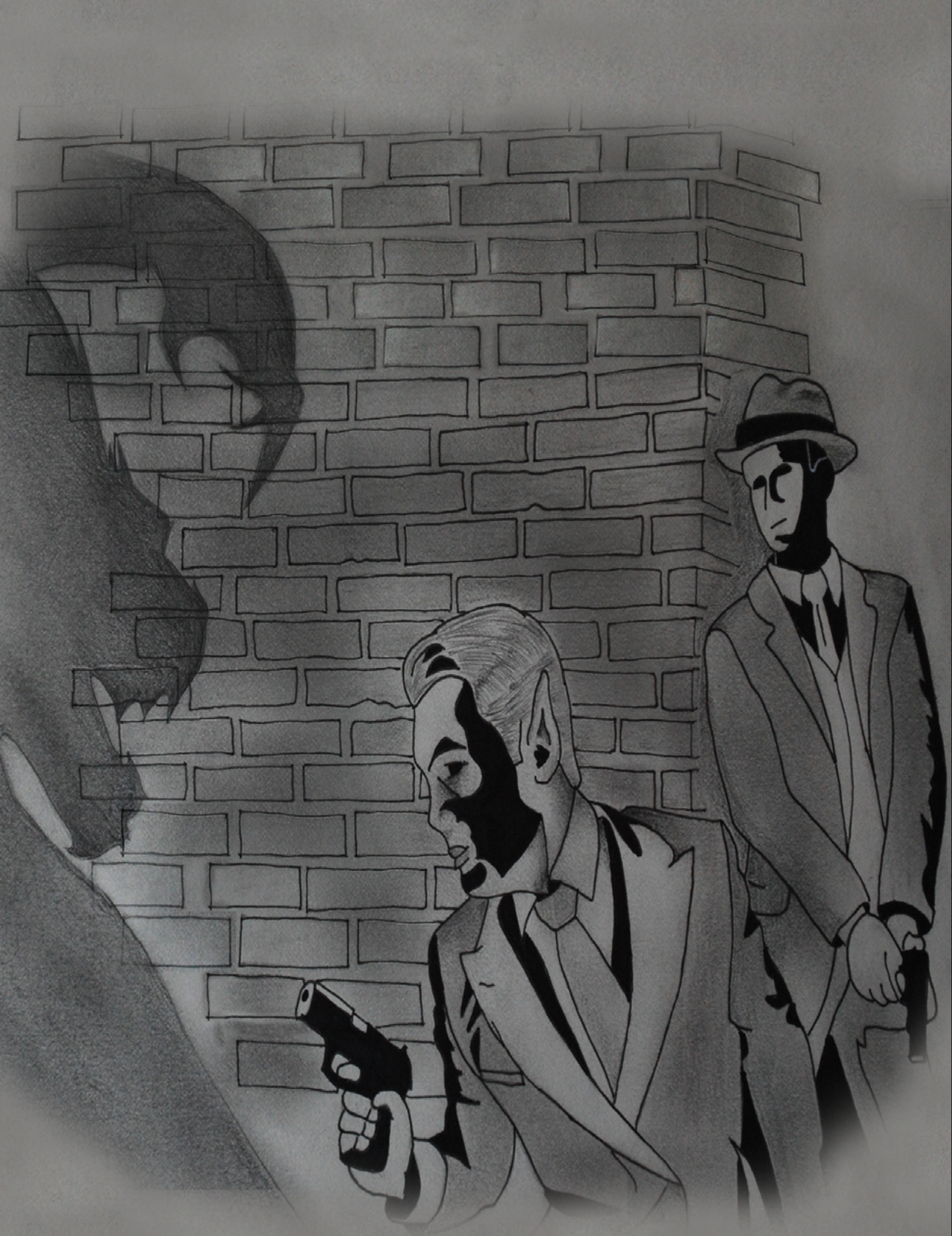
Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Enemy (Major), Loyal, Vengeful (Minor)

Edges: Alertness, Command, Hold the Line!, Improved Trademark Weapon, Marksman, Natural Leader, Strong Willed, Woodsman

Gear: Scoped Rifle (x4 magnification, Darksight Scope, Trademark Weapon), Dagger, Short Sword, Leather Armor





ALYESKAN TALES



This chapter contains adventures to use in Frozen Skies, ranging from short adventures to a multi-part campaign. You will also find an adventure generator to help you create further adventures for Frozen Skies.

THINGS NEVER GO SMOOTH

Ferret, one of Alyeska's crime lords, approaches the group with a simple job offer; he wants some goods collected from a small town in the Alyeskan Outlands. When they arrive in the town, they're meant to meet up with a contact of Ferret's who'll hand over the goods.

However, there are one or two complications.

You can choose any of the following options or draw a card from the Action Deck to determine the type of complication, then roll a die for the specific problem. Drawing an Ace means you roll on BOTH tables.

BLACK - Problem lies with Ferret's contact.

Roll 1d6

1. He's in prison.
2. He's dead.
3. He's the 'guest of honor' at a big town dinner (i.e. cannibals).
4. He's in trouble with a rival gang.
5. He's skipped town.
6. He's incapacitated.

RED - Problem with the goods.

Roll 1d6

1. They've been lost (i.e. plane crash).
2. The authorities have them.
3. A rival gang has them.
4. They're locked up where Ferret's man can't get to them (i.e. warehouse or the cellar of a tavern).
5. They're in a cave outside of town 'guarded' by some animals (i.e. bears, wolves, etc).
6. Ferret's man has sold them on/got the wrong items.

WRECK OF THE SKELLIG

The Skellig's tale stems from the Great Darmonican War; it was a skyship in service with the Tylander Air Service. During the conflict, she fought in several skirmishes against her Commonwealth and Artian counterparts, though as a raider rather than at the forefront of battle. Her involvement in the raid on the Artian liftorium refinery at Stomberg was a highlight of her career.

At some point during the war she was ordered to Alyeska. This was unusual, as Tylander skyships normally conducted raiding missions around the Commonwealth's Home Isles rather than on some far-flung colony. It is believed that she was sent to pick up some sort of cargo found by Tylander agents and bring it back to Tyland, though neither the cargo or the mission itself have ever been confirmed or denied. But is a moot point, as Skellig was lost with all hands after picking up the cargo. About the time this

supposedly took place a Commonwealth air patrol reported seeing an unidentified skyship over the Alyeskan Outlands, but lost her in the clouds...

To this day the Skellig's fate remains unknown, although a handful of people have reported finding a crashed skyship in the ice north of Prospector's Reach. Whenever somebody went out to double check the reported location there was nothing to be found, but there is some speculation that the wreck moves with the ice flows as it's been reported in different locations. Likewise, there is some belief that the Skellig's cargo may had been some sort of Ancient Terran device that could've led to her loss.

Both the skyship itself and its cargo are worth a small fortune to the right parties, though any enterprising group could free her from the ice and restore her to the skies. The only real issue is what downed her in the first place...

The Lost Sodkan Mine

Rumors that date back to before the Great Darmonican War state that the Holy Sodkan Empire had a mine on an island just off Alyeska's northern coastline. It is believed that a valuable mineral was mined there, reportedly either Glimmer Rock or Gold. The Sodkans supposedly went to great lengths to keep its location a secret, but ultimately it was abandoned after the Empire's collapse at the end of the War.

This is all true, at least for the most part...

The so-called mine was a former Ancient Terran site, its original purpose now lost to the sands of time. Some of the artifacts left behind are what the Sodkans were very much interested in, though they didn't want their facility discovered and so took great pains to ensure that it remained hidden. They created a cover in the form of a coal mine to avoid arousing suspicion, and then constructed a submarine pen to ship artifacts out from the facility. Cargo ships that supplied the mining camp also supplied

the underground facility and brought equipment in, then took the 'coal' (which was mostly spoil) out. With the Empire's collapse at the end of the War, the base's personnel abandoned the facility and returned to their homeland.

Thus, the base lay disused. Its remote location, and the widely-accepted belief that it was simply a coal mine, put people off from going there. The rumors of something valuable being there, originating from escaped indentured workers, did draw more adventurous souls – but they came away empty-handed. Recently an Iron Collective skyship was spotted in the area, soon followed by strange radio transmissions that originated from the island.

The main way for characters to get involved with this adventure is having been recruited by the Royal Alyeskan Air Police (or even by their patron if they have one) to go and investigate the island. Alternatively, they could stumble upon the radio transmissions or hear about them, then decide to go and investigate. Should they tune into the radio transmissions all they hear is a series of beeps, like Morse code but seemingly random with no apparent structure.

It is ideal for characters to use an aircraft; the island is surrounded by sea ice that is constantly shifting and may contain hidden weak spots that'll break under the weight of a vehicle. The island itself is small, rocky and barren with the only real plant life being coarse grass. Most of the year it is covered with snow and ice, which recede to the highest peaks of the island during the summer months. The only settlement is the abandoned Sodkan mining camp, with a small airstrip, nestled in the heart of the island's interior. There is a railway track that was used to transport material from the mine to a coal jetty where it was then loaded onto ships. Close to the coal jetty are some basic port facilities to allow ships to unload supplies.

Arriving at the island the most obvious sign that something is amiss is signs that the airstrip has been recently used (tracks

in the snow from an aircraft, that has since been and gone, plus that some of the snow has been cleared) and that one of the buildings appears to have been recently occupied (there is smoke coming from its chimney when the characters arrive). The island's new occupants are a squad of Iron Collective soldiers (known as the Iron Guard) who were sent out to investigate the old Sodkan facility to see whether it would be of any use to the Iron Collective. Naturally, the Iron Guard are wary of the new arrivals and hide up until they have determined the characters' motives and reason for being on the island. If peaceful contact (relatively speaking) is made, then the Iron Guard will only tell half the truth and say that the Iron Collective wishes to salvage equipment from the mine.

The Iron Guard have occupied the mine's administration building which houses the mining camp's radio, though presently it is useless due to interference from the strange radio signal. If they can do so the Iron Guard will try to lure or direct the characters into the mine, if the characters are being diplomatic then the Iron Guard will spin a story about how one of their squad is trapped within the mine and they cannot call for help due to the radio problems. If the Iron Guard succeed in getting the characters to go into the mine, they sabotage the lift to trap the characters and then steal their aircraft. If the characters don't go into the mine then the Iron Guard will still attempt to steal the characters' aircraft, ideally by stealth but they will use force if they must do so.

If the characters end up in the mine, trapped or willingly entered, then they come across what seems to be a military bunker complex instead of mine workings. There'll be signs in Sodkan that (if any of the characters can read Sodkan) will point in the direction of various parts of the complex such as dormitories, canteen, command post, etc. Two notable signs read 'Submarine Dock' and 'Extraction Site'. The smell of salt water will eventually lead the characters

to the submarine dock, whilst the rail tracks from the lift lead to the extraction site. One benefit that the Iron Guard left the characters was that they got one of the generators, and the lights, working again.

The complex's command post has a radio, but this is inactive and even if it was made to work again it would suffer from the same problem as the radio in the mining camp above the base. It's been a decade since the base was last used, and so the various pieces of equipment that the characters come across have been inactive all that time. Likewise, the submarine dock contains an old Sodkan submarine and a small motorboat, both of which require some attention to ensure that they're in working order. It becomes clear that the submarine pen, which leads to a sea cave, is the only other way out if the lift has been sabotaged.

Moving towards the extraction site, the characters will come across signs of a fight. Spent bullet cases litter the floor, and there is one dead Iron Guard who looks like they were ripped to shreds. Soon after this the characters start running into Ancient Terran automatons called 'Iron Men', which were accidentally 'woken' by the Iron Guard when they restored electricity to the base. The automatons and, more accurately, their control unit are the source of the strange radio signal. Destroying the control unit will shut off the radio signal and shut down the automatons; the characters should easily be able to find boxes of dynamite around the extraction site. With the automatons shut down, the characters are free to explore the base in their own time and make their escape if they were trapped earlier.

Iron Guard Officer

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Battle) d8, notice d6, shooting d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Command, Hold the Line!

Hindrances: Vow



Gear: Machine Pistol (12/24/48, Damage 2d6-1, RoF 3, AP1, Auto, Shots 20)

Iron Guard Soldier

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, notice d6, shooting d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: -

Hindrances: Vow

Gear: Assault Rifle (Range 24/48/96, Damage 2d8+1, RoF 3, AP2, Auto, Min Str d6, Shots 30), bayonet (Str+d4, when fitted to a rifle, Str+d6, reach 1, Parry +1, requires two hands).

'Iron Man' Automaton

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12, Vigor d12

Skills: Fighting d8, Intimidation d6, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 13 (4)

Special Abilities:

- **Armor +4:** Iron Men Automaton are clad in thick metal plating.
- **Claw:** Str+d6
- **Construct:** +2 to recover from being Shaken; no extra damage from called shots; immune to disease and poison; does not suffer wound penalties.
- **Fearless:** Iron Men Automaton are immune to Fear and Intimidation.
- **Hardy:** A second Shaken result does not cause a wound.
- **Size +1:** Iron Men Automaton are slightly larger than man-sized.

Automaton Control Unit

See rules for Breaking Things in SWD.

Toughness: 14, **Damage Type:** Blunt, Cutting, Explosive, Piercing

THE TROUBLE WITH SCAVVERS

When the characters return to their aircraft or warehouse they find a group of Scavvers going through their stuff. Once they realize that the characters are

there the Scavvers will flee, carrying what they can, and disappear down nearby alleyways and drains. After the characters sift through the debris left by the Scavvers they discover that an important item is missing, either an engine part or something that is valuable to one of them.

Locating the Scavvers requires a Streetwise or Tracking roll and a bit of effort eventually leads the characters to the Scavvers' lair. Since they're defending their homes the Scavvers get to ignore the -2 penalty to Spirit rolls when they have lost half their numbers.

FOOL'S ERRAND

Fool's Errand is a multi-part adventure that will see the characters travel from the depths of the Wulflands to the sky pirate haven of Broken Spires, all the while in pursuit of a valuable artifact and trying to stay a step ahead of rival parties.

Act One: Wur Town Heist

The characters are approached by the crime boss Ferret with an offer that they can't refuse.

Ferret has recently learnt the location of a valuable item that is worth a king's fortune to certain interested parties, and he wants to get his hands on it yesterday. The snag is that there MAY be others looking for the same item... oh, and it's in the middle of the Wulflands. Ferret will state that it is believed that the item is contained within an old bank vault, but won't reveal any information on potential buyers or who else is looking for the item.

Flying out to the location is straightforward, though things could be spiced up a little by either a military patrol or a sky pirate attack. The location itself is a ghost town, abandoned when the Wulflands were overrun by the Wulvers and home to the occasional scavenger. Thankfully Ferret's information about the item being in the vault of the town's bank is correct, and there doesn't seem to be any Wulvers in the local area. Ferret has sent along his own safecracker with the group to open the vault for them.

After the vault is opened and the item found, the characters' plans will feature a... *slight* hiccup, namely a rival crew lying in wait outside the bank (Rival Boss and d4 Thugs per character). The rival crew will demand that the item is handed over, and the characters can either hand the item over or try and fight their way out. Regardless of whether or not they hand the item over, the boss of the other crew will order his thugs to kill the characters. If the characters manage to keep hold of the item, then the safecracker will steal it either during the fight or at the first opportunity and disappear. After 2d6 rounds a pack of Wolverers will be drawn to the fighting, prompting all parties to make a hasty exit.

CAST OF CHARACTERS

Rival Thug

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Driving d4, Fighting d8, Gambling d4, Intimidation d6, Shooting d4, Streetwise d4, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Mean, Wanted (Major or Minor)

Gear: Rifle (24/48/96, 2d8, RoF 1, 10 shots, AP 1, Snapfire), knife (Str+d4)

Notes: One Thug will be armed with a Machine Gun instead (40/80/160, 2d8, RoF 3, 47 shots, AP 2, Auto, Snapfire)

Rival Boss - Wild Card

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Notice d6, Persuasion d4, Shooting d6, Streetwise d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Connections, Strong Willed

Hindrances: Arrogant, Wanted (Major or Minor)

Gear: Machine pistol (12/24/48, 2d6-1, RoF 3, 30 shots, AP 1, Auto)

Karla, Safecracker - Wild Card

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Stealth d8, Shooting d6, Streetwise d6, **Charisma:** 0;

Pace: 6; **Parry:** 5; **Toughness:** 4

Edges: Assassin, Thief

Hindrances: Cautious, Small, Stubborn

Gear: Pistol (12/24/48, 2d6, RoF 1, 6 shots, Revolver)

Wolverers

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d12+2, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10

Pace: 8; **Parry:** 9; **Toughness:** 7

Special Abilities

- **Bite:** Str+d6
- **Claws:** Str+d8
- **Go for the Throat:** Like wolves, wolverers instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Improved Frenzy:** Wolverers may make two attacks each round at no penalty.
- **Infravision:** Wolverers can see heat and halve penalties for bad lighting when attacking living targets.

The pack will also include a Wolverer Alpha (increase Smarts and Spirit to d8 respectively, then run as a Wild Card).

Act Two: Cold Betrayal

The second act opens presuming that the characters have lost the item (though how isn't important just yet) and return to Ferret to explain what happens. As expected, the crime boss is less than happy with the turn of events, though he'll be even more displeased if the characters wait for more than a day and will track the characters to let his displeasure be known. Though angry, he will hear the characters out if they come see him sooner rather than later, and the result will be the characters being sent out



to get the item back from whoever took it with a deadline to do so... though if the characters handed the item over to the rival crew, Ferret will reduce the payment he'd offered for the job.

If the Rival Crew Took the Item:- The characters will have to do some legwork visiting taverns or tracking down connections in Alyeska's criminal underworld. This will entail three successful Connection (Criminal) or Streetwise based rolls at a -2 penalty to both, though it can be a mixture if the GM so wishes. A failure will draw unwanted attention from d4 thugs (use Rival Thug stats from Act One) per character. Once the characters manage three successful rolls they will discover that the Rival Crew flew out to the Bastion Peaks. If Karla is still with the party, she will take this opportunity to leave and make her own way to Broken Spires to tip off her actual employer.

If Karla Took the Item:- Ferret suggests that the characters check out Karla's lodgings. These are a bit easier to find, but by the time the characters get there they have been recently cleared out of what meager processions that Karla owned. There isn't much of interest, aside from a discarded note found if one of the characters does a Notice roll at a -4. The note finalizes an agreement that Karla had with another party, asking her to bring the item to the sky pirate haven of Broken Spires. A Streetwise roll at the local airfield will confirm that a woman matching Karla's description recently boarded a flight to a town near the Bastion Peaks.

The characters' next step is to make their own way to the Bastion Peaks, presumably with their own aircraft. When they do decide to head to the Peaks, they'll be met by a bunch of thugs (like the ones from earlier but d6 per character) who'll try to warn them to drop their pursuit. If the characters have skipped meeting Ferret, then these thugs will be his henchman instead. In the latter case the characters will have a lot of explaining to do, for Ferret will think the

characters have double crossed him – as long as the characters can talk their way out of it then *hopefully* it won't end up as a gunfight!

CAST OF CHARACTERS

Ferret - Wild Card

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d4, Notice d6, Persuasion d6, Shooting d6, Streetwise d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Connections, Quick

Hindrances: Cautious, Greedy (Major or Minor)

Gear: Machine pistol (12/24/48, 2d6-1, RoF 3, 20 shots, AP 1, Auto)

Act THREE: At the Mountains of TROUBLE

The trail will lead the characters to the small mining town of Arran Crag, nestled amongst the foothills of the Bastion Peaks. Arran Crag is a rough and ready town, the salt mine being the main source of employment locally. It is also a company town where law enforcement is handled by a company-hired sheriff rather than the Royal Alyeskan Air Police, though the sheriff is more interested in making sure that the mine runs smoothly and tends to turn a blind eye to activities that don't disrupt the mining. Because of this, the town gets frequented by sky pirates and criminals alike, making Arran Crag a sort of gateway to Broken Spires.

Both Karla and the Rival Crew passed through the town, and a Streetwise roll at a -2 penalty (plus any Charisma modifiers) will confirm this as much. However, finding anyone who knows the location of Broken Spires will take a Streetwise roll with a -4 penalty. Even then the person will only give up the info if the characters complete a job for them: retrieve some goods from a nearby cave.

The cave itself is a couple of miles outside the town. The characters can easily hire a truck to use, and they'll certainly need some form of vehicle to

carry the goods back to town. The only problem is that the area surrounding the cave has recently been claimed by a pack of eight wolves led by a Pack Alpha (use the wolf stats from the SWD rulebook, Pack Alpha is a Dire Wolf and a Wild Card). Clearing out the wolves will make the job easier, but isn't required if the characters are smart and use a distraction to draw them away from the cave.

After returning to town with the goods they'll be given directions to Broken Spires, though the flight through the mountains will be difficult and hence the characters take a -4 penalty on any Piloting rolls. On route through the mountains, the characters will be attacked by a pack of Cloudhaunts; run this as an Extended Chase as the characters attempt to get clear of the creatures.

APPENDIX

Cargo planes are a common sight in the skies over Alyeska, presented below are the stats of a typical aircraft.

Acc/TS: 20/120; **Toughness:** 12 (2); **Crew:** 4; **Climb:** 0; **Handling:** -1; **Notes:** Light Transport

Act Four: Showdown at The Spires

Whether it's Karla or the Rival Crew that the characters are after, a raise on a Streetwise roll with a -2 penalty will lead them to a tavern where their target is located. Regardless of whether it's Karla or the Rival Boss leading them, there will be two thugs (use stats from Part 1) per character. If the characters try using diplomacy then use the Social Conflict rules in the SWD, though the characters will suffer a -2 penalty on their rolls due to being outnumbered. Otherwise, go straight to combat.

The thugs will try to swarm the characters, though the fight will go out of them if they lose over two-thirds of their numbers. The Rival Boss will hang back until half his men are down at which point he'll enter the fray. Alternatively, if the thugs' leader is Karla, she'll hang back for a couple of rounds before trying to

sneak out of the tavern. After 2d4 rounds of combat the door of the tavern will explode, treat this as a Medium sized blast that does 3d6 damage centered on the door. This heralds the rival of a squad of ten (10) black-clad, armored and SMG armed soldiers led by a similarly attired officer whose orders are to liquidate everyone in the tavern and take the item. Obviously, the characters' goal is to get the item and get the heck outta Dodge with as few bullet holes as possible.

Any surviving thugs will fight the soldiers. This will be the only luck that the characters will have, as it'll give them a window of opportunity to grab the item. If Karla or the Rival boss are still alive then they will have fled into one of the upstairs rooms, especially after the soldiers arrive. They hand over the item with only a small amount of encouragement (right now they'll be more interested in saving their own skin), and explain that it's an Ancient Terran artifact (hence why everyone is so interested) and if left alive they'll alert the soldiers to the fact that the characters now have the item (because they're such a nice person).

Once they've recovered the item the characters can attempt to leave, though any surviving soldiers will attempt to give chase (use the rules for a Standard Chase). Once outside the tavern, the characters will be greeted with a scene of chaos; an aerial brawl is being waged above the streets of Broken Spires and around a gray colored zeppelin that sports a large black anvil on either side. A Knowledge (Criminal Underworld) roll will reveal this as the mark of the Blackforge Consortium, a crime syndicate that is infamous throughout Alyeska and isn't a very good sign. A squadron of 14 Kestrel fighters sporting similar markings are busy engaging whatever aircraft the locals of the Spires can get airborne at short notice, though it does mean that the airfield is largely untouched and several aircraft (including the characters' own cargo plane) are still intact.

Once the characters are airborne in their aircraft of choice (their own or

otherwise) a pair of Blackforge fighters will give chase as the characters try to escape. Run this as a Dogfight chase that ends when the two Blackforge fighters are lost and/or destroyed, though there is a -4 penalty on Piloting rolls due to the terrain round Broken Spires. If the characters somehow survive then their next job is to head back to Ferret and collect their reward, though if they mention the Blackforge Consortium then the crime boss will want shot of the item as soon as possible and will task the characters with taking it to a fence who can sell it on. Otherwise, Ferret will organize an auction for the item – though that will be an adventure for another day.

APPENDIX

Aircraft, see the aircraft listed under Gear (Page; 20)

Blackforge Soldier

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Shooting d8, Stealth d6, Survival d6, Throwing d4

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

Edges: Bock, Combat Reflexes, Marksman, Quick

Hindrances: Vow

Gear: SMG (12/24/48, 2d6+1, RoF 3, 30 shots, AP 1, Auto), Bayonet (Str+d4), Flak Jacket (+2/+4, Covers Torso)

Blackforge Officer - Wild Card

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Knowledge (Battle) dd10, Notice d8, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

Edges: Command, Hold the Line!, Nerves of Steel

Hindrances: Vow

Gear: Machine pistol (12/24/48, 2d6-1, RoF 3, 20 shots, AP 1, Auto, Flak Jacket (+2/+4, Covers Torso))

Wulf's Cry

"A beacon station that guides aircraft across the Dragonspine Mountains, on the air route between New Gwentia and Calharrow, has requested emergency supplies before it is cut-off by a blizzard. Bureaucratic wrangling has meant that a very short and rapidly closing window is now left before the storm hits, meaning anyone who delivers the supplies could quite possibly find themselves stranded."

The characters are presumed to have access to a cargo plane (the equivalent of a C-47 Skytrain/Dakota) and have been chartered by the Alyeskan Aerial Corps to deliver the supplies. Bureaucratic red tape has meant the flight is delayed so that the characters will have barely enough time to complete the delivery before the blizzard hits. The leading edge of the storm will make flying a little difficult, and so a -2 penalty on Piloting rolls will be in play as the characters approach the station.

The destination of the characters will be Beacon Station K-22, an outpost in the Dragonspine Mountains that maintains a radio navigation beacon to guide aircraft through the mountains. K-22 is staffed by four airmen, an NCO and an officer whose job it is to keep the beacon working. It's layout consists of a large radio tower standing next to a long wooden hut that serves as a combined radio building and barracks. In addition, there is a smaller wooden hut that serves as the storehouse, a lean-to W.C. shack next to the barrack hut, and a small hangar containing a workshop that can do light repairs to aircraft.

A Caution of Events

The clock is very much against the characters as they attempt to beat the storm, especially after various hold-ups have led to a late departure. By the time they've unloaded their aircraft at K-22 the blizzard is pretty much upon them, effectively grounding them until the storm passes. The characters will have to sit it out in the barrack hut with the



outpost's unit, with little to do other than trying to pass the time.

A brief time after the blizzard hits, one of the airmen heads outside, either to relieve himself in the W.C. or to fetch something from the stores hut. Allow another brief period to pass until the airman is overdue, at which point the NCO and another one of the airmen will head outside to search for their missing comrade. Make the characters do a Notice roll but with a -4 penalty due to the blizzard outside. If they succeed, they will hear screams and gunfire from the two men. The second airman will hurry back inside, reporting that they had been attacked by something which killed the NCO and presumably the missing airman.

The first of three waves of attack will begin as the base is attacked by Wolver Stalkers (see stats below). There will be four Stalkers, plus one for each character. The Stalkers will use the blizzard for cover as much as possible, so treat it as being Dark. Additionally, the Stalkers will attempt to break into the barrack hut, though unless they're all killed they will withdraw after five rounds of combat. An hour or so later the second wave will hit, this time consisting of 2-3 normal Wolver per character plus any Stalker that survived from the first wave. Like the first wave they will attempt to break into the hut, though this time they will withdraw after ten rounds or after they've lost two-thirds of their numbers, depending which comes first.

The final wave of attack will come roughly half an hour after the second wave, this time consisting of 3-4 Wolver per character plus an Alpha and any surviving Stalkers. After ten rounds start rolling a d6 each round. On a roll of 'six' the cavalry will arrive in the form of a gyro-carrier and a squad of Wulfbane Commandos, which should tip the odds in the characters' favor. By this time, the blizzard should be passing and the characters will finally be able to leave Outpost K-22.



CAST OF CHARACTERS

AIRMEN & NCO

The airmen consist of Aircrafthand Banks, Aircrafthand Collier, Aircrafthand Stevens and Leading Aircrafthand Bartlett. The NCO is Corporal Higgins.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Repair d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges:

Hindrances: Vow

Gear: Rifle (24/48/96, 2d8, RoF 1, 10 shots, AP 1, Snapfire), bayonet (Str+d4)

Notes: NCO will have Smarts d6 and an SMG (12/24/48, 2d6+1, RoF 3, 50 shots, AP 1, Auto)

AIR OFFICER REYNOLDS

A/O Reynolds the commanding officer of Outpost K-22.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Battle) d8, Notice d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Command, Hold the Line!

Hindrances: Vow

Gear: Machine pistol (12/24/48, 2d6-1, RoF 3, 30 shots, AP 1, Auto)

WULFBANE COMMANDO

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d6, Survival d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Block, Combat Reflexes, Marksman

Hindrances: Vow

Gear: SMG (12/24/48, 2d6+1, RoF 3, 50 shots, AP 1, Auto), Bayonet (Str+d4)

Notes: One Commando will be armed with a Machine Gun instead (40/80/160, 2d8, RoF 3, 47 shots, AP 2, Auto, Snapfire)

WULVERS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d12+2, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10

Pace: 8; **Parry:** 9; **Toughness:** 7

Special Abilities

- **Bite:** Str+d6
- **Claws:** Str+d8
- **Go for the Throat:** Like wolves, wulvers instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Improved Frenzy:** Wulvers may make two attacks each round at no penalty.
- **Infra-vision:** Wulvers can see heat and halve penalties for bad lighting when attacking living targets.

VARIANTS

Wulver Alpha: Increase Smarts and Spirit to d8 respectively, then run as a Wild Card.

Wulver Stalker: Reduce Strength to d10 and Vigor to d8, increase Stealth to d12 and add Fleet-Footed: Wulver Stalkers roll a d8 when running instead of a d6.

ADVENTURE GENERATOR

Stuck for adventure ideas?

Try rolling on the following tables to create a framework that you can then add some meat to and craft a fully-fledged adventure. These are meant to be guidelines to use and you may get some results that don't fit all that easily, so feel free to re-roll, or pre-select from different tables results that work better for you.



Hook

Typically, there is something that gets characters involved in an adventure; a warning given by a dying stranger or the discovery of a valuable item. Roll a d12 and choose from the list below:

1. **Caught Up in Events:** Sometimes characters get caught up in something and they have little choice but to go along with it. They could be in town on business when a sky pirate raid hits, or stumble into the middle of a gunfight.
2. **Duty/Honor:** A character may have a sworn oath (such as military service) or have made a promise that they vowed to keep. Maybe a slight has, rightly or wrongly, been made against their name.
3. **Dying Message:** A stranger, or an associate of the characters, may approach them to pass on a message or an item before breathing their final breath.
4. **Innocent Beginning:** The characters head off to a nearby tavern, or get invited to a social function or pick up a job contract. Then something else happens that sets them onto the adventure; the police storm the tavern, or the host makes a shock announcement, or they get given the wrong job.
5. **Legend/Rumor:** A rumor of a trove of Ancient Terran artifacts does the rounds, a fellow pilot tips off the characters about a crashed aircraft they'd spotted, or they stumble across an old book.
6. **MacGuffin:** Somehow an item, be it an Ancient Terran artifact or Weird Science gizmo, falls into the characters' hands and they quickly learn that other parties would do anything to get hold of it.
7. **Motivation:** The characters get given some form of incentive to do the adventure, which could be something from a character's past or something a bit more generic.
8. **Mystery:** Alyeska has its fair share of strangeness, such as disappearances, forlorn ruins, and unsolved crimes. The characters could be hired to track down a missing person or look into particular activities of a mining company.
9. **Old Enemy:** An old foe comes back to plague the characters, perhaps for revenge – or they may have other motives.
10. **Old Friend:** An associate approaches the characters to call in a favor, either to complete a job or for help with a...problem.
11. **Patron/Client:** The character has somebody who hires them for specific jobs, either an official or a crime boss.
12. **Squeeze Play:** Something forces the characters into action; a crime lord's goons come calling to collect gambling debts, or they get attacked by sky pirates seeking to take their cargo.



Location

Every adventure needs to take place somewhere – roll d10 on the list below as many times as needed.

City Locations – d12

1. **City:** The action takes place in one of Alyeska's big cities such as Morrdun or Gravenburgh. If there is going to be a lot of city based action then roll on the City Locations table in the sidebar.
 2. **Fort/Military Base/Prison:** There are plenty of military posts scattered across Alyeska, each one perfectly usable as a base for an adventure. Likewise, there are a few prisons, ranging from a sheriff's office cell to a full-blown jail.
 3. **Mansion:** There are a few rich and powerful people in Alyeska, their homes suitable for daring thefts or a social function. In addition, there are some that lie abandoned, especially out in the Wulflands.
 4. **On the Road:** Sometimes a journey is an adventure in and all of itself, particularly out in wilderness areas on the way to someplace else.
 5. **Ruins:** Scattered all over Alyeska are ruins; some are abandoned towns out in the Wulflands, and some are Ancient Terran in origin and lie half-buried in snow.
 6. **Settlement/Outpost:** Aside from the big cities there are plenty of smaller settlements, trading posts and mining camps.
 7. **Subterranean:** Caves, mines and even city sewers make good places for adventures. These may involve smugglers, or hunting down a monster.
 8. **Villain's Lair:** Normally the climax of a long adventure and typically filled with the villain's goons, traps and possibly other nasties. It could be a secret base or a nightclub owned by a crime boss.
 9. **Wilderness:** Alyeska has a lot of wide-open spaces that are away from civilization and, more importantly, help. The characters could be out here willingly, or perhaps their plane developed engine trouble and they were forced to land.
 10. **Secondary Location, roll again:** The adventure is spread out over two or more locations. Roll twice on the table, re-rolling any Secondary Location results.
- | |
|---|
| 1 – Gate/Checkpoint |
| 2 – Jail |
| 3 – Laboratory/Factory |
| 4 – Temple |
| 5 – Rich Neighborhood/Bank |
| 6 – Slum/Criminal Dive |
| 7 – Dock/Airport/Railway Station |
| 8 – Sewers/Tunnels |
| 9 – City Hall/Administrate Building |
| 10 – Academic |
| 11 – Ghetto/Ethnic Enclave |
| 12 – Secret Location, roll again for type |



CHARACTERS' GOAL

Beyond the adventure hook the characters need some form of goal or motivation to complete the adventure. Usually just one is enough, but roll as many times as you like for more complex adventures – roll d12 as you do.

1. **Assist/Gratitude:** Sometimes you just want to do some good, either to help find a missing person or defend a town against bandits.
2. **Destroy/Hunt:** There's an escaped convict on the run, a scholar wants a Wulver to study, or the Air Police want a hand taking out a sky pirate base.
3. **Discover/Solve Mystery:** The characters might need to clear somebody's' name, possibly their own, and find out who really did it – or the mystery could be what happened to a missing plane and its cargo.
4. **Escape/Rescue:** Perhaps the characters have ended up in jail, or an associate has crashed out in the wilds.
5. **Explore:** Alyeska still has a lot of undiscovered territory, and a patron or client might pay well for such areas to be mapped. Likewise, mining companies would pay well for prospective dig spots to be checked out, and the authorities are always looking for somebody to scout out the Wulflands.
6. **Liberate:** Sometimes the characters have to go into someplace bad and make it less so. This could be dealing with a mining camp run on slave labor, or opening a way into a sky pirate base for the Aero-Marines.
7. **Money/Reward:** The age-old incentive of a reward, financial or otherwise, for the characters' efforts. This could be a well-paying patron, or in the form of a favor or two.
8. **Prevent/Protect:** This could be smuggling goods past the law, defending a settlement against bandits, or acting as bodyguards.
9. **Retrieve/Steal/Acquire:** Somebody is paying well for a certain item, isn't too fussed about how it is acquired, and might not ask too many questions.
10. **Revenge/Thwart Villain:** The characters set out to get their own back on a villain they've crossed paths with before, though maybe to ruin them rather than to kill.
11. **Survive:** Things have gone from bad to worse for the characters, and now they must try to get the heck out of Dodge with their hides intact.
12. **Win Battle/Contest:** The characters must win an air race or simply beat some rivals by delivering the goods first, but they shouldn't expect the opponents to play fair.



Villain

A good adventure often needs a villain for the characters to face down and hopefully defeat. Roll d10 on the table below.

1. **Agent:** The villain could work for one of the great powers of Darmonica, furthering that nation's aims in Alyeska, or they could have even gone rogue.
2. **Bandit/Rebel:** This could be a sky pirate, a Wulfland militia leader, or a crime boss.
3. **Conspirator:** This could be somebody who lurks in the shadows and plots to kill one of the Royal Family or to overthrow Commonwealth rule of Alyeska.
4. **Corrupter:** This may be a military man seeking to turn sky pirate, or a crime boss looking to have the law on his payroll.
5. **Cultist:** This villain could be a diehard worshipper of the deity Ogman, or even the Wulvers. They could also be a preacher who's gone mad.
6. **Despot:** This could be the ruler of a bandit camp or the so-called 'Sky Marshal' of Broken Spires.
7. **Fanatic:** A devotee of some monomaniac goal, either the principles of the Order of the Great Machine or that dominance of Alyeska should belong to the Wulvers.
8. **Mastermind:** This villain is at the center of his own web that stretches across Alyeska and beyond. They could be the top dog in the criminal underworld, or a nation's top operative.
9. **Rogue:** More style than agenda is what this villain is all about. They tend to lean more towards being a cat burglar or a tomb robber.
10. **Warlord:** In some form or another this villain has an army that they can call upon. They could be in the military or be a sky pirate lord with multiple pilots under their banner.



Villain's Goal

Just like the characters, villains will have some motive or goal rather than just sitting around all day drinking tea.

1. **Conquer:** One way or another this villain wants to gain control over something that will increase their strength and position.
2. **Destroy:** This villain has set out with destruction in mind. This could range from downing a plane carrying much needed medical supplies or bringing down the Wulfwall to allow the Wulvers to overrun the rest of Alyeska.
3. **Discover:** Knowledge is what this villain is after; a map of the tunnels beneath the city, who the characters' patron is, or the location of an Ancient Terran research facility.
4. **Greed:** Cold hard cash. The villain may want it for its own sake, or to further other plans.
5. **Kidnap:** The villain wants to hold somebody captive, quite possibly for ransom or for other reasons.
6. **Revenge:** This villain feels that they have been wronged somehow, and they seek to correct this; they may even be justified.
7. **Rivalry:** This villain has been spurred into action by a rival, possibly even the characters themselves. The villain seeks to frustrate the efforts of whoever their rival is.
8. **Steal:** A certain item has caught the villain's attention. The characters may already have the said item, or maybe they're trying to get to it first.
9. **Subvert/Recruit:** To achieve their plans, the villain needs to bring somebody over to their side. This could be a cult leader attempting to expand their follower base, or an agent trying to put pressure on a politician.
10. **Survive:** Rightly or wrongly, the villain views the characters as being in the way of being alive and free.
11. **Twisted Honor:** The villain is bound by an oath, one the villain may have been forced to swear or one that became twisted by madness.
12. **Worship:** This villain is devout and does what they do in the name of their beliefs.



Henchmen

Most villains have a small army of goons at their beck and call. Roll a d10 on the table below as many times as required.

1. **Assassin:** When the villain needs somebody killed, this is the goon that they call upon. They could prefer to get up close for some quick knife-work, secretly poison their target's food, or be an ex-army sharpshooter.
2. **Monster:** This villain has managed to their hands on a monster, though how 'tamed' it is remains to be seen.
3. **Cultists:** The villain is a cult leader or has convinced a cult to do their bidding.
4. **Femme Fatale:** Rather than brute force, this henchwoman relies on her good looks and the art of seduction to deal with her master's foes.
5. **Igor:** Loyal to a fault, but had more than a few rounds with the ugly stick and may or may not have questionable hygiene standards.
6. **Mob:** There's nothing quite like a mob of angry people out for blood, though whether they know that the villain has manipulated them is another matter.
7. **Operative:** The villain has an agent at their beck and call, an expert at 'secret agent' type work.
8. **Right-Hand Man:** This henchman has a similar skill set to their master and are quite capable of filling their shoes if the need arises.
9. **Soldiers:** The villain has several soldiers under their command, be they actual uniformed military or just tough bandits. Some of them may even be specialists such as snipers or engineers.
10. **Thugs:** A band of common criminals has been recruited to the villain's cause, usually with the promise of some coin and the chance to break some bones.



Victim

Typically, there may be a person who the villain wishes to target or the characters have to protect.

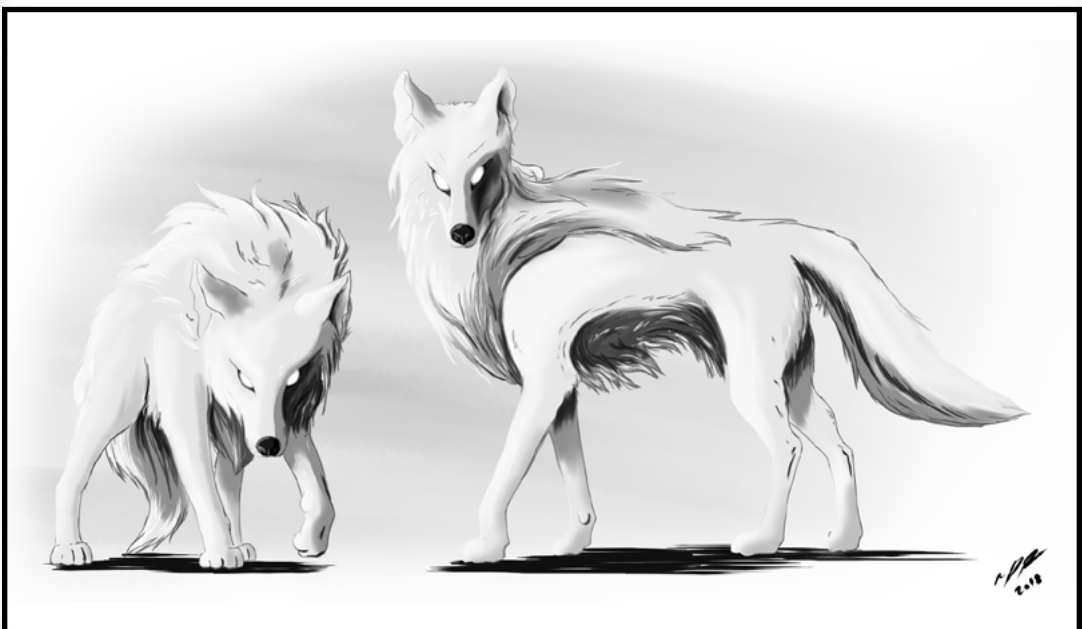
1. **Cop/Soldier:** The villain is targeting one or more uniformed servants of a government.
2. **Damsel in Distress:** The classic, age-old damsel. Though they may be highly capable and need not be female.
3. **Decent Folk:** Average townsfolk, they may just be in the villain's way or he may have specific plans for them.
4. **Deserving:** This guy probably deserves everything that's coming to him and then some, the trouble is that he's too important to let the villain win regardless of just how repellent he may be.
5. **Associate:** The victim is somebody known to one of the characters, perhaps a relative or just a friend.
6. **Inanimate/Infrastructure:** The villain isn't after a person, but rather something like a railway bridge or a depot filled with aviation fuel.
7. **Innocent:** This victim is somebody who just got caught up in events, though they may be connected to something else entirely.
8. **Investigator/Journalist:** An investigative type has bitten off more than they chew and it's up to the characters to save their bacon.
9. **Marginal Types:** The villain is targeting those who live on the fringes of society; petty criminals or a Genchi kindred.
10. **Politician:** This victim wields political power; the villain may seek to corrupt or remove them as a potential obstacle.
11. **Professor:** The villain has shown an interest in a scholar or an inventor, possibly to help further their goals.
12. **Relative:** This victim is somehow blood related to one of the characters, or even the villain.



OBSTACLES

Things rarely go smoothly, and quite often they're likely to go from bad to worse.

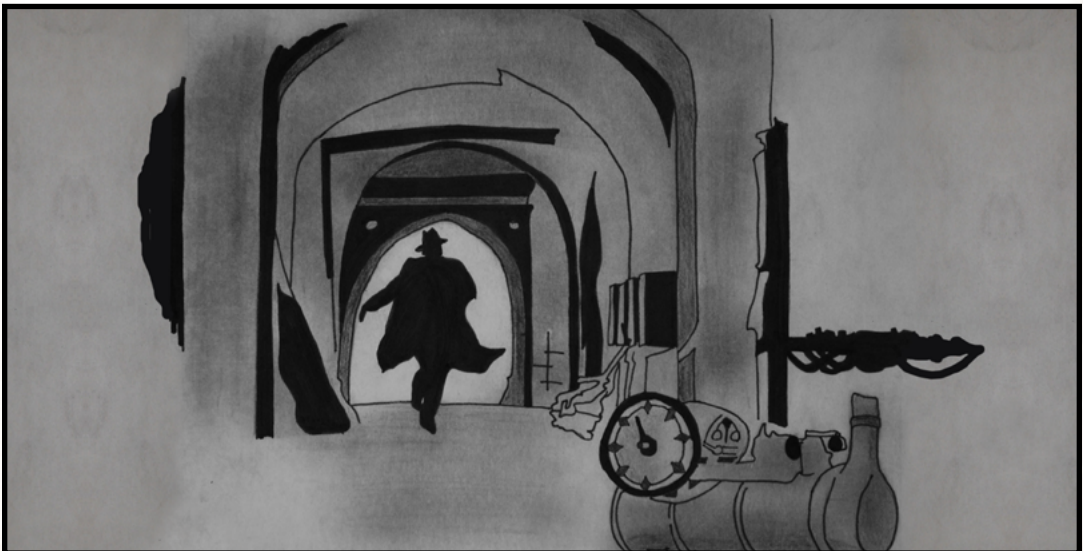
1. **Accused:** Somehow or another the characters have run afoul of the law, either through their own actions or those of the villain.
2. **Bandits/Criminals:** Alyeska is full of violent and/or unseemly types, and the characters have simply had the bad luck to run into some.
3. **Disaster/Weather:** Alyeska is a cold place with a harsh climate, where blizzards and avalanches aren't unheard of.
4. **Monster:** There are plenty of nasty critters to run into, this could be a Wulver (or a pack...) or a swarm of Cloudhaunts.
5. **Mystery:** The characters have run across something that isn't quite right that blocks their path forward. This could be a simple puzzle to unlock a door or discover why some of the expedition members have vanished.
6. **Official Opposition:** Somebody in officialdom stands in the characters' way, be it paperwork or placing restrictions on where the characters can go.
7. **Rival:** There is a rival who constantly gets in the characters' way, often competing with them for the same item. The rival could even be the villain of the adventure.
8. **Secrecy:** The characters must achieve their goals without drawing attention, either robbing a bank or to keep the villain in the dark about their motives.
9. **Social Opposition:** The locals aren't very happy about the characters poking around; there might be something in the nearby mine, or they just may not want the extra attention.
10. **Trap:** Bad luck sees the characters bumble into a monster's lair or get snagged by an ambush.
11. **War:** Whilst the characters' task won't necessarily be any harder if they get caught up in the middle of a battle, they certainly shouldn't expect it to be any easier.
12. **Double, roll again:** Sometimes there's more than one obstacle in the way...



Twist

Expect the unexpected, as the old saying goes. A twist can certainly make things more interesting!

1. **Ally in Trouble:** A valued ally of the characters is in trouble, quite possibly through the characters' own actions.
2. **Cooperate with the Villain:** An escaped pack of Wolveres helps the characters and the villain put aside differences in the name of mutual survival.
3. **Discovery:** The characters find something unexpected that casts new light on another matter, possibly even sparking off a new adventure.
4. **Double Cross:** Perhaps an ally turned out to be working for the villain after all, or the guide leads the characters into a bandit ambush.
5. **Escalation:** The problem has just snowballed; maybe the bandits were keeping the wolves in check, or shooting up that factory has left it wide open to a sky pirate raid.
6. **False Flag:** The characters discover that they have been lied to, and their patron wasn't who they said they were.
7. **Natural Hazard:** Just when the characters think they're high and dry, having completed their mission, disaster strikes; the defeated villain sets off an avalanche or a flash flood washes through the area.
8. **Shocking Revelation:** The villain turns out to be an ally thought dead or their Patron turns out to be the Queen.
9. **Ticking Clock:** The characters are suddenly up against the clock, and they must achieve their goals before time runs out.
10. **Trap:** The whole thing was to lure the characters into a trap, either by the villain or by a rival.
11. **Unexpected Ally:** Help arrives from an unexpected quarter: One of the villain's henchmen who decides to switch sides, a Commonwealth air strike, or one of the guards at the factory the characters are trying to raid. Often, this comes with a price tag attached.
12. **Unexpected Foe:** Trouble comes from an unexpected source: A Commonwealth air strike, henchmen with their own agenda, or a rival of the villain. Of course, the villain may not have expected it either!





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Adam Hay



HIGHLANDS

CHILLWYND MARSHES

Monolith

Prospector's Reach

Roth Island

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OUTLANDS

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DRAGONSPINE

Brimstone

NEW GWENTIA

Trans-Alyeskan Railway

Morrdun

Gravenburgh

Calharrow

Wulfwall

Fort Bainsbury

Port Capital

WULFLANDS

WULVER TERRITORY



FROZEN SKIES



WRECK OF THE SKEWIG
LAST REPORTED POSITION

NEEDLES

Theda Air Station

ALYESKA

DARMONICA'S CAP

SCALE 1:10 000 000

KILOMETERS x 100

MILES x 100

(c) pokke@piew.be



Alyeska.

A frontier land largely at the mercy of the savage Wolver since the end of the Great Darmonican War, barely enough soldiers are left to defend the rump of the Commonwealth's once extensive colonial holdings. With many towns cut off and large swathes of territory overrun by the bestial Wolver, the safest form of transport is by air. This has resulted in a breakdown in law and order, thus giving rise to scoundrels like sky pirates and bandits.

Alyeska's frozen skies are increasingly becoming a dangerous place to be.

Carve out your own place in the wild blue yonder by building your own aircraft and alternative air combat rules.

Additionally; new Edges, Hindrances, Gear and a different take on Weird Science can be found within the pages of this book.

