

FLYING MICE GAMES IN HARM'S WAY: ACES IN SPADES



DESIGNED AND WRITTEN BY
CLASH BOWLEY



In Harm's Way

Aces in Spades

It seems to be a law of nature, inflexible
and inexorable, that those who will not risk
cannot win."

Captain John Paul Jones, American Continental Navy

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DESIGNED AND WRITTEN BY CLASH BOWLEY

COVER & ILLUSTRATIONS BY CLASH BOWLEY

SPECIAL THANKS TO DAVID JOHANSEN

FOR THE CONCEPT OF TRADING CHANCE OF SUCCESS

FOR QUALITY OF SUCCESS

FROM HIS EXCELLENT RPG "GALACTIC ADVENTURES"

USED HERE WITH HIS PERMISSION

AND ANOTHER SPECIAL THANKS TO MICHAEL SCOTT

WHO MADE ME STOP AND THINK, AND THAT'S WHAT IT TOOK

TO MAKE IT ALL BETTER.

AND A HUGE THANK YOU GOES TO OUR PLAYTESTERS!

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**WITHOUT THEM, IN HARM'S WAY: ACES IN SPADES
WOULD NEVER HAVE REACHED FRUITION.**

CLASH BOWLEY, 2007

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IN HARM'S WAY: ACES IN SPADES

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IN HARM'S WAY ROLE-PLAYING GAME

In Harm's Way - an Introduction

INTRODUCTION

This game is designed as a system to emulate the historical aviation combat books and movies like Hell's Angels, Dawn Patrol, Wings, War Story, and Winged Victory. It is not intended to be an exhaustive historical re-creation of the war in the air during the Great War. The emphasis is on adventure, character development, and the cooperation and competition among the player characters necessary for one of them to become the Ace of Aces.

These novels are not about the grand sweep of the war or the massive battles, but about single planes and individual officers. The big battles are usually no more than backdrops to punctuate the tide of the war. This game doesn't have any aerial battle system, just a plane vs. plane system. If you want an aerial battle system, there are several excellent games available.

We focused on four nations - the American and French Republics, Germany, and Britain. The time period this game covers is 1915 to the armistice of 1918, but we don't want you to get locked into the historical recreation, though, unless you want to. You are free to deviate from history at any point. In the long run, it's up to you. Someone will pick up the lead in France. Someone will be the hero Britain focuses on. There will be a decisive battle somewhere. Don't worry about it - you can let it happen as you wish. That is the backdrop, not the main action.

DESIGNING IN HARM'S WAY

The first thing I had to decide was "Am I trying to emulate the real Great War in aerial terms, or am I interested in emulating modern Great War fiction?" Emulating the books and movies won hands down.

Then I had to decide what are the things that make these books and films cool.

HONOR AND PRACTICALITY

I chose first a fundamental conflict between Honor and Practicality. The books emphasize that this era crossed the divide between ancient and modern. The industrial revolution was in its big ramp up, but the old ways were still there. Dishonorable tricks like setting planes out as bait, shooting downed flyers, ambushing from out of the

sun, etc. are all staples of the fiction, yet the heroes had to maintain a facade of honor and courtesy - they were supposed never to show fear - no matter what the provocation, they had to appear cool and unflappable, they entertained the enemy pilots of a captured plane like brother knights, etc. I instituted a Honor/Practicality mechanic in which each can be a benefit under the right circumstances, but acting consistently one way reduces your benefit from the other.

NOTICE AND INTRAPARTY COMPETITION

Another genre staple is the competition between officers on the same side for promotion. A non-ambitious character could remain at the same level forever. The characters competed for notice from the higher officers, each trying to outdo the others in piloting, heroism, intelligence, and subterfuge. To handle this, I made Notice the advancement mechanic. The characters are awarded Notice from their superior officers for showing these traits, and must accumulate Notice to advance in the service. PCs who don't make the grade by a certain time get left behind, and the players create new ones of appropriate rank. PCs who do gain enough points carry on.

CLASS DISTINCTIONS AND INTEREST

In the fiction, class distinctions are apparent. Characters from wealthy and politically connected families get promoted more swiftly, yet tend to display less of the drive and intelligence of the those from lower classes, or display runs of bad luck. Thus I added another mechanic, Interest, which can be purchased at character creation, but at the cost of Luck and/or IQ. Interest is added to your Notice to get promoted, so it's like saving Notice ahead of time, without having to work for it.

TROUPE PLAY

Another staple of the fiction is recurring minor characters - riggers or mechanics who follow the heroes, themselves gradually showing more and more of themselves as trustworthy, honest, competent, and loyal followers. Also there is the competent specialist, like the flight surgeon. I emulated this with troupe play. Every player is encouraged to play three characters, a ground crewman and a non-flyer specialist as well as the main officer character. They can work on another pilot's plane, or drive the main characters home after a bout of drinking, or be another player's confidant and friend. It solves a lot of problems with the genre, and makes for great foils.

IN HARM'S WAY ROLE-PLAYING GAME

WHO IS THE HERO?

Eventually one of the PCs will get command, having earned it through play. The other characters can still advance, but they have to deal with this main hero as leader. The group can also switch between central characters, or the character can be brought back at a later date as commander of his own squadron working alongside the main squadron, or whatever you like.

IN SUMMATION

None of this is cutting edge. It's all been done before, so I'm not claiming to be innovative - I shy away from that like the devil and leave that to other, smarter fellows - but it all is designed to enhance the feel of the fiction in the game.



IN HARM'S WAY ROLE-PLAYING GAME

Aces In Spades Character Generation



IN HARM'S WAY ROLE-PLAYING GAME

CHARACTER GENERATION PROCEDURE

CULTURE

The first thing to determine is the character's culture. Your character is usually either French, British, German, or American. French and American cultures are more egalitarian, while British and German cultures are more rigid and stratified. All the player characters in your game will be from the same culture.

You can be a combination as well, brought up in one culture but serving another, or from Commonwealth nations like Australia, New Zealand, or Canada. In those cases, use either American or British background, whichever is more appropriate. Certainly a Canadian cowboy is more like an American cowboy than like anything British.

Austrian characters could be generated under the German rules as well. In any such case, use the cultural background most like the character's background.

ACTIONS

Actions typically define the most important part of a year in the character's life, even if they only take a few weeks to complete, or even a few hours. The balance of the year, which is not played out, the character should be doing whatever characters do in their boring hum-drum lives. At the end of the action, the character should age another year on the worksheet and you can then choose from the appropriate skill list as you wish. If a Physical Deterioration is appropriate, take care of that now.

GENERATING CHARACTERS

There are two different ways to create a standard character, Directed and Template. Template Characters are 18 year old lieutenants. These are much faster to create than standard characters, but are necessarily somewhat less individual. Directed Characters take more time, and are a lot more individualistic than Template Characters.

The default game is based on young men entering the service and progressing to command, but you can start the game as more experienced characters, as you wish. It's all good fun!

DIRECTED METHOD

PLACE INITIAL CHARACTERISTICS AND RESOURCES

You have 46 points to apportion between Strength, Coordination, Agility, Endurance, and Charisma. These stats can be used as is. If the GM wants more heroic stature characters, bonus points may be given.

You have 165 points to apportion between IQ, LUCK, and Class. These are raw scores, and should be looked up on the appropriate table for your culture. For example an IQ score of 50 is equal to an actual IQ of 109.

Strength is the character's muscular prowess. Strength is used in Melee, Blade, and Brawl combat. Strength is usually abbreviated as **STR**

Coordination is the linking of see, will, and do, quickness and deftness in fine motor skills. Coordination is used in Bow and Firearms combat. Coordination is usually abbreviated as **COOR**

Agility. Agility is acrobatics, gymnastics and whole body movement. Agility helps your character with running, jumping, climbing, and any other activity using the whole body. Agility is usually abbreviated as **AGY**

Endurance is the ability to keep going. Endurance helps your character with tasks that are repetitive, long lasting, or performed under adverse circumstances. Endurance is usually abbreviated as **END**

IQ (Intelligence Quotient) is smarts, problem solving, the ability to see significance and pattern.

LUCK is the ability of the character to dictate the terms of a situation for all concerned for one minute/round. The LUCK rating is the number of times a character can use this ability per Action.

Class is what your family background is, and what resources it can provide. You family has Interest - i.e. political pull, to help you advance in the Navy. Interest is added to Notice to advance.

Charisma is attractiveness and persuasiveness, and is half physical and half mental. The proportion starts mostly as physical, but increasingly becomes mental as the character ages. Charisma is usually abbreviated as **CHAR**

IN HARM'S WAY ROLE-PLAYING GAME

BACKGROUND SKILLS

Choose 16 Background skills your character has learned before becoming a Pilot, plus one per year over 18. Then give the character Pilot or Gunner/Observer Training.

EITHER DIRECTED OR TEMPLATE CHARACTERS

FIGHTER PILOT PROFESSION

Each six months in this employment, the character receives one skill by choosing from the skill list for Fighter Pilot. For every six years or fraction thereof your character spends as a Fighter Pilot, you may select one skill to be doubled, i.e. if your character spends 10 years as a Fighter Pilot, one skill from the first six years and one from the next four years may be doubled.

OBSERVER/GUNNER PROFESSION

Each six months in this employment, the character receives one skill by choosing from the skill list for Observer/Gunner. For every six years or fraction thereof your character spends as an Observer/Gunner, you may select one skill to be doubled, i.e. if your character spends 10 years as an Observer/Gunner, one skill from the first six years and one from the next four years may be doubled.

AGING

Every 3 years starting at age 34, the character will deteriorate physically. Choose one characteristic from either STR, COOR, AGY or END and lower the stat by one.

This reflects the debilitating effects of aging on the character. **This deterioration happens even after characters join play, and can never be avoided.** The effects of aging can be mitigated or reversed by the character finding employment which increases characteristics, but that comes in lieu of gaining skills.

LUCK

The LUCK number is a resource rather than a stat. By using it, for a very short while, everything falls the character's way. The minute-long time the LUCK is in use can be used to dictate NPC actions and reactions, place NPCs at a disadvantage, get out of horrific danger by lucky flukes, or most anything short of dictating player character actions, moving the game out of genre or setting, or causing death to any character directly. In some cases the GM may need to arbitrate, but the GM is encouraged to use this with a light hand.

LUCK is refreshed every Action (game year) at the start of the year, no matter how many sessions the previous Action takes to play out.

GOOD EXAMPLES OF LUCK

"Luckily, the German Albatross' guns jam."

"Luckily, there's a smooth field below me where I can land the plane."

"Luckily, the two planes patrolling there look right over me, not seeing us as we climb up through the clouds."

BAD EXAMPLES OF LUCK

"Luckily, the shot I fired and missed with severs a key brace, causing the wing to tear off, and the enemy plane to crash"

"Luckily, I jump out of the cockpit, do one and a half somersaults in the air, and land on the Albatross' fuselage, screaming like a ninja!"

"Luckily, Nate and Monica's characters see the German on my tail and pounce him."

BACKGROUND SKILLS

WHAT ARE BACKGROUND SKILLS?

Background Skills are the skills a character has learned before becoming a pilot. Always keep in mind that the real purpose of Background skills is to round out characters. Background Skills should therefore always be appropriate to a person from that culture.

SELECTING THE CHARACTER'S BACKGROUND SKILLS.

The easiest way to determine what Background Skills a character has is to determine what background the character has. The skills should also be appropriate to the specific family conditions of the character. Look at the Class of the character as an indicator. Is this the child of penniless immigrants working their way through low-paying jobs? Then skills like Streetwise and Endear and maybe Brawl might be appropriate. Are the child's parents rich? Then perhaps Engrace or Taste or Evaluate. From a rural background? Maybe Husbandry or Tracking or Weather.

IN HARM'S WAY ROLE-PLAYING GAME

The Player and the GM should decide where the character is from - for example: Savannah, GA. or a manor in Herefordshire, or a little town in Tidewater Virginia, or Cheapside London. Where the character comes from should be a big aid in deciding what Background Skills the character may have. A kid from a manor in Herefordshire is not going to have Maritime Skills. A kid from Savannah is not going to have Rural Skills. The skills chosen from the skill sets available should make sense given the character's hometown.

The Skill Sets listed here are collections of related skills. For example, Maritime skills all relate to shipboard tasks. These Skill Sets are grouped under "Appropriate Skill Sets by character background." Find the Resources which fit your character, then choose seven skills from the skill sets listed for those Resources.

Example: Jack Willet from a little town in Tidewater Virginia. Resources: Rural Middle Class:

The GM asks questions about Jack's childhood to the Player, and finds that Jack helped out a lot on the farm, tending and curing tobacco, practiced hunting with his veteran father, and loved to go fishing with his dad. The Player and GM together decide that Jack should have Riding and Weather from the Rural set, Alert and Firearms from the Sport set, Herbalism from the Medical set, and Steer and Sail from the Maritime set.

USING THE TABLES

- Select the row in "Appropriate Skill Sets by Character Background" which most nearly fits the character's background.
- Select the Skill Sets listed in that row which most nearly fit with what the player wants for a background.
- From the Skill Sets selected, choose the seven skills the character would most likely have developed in childhood.

Remember that these are skills the character may use as a basis for further development, or may ignore as the player decides. Go for a well rounded, balanced set of skills for the character. The character should be playable from the age of eighteen, and unbalancing the character will make it less playable. Be guided by the player's input, but don't be limited by it. The player has full control after this point, and the GM has only veto power - as in "I'm not letting that character into my campaign. He just won't fit." - so this is where the GM and Player have equal input on the character.

CHARACTER ENHANCEMENT AFTER GENERATION

Gaining skills after chargen is identical to gaining skills during chargen. To advance the character after he is generated, every six months, the Player selects a skill from the appropriate skill list.

ADVANCEMENT IN THE SERVICES

In the standard game, Player Characters start off as young second lieutenants - or the equivalent in the nation or service your characters are in. Following this section are several charts of equivalent rank for the various air services in the Great War. Use the one most appropriate for your play.

Players advance by a combination of Notice and Influence. Influence is chosen at character creation, and never changes. Notice is gained - and lost - through the character's actions. Notice is his reputation as an officer and leader. Notice is also a broad indicator of the character's fame. Aces were treated almost like rock stars or movie stars as far as publicity and fame went.

Players need to gain 200 points of Notice + Interest to gain their first promotion, to the level of Lieutenant. They can gain this in a variety of ways, but the fastest way is by shooting down enemy planes. Once the promotion is gained, all current notice is discarded, and the process begins anew.

Each promotion requires more Notice + Interest than the last, so promotion to Captain requires 400 more points, promotion to Major requires another 800 points, and so on, as this table indicates.

RANK LEVEL	ARMY RANK	NOTICE
1	2nd Lieutenant	200
2	Lieutenant	400
3	Captain	800
4	Major	1200
5	Lt. Colonel	1600
6	Colonel	2400
7	Brig. General	3200
8	Major General	4000

IN HARM'S WAY ROLE-PLAYING GAME

BRITISH ARMY

RFC

2nd Lieutenant	Flight Sub-Lieutenant
Lieutenant	Flight Lieutenant
Captain	Flight Commander
Major	Squadron Commander
Lt. Colonel	Wing Commander
Colonel	Captain
Brigadier General	Commodore
Major General	Rear Admiral
Lieutenant General	Vice Admiral
General	Admiral
Field Marshal	Admiral of the Fleet

BRITISH ARMY

RFC

2nd Lieutenant	Pilot Officer
Lieutenant	Flying Officer
Captain	Flight Lieutenant
Major	Squadron Leader
Lt. Colonel	Wing Commander
Colonel	Group Captain
Brigadier General	Air Commodore
Major General	Air Vice Marshal
Lieutenant General	Air Marshal
General	Air Chief Marshal
Field Marshal	Marshal of the RAF

* On April 1, 1918, the Royal Naval Air Service (RNAS) and Royal Flying Corps (RFC) were combined into the Royal Air Force (RAF)

BRITISH NAVY

RNAS

Flight Sub-Lieutenant
Flight Lieutenant
Flight Commander
Squadron Commander
Wing Commander
Captain
Commodore
Rear Admiral
Vice Admiral
Admiral
Admiral of the Fleet

BRITISH AIR FORCE

RAF

(AFTER APRIL 1918)*

Pilot Officer
Flying Officer
Flight Lieutenant
Squadron Leader
Wing Commander
Group Captain
Air Commodore
Air Vice Marshal
Air Marshal
Air Chief Marshal
Marshal of the RAF

EQUIVALENT RANKS

USA/England	France	Germany
2nd Lieutenant	Sous-Lieutenant	Leutnant
Lieutenant	Lieutenant	Oberleutnant
Captain	Capitaine	Hauptman or Rittmeister *
Major	Commandant	Major
Lt. Colonel	Lieutenant-Colonel	Oberstleutnant
Colonel	Colonel	Oberst
Brigadier General	Général de Brigade	Generalmajor
Major General	Général de Division	Generalleutnant
Lieutenant General	Général de Corps d'Armée	General
General	Général d'Armée	Generaloberst
Field Marshal	Maréchal de France	Generalfeldmarschall

* This rank was known as Rittmeister if the officer came from the cavalry or mounted transport services, Otherwise, the officer was a Hauptman.

EQUIVALENT RANKS

US NAVY

Ensign
Lieutenant
Lt Commander
Commander
Captain
Sr Captain
Rear Admiral
Vice Admiral
Admiral

US MARINES/ARMY

2nd Lieutenant
1st Lieutenant
Captain
Major
Lt. Colonel
Colonel
Brigadier General
Major General
Lieutenant General

IN HARM'S WAY ROLE-PLAYING GAME

In Harm's Way Character Generation Tables

Consult this table for IQ and LUCK

Points allocated	IQ	LUCK
01-09	70	0
10-20	80	0
21-25	85	0
26-30	90	0
31-35	95	0
36-39	100	0
40-42	105	0
43-47	107	0
48-50	109	1
51-53	111	1
54-59	113	1
60-63	115	1
64-67	117	1
68-71	119	1
72-75	121	1
76-79	123	2
80-83	125	2
84-87	127	2
88-91	129	2
92-93	131	2
94-95	133	2
96-97	135	3
98-99	137	3
00	140	3

IN HARM'S WAY ROLE-PLAYING GAME

In Harm's Way Character Generation Tables - Class

Consult this table for Class/Interest

Points allocated	Family Class/Interest British or German	Family Class/Interest American or French
01-09	Poor	Poor
10-20	Working Class	Working Class
21-25	Working Class	Working Class
26-30	Working Class	Working Class
31-35	Lower Middle Class/0	Lower Middle Class/0
36-39	Lower Middle Class/0	Lower Middle Class/0
40-42	Lower Middle Class/0	Lower Middle Class/0
43-47	Lower Middle Class/0	Lower Middle Class/0
48-50	Middle Class/0	Middle Class/0
51-53	Middle Class/0	Middle Class/0
54-59	Middle Class/0	Middle Class/0
60-63	Middle Class/0	Middle Class/0
64-67	Middle Class/0	Middle Class/0
68-71	Upper Middle Class/10	Upper Middle Class/0
72-75	Upper Middle Class/10	Upper Middle Class/0
76-79	Gentry/15	Wealthy/0
80-83	Gentry/20	Wealthy/0
84-87	Gentry/25	Wealthy/10
88-91	Gentry/30	Wealthy/15
92-93	Gentry/40	Wealthy/20
94-95	Lower Nobility/50	Rich/20
96-97	Lower Nobility/60	Rich/25
98-99	Nobility/70	Extremely Rich/30
00	Upper Nobility/80	Plutocrat/35

Rich = Lower Nobility
Plutocrat = Upper Nobility

Extremely Rich = Nobility
Wealthy = Gentry

IN HARM'S WAY ROLE-PLAYING GAME

BACKGROUND SKILLS

SKILL SETS - BRITISH

Skill Sets	Background Skills in Skill Sets
<i>Rural</i>	Herbalism, Husbandry, Riding, Smithing, Weather
<i>Urban</i>	Goad, Linguistics, Negotiate, Streetwise
<i>Artistic</i>	Cook, Music, Painting, Sculpture, Taste, Writing
<i>Social</i>	Endear, Engrace, Evaluate, Taste
<i>Sport</i>	Alert, Blade, Climbing, Dash, Gymnastics, Riding
<i>Psychological</i>	Adapt, Goad, Entice, Psychology
<i>Scientific</i>	Biology, Chemistry, History, Mineralogy, Research
<i>Medical</i>	Drug, Herbalism
<i>Wilderness</i>	Adapt, Course, Rope, Survival, Weather
<i>Criminal</i>	Brawl, Blade, Melee, Pick, Sleight, Sneaking, Stash, Streetwise
<i>Hunting</i>	Firearms, Snare, Sneaking, Survival, Tracking
<i>Maritime</i>	Course, Rope, Steer, Weather, Mechanics

APPROPRIATE SKILL SETS BY CHARACTER BACKGROUND

Resources	Recommended Background Skill Sets
Urban Nobility	<i>Artistic, Urban, Social, Sport, Psychological</i>
Rural Nobility	<i>Rural, Hunting, Social, Sport, Maritime, Artistic, Wilderness</i>
Urban Gentry	<i>Urban, Sport, Social, Artistic, Medical, Scientific</i>
Rural Gemtry	<i>Rural, Wilderness, Artistic, Social, Sport, Hunting, Maritime</i>
Urban Middle Class	<i>Urban, Artistic, Sport, Psychological, Medical, Criminal</i>
Rural Middle Class	<i>Rural, Artistic, Sport, Medical, Wilderness, Hunting, Maritime</i>
Urban Working Class	<i>Urban. Artistic, Social, Psychological. Criminal, Maritime</i>
Rural Working Class	<i>Rural, Sport, Wilderness, Hunting, Maritime</i>
Urban Poor	<i>Urban, Social, Psychological, Criminal</i>
Rural Poor	<i>Rural, Wilderness, Hunting, Maritime</i>

IN HARM'S WAY ROLE-PLAYING GAME

BACKGROUND SKILLS

SKILL SETS - AMERICAN

Skill Sets	Background Skills in Skill Sets
<i>Rural</i>	Herbalism, Husbandry, Riding, Smithing, Weather
<i>Urban</i>	Goad, Linguistics, Negotiate, Streetwise, Mechanics
<i>Artistic</i>	Cook, Music, Painting, Sculpture, Taste, Writing
<i>Social</i>	Endear, Engrace, Evaluate, Taste
<i>Sport</i>	Alert, Blade, Climbing, Dash, Gymnastics, Riding, Firearms
<i>Psychological</i>	Adapt, Goad, Entice, Psychology
<i>Scientific</i>	Biology, Chemistry, History, Mineralogy, Research
<i>Medical</i>	Drug, Herbalism
<i>Wilderness</i>	Adapt, Course, Rope, Survival, Weather
<i>Criminal</i>	Brawl, Blade, Melee, Pick, Sleight, Sneaking, Stash, Streetwise
<i>Hunting</i>	Firearms, Snare, Sneaking, Survival, Tracking
<i>Maritime</i>	Course, Rope, Steer, Weather, Mechanics

APPROPRIATE SKILL SETS BY CHARACTER BACKGROUND

Resources	Recommended Background Skill Sets
Urban Plutocrat	<i>Artistic, Urban, Social, Sport, Psychological</i>
Rural Plutocrat	<i>Rural, Hunting, Social, Sport, Maritime, Artistic, Wilderness</i>
Urban Rich/Very Rich	<i>Artistic, Urban, Sport, Social, Medical, Psychological</i>
Rural Rich/Very Rich	<i>Rural, Artistic, Social, Sport, Hunting, Maritime</i>
Urban Wealthy	<i>Artistic, Urban, Sport, Social, Artistic, Medical</i>
Rural Wealthy	<i>Rural, Wilderness, Artistic, Social, Sport, Hunting, Maritime</i>
Urban Middle Class	<i>Urban, Artistic, Sport, Psychological, Medical, Criminal</i>
Rural Middle Class	<i>Rural, Artistic, Sport, Medical, Wilderness, Hunting, Maritime</i>
Urban Work. Class/Poor	<i>Urban. Artistic, Social, Psychological. Criminal, Maritime</i>
Rural Work. Class/Poor	<i>Rural, Sport, Wilderness, Hunting, Maritime</i>

IN HARM'S WAY ROLE-PLAYING GAME

BACKGROUND SKILLS

SKILL SETS - FRENCH

Skill Sets	Background Skills in Skill Sets
<i>Rural</i>	Herbalism, Husbandry, Riding, Smithing, Weather
<i>Urban</i>	Goad, Linguistics, Negotiate, Streetwise
<i>Artistic</i>	Cook, Music, Painting, Sculpture, Taste, Writing
<i>Social</i>	Endear, Engrace, Evaluate, Taste
<i>Sport</i>	Alert, Blade, Climbing, Dash, Gymnastics, Riding, Firearms
<i>Psychological</i>	Adapt, Goad, Entice, Psychology
<i>Scientific</i>	Biology, Chemistry, History, Mineralogy, Research
<i>Medical</i>	Drug, Herbalism
<i>Wilderness</i>	Adapt, Course, Rope, Survival, Weather
<i>Criminal</i>	Brawl, Blade, Melee, Pick, Sleight, Sneaking, Stash, Streetwise
<i>Hunting</i>	Firearms, Snare, Sneaking, Survival, Tracking
<i>Maritime</i>	Course, Rope, Steer, Weather, Mechanics

APPROPRIATE SKILL SETS BY CHARACTER BACKGROUND

Resources	Recommended Background Skill Sets
Urban Plutocrat	<i>Artistic, Urban, Social, Sport, Psychological</i>
Rural Plutocrat	<i>Rural, Hunting, Social, Sport, Maritime, Artistic, Wilderness</i>
Urban Rich/Very Rich	<i>Urban, Sport, Social, Artistic, Scientific, Medical</i>
Rural Rich/Very Rich	<i>Rural, Wilderness, Artistic, Social, Sport, Hunting, Maritime</i>
Urban Wealthy	<i>Urban, Artistic, Sport, Psychological, Medical, Criminal</i>
Rural Wealthy	<i>Rural, Artistic, Sport, Medical, Wilderness, Hunting, Maritime</i>
Urban Middle Class	<i>Urban, Artistic, Sport, Psychological, Medical, Criminal</i>
Rural Middle Class	<i>Rural, Artistic, Sport, Medical, Wilderness, Hunting, Maritime</i>
Urban Work. Class/Poor	<i>Urban. Artistic, Social, Psychological. Criminal, Maritime</i>
Rural Work. Class/Poor	<i>Rural, Sport, Wilderness, Hunting, Maritime</i>

IN HARM'S WAY ROLE-PLAYING GAME

BACKGROUND SKILLS

SKILL SETS - GERMAN

Skill Sets	Background Skills in Skill Sets
<i>Rural</i>	Herbalism, Husbandry, Riding, Smithing, Weather
<i>Urban</i>	Goad, Linguistics, Negotiate, Streetwise
<i>Artistic</i>	Cook, Music, Painting, Sculpture, Taste, Writing
<i>Social</i>	Endear, Engrace, Evaluate, Taste
<i>Sport</i>	Alert, Blade, Climbing, Dash, Gymnastics, Riding
<i>Psychological</i>	Adapt, Goad, Entice, Psychology
<i>Scientific</i>	Biology, Chemistry, History, Mineralogy, Research
<i>Medical</i>	Drug, Herbalism
<i>Wilderness</i>	Adapt, Course, Rope, Survival, Weather
<i>Criminal</i>	Brawl, Blade, Melee, Pick, Sleight, Sneaking, Stash, Streetwise
<i>Hunting</i>	Firearms, Snare, Sneaking, Survival, Tracking
<i>Maritime</i>	Course, Rope, Steer, Weather, Mechanics

APPROPRIATE SKILL SETS BY CHARACTER BACKGROUND

Resources	Recommended Background Skill Sets
Urban Nobility	<i>Artistic, Urban, Social, Sport, Psychological</i>
Rural Nobility	<i>Rural, Hunting, Social, Sport, Maritime, Artistic, Wilderness</i>
Urban Gentry	<i>Urban, Sport, Social, Artistic, Medical, Scientific</i>
Rural Gemtry	<i>Rural, Wilderness, Artistic, Social, Sport, Hunting, Maritime</i>
Urban Middle Class	<i>Urban, Artistic, Sport, Psychological, Medical, Criminal</i>
Rural Middle Class	<i>Rural, Artistic, Sport, Medical, Wilderness, Hunting, Maritime</i>
Urban Working Class	<i>Urban. Artistic, Social, Psychological. Criminal, Maritime</i>
Rural Working Class	<i>Rural, Sport, Wilderness, Hunting, Maritime</i>
Urban Poor	<i>Urban, Social, Psychological, Criminal</i>
Rural Poor	<i>Rural, Wilderness, Hunting, Maritime</i>

IN HARM'S WAY ROLE-PLAYING GAME

TEMPLATE MAIN CHARACTERS

Another way of speeding up character creation is to use pregenerated Template characters. This gives a typical pre-training Pilot or Observer at the age of 18. The player or GM can modify this with training and subsequent years of skill acquisition, and add the attributes. All of the following templates were created using the Determined method of character generation outlined in the Character Generation section of the core rulebook.

All of these characters have been generated up to the age of 18. The GM is encouraged to create more templates as needed.

THE COWBOY

Skills: Firearms+2, Riding+4, Weather, Survival+2, Husbandry+2, Smithing, Rope+3, Blade

THE PROFESSOR

Skills: History+3, Chemistry+2, Research+2, Linguistics+3, Negotiate+2, Evaluate+3, Writing

THE MECHANIC

Skills: Mechanics+4, Streetwise+3, Goad+2, Negotiate+2, Stash+2, Melee+2, Brawl

THE INTELLECTUAL

Skills: Taste+3, Engrace+2, Linguistics+4, Evaluate+2, Music, Writing, Blade+2, History

THE FARMBOY

Skills: Husbandry+3, Riding+3, Smithing+2, Herbalism+2, Weather+2, Brawl+2, Mechanics+2

THE PLAYBOY

Skills: Engrace+3, Endear+3, Entice+3, Blade+2, Firearms+2, Gymnastics+2, Taste

THE ADVENTURER

Skills: Survival+3, Firearms+3, Weather+2, Sneaking+2, Snare+2, Tracking+2, Alert, Riding

THE SOLDIER

Skills: Discipline+3, Firearms+3, Blade+2, Melee+2, Goad+2, Linguistics+2, Negotiate, Streetwise

THE MUSICIAN

Skills: Music+4, Entice+2, Endear+3, Taste+3, Evaluate+2, Linguistics+2

THE SOCIALITE

Skills: Endear+3, Engrace+3, Entice+2, Taste+2, Psychology+2, Adapt+2, Goad+2, Observation+2

THE CHARMER

Skills: Endear+4, Engrace+2, Taste+2, Evaluate+2, Entice+3, Psychology+3

THE CROOK

Skills: Sneaking+3, Sleight+3, Stash+2, Pick+2, Streetwise+3, Melee, Brawl, Blade

THE BUTTON-PUSHER

Skills: Goad+4, Entice+3, Psychology+3, Negotiate+2, Evaluate+2, Streetwise+2

THE HUNTER

Skills: Firearms+4, Snare+3, Sneaking+2, Survival+3, Weather+2, Course+2

THE ARTIST

Skills: Painting+3, Sculpture+3, Taste+2, Evaluate+2, Negotiate+2, Streetwise, Drinking

THE WRITER

Skills: Writing+4, Observation+3, Psychology+2, Linguistics+2, Entice+2, Endear+2, Negotiate

IN HARM'S WAY ROLE-PLAYING GAME

PC CAREERS

The players' main character should be either a Pilot or a Gunner/Observer if starting in 1915. If starting later, players can choose from either skill list once their training is over. Start the player characters off with the appropriate training. Pilots before 1916 go to Pilot Training, Gunner/Observers go to Gunner/Observer Training. After 1916, Pilots are their own gunners, and all player characters go to Pilot/Gunner Training.

Pre-1916 Pilots can take Gunner/Observer Training at any time after they take Pilot Training, and the reverse for Gunner/Observers.

GUNNER/OBSERVER TRAINING

Gain four Skills from the following:

Gunnery, Observe, Mechanics, Alert, React, Goad, Discipline

PILOT TRAINING

Gain four Skills from the following:

Pilot, Observe, Gunnery, Alert, Overdo, Leadership, Discipline, Psychology

PILOT/GUNNER TRAINING

Gain four Skills from the following:

Pilot, Observe, Gunnery, Alert, Overdo, Leadership, Discipline, Psychology, Mechanics, Alert, React, Goad

GUNNER/OBSERVER

Class: Lieutenant - at least Middle Class. If of a lower Class, the character is advanced to Middle Class.

Class: Captain/Major - at least Upper Middle Class. If of a lower Class, the character is advanced to Upper Middle Class.

Class: Colonel/General - at least Gentry/Wealthy. If of a lower Class, the character is advanced to Gentry/Wealthy.

Gunner/Observer Skill List: CHAR+1, IQ+5, Course, Mechanics+2, Discipline, Gunnery+2, Firearms, Leadership+2, Alert, Endear, Linguistics, Overdo, Observe+2, Organize, React, Stash, Tactics, Weather.

PILOT

Class: Lieutenant - at least Middle Class. If of a lower Class, the character is advanced to Middle Class.

Class: Captain/Major - at least Upper Middle Class. If of a lower Class, the character is advanced to Upper Middle Class.

Class: Colonel/General - at least Gentry/Wealthy. If of a lower Class, the character is advanced to Gentry/Wealthy.

Pilot Skill List: IQ+5, CHAR+1, Course, Mechanics, Gunnery, Firearms, Evaluate, Blade, Leadership, Discipline, Mathematics, History, Analyze, Convince, Dash, Evaluate, Focus, Goad, Intimidate, Linguistics, Music, Negotiate, Organize, Overdo, Psychology, React, Tactics, Taste, Weather, Writing, Law



IN HARM'S WAY ROLE-PLAYING GAME

TROUPE CHARACTERS

Troupe characters are characters for the other players to use when some of the PCs are on separate missions, such as fighter sweeps or strafing or bombing expeditions. They have appropriate social class for their professions, and do not generate that stat. Troupe characters have 44 points to split among STR, COOR, AGY, END, and CHAR, and 120 points to split between IQ and Luck, looking up the results in the appropriate table.

OTHER OFFICERS

SURGEONS

In charge of Squadron's health: Choose 25 skill levels from the following list.

Adapt, Analyze, Biology, Blade, Chemistry, Convince, Diagnosis, Drinking, Drug, Endear, Evaluate, Focus, Herbalism, Instruct, Linguistics, Observe, Overdo, Psychology, Repair, Research, Sleight, Surgery, Treatment, Writing

Typical: Surgery+4, Diagnose+4, Treatment+2, Biology+2, Blade+3, Chemistry, Convince, Evaluate+2, Focus+2, Drug+2, Drinking+2

RECORDING OFFICERS

In Charge of record-keeping for the Squadron: Choose 20 skill levels from the following list:

Analyze, Convince, Drinking, Evaluate, Forgery, Husbandry, Mathematics, Negotiate, Organize, Stash, Streetwise, Writing, Law, Research

Typical: Analyze+2, Research+2, Evaluate+2, Mathematics+3, Negotiate+3, Organize+3, Streetwise, Writing+2, Law+2

CHAPLAIN

In charge of the Squadron's spiritual health: Choose 20 skill levels from the following list:

Convince, Drinking, Endear, Evaluate, Instruct, Linguistics, Music, Negotiate, Observe, Organize, Psychology, Taste, Writing

Typical: Convince+3, Psychology+3, Instruct+2, Endear+2, Negotiate+2, Organize+2, Observe+2, Music+2, Taste, Writing

EQUIPMENT OFFICER

In charge of all supplies for the Squadron, Choose 20 skill levels from the following list:

Analyze, Convince, Drinking, Evaluate, Forgery, Mathematics, Negotiate, Organize, Stash, Streetwise, Writing, Entice

Typical: Analyze+1, Forgery+2, Evaluate+3, Mathematics+4, Negotiate+3, Organize+3, Streetwise+2, Stash+2

ARMAMENT OFFICER

In charge of guns and ammunition: Choose 20 skill levels from the following list.

Analyze, Brawl, Chemistry, Demolition, Evaluate, Firearms, Focus, Gunnery, Instruct, Intimidate, Mathematics, Melee, Observe, React, Repair, Smithing

Typical: Gunnery+4, Chemistry+2, Demolition+3, Firearms+3, Mathematics+2, Smithing+2, Observe+2, Repair+2

PETTY OFFICERS/Non-COMS

FITTER

Choose any 20 skill levels from the Ground Crew list

Typical: Mechanics+5, Electronics+3, Repair+3, Gunnery+2, Smithing+2, Firearms+2, Organize+1, Drinking+1, Intimidate+1

CARPENTER

Choose any 20 skill levels from the Ground Crew list.

Typical: Mechanics +2, Repair +3, Carpentry+5, Evaluate+2, Firearms+2, Blade or Melee+1, Weather+2, Electronics+1, Aero Engineering+2

ARMORER

Choose any 20 skill levels from the Ground Crew list.

Typical: Mechanics +3, Repair +3, Gunnery+5, Evaluate+2, Firearms+2, Organize+2, Electronics+2, Aero Engineering+1

BLACKSMITH

Choose any 20 skill levels from the Ground Crew list.

Typical: Mechanics +3, Repair +3, Smithing+5, Evaluate+2, Firearms+2, Melee, Focus+2, Overdo+2+1

IN HARM'S WAY ROLE-PLAYING GAME

CREWMEN

Crewmen are grouped into several types. Each has a general group of skills. Listed below are generic examples of each type:

MECHANICS

Choose any 15 skill levels from the Ground Crew list.
Typical: Mechanics +3, Repair +2, Carpentry+2, Evaluate+1, Firearms+2, Blade or Melee+1, Weather+2, Electronics+1, Aero Engineering+1

RIGGERS

Choose any 10 skill levels from the Ground Crew list
Typical: Carpentry +3, Mechanics +2, Repair+2, Evaluate+1, Firearms+1, Gunnery+1

CLERKS

Choose any 10 skill levels from the Ground Crew list
Typical: Writing +3, Organize +2, Repair+1, Evaluate+1, Firearms+1, Streetwise+1. Drinking+1



CHAUFFEURS/DRIVERS

Choose any 10 skill levels from the Ground Crew list
Typical: Driving +2, Mechanics +2, Repair+1, Stash+1, Firearms+1, Brawl+1, Drinking+1, Riding+1

COOK

Choose any 10 skill levels from the Ground Crew list
Typical: Cooking+2, Organize+3, Stash+2, Adapt+1, Drinking+1, Streetwise+1

GROUND CREW SKILL LIST.

For a custom ground crew character, use this skillset:
Aero Engineering, Mechanics, Repair, Carpentry, Evaluate, Electronics, Firearms, Blade, Melee, Adapt, Alert, Brawl, Drinking, Goad, Intimidate, Music, Overdo, Sleight, Snare, Sneaking, Stash, Streetwise, Weather, Writing, Organize, Driving, Smithing, Cooking, Riding

IN HARM'S WAY ROLE-PLAYING GAME

AVOCATIONS: HOBBIES AND INTERESTS

Players may take an Avocation as well as a Profession. Avocations are passionately pursued hobbies, sometimes at the expense of the character's main profession. Any character may have at most one Avocation.

MUSICIANS

Amateur music was a very popular avocation in the game era. Pilots and Observer/Gunners would get together in the evening to sing and play popular music - most every squadron had a piano, tuning optional, while the ground crew would sing popular music in their gatherings. Singing, both solo and in groups was also very popular. There is no limit to how many amateur musicians a squadron can contain, nor is there any cost beyond the cost of the instruments.

The character gains the Music and Taste skills immediately, and has access to the Musician Skill Set along with the normal skill set when choosing skills each year.

THE MUSICIAN SKILL SET:

Adapt, Discipline, Endear, Focus, Music, Organize, Taste

GAMBLERS

Gambling was a way of life, no matter the social class of the gambler. What changed was the object of the gamble, not the fact of gambling. Men bet on anything - athletic contests, pure random occurrences, horse and auto racing, cards, dice, drinking contests, and anything in between. Popular card games were Bridge, Poker, Black-jack and Baccarat; while popular dice games were Craps, Backgammon, Liar's Dice, and Crown and Anchor with sometimes enormous sums riding on the outcome of the turn of a card or throw of the dice. There is no limit to how many gamblers a squadron may contain, but gamblers wanting to take either the Sleight or Stash skills from gambling must pay two Honor points, as these skills are only learned from cheating.

The character gains the Evaluate and Entice skills immediately, and has access to the Gambler Skill Set along with the normal skill set when choosing skills each year

THE GAMBLER SKILL SET:

Alert, Analyze, Convince, Entice, Evaluate, Goad, Intimidate, Observe, Psychology, Sleight, Stash

SPORTSMEN

Sports in the early 20th century varied enormously - fox hunting, boxing, wrestling, fencing, croquet, polo, tennis, cricket, baseball, and many other sports were played. Sports were vigorous and hard, and extremely competitive - especially as wagers were often openly placed. Many physical skills were developed, the particular skill depending on the sport itself. Let the choice of skill determine the sport played - Riding could be gained from either polo or fox hunting, for example. There is no limit to how many sportsmen a ship may contain, nor is there any cost beyond the time and effort required.

The character gains two skills of his choice immediately, and has access to the Sportsmen Skill Set along with the normal skill set when choosing skills each year

THE SPORTSMAN SKILL SET:

Adapt, Alert, Blade, Brawl, Dash, Engrace, Goad, Gymnastics, Intimidate, Overdo, Riding, Swimming

WRITERS

Many fliers were highly educated, and the culture encouraged writing journals and diaries. Stories, novels, and poems were written in the trenches and in the skies. Memoirs written after the war - and sometimes during the war - becoming best sellers back home. Manfred von Richthofen, Eddie Rickenbacker, Fred Libby, James McCudden, and many, many more wrote memoirs published during and after the war. There is no limit to the number of Writers in a squadron, and costs are negligible.

THE WRITER SKILL SET:

Analyze, Observe, Writing, Discipline, Focus, Taste, Psychology

CULTURALISTS

The Culturalist loves learning about new cultures, languages, foods, wine, songs, and lifestyles. They throw themselves into new situations and settings with verve and enthusiasm. There is no limit to the amount of Culturalists in a squadron, and costs are the costs of enjoying oneself.

THE CULTURALIST SKILL SET:

Analyze, Convince, Evaluate, Observe, Linguistics, Taste, Psychology

IN HARM'S WAY ROLE-PLAYING GAME



Guide to Skills

IN HARM'S WAY ROLE-PLAYING GAME

SKILLS

All skills work at a base chance of success of 45% at level+1, and 5% is added per level of skill. Each skill has a characteristic which modifies it's chance of success - either a physical characteristic such as strength, coordination, agility, endurance, or charisma - or IQ. Physical stats modify the chance of success at a rate of 5% for every 2 points over 7 - i.e. at 9, 11, 13, etc. IQ modifies by 1 per point of IQ over 120 - i.e. at an IQ of 137, the modifier would be +17.

Skills may be used at +0 - no skill - by rolling the modifying stat or lower on percentile die unless the modifying stat is IQ, which receives a 10% chance. Example: Climb+0. Modifying stat is Agility. Character has an Agility of 8 so the character can climb with a roll of 8 or less on percentile dice. Example: Biology+0. Modifying stat is IQ. Character has a flat 10% chance of success. High modifying stats give additional bonuses to success.

WHEN TO USE SKILLS

Skills should only be rolled if a normally competent individual would have trouble. For example, climbing a ladder would not require a climb skill check, whereas climbing a mountain may. Riding a horse would not normally require a riding check, while shooting from horseback would. If the GM keeps in mind the 'Normally Competent Individual' concept, the number of rolls, and thus the number of player failures, will be kept to a meaningful minimum.

Skills in the StarCluster System, which is the base system In Harm's Way uses, are both numerous and broad. These skills are designed to overlap, so there are often several different skills which are applicable. This is by design - there's always more than one way to skin a cat.

For example
GM as NPC Observer Wiggins: "James! Two photo-observers!"
Larry as Lt. Faucett "Where are they, Wig?"
Wiggins "Three O'Clock - on the edge of that dark cloud!"
Larry "I'm going to take a look."
GM "What skill are you using?"
Larry "I'll use Observe.... That's a success!"
GM "You see them. Two Rumplers in blue-grey mottled camo."
Larry "I'll use Observe again... no wait! I'll use Tactics... That's a success too!"
GM "How are you using 'Tactics?'"
Larry "I'm trying to determine if they're just taking pictures or maybe acting as bait."
GM "Ah! You look up, and about 500 meters above them there's a flat deck of cloud. You see a flight of six Eindeckers up tight against it."

IN HARM'S WAY ROLE-PLAYING GAME

IN HARM'S WAY - SKILLS

Skill	Description	Governing Attribute
Aero Engineering	<i>The ability to construct an aeroplane</i>	IQ
Adapt	<i>To change to accommodate new and unfamiliar circumstances, use unfamiliar materials, learn new methods, etc.</i>	CHAR
Alert	<i>The ability to stay alert without sleep</i>	END
Analyze	<i>The ability to discover underlying forces and properties at work</i>	IQ
Astronomy	<i>The ability to use instruments to find matter and energy in space</i>	IQ
Biology	<i>The study of plants and animals and their effects on mankind</i>	IQ
Blade	<i>The ability to effectively use cutting weapons in combat</i>	STR
Brawl	<i>Fighting without weapons in an undisciplined manner. Damage equals percentile dice plus 1 per level of skill, plus 5 for every 2 points of strength above 7. For example a character with brawl+4 and STR 11 would have a damage of 4+10 or d%+14</i>	STR
Carpentry	<i>The ability to shape wood into useful tools and furniture</i>	COOR
Chemistry	<i>The study of the molecular interaction of elemental components</i>	IQ
Climbing	<i>The ability to climb walls, cliffs, and trees</i>	AGY
Cook	<i>The ability to cook nutritious and palatable meals</i>	IQ
Convince	<i>The ability to persuade others to a course of action</i>	CHAR
Course	<i>The ability to navigate a course</i>	IQ
Dash	<i>Daring and movement which sweeps all before it. A success means the character has performed a marvellous feat and opponents attempting to hit the dashing character have a -5 per level of dash to hit.</i>	AGY
Demolition	<i>The ability to use explosives effectively</i>	IQ
Diagnosis	<i>The ability to identify an injury or disease</i>	IQ
Disguise	<i>The ability to change the outward appearance of some person or thing using makeup and prosthetics</i>	CHAR
Discipline	<i>The ability to compel obedience from those under your command</i>	CHAR

IN HARM'S WAY ROLE-PLAYING GAME

Skill	Description	Governing Attribute
Drinking	<i>The ability to consume large quantities of alcoholic beverages</i>	END
Drug	<i>The ability to use and make drugs to cause and cure injury, illness, or sensory abnormalities</i>	IQ
Electronics	<i>The ability to make or repair electrical and electronic devices</i>	IQ
Endear	<i>To make yourself liked by charm or flattery used on a target</i>	CHAR
Engrace	<i>To fill one's movements with grace and eloquence</i>	CHAR
Entice	<i>To lure or bait someone or something with hints of pleasurable reward</i>	CHAR
Evaluate	<i>The ability to quickly assess the value of something</i>	CHAR
Firearms	<i>The ability to effectively aim recoil-inducing high-speed projectile weapons</i>	COOR
Focus	<i>The ability to concentrate on one thing despite distractions A successful Focus roll gives a +20 to the chance roll immediately following</i>	CHAR
Forgery	<i>The ability to convincingly create documents which appear official</i>	COOR
Goad	<i>To force people into action by annoying and pestering them, without controlling which action the recipient of the goading will take</i>	CHAR
Gunnery	<i>The ability to effectively use cannon and missiles</i>	COOR
Gymnastics	<i>The ability to make leaps, somersaults and other gymnastic moves</i>	AGY
Herbalism	<i>The ability to use plants and extracts to heal or harm</i>	IQ
History	<i>Knowledge of history</i>	IQ
Husbandry	<i>The ability to care for plants animals effectively</i>	END
Instruct	<i>The ability to effectively pass on knowledge to others</i>	CHAR
Intimidate	<i>The ability to bluff and deceive others as to one's true strength</i>	CHAR
Linguistics	<i>The ability to speak & comprehend languages from basic principles</i>	IQ
Law	<i>The ability to use, circumvent, and deal with law, and project an entire system from a few examples</i>	IQ

IN HARM'S WAY ROLE-PLAYING GAME

Skill	Description	Governing Attribute
Leadership	<i>The ability to take command of others by making them want to follow</i>	CHAR
Mathematics	<i>The study of numeric combination and relation</i>	IQ
Melee	<i>The ability to efficiently use non-blade hand held weapons in combat</i>	STR
Mineralogy	<i>The study of minerals</i>	IQ
Music	<i>The ability to express oneself in the medium of sound</i>	CHAR
Negotiate	<i>The ability to sway another to your point of view</i>	CHAR
Observe	<i>The ability to discern important facts by watching a system in action</i>	END
Organize	<i>The ability to bring separate actions together into a smoothly operating whole</i>	CHAR
Overdo	<i>The ability to push oneself past one's usual limits of fatigue or injury One can stay functional after reaching Stunned level, orate for hours in a filibuster, ignore sleep to study, etc.</i>	END
Painting	<i>The ability to effectively express oneself using paint, brushes, pencils, and pens.</i>	COOR
Pick	<i>The ability to open locked doors using simple metal tools, or perform any similar fussy manipulation.</i>	COOR
Pilot	<i>The ability to pilot an aeroplane</i>	COOR
Psychology	<i>The ability to understand the hidden drives behind a person's actions</i>	CHAR
React	<i>To move quickly without thinking to avoid an avoidable danger - for example jerking away before a sniping attempt. A successful React roll halves damage. Reacting to bullets or other extremely fast missiles is only possible with mastery in the skill, and entails a -40 modifier.</i>	AGY
Repair	<i>The ability to fix things which are broken</i>	COOR
Research	<i>The ability to find out information on a given subject using libraries and other sources.</i>	END
Riding	<i>The ability to ride an animal or open seated vehicle in complex maneuvers</i>	AGY

IN HARM'S WAY ROLE-PLAYING GAME

Skill	Description	Governing Attribute
Sculpture	<i>The ability to express oneself in creating 3 dimensional objects</i>	COOR
Sleight	<i>The ability to use sleight-of-hand tricks</i>	COOR
Smithing	<i>The ability to shape metal using heat and hammering</i>	STR
Snare	<i>The ability to create, set, and disable traps</i>	COOR
Sneaking	<i>The ability to move quietly and unseen</i>	AGY
Stash	<i>The ability to hide things in nooks and crannies or in plain sight</i>	IQ
Steer	<i>The ability to direct large vehicles in the direction desired.</i>	COOR
Strategy	<i>The ability to dispose forces and plan long range</i>	IQ
Streetwise	<i>The ability to find connections, rumors, and general urban survival</i>	CHAR
Surgery	<i>The ability to cure wounds and other physical ailments by operating</i>	COOR
Survival	<i>The ability to effectively live off the land</i>	END
Swimming	<i>The ability to swim for long distance or speed.</i>	END
Taste	<i>The ability to discern quality in an item, creature, or person.</i>	CHAR
Tactics	<i>The ability to use personnel and resources on hand to best effect. A successful Tactics roll before combat begins gives a +20 to all rolls for the opening round.</i>	IQ
Treatment	<i>The ability to cure diseases and wounds without surgery</i>	IQ
Tracking	<i>The ability to follow a creature or object by noticing signs of its passage</i>	AGY
Weather	<i>The ability to predict weather patterns</i>	IQ
Writing	<i>The ability to express oneself in written words</i>	CHAR

IN HARM'S WAY ROLE-PLAYING GAME



IN HARM'S WAY ROLE-PLAYING GAME

Non-Player Characters

Non-Player Characters are all the other people in your game setting, besides the Players' characters. They are the squadron mates who fly in the other flights or keep you in the air. They are the older pilots whose advice the Player Characters seek. They are the mothers and fathers, sisters and brothers, and long lost cousins who write letters with news - good and bad - of home. All of them are created by the Game Master to propel the game along and populate the setting.

CHANCE MET NPCs

There are various levels of reality which go into making up Non-Player Characters (NPCs). Some NPCs are chance met on the road or bumped into at the club. For example, here is an encounter with a chance met NPC in an officer's club in Flanders

[Game Master (GM)] James is drinking far too much. Adam, make a Drinking skill check for James.

[Adam] "Crud! I rolled a 96!"

[Ryan] Ow! This is gonna be pitiful

[GM] You splash your drink all over a French captain. He stands up, livid, and hands you a card. He's challenging you to a duel!

[Adam] I just stand there, staring at the card.

[GM] A French Lieutenant asks you when would be convenient for the affair.

[Adam] "I... uh... I say anytime. Tonight will be fine."

[GM] "Ah... cool! Give me a sec!"

THE INSTANT CHARACTER

The Game Master needs to very quickly roll up a character. He wants a memorable opponent, not a standard enemy. What he needs is an **Instant Character**, just a couple of skill levels and a basic sketch of a personality. He didn't anticipate this particular interaction. He rolled twice on the following table - **Relevant Skill Level Table** - once for Firearms and once for Blade, getting a +1 and a +3. He decided to change that to a Firearms+3. Then he rolled on the table after that - **Quick Stats**

Table- but he didn't like the roll, a 05, so he chose a COOR of 12. Finally he rolled on the last table - **Quick and Dirty Personalities Table-** and got a 29 - Honorable. He liked the result and kept it.

Of course, other NPCs are not just met once and then discarded. Some are coworkers or professionals who interact frequently with the player characters, and some are folk who hire their services, such as guards, or perhaps students who follow the characters around to learn from them. If the characters meet up with or travel with these NPCs frequently, the Game Master will want a bit more detail in the NPC.

THE TEMPORARY NPC

For instance, the Game Master had initially decided that The French duellist was just window dressing for the party's trip to the club, but when the duel was proposed, the Game Master realized he had a cool opportunity. He decided right then to make the duel a focus of the campaign. After the duel, in which James performed creditably, the Game Master began shaping the newly important NPC.

The duellist was now to be a French squadron commander, and the Game Master decided to make him be a spy as well. He needed a hook for the new NPC, so he rolled on the **NPC Missions Table**. There he rolled that he was a *Member of Political Cabal*. Further amplifying his NPC's background, he chose *A Particular Set of Documents* from the **Object of Mission Table**. He decides that duellist is a secret operative for the Germans, who is using the PCs as cover for his mission - to steal a document the PCs are innocently carrying.

The Game Master decides to give *Captain Henri de la Rousse* 3 more relevant skills and 10 incidental skills. He rolls 3 more times on the Relevant Skill Table and 10 times on the **Incidental Skill** table. The relevant skills in this case are important skills a squadron commander would have, and the incidental skills are minor skills which the Game Master decides should include climbing, riding, linguistics, and such other useful skills. He adds up all of Henri's skill levels and subtracts one out of every 7 skills. Rounding to the nearest whole number results in Henri's approximate age.

Deciding how many skills to award an NPC is a delicate thing, and should be left to the discretion of the GM. We offer the following as guidelines:

IN HARM'S WAY ROLE-PLAYING GAME

- Unless a character is very old, she will not have a lot of very high level skills. Remember the trade-off between many skills and depth in those skills. Typical characters will have mastery (skill+5) in at most one skill by the age of 25, and perhaps three or four by age 45. Double mastery (skill+10) is rare, and triple mastery (skill+15) is truly exceptional. Double and triple mastery are indications that the character has neglected breadth of knowledge for the sake of depth of knowledge.
- Giving a character very many skills, many skill masteries, or both means the character will be old. Remember to decrease the character's physical attributes appropriately to reflect the character's aging.
- All these tables are there for your convenience as GM. Think of randomly rolling such things as spur to your imagination. If you decide to just pick something interesting instead of rolling, go for it! If you do roll randomly, ignore any result that is inconsistent with the setting or anything previously established about the character.

The listings are very vague. They should be used as spurs for your creativity. For instance, the result of "Fleeing Persecution" in the **NPC Missions** table implies that there is persecution to be fled from, that someone/some organization is persecuting people, and that this someone has a reason for this persecution, good or bad. Fitting this into your game setting may be impossible, in which case toss out the result and select something different. On the other hand, this could be a hook deeper into something interesting that you hadn't thought about. Is the persecution public? Is it deadly? Are the persecutors likely to come here looking to enforce the persecution? What about the PCs? What will their reaction be? A lot can be built on a vague little two word table result.

The last table the Game Master uses is the **NPC Relative Wealth** table. This gives an indication of the NPC's possessions. The Game Master selects a moderately wealthy result. This is to reflect the age and skill set the guide would have. With this the character is ready to play long term.



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NPC MISSIONS TABLE

Roll or Choose	NPC Mission
01-05	Open Religious Conviction
06-10	Secret Religious Conviction
11-15	Victim of Vast Political Conspiracy
16-20	Delusions of Vast Political Conspiracy
21-25	Quest for Fame and Glory
26-30	Spying
31-35	Searching
36-40	Open Political Mission
41-45	Secret Political Mission
46-50	Refugee
51-55	Member of Political Cabal
56-60	Delusions of Membership in Political Cabal
61-65	On Way to Somewhere Else
66-70	Fleeing Persecution, Real or Imagined
71-75	Fleeing Law
76-80	Theft or Criminal Activity
81-85	Compelled Against Will
86-90	Madness
91-95	Prophecy
96-00	Love

OBJECT OF MISSION TABLE

Roll or Choose	Mission Object
01-05	A Particular Player Character
06-10	A Particular Political Figure
11-15	A Particular Religious Figure
16-20	A Particular Relic or Religious Artifact
21-25	A Particular Military Item
26-30	A Particular Person of Opposite Sex
31-35	A Particular Person of Same Sex
36-40	Political Information
41-45	The Player Character Party
46-50	A Particular Symbolic Item
51-55	A Particular Item of Great Monetary Value
56-60	A Particular Item of Great Political Value
61-65	A Particular Technological Item
66-70	A Particular Art Object
71-75	A Particular Set of Photographs
76-80	A Particular Set of Documents
81-85	Military Information
86-90	A Particular Piece of Property
91-95	A Particular Item of Great Religious Value
96-00	Information on a Process

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INCIDENTAL SKILL TABLE

Roll or Choose	Skill Plus
01-45	1
46-85	2
86-93	3
94-97	4
98-99	5
00	6

Incidental Skills are skills which the character has learned, but which have not proven vital in the character's life's work. For instance, Ride skill for a Diplomat is not vital to the Diplomat's performance of duty, although it may be very useful.

QUICK AND DIRTY PERSONALITIES TABLE

Roll or Choose	Personality Hook
01-03	Whimsical
04-06	Brooding
07-09	Pondering
10-12	Joking
13-15	Teasing
16-18	Flighty
19-21	Monomaniacal
22-24	Laid Back
25-27	Focused
28-30	Honorable
31-33	Scheming
34-36	Byzantine
37-39	Straight Arrow
40-42	Patient
43-45	Sneaky
46-48	Despondent
49-51	Sloppy
52-54	Haughty
55-57	Tricky
58-60	Earnest
61-63	Bashful
64-66	Humble
67-69	Angry
70-72	Bitter
73-75	Paranoid
76-78	Watchful
79-81	Planner
82-84	Improvisor
85-87	Whacky
88-90	Reserved
91-93	Brash
94-96	Whining
97-99	Languid
00	Roll twice



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NPC RELATIVE WEALTH TABLE

	RESULT - BRITISH AND GERMAN	RESULT - AMERICAN OR FRENCH
01-09	Poor	Poor
10-20	Working Class	Working Class
21-25	Working Class	Working Class
26-30	Working Class	Working Class
31-35	Lower Middle Class/0	Lower Middle Class/0
36-39	Lower Middle Class/0	Lower Middle Class/0
40-42	Lower Middle Class/0	Lower Middle Class/0
43-47	Lower Middle Class/0	Lower Middle Class/0
48-50	Middle Class/0	Middle Class/0
51-53	Middle Class/0	Middle Class/0
54-59	Middle Class/0	Middle Class/0
60-63	Middle Class/0	Middle Class/0
64-67	Middle Class/0	Middle Class/0
68-71	Upper Middle Class/10	Upper Middle Class/0
72-75	Upper Middle Class/10	Upper Middle Class/0
76-79	Gentry/15	Wealthy/0
80-83	Gentry/20	Wealthy/0
84-87	Gentry/25	Wealthy/10
88-91	Gentry/30	Wealthy/15
92-93	Gentry/40	Wealthy/20
94-95	Lower Nobility/50	Rich/20
96-97	Lower Nobility/60	Rich/25
98-99	Nobility/70	Extremely Rich/30
00	Upper Nobility/80	Plutocrat/35

NPC RELEVANT SKILLS TABLE

RELEVANT	SKILL LEVEL TABLE	QUICK STATS	TABLE
Roll or Choose	Add a +1 if the NPC is a professional	Roll or Choose	
d% roll	Skill Level	d% roll	Statistic
01-10	0	01-02	1
11-35	1	03-05	2
36-60	2	06-10	3
61-84	3	11-18	4
85-98	4	19-38	5
99	5	39-59	6
0	6	60-80	7
		81-85	8
		86-90	9
		91-93	10
		94-96	11
		97-99	12
		00	13

IN HARM'S WAY ROLE-PLAYING GAME

SOLDIERS AND AIRMEN

Sometimes you want less complex characters, ones you can drop in most anywhere to provide opposition to the Player Characters without a lot of social interaction. In other words, sometimes you just want someone to shoot and be shot at. The following characters are generic opponents, able to be dropped into most any situation with only slight customization. The generic characters

are graded from easiest to most difficult to allow you the most flexibility. Throughout this section, the term "weapon skill" is used in place of the actual weapon skill relevant to the situation. Replace this term with the skill appropriate to the scenario and go. The stat for "Brawl Combat Damage" assumes that Brawl Combat skill is equivalent to Weapon Skill.

SOLDIER

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+2				Hindered Level:	240
Other Relevant Skills: Intimidate+1				Stunned Level:	160
Brawl Combat Damage: +2				Critical Level:	80
To Hit:50%					

THUG

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+3				Hindered Level:	240
Other Relevant Skills: None				Stunned Level:	160
Brawl Combat Damage: +3				Critical Level:	80
To Hit:55%					

CONSTABLE

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+4				Hindered Level:	240
Other Relevant Skills: Law+1				Stunned Level:	160
Brawl Combat Damage: +4				Critical Level:	80
To Hit:60%					

AIRMAN

STR:9	COOR:9	AGY:9	END:9	Full Constitution:	360
Weapon Skill:+3				Hindered Level:	270
Other Relevant Skills: Sneak+1, React+1				Stunned Level:	180
Brawl Combat Damage: +8				Critical Level:	90
To Hit:60%					

ARMY

STR:9	COOR:9	AGY:9	END:9	Full Constitution:	360
Weapon Skill:+4				Hindered Level:	270
Other Relevant Skills: Tactics+2, Discipline+2				Stunned Level:	180
Brawl Combat Damage:+9				Critical Level:	90
To Hit: 65%					

SQUAD LEADER

STR:10	COOR:10	AGY:10	END:10	Full Constitution:	400
Weapon Skill:+5				Hindered Level:	300
Other Relevant Skills: Dash+2, React+2				Stunned Level:	200
Brawl Combat Damage:+10				Critical Level:	100
To Hit: 70%					

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ASSASSIN

STR:10	COOR:10	AGY:10	END:10	Full Constitution:	400
Weapon Skill:+5				Hindered Level:	300
Other Relevant Skills: Observe+3, React+3, Disguise+2				Stunned Level:	200
Brawl Combat Damage: +10 To Hit:70%				Critical Level:	100

MARINE:

STR:10	COOR:10	AGY:10	END:10	Full Constitution:	400
Weapon Skill:+6				Hindered Level:	300
Other Relevant Skills: Dash+2, Observe+2, React+2				Stunned Level:	200
Brawl Combat Damage: +11 To Hit: 75%				Critical Level:	100

MASTERFUL OPPONENT:

STR:10	COOR:10	AGY:10	END:10	Full Constitution:	400
Weapon Skill:+6				Hindered Level:	300
Other Relevant Skills: Survival+2, React+2, Dash+2				Stunned Level:	200
Brawl Combat Damage: +11 To Hit:75%				Critical Level:	100

INSPECTOR

STR:11	COOR:11	AGY:11	END:11	Full Constitution:	440
Weapon Skill:+7				Hindered Level:	330
Other Relevant Skills: Analyze+2, Research+3				Stunned Level:	220
Brawl Combat Damage: +17 To Hit:85%				Critical Level:	110

DOUBLE MASTER:

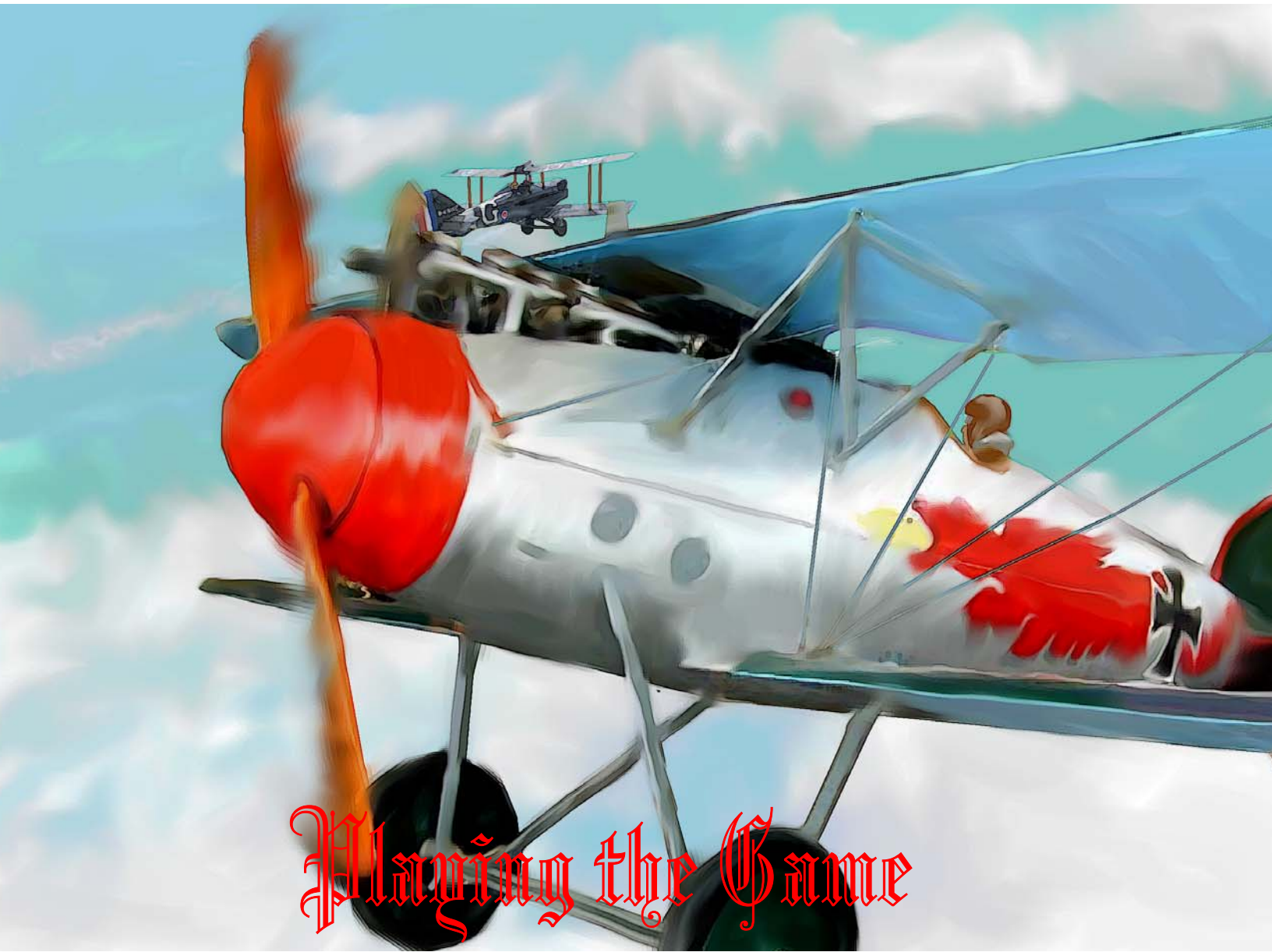
STR:13	COOR:13	AGY:13	END:13	Full Constitution:	520
Weapon Skill:+10				Hindered Level:	390
Other Relevant Skills: React+5, Observe+5				Stunned Level:	260
Brawl Combat Damage: +25 To Hit:105%				Critical Level:	130

Note: The names are for illustrative purposes.

THE PERMANENT NPC

For NPCs which require more than this, the NPC should be created exactly as if the character were a player character. This will always give the best and most realistic results. Any character which needs to be that realistic should go through the complete process.

IN HARM'S WAY ROLE-PLAYING GAME



IN HARM'S WAY ROLE-PLAYING GAME

THE IN HARM'S WAY RPG

The object of the game of In Harm's Way is to *Get Notice*. Notice - and Interest - is what gets you promoted, and getting promoted is the only way you can demonstrate your character's abilities to the utmost.

High attributes are most important at young ages, where the character's skill levels are low. In general, skills are much more important than high stats, and a character who has low stats is not necessarily unplayable.

In Harm's Way is designed to be played in a linked series of actions, with each action forming the highlight of that year for the character. Each action may be one or several sessions long. You can skip one year or several between actions, or even go back in time, if you want to allow the character a certain script immunity. Because of its year-based character progression, In Harm's Way excels at this method of play. In this process, each character becomes an individual person, with all an individual person's richness.

In Harm's Way is all about the characters, and it is their strength which propels the game.

CREATING A CHARACTER

The Character Generation section, together with the Skills and Equipment Sections, contain all that is necessary to create an In Harm's Way character. In In Harm's Way, you will continually be forced to decide between depth and breadth of knowledge. The deeper your character's knowledge, that is, the higher your plus rating in your skills, the better your character can use those skills. The broader your character's knowledge, the more skills you have to affect things. Your character will always be a compromise between depth and breadth. Every character is unique in In Harm's Way, and there is no "better" character. In Harm's Way characters proceed directly from the life experiences and history of the character.

CONSTITUTION

Constitution is the character's total ability to keep functioning.

Constitution is the character's strength, coordination, agility, and endurance added together and multiplied times ten.

The constitution has various levels which indicate how the character is doing:

Normal

The character is at peak condition, and functioning normally.

Hindered

The character is hurting. Initiative, To Hit, Damage, Skill, and any other d% roll is at a penalty of 20. This may be a +20 where you need to roll low as in initiative, or a -20 where you prefer to roll high, such as damage.

Stunned

The character becomes Stunned. The character can be made conscious again by shaking or shouting, but any damage will make the character Stunned again. In addition, the character is also Hindered. The character can bring himself out of the stunned state with a successful Overdo check, or an END X 1 Attribute check.

Critical

The character is really hurting. The character is Stunned, cannot be woken up, and is bleeding to death at the rate of 10 points per round. The bleeding will stop if the wound is bound, another character taking one round to do so, and is defenseless while doing so.

Normal Level is 100% of constitution,

Hindered Level is 75% of constitution,

Stunned Level is 50% of constitution, and

Critical Level is 25% of constitution.

When the character is between Hindered Level and Normal Level, the character is Normal. Between Stunned Level and Hindered Level, the character is Hindered. Between Critical Level and Stunned Level, the character is Stunned. Below Critical level, the character is Critical. If the character is exactly on a level, a character functions at the level above. For instance, if a character is exactly at Hindered Level, the character is Normal.

IN HARM'S WAY TASK RESOLUTION

There are three possible in-game task resolution rolls in the StarCluster System, used by In Harm's Way. All are performed with percentile dice:

INITIATIVE:

Initiative rolls answer the question "Exactly when is your best shot at attempting what you want to do?" The lower you roll, the earlier you can go. Many times, exactly when you attempt an action is unimportant, so this roll is not needed. If the GM says "Roll Initiative," it means that from this point until the GM tells you initiative is over, timing is vital to determine what happens. Combat is almost always done in initiative, but there are other times when initiative may be very important too - defusing a bomb, debating, sports, fixing a wing fabric rupture, etc. It is up to the GM to call for initiative, but players may always suggest going into initiative if they feel it would be better. There are sometimes modifiers to

IN HARM'S WAY ROLE-PLAYING GAME

this roll. They are always applied to the roll itself. Bonuses subtract from the roll, and penalties add to the roll.

CHANCE OF SUCCESS:

Chance of Success rolls answer the question **"Do you succeed at what you are trying to do?"** Chance of success rolls are always of the 'roll under target number' type, but there are different ways of determining the target number to suit different circumstances. There are usually modifiers to this roll. They are always applied to the target number. Bonuses add to the target number, and penalties subtract from the target number. **A "to hit" roll in combat is a chance of success roll.** Many times, the chance of success for an action is assumed to be unnecessary, especially given enough time. Other times, the chance of success is not at all certain, and a roll must be made.

Here are the various ways of determining target numbers for chance of success:

SKILL CHECK

Skill checks are generally used when the character has a skill that is relevant to the situation, such as a skill of surgery to deal with a bullet wound. The player can propose interesting and imaginative ways any skill can be used in any situation, but final judgement is the GM's.

In a skill check, the target number is the player character's skill chance. The base skill chance is always 45 at skill+1, with 5 added per level of skill. Thus base skill+2 is 50, skill+3 is 55, etc. To the base skill chance is added a bonus due to high scores in the governing attribute; 5 for every 2 point above 7 in STR, COOR, AGY, END, and CHAR, and 1 per point above 120 for IQ.

Thus STR 11 would get +10, COOR 8 would get +0, CHAR 10 would get +5, and IQ 127 would get +7. A character with climb+3 and AGY 11 attempting to climb a steep rockface would have a target number of (base 45 + skill level 10 + attribute 10) 65. Further situational modifiers may be given by the GM - if the cliff is of weak shale, there might be a penalty, or if the cliff is knobbed and full of handhold and footholds, there might be a bonus.

ATTRIBUTE CHECK

Attribute checks are generally used when the player has no skill to properly apply to a situation, so the

character's raw abilities are used to determine the target number.

In an attribute check, the target number is the attribute in question multiplied by a number, and modified for high values for that attribute.

The number to multiply the attribute by is determined by the difficulty of the situation. Lifting a 20 kg block of wet ice is much more difficult than lifting the same mass properly balanced with straps or handgrips. The suggested multipliers for **STR, COOR, AGY, END, and CHAR** are AttributeX1 to AttributeX5, with X1 being very difficult and X5 being moderately easy.

For **IQ**, the suggested multipliers are X1, X1/2, and X1/4, with X1 being moderately easy and X1/4 being difficult. To the base target number is added a bonus due to high scores in the particular attribute; 5 for every 2 point above 7 in STR, COOR, AGY, END, and CHAR, and 1 per point above 120 for IQ. Further situational modifiers may be given by the GM.

The attribute to use should be determined by what the character is trying to do:

STR for lifting, pushing, pulling, prying, gripping, etc.

COOR for catching, throwing, aiming, etc.

AGY for running, jumping, dancing, swimming, etc.

END for staying awake, noticing, keeping going, etc.

CHAR for convincing, lying, sweet-talking, etc.

IQ for problem solving, learning, pattern recognizing, etc.

Thus a difficult puzzle might be IQX1/4, a moderate notice check might be ENDX3, or an easy lifting job might be STRX5.

COVER CHECK

A cover check is used to assess whether a character's cover is good enough to prevent an opponent's success. The target number is the amount of cover, standard cover being 0%, 25%, 50%, and 100%, while varying amounts of cover are given due to skills, such as the Dash skill. A roll under the target number means the cover succeeded in preventing the opponent's success. The GM may give bonuses or penalties due to lighting, camouflage, atmospheric conditions, etc. Cover can be used for combat, sneaking, hiding, and other attempts of the sort.

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QUALITY OF SUCCESS

Quality of success rolls answer the question "**How well did you succeed?**" The higher you roll, the better the success was. Modifiers to quality of success rolls are added directly to the roll, with bonuses increasing the roll and penalties subtracting from the roll. **A damage roll in combat is an example of a quality of success roll**, with one modifier being determined by the weapon used. Another example would be a character writing a story. The higher the quality of success roll, the better the story. Many times, quality of success is unimportant, and can be eliminated.

IN HARM'S WAY COMBAT

The initiative system of In Harm's Way works on the assumption of a one-minute round. This is divided into 120 half-second segments called "initiatives". Normal initiative is between one and 100, and is decided using a d% roll. Characters who are hindered or worse have a +20 penalty to their initiative, and thus may go as late as 120. During their initiative, the character may use a weapon and attack, use a skill, or perform a major action. What constitutes a major action is necessarily left to the discretion of the GM, but certainly driving a motorcycle, performing first aid, or moving long distances are major actions, and these should give the GM some indication of the use of the term.

If there is an ambush or surprise attack situation, the skill Tactics should be checked. Setting up an ambush or surprise attack requires a Tactics check and Quality of Success roll. Discovering a properly set-up ambush before walking into it requires a successful Tactics check, with the quality of success compared to that of the character setting the ambush. An END or Observe check could also be used to sense the ambush, with the quality of success compared to that of the character setting the ambush.

If the player characters achieve surprise, they should individually roll initiative on d%, and act from lowest roll to highest. When normal combat begins, initiative is rolled. Each player rolls d% separately, and the enemy rolls collectively. Lowest roll goes first, and proceeds to highest. Characters and enemies can talk out of turn.

TRADING POINTS

Player characters may trade percentile points between initiative, the chance roll, and the quality roll. That is, a player may choose to delay his character's initiative in order to achieve a better percentage chance, or take a

penalty on quality to speed his initiative, or take a penalty on chance to speed up initiative and increase quality. Any initiative lower than 1 goes first, any initiative higher than 120 goes last, and in case more than one character does so, the player with the lower total goes before the others. The penalties and bonuses must equal each other - i.e. a 40 point speed up on initiative must be balanced by penalties to the chance roll and/or quality which equal 40. The points traded must be declared before dice are rolled, except in the case of initiative.

For example. John rolls a 55 on his initiative roll. He slows down his initiative by 20, pushing him up to a 75. On his initiative, his target number is 60% and he elects to raise that to 65%. He rolls a 63 and hits. His quality/damage would normally be a +15, but with the additional +15 left over from the initiative penalty, he does +30. He rolls an 82, which comes to 112 points of damage after bonuses are added.

Characters who have achieved **weapon mastery**, that is at least a +5 in that weapon skill, gain an extra attack each round with certain weapon types. The same holds true at every fifth level of weapon skill, i.e. +5, +10, +15, and so on. A character with a Firearms skill of +11 thus would have 3 attacks per round with any firearm. These attacks should take place at intervals of 10 initiatives. Any other skill used in initiative gains the character a reroll per level of mastery.

For example: Peter, a character with Firearms+11, has 3 attacks per round with Firearms. For his initiative, he rolls a 54. If he is not hindered, he may perform an attack on initiatives 54, 64, and 74. This is referred to as 'splitting' an initiative. A character may opt to perform a small action on one of his split initiatives if the GM feels that is reasonable. For instance, Peter uses his attack on initiative 54 to gain 50% cover behind a large boulder. Peter may **not** use one of his three split initiatives to perform a major action, or attack with a different type of weapon, unless the same level of mastery applies to that weapon skill. These things take up the entire initiative.

Damage is a quality of success roll using d% plus the damage modifier of the weapon. For example, a pistol has a damage modifier of +30, so the player rolls d% and adds 30 points, for a result between 31 and 130. If the damage modifier is negative, the number is subtracted from the d% roll, with any negative result rounded to zero, so a weapon rating of -20 would have a result of 0 to 80 points. This number is subtracted from the constitution of the character who was hit.

IN HARM'S WAY ROLE-PLAYING GAME

Combat in In Harm's Way tends to be short, brutal, and bloody, but seldom deadly. One side of the combat will usually end up Stunned, with a few Critical, and possibly one or two dead. This is good for the game, and good for the players, as losing a single combat usually means they are taken prisoner, rather than dead.

RANGES

Ranges in In Harm's Way are given by weapon as chance of success modifiers. A hand held weapon's range rating is one of the following:

Point Blank - Within 2 meters. This is the range for all held weapons that must be used held in the hand, like most blades and melee weapons.

Short - Between 2 and 10 meters.

Medium - Between 10 and 50 meters.

Long - Between 50 and 250 meters.

Far - Between 250 and 1000 meters.

Very Far - Between 1000 and 2000 meters.

A weapon's Range rating is the range at which it is normally effective, that is, at a penalty of zero. The next range higher is always at minus 40% to hit, the range after that is impossible to hit. Closer ranges give a +5% for each of the next range steps, giving a +5% to hit for the next nearer range step and +10% for the next range step closer than that.

For example: Mike has a Firearms+5 and a COOR of 9. This gives him a base to hit percentage of 65% to hit with Firearms weapons, modified up +5% for his coordination to 70%. Using a Revolver, with a Range rating of "Medium", Mike hits targets at medium range at the normal percentage, which is 70%. At "Long" range with this weapon, Mike has a -40%, or 30% chance to hit. At one step nearer, or "Short" range, Mike has a +5% or 75% chance to hit.

In a further example: Mike uses a Rifle, with a Range Rating of "Long". If the target is at long range, Mike has a 70% chance to hit. If the target is at "Far" range, Mike has a -40% modification giving him a 30% chance to hit. At "Medium" Range, Mike has a +5%, or 75% chance to hit. At "Short" range, he gets a further +5% to hit, increasing his chance to 80%. If the target is further away than "Far", Mike cannot hit the target because it is too far

away.

COVER

Cover is the use of obstructions to decrease the probability of being hit. Examples are hiding behind a rock, or firing from around a doorway. In the In Harm's Way game, normal cover is rated in 4 steps: 25% cover, 50% cover, 75% cover, and 100% cover. The effects of such cover are given below.

25% Cover - The target is behind a light barrier, or perhaps an obscuring curtain of cloth or leaves. If the shooter rolls a hit, a second roll against the cover is made. A roll of 26 or higher, unmodified, is a true hit, anything lower hits the cover instead of the target. The target has no penalty to return fire.

50% Cover - The target is behind low bulwarks, or shooting around a doorway or a large tree, or something similar. If the shooter rolls a hit, a second, unmodified roll is made against the cover. A roll of 51 or greater is a true hit, anything else hits the cover. The target has a -25 penalty to return fire.

75% Cover - The target is in a well protected position, firing through a loophole or a gunport, or some similar situation. If the shooter rolls a hit, a second roll against the cover is made. A roll of 76 or higher, unmodified, is a true hit, anything lower hits the cover instead of the target. The target has a -50 penalty to return fire.

100% Cover - The target is entirely behind some large, solid object, and cannot be hit. The target cannot return fire, as doing so will reduce the cover to a 75% rating at least. Cover should be adjudicated by the GM using the examples above.

HEALING

Natural healing takes place over time, at a rate of 20 points a day. A successful Diagnosis skill check adds a bonus of +20% to the success of the treatment, drug, herbalism, or surgery skills. With a successful drug or herbalism skill check, the regimen boosts the rate of healing by another 30 points a day. A successful treatment or surgery skill check adds a bonus of another 30 points a day.

You can't use certain skills in combination. For instance, surgery and treat work with different methods in a similar manner. Thus they cannot be used on the same person at the same time. The same holds true for drug and herbalism. **The maximum natural healing rate, therefore, is 80 points a day. This assumes normal healing (20), plus either drug or herbalism (+30), plus either surgery or treatment (+30).** Normal healing requires a minimum of seven hours of sleep per night and non-

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strenuous work for the duration. Without both of these conditions being met, no healing will occur.

APPLICABLE SKILLS

In running a In Harm's Way game, you may find that for a given situation there are several skills which can be applicable. For instance, Jack, Joe, and Jim all need to get over a fence. Jack says he would like to use Dash and flip over it, Joe wants to use Gymnastics to vault it, while Jim wants to use his Climb skill to climb it. All these are perfectly applicable to the situation. In many cases you will have to use your judgement as to which skill is applicable, but generous use of common sense is indicated.

Remember, if you feel that in the given situation a different check would be more suitable, go with your instincts. These are guidelines, not hard and fast rules. We laid out these several methods to give GMs a choice, as we felt that the GMs, who know more about the given situation than we ever could, would be the best ones to decide.

WEAPONS AND SKILLS

The "Skill Required" column in the Equipment: Weapons guide refers to the skill required to wield the weapon effectively. Anyone can pick up an axe and hack at things with it, but it takes real skill to use effectively. A person using a weapon uses it at the lowest level of the appropriate skill unless their skill level meets or exceeds the skill required to wield the weapon effectively.

For example: Avery, with a skill of melee+2, attempts to wield an axe, which requires a skill level of melee+3. Avery will be effectively melee+1 while using the axe until his melee skill is at least melee+3. At that point, he can use the axe to its full potential and has an effective skill of melee+3 with the axe.

Damage is prorated to the level of skill the weapon wielder possesses. For instance an axe has a damage rating of +30 and requires a skill level of melee+3. The damage is divided by the level and rounded down, so that the axe has a damage rating of +10 in the hands of a person with a skill level melee+1 and a damage rating of +20 in the hands of a person with a skill level of melee+2. To return to Avery, our example from before, he has the following to hit and damage ratings at various skill levels:

At 15 Avery gets Melee+1, making him a Melee+1. He uses an axe with a 45% chance to hit and a damage of +10.

At 18, Avery gains a Melee+1, making him a Melee+2. He is still 45% to hit and his damage is now +20.

At 22, Avery gains a Melee+1, making him a Melee+3. He is now at 55% to hit, and his damage is the full +30, which is the maximum damage with this weapon.

People with no skill in the appropriate weapon type inflict damage as if at the character were at skill level +1, but halved.

For example: Before he was 15, Avery wielded an Axe at a damage rating of $(+10)/2$ or +5.

SUPPRESSIVE VOLLEY AND MACHINE GUN FIRE

Suppressive volley fire and suppressive machine gun fire are used to pin down the enemy in heavy cover or to deny them a favored position, giving them substantial penalties in firing. It is primarily a defensive option, but if the fire happens to hit an unprotected human, the results are generally lethal. For example, volley fire is pinning down a small group of ten in a rockpile. They are safe as long as they stay under cover. If one of the three breaks cover, a roll to hit is made by the officer controlling the fire. Use a default Firearms+3 if nothing is specified.

On a hit, 1d10/2 rounds hit the target. If volley fire is used against targets out in the open, cover rules are not used. Volley fire is achieved from a group of at least five weapons firing into the same area.

A successful suppressive fire pins down the opponent so he can't move without risking being hit. A Quality of Success roll for the suppression can be directly applied to the opponent as a negative modifier on his Chance of Success. One quarter the Quality of Success should be used for volley fire, while one half the Quality of success would be used for machine guns.

For example, volley fire is being used to suppress fire from enemies using rifles. The suppression is successful, and the leader of the volleying group makes a Quality of Success roll of 45. The enemies have a negative modifier of 11 on their attempts to hit this round.

For example, a gunner in an OAW is using his Parabelum machine gun to deny the favored "behind the tail" position to a pursuing Nieuport. The suppression is successful, and the gunner rolls a Quality of Success of 60. Nieuport has a negative modifier of 30 to its attempts to hit this round.

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GRENADES

Grenades burst in an area of effect 10 feet (approx. 3 meters) in diameter. The character using the grenade picks a particular target. On a hit, the target suffers the grenade's standard damage. If any other character is within the area of effect, and the number rolled for the original hit would hit that other character with a -30 penalty, that character is also hit. Cover rules apply, but the cover must be between character and blast.

For example, Joe throws a grenade onto a group of three enemy in the wood. He has a target number of 65% with grenades, and hits the target with a roll of 20. The target number of 65 -30 is 35, which is above his roll of 20, so both other characters in the radius of effect are also hit. The trees provide some cover, so each of the three characters make cover rolls. The first roll, for the target, fails, as does the second, but the third cover roll succeeds. Thus targets one and two are hit by the blast, while a tree happens to be between 3 and the blast, and thus he suffers no damage.

Other area of effect weapons such as artillery fire, etc. use the same process as above, varying in the radius of their area of effect and the damage suffered on a hit. Area of effect weapons can be smothered at great risk. A character can throw himself on a grenade if within the area of effect. If he does, the character suffers 4 times the damage he would normally with no chance of cover. This does protect any others in the area of effect from the blast. Throwing oneself on a grenade is an act of great heroism, and few such heroes survive.

GENERAL KNOWLEDGE AND LANGUAGES

There are a lot of situations in which the character has unquantifiable knowledge, such as general geographic knowledge of an area or perhaps cultural knowledge of a people. In these cases, the GM should decide if the player knows anything concerning the situation based on the character's background, and how much the character knows. The level of knowledge can be placed as 4 basic categories: None, Acquainted, Competent, and Fluent.

None means the character has no knowledge or only the most rudimentary knowledge of a situation.

Acquainted means the character has some knowledge, but that knowledge is sparse and incomplete.

Competent means that the character's knowledge is quite good, and the character can be expected to know quite a bit concerning the subject.

Fluent means that the character knows anything a native of the area or equivalent would know. Fluent does not mean the character knows everything.

These categories should be used for languages as well. Each time a character takes the Linguistics skill, he learns a new language at Acquainted level, and any other languages a character already has are moved up a level - Acquainted becoming Competent, and Competent becoming Fluent. A character can have any level of competence in any language if it fits his background without taking the Linguistics skill.

A person with a Fluency in a language is automatically rated competent in any nonnative dialect of that language, and is automatically rated as Acquainted in related languages. For example, a Fluency in Standard German means the person is automatically Competent in the Bavarian dialect and is automatically Acquainted with Dutch. This simulates the fact that root words can be similar enough to be understandable between languages. A German speaker would be able to - say - ask where the bathroom is and be generally understandable to a Dutch speaker with a bit of effort on both parts, but would be unable to have anything approaching a normal conversation.

With Competence, the people involved can communicate normally, but many subtleties are lost. No one would mistake a Competent person as a native. With Fluency, all shades of meaning come through, true translations become possible, and one can pass as a native, all other things being equal.

LEVELS OF MASTERY

Levels of mastery are skill levels at the multiples of +5 (+5, +10, +15, etc.) Each level of mastery gives the character repeated attempts at success. In combat, this translates to multiple attacks per round. A character with a single level of mastery gains a second attack, while one with double mastery (+10) has three attacks per round. Repeated attacks wouldn't mean much for - say - a biology check, so for non-combat skills, each level of mastery gains the character a re-roll if the previous roll fails.

For example, a character with a skill level of +11 not only has a base success chance of 95%, but if the first roll is a failure, the character has 2 re-rolls to make it. A character with a double mastery should almost never fail at that skill.

IN HARM'S WAY ROLE-PLAYING GAME

DESCRIPTIONS OF SUCCESS OR FAILURE

The players should describe what they are attempting to do with a success or failure, whether in combat or non-combat. The GM interprets the degree of success/damage roll according to what was attempted

For example:

Paula: "A 38! That's a hit! I thrust the sword into the sailor's belly and rip down!"

Paula: "I roll for damage - a 52, plus 20 from my initiative, +20 for the sword, makes 92 total."

GM: "Ahhh - the sailor shudders and jerks away from you, twisting toward Yves. A spatter of blood rains down underneath him. Yves? You are next."

Yves: "I swack him away from me with the butt of my rifle. Umm - drat! That's a 74! A miss! I needed a 65 or less!"

GM: "Your blow hits a tree limb and glances off, deflecting the force into thin air."

COMPLEX PROBLEMS AND SOLUTION POINTS

If you have a complex task that you don't want to be solved too quickly, you can assign the task a number of Solution Points, which work like Constitution works in combat. The number of points you assign should be proportional to the difficulty of the task. Limit the attempts at solution to one per unit on the list below, depending on your idea of the speed of the task.

Task units:

1 min., 2 min., 4 min., 8 min., 15 min., 30 min., 60 min./1 hr., 2 hrs., 4 hrs., 8 hrs., 15 hrs., 24 hrs./1 day, 2 days, 4 days, 7 days/1 week, 2 weeks, 4 weeks/1 month, 2 months, 4 months, 6 months, 12 months/1 year

For example: A player wants to adjust the flying trim of his plane by re-raking the wings, using his Aero Engineering skill. You assign - say - 500 points, and allow attempts once an hour. That should draw the task out properly.

Characters can push the time between checks down by taking risks. Increasing the time by 1 step would be -10, making success either 10 points more likely, or making success 10 points more useful. Decreasing the time by 1 step would be +10, so you'd either have to reduce the value of success by 10, getting less done, or reduce the

chance of success by 10.

For example, say fixing a torn wing took 100 points to do, with 8 minutes per check. If you didn't have enough time, you could reduce the time between to 2-minute checks; -30% to chance (reducing your chances of success notably) or -30 to the value of the quality (meaning you rush to get just one more thing done, no matter how well done,) or a lesser penalty to both equalling 30.

Conversely, one could take longer to achieve a task, gaining consequent bonuses to chance and/or quality.

Note that with levels of mastery, truly skilled people could afford to save time or improve progress much more frequently

PRACTICALITY AND HONOR

The Players must continuously choose between the practical course of action and the honorable course. Taking the honorable course when there is a choice adds 1 to the PC's Honor score, and subtracts one from the PC's Practicality score. Conversely, choosing the practical course adds one to the PC's Practicality score and subtracts one from the PC's Honor score.

The PC can add his Honor score to any rolls where the PC's Honor might help, such as convincing superiors of the need for a certain action, dealing with lords and ladies and other court actions, convincing others of the truth, diplomacy, or for any Leadership roll.

The PC can add his Practicality score to any rolls where the PC's Practicality might help, such as dealing with criminals, corrupt individuals and officials, bribing, finding information from low lives, intimidating, or any Discipline roll.

Practicality plus Honor must always equal 20. The PCs start with 10 points in each.

Generally, the higher a PC's score is in any direction, the more extreme his conduct needs to be before gaining another point. The GM is the final judge here.

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TROUPE PLAY

Troupe play is highly recommended for In Harm's Way. It is the default play style, though the GM and Players may decide not to use it. In Troupe Play, the Players have more than one PC, of different rank. This allows a great deal of flexibility in running the game, as it would be awkward to conceive of many situations where all the officers are together all the time. What with being on different "flights" or shifts, being physically isolated from each other, and being sent off on various missions.

Troupe Play resolves this by having one or two PCs being their main characters, while the others play lesser ranked characters, as the situation requires. We recommend that each Player have three PCs - one pilot, one other non-pilot officer, and one ground crewman. This way, the GM can fill a party out, no matter what situation crops up.

The GM is entreated to give equal spotlight time to each of the PC pilots, as - unlike the secondary characters - the pilots are in a race to accumulate points for promotion. Giving one PC pilot substantially more spotlight time would be unfair to the other players.

GIVING NOTICE

Giving notice to a PC should always be done in character - as the officer in charge. This lets the PC interact with his superiors, and learn why the notice was given as well as where he stands in the superior's estimation. A "Well done there, Mr. Jones." goes a long way towards cementing relationships between the Officers, and makes the Players feel good for a job well done.

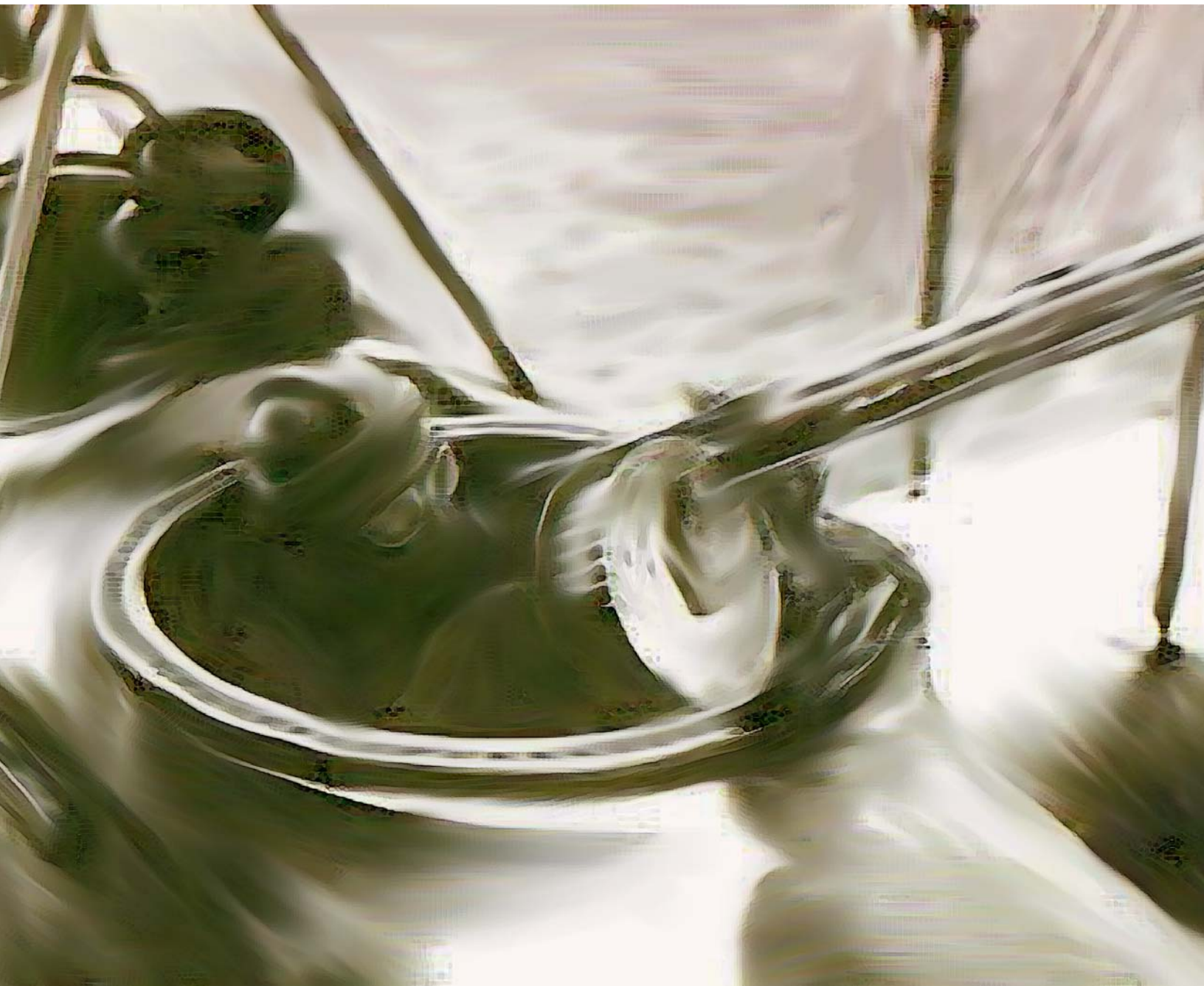
NEGATIVE NOTICE

Notice is not always a good thing. Sometimes the PCs screw up, and sometimes fate conspires against them. In these cases, negative notice is given, setting the PC back and giving the PC a bad name amongst his superiors, just as Notice gains him a good name. Setbacks should be temporary, spurring the PC on to greater renown in order to erase the stain on his name. No one wants to be known as the fellow who screwed up a simple job.

In giving Negative Notice, let the PC know just how disappointed the superior is in his conduct - the Captain was expecting better of him, and the PC let him down. Give the PC a dressing down, but don't give him cause to hate the superior officer, unless the officer is deserving of that hatred - some real bad apples get commissions.



IN HARM'S WAY ROLE-PLAYING GAME



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MEDICINE AND SURGERY

SURGERY AND SURGEONS

Surgeons have come a long way from the Napoleonic times. Germ theory and sterilization makes surgery far less dangerous. Blood transfusions are available. Surgeons can cut off a limb, extract a bullet, sew up flesh wounds, set broken bones, and other procedures with far greater success than ever before.

Sickness is still a problem, as are infections. There was an influenza pandemic in the last year of the war that left tens of millions dead. There are no antibiotics, no X-rays, no revealing biochemical analysis. The doctor makes do with sterilized instruments and carbolic, and hopes for the best.

TAKING WOUNDS FOR YOUR AEROPLANE

The Pilot or Gunner/Observer can choose to take damage to himself instead of it hitting the aeroplane. This damage is at a rate of 1 for every 10 damage points to the craft. For example, if an aeroplane is hit for 550 points, the Pilot could take 55 points of damage to himself, and negate the 550 points taken by the craft. The crew member can't take part of the damage, however. The full damage must be taken either to the aeroplane or to one of the crew.

STANDARD MEDICAL PROCEDURE

Diagnosis

Diagnosis attempts to ascertain exactly where the problem lies. A Diagnosis check is done before any other medical procedure. A successful Diagnosis check gains the Surgeon a 20 point bonus to all subsequent medical rolls for this patient.

Surgery

Surgery is used if the patient is wounded rather than ill. It covers operations, extracting bullets, stitching open wounds, and amputations. Once the patient has been treated with surgery, all subsequent treatment uses the Treatment skill instead.

Treatment

Treatment covers all other types of medical procedures. It is used instead of, never with, the Surgery skill.

Drugs

Drugs of the period are prepared extracts of natural poisons, soporifics, and medicinal plants of any type. Drugs are used with either Surgery or Treatment to help the

healing process.

Herbalism

Herbalism is the knowledge of the medicinal properties of wild plants. Herbs are less strong than drugs, but available anywhere, and the knowledge is easily gained by anyone. Herbalism can be used in place of Drugs, but not with Drugs.

Example Procedure

A patient comes in with a bullet wound. The Surgeon uses Diagnose to find the exact position of the bullet, then uses Surgery to extract it and any cloth or other foreign matter that may have been driven into the body. Drugs are used to treat the wound and promote healing. After sleeping, the patient gains 20 points from sleep, 30 from the Surgery, and 30 from the Drug.

The next day, the Surgeon uses Diagnosis to track the healing process, Treatment to heal the wound and prevent infection, and Drugs for medication. After sleeping, the patient gains 20 points from sleep, 30 from the Treatment, and 30 from the Drug.

SICKNESS

Sickness took many more lives than wounds did in this era, especially in unhealthy places like the Middle East and Africa, where Cholera, Malaria, and the like abounded. Sickness mortality rates in these areas - especially on land - should be very high.

Treatment for these diseases was not as good as modern times. PCs are immune from the worst effects of these diseases. If they get sick, it is a roleplaying opportunity - or perhaps a good way to explain the absence of a player from a game session. They will always eventually recover.

WAR ON THE GROUND

Sometimes, your pilots will be caught on the ground in a battle. In the midst of a land battle, when the shells are flying, men are decapitated, shredded, disembowelled, pulped, and lacerated. Shrapnel acts like a giant shotgun. High explosives obliterate men. Jagged foot long shards fly through the air, spitting men like spears. The man standing next to you may be pulped by an explosion, spraying you with blood and brains.

Play this up during a shelling. It's a violent, bloody war. You know your group better than we ever will, so make sure you push but do not exceed their limits.

IN HARM'S WAY ROLE-PLAYING GAME

SUGGESTED NOTICE AWARDS

This is a general list of suggested Notice awards for various actions. Since player characters do unexpected and creative things, this list is for reference only - you will probably have to interpolate where the character's actions lie on this list and adjust your reward accordingly.

If a character does multiple things deserving Notice in a single session, you have to judge whether the PC's actions were dependent on another action, or were independent. You should only Notice the action with the highest Notice award if the actions were dependent. Independent actions deserve separate Notice.

For example, Lt. Hardy shoots down a Pfalz on a patrol, during which he exhibits extreme bravery and saves another player character from certain death. After the patrol, while on the way back, he spots and shoots down an AEG spotter plane.

The extreme bravery and saving of the other character's life happened during the course of shooting down the Pfalz, so only the highest award, for the Pfalz, is given. Shooting down the AEG is a separate and independent action, and separate Notice should be given for that.

Notice awards which carry an asterisk should only be given the first time the player character does a particular action. After this, it becomes expected behavior. Notice is only given when the character goes beyond expectations.

Feel free to adjust the Notice given if the circumstances are particularly noteworthy or easy. These awards should be considered guidelines, not straitjackets.

Action	Award
Shooting down a zeppelin	200
Capturing an enemy plane	200
Leading a successful mass escape from captivity	200
Capturing an enemy pilot	150
Shooting down an observation balloon	100

Action	Award
Shooting down a large bomber	100
Preventing a bombing attack	50
Shooting down an enemy fighter	40
Escaping from enemy captivity	50
Exhibiting extreme bravery	50*
Shooting down an observation plane	30
Performing a successful bombing run	30*
Forcing off a large bomber or fighter	30
Successfully exploiting a lucky break	30*
Going behind enemy lines for information	30
Using successful delaying tactics	30
Performing a successful detached mission	20*
Saving another player character from certain death	20*
Finding secret information	20
Performing a successful strafing attack	20*
Forcing an Observation plane off	15

If a PC shoots down a plane with another character or characters, each shares a proportional amount of notice, and credit for an equal share of the "Kill."

If a plane is shot down without witnesses, or is not seen to crash, credit is given for a "Probable Kill" and half notice is awarded.

IN HARM'S WAY ROLE-PLAYING GAME

SMALL NOTICE AWARDS

Smaller notice awards can be given freely, especially to 2nd Lieutenants. These would range from 1 to 20 Notice, and could involve anything from a nice bit of piloting to very good manners in a ticklish situation to saving a threatened parked plane in a storm to giving the Squadron leader aspirin for his hangover.

These are individual action awards, not given for leading others, but for handling oneself well. They are given for actions done in the direct presence of a superior officer. Remember that 2nd Lieutenants must accumulate 200 Notice + Interest, and most don't make it. The vast bulk of their notice should come from doing the small things well.

1st Lieutenants, on the other hand, are expected to do the small things well. The bulk of their Notice should come from the larger awards given for specific actions.

Commanders and Captains should never get small notice awards. They are not under the eye of their superiors, and their reports are not conducive to self-magnification. All of their Notice should come from the larger awards listed. In addition, they get 25% of the notice they give their officers.

NEGATIVE NOTICE

Don't be afraid to give out negative notice. Any action which gives the appearance of cowardice, treason, disobedience, or improper behavior should be noticed and punished. Officers are - by definition - Gentlemen, and are required to act as such. It doesn't really matter whether the charge is substantive or not. Notice is the opinion of the character's superiors, and that opinion is sometimes formed erroneously. A stern disciplinarian may think a lieutenant is too slack because he relies on leadership, and vice versa.

TOADYING

Buttering up one's superiors is called toadying. Toadying can be a powerful tool - many higher officers in the service owe their promotions to toadying - but it can also be a two edged sword. Laying it on too thick will usually be noticed except by the most obtuse individuals, so the toady must walk a fine line. Knowledge of the superior's personality is vital.

Undercutting rivals is also risky. This makes enemies and foments dissension. It also can get the PC beat up or even murdered, and can lead to anger between the players.

Constant or heavy use of toadying and undercutting should result in increases in Practicality at the expense of Honor.

DOING THE STUPID THING

Sometimes, the smart thing is to do the stupid thing. Treating a defeated enemy well, for example, is foolish, yet very often done. Trusting the men not to slack off is dumb. Flying into an enemy balloon in a hail of pre-positioned Archie and machine guns is insane, yet demanded of Officers.

At the heart of this is the antiquated code of conduct known as Honor. Honorable actions are the type of romantic gesture which can astonish a modern person. Inviting an enemy plane up for single combat. Letting a disarmed enemy go home with a salute. Promoting your brother officers instead of yourself.

These actions, and others like them, should be rewarded by an increase in Honor at the expense of Practicality.



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The GM may wish to select an appropriate award from the following for especially noticeable service or deeds.

FRANCE

ITEM	DESCRIPTION	GIVEN FOR
Legion of Honor	For all intents and purposes, the Legion of Honor is an Order of Chivalry, established by Napoleon I to replace older, Royal orders. It is given to men and women, military and civilian, French and Foreigner. There are five classes. In ascending order they are: Knight, Officer, Commander, Grand Officer, Grand Cross	Outstanding Achievement.
Military Medal	Only non-commissioned officers and enlisted personnel are eligible for this award. It is extremely rare to award this medal to a non-French recipient.	Bravery in Action Against the Enemy
Croix de Guerre	The Croix de Guerre was first created in 1915 by both France and Belgium, and is awarded to French, Belgian and Allied military individuals and units.	Bravery in Action Against the Enemy

BRITISH EMPIRE

ITEM	DESCRIPTION	GIVEN FOR
Victoria Cross	The highest recognition for valor in the Empire. It can be given to persons of any rank or service, or to civilians under military command.	Extreme Valor in the Face of the Enemy
Order of the Bath	A military chivalric Order. There are three classes. In ascending order they are: Companion, Knight Commander, Knight Grand Cross	Great Military Service to the Empire
Distinguished Service Order	A military award typically given to fieldgrade officers for service to the Empire. A Bar is worn for each additional award of the DSO.	Meritorious or Distinguished Service by Officers of the Armed Forces During Wartime
Distinguished Service Cross	A military award given to younger, lower ranked officers who are not eligible for the DSO.	Gallantry During Active Operations Against the Enemy
Military Cross	A military award given to younger, lower ranked officers, who do not rate the DSC.	Gallantry During Active Operations Against the Enemy

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BELGIUM

ITEM	DESCRIPTION	GIVEN FOR
Order of Leopold	A military Order equivalent to France's Legion of Honor, the award is the highest honor of Belgium, and seldom awarded to foreigners. There are five classes. In ascending order they are: Knight, Officer, Commander, Grand Officer, Grand Cordon	Extreme Bravery in Combat
Order of the Crown	A military and civilian Order. There are five classes, two palms, and three medals. In ascending order they are: Bronze Medal, Silver Medal, Gold Medal, Silver Palm, Golden Palm, Knight, Officer, Commander, Grand Officer, Grand Cordon	Service to the Belgian State
Order of Leopold II	A military Order, more frequently given to foreigners than the Order of Leopold. There are five classes and three medals. In ascending order they are: Bronze Medal, Silver Medal, Gold Medal, Knight, Officer, Commander, Grand Officer, Grand Cordon	Bravery in Combat
Croix de Guerre	The Croix de Guerre was first created in 1915 by both France and Belgium, and is awarded to French, Belgian and Allied military individuals and units.	Bravery in Action Against the Enemy

ITALY

ITEM	DESCRIPTION	GIVEN FOR
Military Order of Italy	Italy's highest military Order, and is awarded to individuals and military units. There are five classes. In ascending order they are: Knight, Officer, Commander, Grand Officer, Knight Grand Cross.	Distinguished Services in War

IN HARM'S WAY ROLE-PLAYING GAME

AUSTRIA-HUNGARY

ITEM	DESCRIPTION	GIVEN FOR
Military Order of Maria Theresa	A military Order given without regard to the recipient's Ethnicity. It was specifically given for "successful military acts of essential impact to a campaign that were undertaken on [the officer's] own initiative, and might have been omitted by an honorable officer without reproach." There are three classes. In ascending order they are: Knight's Cross, Commander's Cross, and Grand Cross . All recipients were automatically Ritters for life.	Meritorious and Valorous Acts by Commissioned Officers
Order of Leopold	A military Order with four classes. In ascending order they are: Knight (Ritter,) Commander (Baron,) First Class, and Grand Cross (Privy Counsellor.) If the recipient was not of the social rank indicated in parentheses, he was raised to that rank.	Bravery in the Face of the Enemy
Order of Franz-Josef	A military Order with five classes. In ascending order they are: Knight, Officer, Commander, Grand Officer, Grand Cross .	Distinguished Service

UNITED STATES

ITEM	DESCRIPTION	GIVEN FOR
Medal of Honor	America's highest military award. and often - erroneously - called the Congressional Medal of Honor. It is awarded by the President personally on behalf of the Congress.	Conspicuous Gallantry and Intrepidity at the Risk of Life Above and Beyond the Call of Duty While Engaged in an Action Against the Enemy
Distinguished Service Cross	The second highest military award in the USA, the DSC was first awarded in 1918	Extreme Gallantry and risk of Life in Combat
Purple Heart	The Purple Heart was first awarded in 1917	Being Killed or Wounded in Action Against the Enemy

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GERMANY

ITEM	DESCRIPTION	GIVEN FOR
Pour Le Merite	Awarded by the Kingdom of Prussia, the Pour le Merite was better known as the Blue Max. First awarded by Frederick the Great, In the Great War the Blue Max was the signal distinction for aeroplane pilots. It was originally awarded for 7 kills, but by the end of the War a pilot needed 30 kills.	Signal service to the Kingdom by military officers/
Order of the Black Eagle	The highest Chivalric Order in Prussia, awarded by the King of Prussia/Emperor, and membership was very limited. It was generally awarded to royal family members and high ranking officers.	Meritorious service to the Kingdom
Order of the Red Eagle	A chivalric Order, awarded to both military and civilian people. The Order had six classes: Medal, 4th Class, 3rd Class, 2nd Class, 1st Class, and Grand Cross.	Valor in Combat, Excellence in Military Leadership, Long and Faithful Service to the Kingdom
Order of the Crown	The lowest chivalric Order in Prussia, awarded to military officers and civilians, though the medal was awarded to enlisted and non-commissioned officers. The Order had six classes: Medal, 4th Class, 3rd Class, 2nd Class, 1st Class, and Grand Cross.	Valor in Combat, Excellence in Military Leadership, Long and Faithful Service to the Kingdom
Royal Order of the House of Hohenzollern	A chivalric Order related directly to the House of Hohenzollern, rather than through the Kingdom of Prussia. The Order had four classes: Member, Knight, Commander, Grand Commander. The Knight's Cross with Swords of the Royal House Order of Hohenzollern became in effect an intermediate award between the Iron Cross and the Pour le Merite for junior officers.	Meritorious Service to the House of Hohenzollern
Iron Cross	A military award for valor, regardless of rank, in three classes: 2nd Class, 1st Class, and Grand Cross. One must already have been awarded the 2nd class to receive the 1st class, and the grand Cross was reserved for high ranking officers.	Valor in War

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Equipment: Personal

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INSTRUMENTS

ITEM	DESCRIPTION	COST
Wrist Watch	A small timepiece that straps to the wrist	Middle Class
Chronometer	A very accurate clock	Gentry/Wealthy
Pocket Watch	A small timepiece	Upper Middle Class
Field Glasses	A device for seeing far-away objects - X5 mag	Upper Middle Class
Binoculars	A device for seeing far-away objects - X20 mag	Gentry/Wealthy
Barometer	A device for predicting weather	Upper Middle Class

CLOTHING

ITEM	DESCRIPTION	COST
Uniform Jacket	Uniform Jacket for Officers	Lower Middle Class
Epaulets - Gold	Epaulets made from gold bouillon	Upper Middle Class
Epaulets - Plated	Gold-plated brass epaulets	Middle Class
Silk Shirt	High Quality Shirt	Gentry/Wealthy
Linen Shirt	Good Quality Shirt	Upper Middle Class
Cotton Shirt	Fair Quality Shirt	Lower Middle Class
Silk Hose	High Quality Stockings	Gentry/Wealthy
Wool Hose	Warm Stockings	Middle Class
Cotton Hose	Decent Quality Stockings	Middle Class
Cotton Trousers	Full Length Good Quality Trousers	Any
Wool Trousers	Warm Full Length Trousers	Middle Class
Fur Coat	Warm Fur or Fur Trimmed Coat	Gentry/Wealthy
Wool Coat	Warm Heavy Coat	Middle Class
Uniform Hat	Uniform Hat for Officers	Middle Class
Cheap Shoes	Inexpensive Footgear	Lower Middle Class
Expensive Shoes	High Quality Footgear	Gentry/Wealthy
Boots	Calf-high Black Leather Boots	Gentry/Wealthy

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DRINK

ITEM	DESCRIPTION	COST
Armagnac	An expensive brandy made in the Armagnac area of France, often smuggled.	Gentry/Wealthy
Cognac	An expensive brandy made in the Cognac area of France, often smuggled.	Gentry/Wealthy
Sherry	A wine fortified with brandy made in the region of Jerez, Spain, sometimes smuggled.	Upper Middle Class
Port	A wine fortified with brandy made in the region of Oporto, Portugal - always legal.	Middle Class
Whisky	A distilled drink made in Scotland (Scotch,) Ireland (Irish Whisky,) and America (Bourbon.)	Lower Class
Gin	A distilled drink flavored with juniper berries	Lower Class
Champagne	A bubbly white wine	Gentry/Wealthy
Bordeaux	A dark red wine from the Bordeaux region of France.	Middle Class

RESIDENCES & SERVANTS

ITEM	DESCRIPTION	COST
Club Membership	Membership in a private Club, including residence and meals.	Gentry/Wealthy
Rooms in the City	Rooms at a discrete rooming house when in the big city.	Upper Middle Class
Country House	A small cottage in the country	Gentry/Wealthy
Manor House	A large, showy house in the country	Nobility/Rich
Apartment	A cheap city residence	Lower Class
Stables	Housing for horses	Gentry/Wealthy
Cook	To cook interesting meals and deserts	Gentry/Wealthy
Batman	To care for uniforms, clothing, serve meals, etc.	Gentry/Wealthy
Mistress	A woman kept for sexual purposes	Gentry/Wealthy
Solicitor	To take care of legal needs	Gentry/Wealthy
Maid	To care for and clean lodgings and houses	Upper Middle Class

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MUSICAL INSTRUMENTS

ITEM	DESCRIPTION	COST
Flute	A metal transverse flute with keys	Middle Class
Fiddle	An inexpensive violin, used in folk music	Any
Moderate Violin	A fair quality violin	Middle Class
Good Violin	A good quality violin	Wealthy/Gentry
Excellent Violin	An excellent quality violin	Nobility/Rich
Moderate Cello	A fair quality cello	Middle Class
Good Cello	A good quality cello	Wealthy/Gentry
Excellent Cello	An excellent quality cello	Nobility/Rich
Moderate Viola	A fair quality viola	Middle Class
Good Viola	A good quality viola	Wealthy/Gentry
Excellent Viola	An excellent quality viola	Nobility/Rich
Trumpet	A keyed trumpet	Upper Middle Class
Saxophone	A curved brass woodwind	Upper Middle Class
Piccolo	A small transverse flute	Upper Middle Class
Drum	A cord tension double-headed drum	Any
Accordion	A bellows instrument with keyboard and chords	Upper Middle Class
Concertina	A squeezebox	Any
Mandolin	A small lute with eight strings, four doubled	Middle Class
Bagpipe	A celtic bag instrument with drone and melody pipes	Middle Class
Oboe	A small double reed instrument	Upper Middle Class
Bass	A huge bowed or plucked violin	Upper Middle Class
Guitar	A plucked stringed instrument with 6 strings	Any
Trombone	A brass instrument with a slide	Upper Middle Class

To use these tables, the PC doing the purchasing must have the listed class or higher to purchase the item. One item only may be purchased at one class higher than normal, for example scrimping on food for months to have a superior over to an impressive dinner.

IN HARM'S WAY ROLE-PLAYING GAME

EQUIPMENT - WEAPONS

Skills Required:

Under the heading "Skills Required" is the skill level the character needs in order to effectively deal with that particular weapon. For some weapons, more than one skill is listed. This is because the weapon needs the character to have that combination of skills in order to be wielded properly.

If one skill has a higher level requirement than the other - i.e. firearms+1, gyrojet+3 - the first skill listed is the one used "to hit". In other words, George has skills of firearms+3 and gyrojet+5, and wants to use a flare pistol as a weapon. He has the minimum requirements to use the flare pistol effectively, but uses the firearms skill rather than his higher gyrojet skill for hit determination. This is because the firearms skill is more important than the gyrojet skill for this weapon.

Modes:

Modes are the ways in which the weapon can be used. These modes are:

T = Throw-Away

The weapon is not reloadable.

SS = Single-Shot

The weapon must be reloaded after each actuation.

SA = Semi-Automatic

Strike once each time the weapon is actuated

B = Burst Fire

Strike three times each time the weapon is actuated

A = Full Automatic

Strike ten times each time the weapon is actuated

Concealability:

Concealability is the ease with which a weapon can be hidden when wearing ordinary clothing. If a character wants to conceal a weapon, a check against the weapon's concealability is made by the character attempting to conceal. Rolling the Concealability rating or under means that the weapon is successfully hidden to a casual look. Rolling over means the weapon is spotted.

If the character doing the lookover is suspicious or on their guard, the concealability number is halved. Actively searching will reveal all weapons with a Concealability rating less than 10%, and 50% of all other weapons. Full Body Cavity search will reveal all weapons

WEAPON COSTS & CONCEALABILITY

WEAPON	WEAPON COST	CONCEALABILITY
Auto Pistol/ Revolver	Supplied	30%
Rifle	Supplied	5%
Axe	Any	10%
Brass Knuckles	Any	95%
Chemical Grenade	Supplied	65%
Combat Knife	Supplied	80%
Dagger	MidClass	80%
Flare Pistol	Supplied	25%
Flash Bang Grenade	Supplied	65%
Hatchet	Any	30%
Heavy Pistol/Revolver	Wealthy	25%
Machete	Any	20%
Shotgun	Wealthy	15%
Shrapnel Grenade	Supplied	65%
Smoke Grenade	Supplied	65%
Sniper Rifle	Wealthy	5%
Switchblade	Any	90%
Throwing Knife	MidClass	80%
Brawl	Any	100%

IN HARM'S WAY ROLE-PLAYING GAME

WEAPON STATS

WEAPON	DAMAGE	SKILLS REQ	RANGE	MODE
Rifle	+25	firearms+1	long	SS
Axe	+30	melee+2	pt bl	SA
Brass Knuckles	+5 to unarm	melee+1	pt bl	SA
Chemical Grenade	drug fog	melee+1	short	T
Combat Knife	+10	blade+1	short	SA
Dagger	+0	blade+1	short	SA
Flare Pistol	+40	firearms+1	short	SS
Flash Bang Grenade	stun	melee+1	short	T
Hatchet	+15	melee+1	short	SA
Heavy Pistol	+25	firearms+2	med	SA
Machete	+20	blade+1	pt bl	SA
Pistol	+15	firearms+1	med	SA
Shotgun	+35/+20	firearms+1	pt bl/shrt	SA
Shrapnel Grenade	+40	melee+1	short	T
Smoke Grenade	smoke	melee+1	short	T
Sniper Rifle	+25	firearms+5	far	SS
Switchblade	+0	blade+1	pt bl	SA
Throwing Knife	+15	blade+2, melee+2	short	SA
Unarmed	(varies)	Unarm	pt bl	SA

IN HARM'S WAY ROLE-PLAYING GAME

Aerodromes and Squadrons

Aerodromes are the homes for squadrons - where aeroplanes land, take off, are housed, and get repaired; and where the men of the squadron eat, sleep, and get healed.

FIELDS

The most important adjunct of the aerodrome is the field - a large expanse of smooth grass where the aeroplanes can land, taxi, and take off. Aeroplanes of the era can land in most any cleared field, but the smoother the field, the better. If an aeroplane is landing in an unprepared field, roll or choose a quality check for the field. Penalties apply to take-offs and landings.

LANDING FIELDS

Roll	Modifier	Description
01-15	-25	A small patchy field with copious vegetation and clumps of trees.
16-45	-20	A recently plowed field with deep, soft earth and no turf.
46-75	-15	A hard, dry, and dusty field with scant grass and clumpy vegetation.
76-85	-10	A poorly drained, soggy field with patches of mud.
85-95	-5	A somewhat bumpy field, with rocks and small clumps of vegetation.
96-00	-0	A perfectly smooth, luxuriantly green lawn, with soft but firm turf and well drained.

No permanent Aerodrome will have a field worse than a -10 modifier, and with application of work and tools, can be improved by one step every month the Aerodrome is using the field. Aerodrome enlisted personnel will be constantly seeding, draining, raking, and otherwise improving the field whenever they can.

HOUSING

Housing varies widely for Aerodromes, from tents and cloth hangars to rooms in a chateau. Squadrons move throughout the war from aerodrome to aerodrome. Use the table below to determine the quality of accommodations, either randomly or by fiat.

ACCOMMODATIONS

Roll	Description
01-15	Drafty, impermanent tents with awkward access to showers and the necessities, primitive cooking apparatus, poor food, and cloth hangars.
16-45	Lice-ridden semi-permanent wooden hangars, with iron folding cots or built-in bunks. Hygienic facilities are located in a larger, more permanent building, and the food is better prepared, and served in a permanent mess hall, with cloth hangars
46-75	Solid stone or brick farmhouses with actual beds. Tends to be cold and drafty in winter, and hot in summer. Vermin are not so much of a problem, but still present. Messing and cooking facilities are good, and hygienic facilities are fair, though they seldom have enough hot water. Hangars are wooden, pre-fabricated structures
76-95	Permanent, well-built farmhouse houses the officers, while the mess and hygienic facilities are located in purpose-built structures. The enlisted are housed in well-built barracks, with well-ventilated rooms and wood stoves. Hangars are wooden, pre-fabricated structures
96-00	Officers are housed in a chateau, which also contains excellent kitchens and dining facilities, and semi-private bathrooms. Enlisted are housed in well-built, snugly appointed out-buildings. Hangars are converted stone farm-buildings.

IN HARM'S WAY ROLE-PLAYING GAME

MACHINE SHOPS

Machine shop quality affects the ability of the squadron to repair planes and vehicles. Roll or choose a quality level for the machine shop. Penalties apply to repairs.

REPAIR FACILITIES

Roll	Modifier	Description
01-15	-25	Bare minimum machine shop, with second hand machinery which itself often breaks down. Can repair only Hindered aeroplanes.
16-35	-20	Poorly equipped machine shop with bargain-basement machines, prone to breakdowns.
36-75	-15	Fairly well-equipped machine shop, with a mix of decent to good quality machinery, and a decent assortment of tools. Able to fix Shot-Up aeroplanes.
76-85	-10	Solid Machine shop with moderately good quality machines and a good selection of tools.
85-95	-5	Well equipped machine shop, with a good assortment of well-maintained machinery of all types. Able to repair even Smoking aeroplanes.
96-00	-0	Superbly equipped machine shop, with any type of lathe, mill, hoist, welding equipment, or other tool. Able to create aeroplanes from scratch.

SUPPLIES

Supplies are the food, fuel, spare parts, and assorted other products - particularly creature comforts. Supplies for any military establishment are usually OK in the basics, but spotty for anything else. One of the wonders of the military procurement process is the way certain supplies always seem to end up where they are not needed or wanted, which creates scarcities and over abundances seemingly randomly - opportunity for trade by the supply officer.

Certain items can also be found by scrounging - looting evacuated villages and towns for abandoned property. An enterprising supply officer can always find something interesting - a piano for the mess hall, a set of china, pots and pans, a better lathe or milling machine, or whatever. One doesn't scrounge with a shopping list, but grabs whatever one can find. After all, one can always trade later.

SQUADRON VEHICLES

A Squadron usually has a number of vehicles attached, to move the squadron, pick up downed aeroplanes, serve as couriers, pick up supplies at dumps, and serve as transport for officers.:

- 10 3-Ton Trucks
- 4 Truck Trailers
- 3 motorcycles with sidecars
- 7 motorcycles
- 20 bicycles
- 2 motor cars

DEFENSES

Any Aerodrome has five to ten anti-aircraft machine guns which can be mounted about the field. These machine guns have a 180 degree hemispherical field of fire, and can shoot up to 500 meters accurately.

FLIGHTS

A Fighter Squadron has three Flights of 4-5 fighter aircraft each, commanded by a Flight Leader. There are also 2-4 general purpose aircraft - generally observation planes of appropriate type - used for several different odd jobs within the squadron. These planes may be signed out by any officer for various purposes.

Dogfighting



IN HARM'S WAY ROLE-PLAYING GAME

DOGFIGHTING

Aeroplane combat is performed as a series of maneuvers done simultaneously. Use the Dogfight Sheet and energy markers to keep track of available energy. Each turn of a dogfight begins with burning fuel to produce energy. This energy can be stored as Potential energy by using it to climb. The potential energy can be used by diving, translating potential energy into immediate energy. Each turn ends with a climb or with one plane running out of energy.

You should use model planes to keep track of the progress of the dogfight. When a firing solution appears, shots may be taken.

BURNING FUEL

Each turn opens with the planes burning fuel. This produces the indicated amount of energy. Move the listed number of markers from Fuel to Immediate. This, plus any fuel you may have stored in Potential, is the amount of energy you have to work with for the turn.

IMMEDIATE ENERGY

This is the energy you have available right now. **All energy for maneuvers must be taken from the Immediate box.**

POTENTIAL ENERGY

This is energy stored as altitude. Each energy marker is worth 250 meters/yards of altitude. **To make this energy available for maneuvering, you have to make some type of dive.**

WASTED ENERGY

All energy left in the Immediate box at the end of the turn is wasted and removed from the Dogfight Sheet.

MANEUVERING ENERGY

Energy used by Maneuvers is removed from the dogfighting sheet at the start of the Maneuver.

FIRING SOLUTIONS

A firing solution may appear at any time during maneuvering. A shot may be taken at the option of any plane in a shooting position, which may be both planes - for example in a head on attack.

SETTING UP A DOGFIGHT

When setting up a dogfight, make sure the players have the appropriate Dogfighting Sheet and the proper amount of energy markers. You can use anything small for energy markers - I use go stones, but you can also use coins. Make sure you have an enemy set up with the proper planes for the fight, and energy markers in place.

CALCULATING THE PROPER AMOUNT OF FUEL

A dogfight seldom occurs when the aeroplanes are fully gassed up and ready to go. If I don't have anything particular planned, Roll percentile dice to see how far into the flight the dogfight will happen. A result of 95, for example, might mean the encounter happens when the PCs' flight is coming in for a landing, low on fuel, low on speed, and low on altitude. Do the same for the enemy. Remove an appropriate amount of energy units from each side.

THE SETUP

For the encounter itself, unless you want to set up something special, roll an Alertness check for the enemy Flight Leader, and have the PC Flight Leader do the same, with appropriate modifiers. If one side only succeeds, that side sees the other first, attacks first, and has one maneuver before the other can respond. If both sides succeed, they see each other at the same time.

If both sides fail, neither side sees the other initially, and each individual has a chance to roll Alertness. If an individual spots the other side, no team Tactics check is made and no bonus is given, but the individuals can make a Tactics check for their own individual part in the battle.

Give the altitude of the other Flight, and its range and orientation: "The green nosed Albatri are at 5 energy units altitude and about a kilometer away. They are heading left to right across your path."

On an attack, make a team Tactics check for the Flight Leader. On a success, they set up an good attack, with a +20 to each roll - chance and quality - in the initial maneuver. On a failure, the attack is flawed, and no bonus is given. The Flight Leader will initially apportion each pilot to an enemy if the PCs gain the initiative. The enemy Flight Leader will do the same if they gain the upper hand. Once the fight starts, it always breaks up into individual dogfights.

IN HARM'S WAY ROLE-PLAYING GAME

AN EXAMPLE DOGFIGHT

We'll begin after a Flight of Airco DH2s have been pounced by a Flight of Fokker Eindeckers. The Eindecker on Capt. Chad Worthington blew his initial firing roll, and failed to get onto Worthington's tail. Neither side has Advantage. Worthington has four energy units (eu) in Immediate, and is at an altitude of four eu in Potential. The Eindecker has four in his Immediate from burning fuel, two in Immediate from his initial dive, and four in Potential. The aeroplanes are on converging courses, the Eindecker coming from Worthington's right.

Worthington's player writes down his Maneuver on a slip of paper, as does the GM. The GM compares the maneuvers. Worthington has decided to Loop, while the Eindecker does a Break Left. The DH2 loses one eu, while the Eindecker loses three. The planes end up with Worthington coming out of his loop and the Fokker coming out of his Break, the Fokker crossing Worthington's T. The GM determines this is a Plan Oblique 90, Elevation 90 Degree Oblique, Range Close Firing Solution for Worthington, while the Fokker has nothing.

The two pilots make Observation checks, to see if they kept sight of each other. Worthington makes his, and the Fokker pilot succeeds as well. The Firing Solution Modifiers $(-20 + (-10) + 10)$ add up to -20. Worthington has a Gunnery of +4, giving a base of 60, a COOR bonus of +5, a Stability Rating of 5 for his DH2, and a Firing Solution Modifier of (-20) for a total chance of 50. He rolls a 97. The shot misses.

Again the pilots make their maneuvers, Worthington electing to Yoyo, and the Eindecker to Break Right. Worthington makes his Pilot check, and doesn't expend any energy. The Eindecker loses two. Worthington now has three eu in Immediate, while the Fokker has one. Worthington makes his Observation check, but the Fokker pilot fails to follow him with his check. Worthington is now parallel to the right and somewhat behind the Eindecker. He elects to get on the Fokker's tail, as he can see the enemy looking all over for him. This requires a slight sideslip, costing him one eu.

Worthington now has Advantage. His Firing Solution is Nose to Tail, On a Level, and Close Range, giving him a +20. His enemy is unaware of his presence, giving him another +20, plus 5 for Stability. He decides to put all that into damage, rolling a 49 for his Gunnery check. Damage is $85 + 45$ or 130, times 10 for a total of 1300. The Eindecker is now Smoking. Worthington will attempt to stay on the Eindecker's tail.

The Eindecker dives for the deck, moving three eu from Potential to Immediate, giving the Eindecker four in Immediate and one in Potential. Worthington dives after him, moving two eu into Immediate, but can't keep up with the Fokker in the dive. The DH2 is now one level higher than the Eindecker, still following him. The Fokker pilot, with a -40 on his Alertness check, fails, and has completely lost Worthington. Worthington makes his Observation check, and keeps the Fokker in sight below him.

The Eindecker, worried, continues his dive - intending to scoot out as fast as he can, hoping his enemy is gone. He moves the last eu from Potential to Immediate, and levels out at zero Potential, treetop height. Worthington follows in his dive, moving two from Potential to Immediate, and pulls up behind the Fokker at Medium Range, burning another eu to decrease the range to Short.

The Fokker speeds out, burning all four of his Immediate energy units to bug out of the fight, unaware that the DH2 is behind him. Worthington burns four eu as well to keep up. The DH2 is faster than the Eindecker, with a top speed of 150 kph to the Fokker's 130 kph, so Worthington stays on the Eindecker's tail, firing in short bursts. This maneuver ends the round, as both planes have exhausted their available energy, though neither made a climb.

Worthington is now behind and slightly above the Eindecker, giving him a firing solution of Nose to Tail, Sharp Oblique, and Short Range for a modifier of +20, with another +20 for the enemy being unaware, and +5 for the DH2's stability. He decides not to place the bonus on Quality of Success - that is, Damage - as the other plane is already Smoking, and won't take much to put him down. He moves all of the bonus onto chance of success, and rolls an 04, hitting easily. His damage roll is 580, and the Eindecker crashes and burns as Worthington zooms by overhead.

The field looks good, so Worthington decides to get a souvenir. He lands his DH2 next to the Eindecker, rolling a 19 for his landing. He jumps out and checks on the pilot, dragging the body out of the burning plane. The pilot is dead. Worthington cuts the big black cross out of the tail of the Eindecker with his clasp knife, then takes off, rolling a 22. on his Pilot check to make the take off easily.

IN HARM'S WAY ROLE-PLAYING GAME

MANEUVERS

Maneuvers have varying costs in energy. Some maneuvers require a Pilot skill check, possibly with a penalty. Each maneuver which requires a Pilot skill check has consequences if the check is failed. Any number of Maneuvers may be combined in a turn, but any type of Climb ends the turn. A failure on a maneuver still used the energy points allocated to it.

STRAIGHT LINE FLIGHT

For every energy unit expended in straight line flight, a fighter will go 500 meters and a bomber will go 250 meters.

DIVES

TYPE	ROLL	ENERGY
STANDARD DIVE	NO ROLL	+X EM
SHALLOW DIVE	NO ROLL	+1 EM
SPLIT S	-10	X+2 EM
HALF LOOP DOWN	-0	+1 EM

All dives translate power from Potential to Immediate. The Energy cost of dives is subsumed by the gain from Potential.

STANDARD DIVE

A Standard Dive is a straight dive downward at about 30-45 degrees. There is no Pilot skill check required to perform a Standard Dive.

Move the listed number of energy markers depending on the type of plane for a dive from Potential to Immediate.



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SHALLOW DIVE

A Shallow Dive is a straight dive down at about 15-30 degrees which moves down only one energy marker. There is no Pilot skill check required to perform a Shallow Dive.

Move one energy marker from Potential to Immediate.



SPLIT S

A Split S is a Half Roll combined with a Half Loop Down, with the plane ending up the number of energy markers gained below its original position, and facing in the opposite direction. This is an energy efficient dive, and gains more energy from Potential to Immediate than other dives. A Pilot skill check is needed at a -10 modifier. **If successful, move the listed number of energy markers for a dive - depending on the type of plane - from Potential to Immediate, plus up to two more, up to the Potential limit.**

A failure results in a Spin halfway through, one energy marker down and ahead of its initial position.



HALF LOOP DOWN

A Half Loop Down is a vertical turn, with the plane ending up one energy markers below its original position, upside down, and facing in the opposite direction. A pilot skill check is needed with no modifier.

If successful, move one energy unit from Potential to Immediate.

A failure results in a Standard Dive.



CLIMBS

TYPE	ROLL	ENERGY
STANDARD CLIMB	NO ROLL	MOVE X EM
IMMELMAN	-10	MOVE 2 EM
VERTICAL 8	-20	MOVE 3 EM
HALF LOOP UP	-0	MOVE 1 EM

STANDARD CLIMB

A Standard Climb is a straight climb upward at 30-45 degrees. There is no Pilot skill check required to perform a Standard Climb.

Move the listed number of energy markers for a climb depending on the type of plane from Immediate to Potential.



IN HARM'S WAY ROLE-PLAYING GAME

IMMELMAN

An Immelman is a reversed Split S, that is a Half Roll combined with a Half Loop Up, with the plane ending up 2 energy markers above its original position, and facing in the opposite direction. A Pilot skill check is needed at a -10 modifier.

If successful, move two energy markers from Immediate to Potential.

A failure results in a Stall one energy marker up. Move one energy marker from Immediate to Potential.

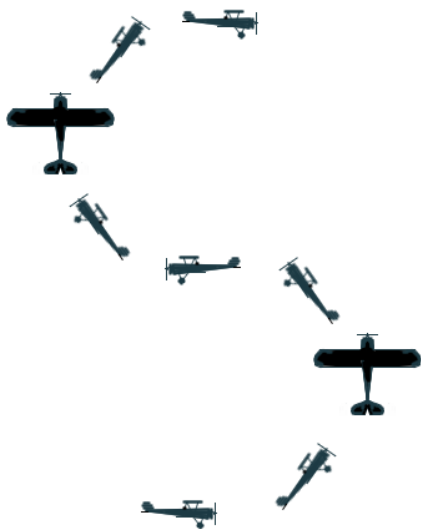


VERTICAL 8

A Vertical 8 is two stacked Immelmans, back to back, with the plane ending up three energy markers above its initial position, and facing in the same direction. A Pilot skill check is needed at a -20 modifier.

If successful, move three energy markers from Immediate to Potential.

A failure results in a Stall one energy marker up. Move one energy marker from Immediate to Potential.



HALF LOOP UP

A Half Loop Up is a vertical turn, with the plane ending up one energy marker above its original position, upside down, and facing in the opposite direction. A pilot skill check is needed with no modifier.

If successful, move one energy unit from Immediate to Potential.

A failure results in a Stall.



ROLL MANEUVERS

TYPE	ROLL	ENERGY
ROLL	-OL	-1 EM
HALF ROLL	+O	-1 EM
ROCK	NO ROLL	-1 EM

ROLL

A Roll spins the aircraft 360 degrees around its line of flight. It's usually only used in combination with other maneuvers, but it does slow down the aeroplane, which may be useful. A Pilot skill check is required with no modifier. The plane ends up in line and ahead of its original position.

If successful, remove one energy marker from Immediate.

A failure results in a Half Roll.



IN HARM'S WAY ROLE-PLAYING GAME

HALF ROLL

A Roll spins the aircraft 180 degrees around its line of flight. It's usually only used in combination with other maneuvers, but it does slow down the aeroplane, which may be useful. A Pilot skill check is required with no modifier. The plane ends up in line and ahead of its original position, upside-down.

If successful, remove one energy marker from Immediate.

A failure results in a Rock.



ROCK

A Rock spins the aircraft 90 degrees around its line of flight and back to level flight. This is equivalent to flying straight and level. No Pilot skill check is required.

Remove one energy marker from Immediate.

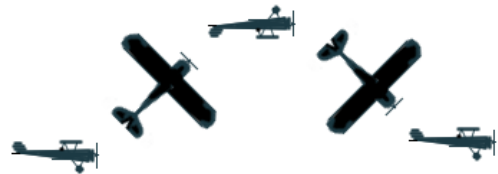


BARREL ROLL

A Barrel Roll is a combination of a Roll and a Loop. the plane rotates 360 degrees about its line flight in a corkscrew motion while losing speed. It's used to get behind a pursuing enemy plane. A Pilot skill check is needed at a -15 modifier. The plane ends up along its original flight path, but considerably slower than if it flew straight and level.

If successful, remove 3 energy markers from Immediate.

A failure results in a Stall.

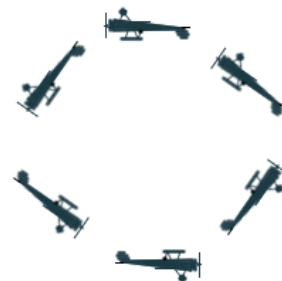


LOOP

A Loop rotates the aeroplane 360 degrees around its wings. The plane ends up in it's initial starting position. A Pilot skill check is needed with no bonus or penalty.

If successful, remove one energy marker from Immediate.

A failure results in a Stall.



UP-AND-DOWN MANEUVERS

TYPE	ROLL	ENERGY
BARREL ROLL	-15	-3 EM
LOOP	-0	-1 EM
HEAD STALL	-15	-2 EM
YOYO	-15	-0/-3 EM

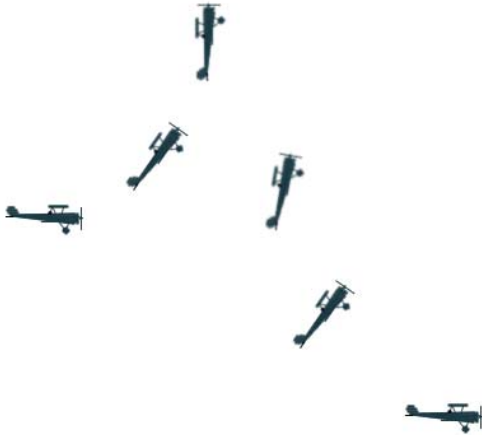
IN HARM'S WAY ROLE-PLAYING GAME

HEAD STALL

A Head Stall goes into a very steep climb until the plane stalls out, then the plane drops tail first, gradually flattening out until it is on an even keel again. A Pilot skill check is needed at a -15 modifier. The plane ends up two energy units below where it started.

If successful, remove two energy markers from Potential.

A failure results in a Stall.



YOYO

A Yoyo, or Zoom, starts as a shallow dive and turns into a shallow climb past the starting altitude before nosing over into a shallow dive back to the starting altitude. It is usually combined with a break. Pilot skill check is needed at a -15 penalty. The plane ends up with no loss of speed, but taking longer for an apparent loss of speed.

If successful, no extra energy marker is lost.

A failure results in a loss of three energy markers and a Stall.



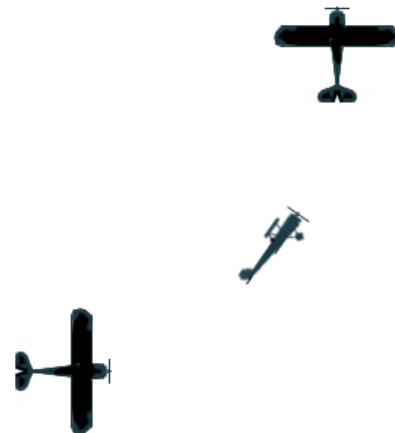
TURNS

TYPE	ROLL	ENERGY
BREAK	NO ROLL	-X EM
CRABWALK	-15	-1 EM
SPIN	-150	-2 EM
STALL	-10	-2 EM

BREAK

A Break is a sharp, banking turn to the left or right. Rotary engine planes break preferentially to the right and harder to the left, due to the gyroscopic effect of the spinning engine. In line engines break fairly evenly either way. No Pilot skill check is needed. The plane ends up in the same plane but moving 90 degrees away from the initial line of flight.

Remove the indicated number of energy units - depending on the handedness of the turn and the type of plane - from Immediate.



IN HARM'S WAY ROLE-PLAYING GAME

CRABWALK

A Crabwalk looks like a flat turn, but isn't. The aeroplane angles away from straight flight, but continues moving in the original line of flight, somewhat slower. This is extremely deceiving to the enemy. A Pilot skill check is needed at a penalty of -15.

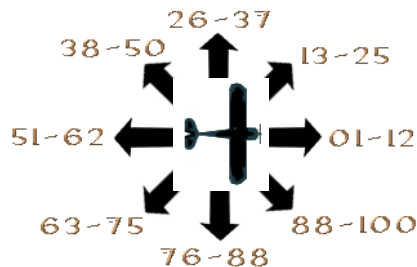
If successful, remove 1 energy unit from Immediate. The opposing gunners receive a -15 penalty on their Gunnery skill checks.

A failure results in a Spin.



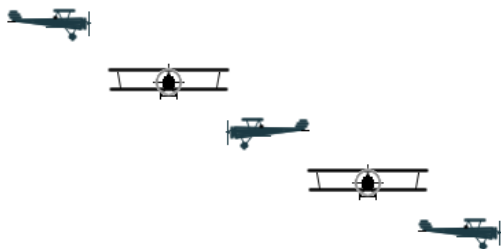
SPIN

A Spin is usually the result of a failed maneuver. The plane begins spinning wildly and uncontrollably. The plane loses both airspeed and altitude quickly. A Pilot skill check is needed at a penalty of -15 to pull out of the spin. The plane exits the spin going in a random direction - see below.



If successful, remove 2 energy units from Immediate.

A failure indicates the Spin continues.



STALL

A Stall is usually the result of a failed maneuver, the plane falls tail down in an uncontrolled fall. A Pilot skill check is needed at a penalty of -10 to pullout of the Stall. The plane exits the stall two energy units below its original position.

If successful, remove two energy units from Immediate.

A failure indicates the stall continues. Remove 2 energy markers from Immediate.



TO DOGFIGHT OR NOT TO DOGFIGHT?

Not all aerial combats are dogfights. Dogfights only occur between two fighters. Bombers rely on size - and thus ability to soak up damage - multiple gun crew arcs of fire, and solid construction. Observation and scout planes rely on speed, altitude, hiding in friendly clouds, and aggressive gunner/observers.

Don't worry about using the dogfighting sheet for every little combat. just allow the fighters to do what they want, remembering to make any skill checks required, and tell the players to delete an appropriate number of energy counters at the end of the combat. Fighters use far less energy in a pounce attack on a bomber or observation plane than on dogfighting. No more than 10 energy units need be wasted on a typical pounce.

DAMAGE

Damage is a Quality of Success roll, times the number of weapons hitting, times ten.

For example a Fokker Dr.I with dual Spandau machine guns hits. Roll percentile dice for a Quality of Success of 55, times 2 is 110, times 10 is 1100.

Subtract the number from the current Constitution of the plane hit.

IN HARM'S WAY ROLE-PLAYING GAME

FIRING SOLUTIONS

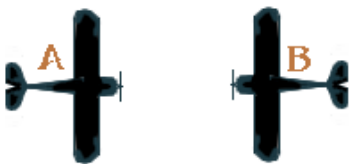
A Firing Solution is any point in the relationship of the dogfighting planes where one can hit the other with bullets. Some firing solutions are better than others, giving bonuses or penalties to the shot. Firing Solutions are three dimensional, so you need to find the horizontal or Plan Solution and the vertical or Elevation Solution that best matches the relationship of the dogfighting planes engaged. Add the modifiers together, then find the best match for the range and add that modifier as well.

PLAN SOLUTIONS

A: HEAD TO HEAD

In a Head to Head solution, both planes are heading for each other.

This gives a +10 bonus to the Gunnery rolls involved.



B: NOSE TO TAIL

In a Nose to Tail solution, one plane is following another.

This gives a +10 bonus to the Gunnery rolls involved.



C: OBLIQUE 90

In an Oblique 90 solution, one plane is passing in front of the other at a 90 degree angle.

This gives a -20 penalty to the Gunnery rolls involved.



D: FORE QUARTER OBLIQUE

In a Fore Quarter Oblique solution, both planes are heading towards each other, but one is at a wide angle to the other.

This gives a -10 penalty to the Gunnery rolls involved.



E: REAR QUARTER OBLIQUE

In a Rear Quarter Oblique situation, one plane is approaching the other from the rear, but at a sharp angle.

This gives a -10 penalty to the Gunnery rolls involved.



ELEVATION SOLUTIONS

1: ON THE LEVEL

In an On the Level solution, both planes are roughly on the same level.

This gives no penalty or bonus to the Gunnery rolls involved.



2: 90 DEGREE OBLIQUE

In a 90 Degree Oblique solution, one plane is perpendicular to the other, either above or below.

This gives a -10 penalty to the Gunnery rolls involved.



IN HARM'S WAY ROLE-PLAYING GAME

3: SHARP OBLIQUE

In a sharp Oblique Situation, one plane is at a sharp angle to the other, either above or below.

This gives a +10 bonus to the Gunnery rolls involved.



RANGE SOLUTIONS

I: CLOSE RANGE

Close Range is within 50 meters/yards.

This gives a +10 bonus to all Gunnery rolls involved.

II: SHORT RANGE

Short Range is between 50 and 100 meters/yards.

This gives no penalty or bonus to all Gunnery rolls involved.

III: MEDIUM RANGE

Medium Range is between 200 and 100 meters/yards.

This gives a -10 penalty to all Gunnery rolls involved.

IV: LONG RANGE

Long Range is between 400 and 200 meters/yards.

This gives a -20 to all Gunnery rolls involved.

V: FAR RANGE

Far Range is between 600 and 400 meters/yards.

This gives a -40 to all Gunnery rolls involved.

MANEUV AND STABILITY

Maneuver and Stability are ratings given for each plane which together always add up to 20. Increasing Maneuver decreases Stability by the same amount, and vice versa.

MANEUVER

The Maneuver rating is added to any Pilot skill check when attempting a Maneuver.

STABILITY

The Stability rating is added to any Pilot skill check when taking off or landing, and to all Gunnery and Observation skill checks at any time the plane is in the air.

FIGURING OUT BONUSES AND PENALTIES

Add the Plan Solution Modifier to the Elevation Solution Modifier and the Range Solution Modifier. This gives the Gunnery Modifier for the situation.

Example:

The Plan Solution is Nose to Tail (+10,) the Elevation Solution is Sharp Oblique (+10,) and the Range Solution is Close Range (+10.)

$$10 + 10 + 10 = +30 \text{ Bonus}$$

Example:

The Plan Solution is Head To Head (+10,) the Elevation Solution is 90 Degree Oblique (-10,) and the Range Solution is Medium Range (-10.)

$$10 + (-10) + (-10) = -10 \text{ Penalty.}$$

Example:

The Plan Solution is Rear Quarter Oblique (-10,) the Elevation Solution is On The Level (0,) and the Range Solution is Long Range (-20.)

$$(-10) + 0 + (-20) = -30 \text{ Penalty}$$

OBSERVATION AND ALERTNESS

OBSERVATION

Observation is the ability to purposefully watch something already detected. In Aces in Spades, this means keeping a target in sight, noting details, accurately sighting for bombing and artillery sighting, and anything of similar nature.

ALERTNESS

Alertness is the ability to notice something one is not previously aware of. In Aces in Spades, this means finding a new or lost target, noticing an attacker, and anything similar.

MODIFIERS

Target coming out of the sun	-15
Target in thin clouds	-10
Target in thick clouds	-20
Plane engaged in dogfight	-10
Plane landing or taking off	-5
Gunner firing	-15

IN HARM'S WAY ROLE-PLAYING GAME

ABSTRACT POSITIONING METHOD OF DOGFIGHTING

With Abstract Positioning, you are only interested in the relative positions of the dogfighters. To do this, you will need a small model plane for each plane in that particular dogfight - that is, in a two-on-one fight, you would need three planes. You can print out and assemble the supplied paper plane to use, or you can use whatever else you have on hand, so long as it shows proper orientation. A poker chip or die would not work well.

Each player involved writes down his initial maneuver while the GM writes down his initial maneuvers for each plane he is using.

The GM collects the papers and, starting from the initial orientation, resolves the positions at the end of the maneuver, noting any passing firing solutions along the way. There are three possible end conditions:

BREAKUP:

The planes end up going in different directions and the dogfight is over.

ADVANTAGE:

One plane ends up behind another in a sustainable firing solution. Go to Advantage below.

MIX-UP:

The planes keep near each other, but neither holds an advantage. This is the starting position for the next maneuver. Redistribute the papers to the players and start the process again.

ADVANTAGE:

When one plane has a sustainable firing solution - that is, it is behind the other plane - the plane with the advantage can elect to follow the plane in front in an effort to sustain this advantage. In this case, the plane without the advantage verbally declares his maneuver, then attempts to perform it with a Pilot skill check.

If successful, the player with the advantage can maintain his firing solution by a successful Observation skill check to avoid losing the other plane, followed by a successful Pilot skill check to perform the same maneuver. In other words, in a situation where one aeroplane has the Advantage, the aeroplane with the Advantage - the following aeroplane - can see what the other is attempting and can attempt to duplicate it. Maneuvering is no longer simultaneous, and writing down maneuvers is no longer needed.

POSSIBLE OUTCOMES ARE:

FRONT PLANE FAILS MANEUVER:

The consequences of the failure, which vary by maneuver, occur. The following plane can maintain position with a successful Observation skill check followed by performing the proper maneuver, whatever it is, to maintain position with a successful Pilot skill check.

FOLLOWING PLANE FAILS OBSERVATION CHECK:

The following plane has lost sight of the front plane, who may either elect to **Breakup** by zooming away or with a successful Observation check, attempt whatever maneuver would gain advantage with a Pilot skill check. If that maneuver fails, you have a **Mix-up**.

FOLLOWING PLANE FAILS PILOT CHECK:

The following plane has failed the maneuver, The front plane, with a successful Observation skill check, may either elect to **Breakup** by zooming away, or attempt whatever maneuver would gain advantage with a Pilot skill check. If that maneuver fails, you have a **Mix-up**.

WHEN ONE PLANE CLIMBS

When one plane climbs, thus ending its turn, the other plane must either follow it into a climb, ending its own turn, or **Breakup** and look for other prey.

WHEN ONE PLANE RUNS OUT OF ENERGY

When one plane runs out of energy, the other plane may use any unused Immediate energy markers to Enhance any possible firing solution for one final shot before ending its own turn. If there is no possible firing solution, the Immediate energy markers are wasted and the turn ends.

ENHANCING A FIRING SOLUTION

At any time, a pilot may burn Immediate energy markers to enhance a firing solution. To do this, the player removes energy markers from play, gaining a +10 for each marker removed. These bonuses may be applied to chance of success or damage, or to both.

EFFECTS OF DAMAGE

A **Hindered** plane has a -20 to all Pilot skill checks, a **Shot Up** plane has a -30, and a **Smoking** plane has a -40 to all Pilot skill checks.

IN HARM'S WAY ROLE-PLAYING GAME

LUCKY SHOTS

In every battle there is the chance that one single shot can change the pace of the battle. Each result can only happen once per battle, and should be checked off when chosen. A Lucky Shot occurs when the target number is hit exactly. Roll a quality of success and refer to the chart below.

RESULT	CHECK	EFFECTS
Pilot Killed	96-100	The pilot of the aeroplane is killed.
Rudder Hit	86-95	The aeroplane is at -40 to all turn maneuvering rolls until fixed by the Mechanic.
Bracing Wires Shot Through	71-85	The aeroplane's bracing wires are shot through. All Maneuvers are at minus 20 until the wires are repaired.
On Fire	66-70	The gas tank is hit, and the aeroplane catches fire. See Down In Flames.
Crushing Blow	61-65	A perfect hit! Do maximum damage and double it.
Observer Hit	56-60	The Observer/Gunner is hit and killed. If there is no Observer/Gunner, It is a Crushing Blow.
Fabric Shears	26-55	The aeroplane is at -10 to all maneuver rolls until fixed by the Fitter.
Gun Jams	16-25	One machine gun jams and remains jammed until fixed by the Armorer.
Empennage Shattered	06-15	The aeroplane's landing gear has been hammered, and the plane cannot land without Pancaking.
Wing Shears Off	01-05	The top wing - or either wing in monoplanes - is torn off. The aeroplane loses most of its lift and must immediately land at -40 or crash.

CRASH LANDING

If a pilot fails his Pilot Skill Check on taking off or landing, the result is a crash-landing. Roll a Quality of Failure roll on d% to see how bad the crash was..

RESULT	CHECK	EFFECTS
Disaster	96-100	The pilot of the aeroplane is killed and the aeroplane is destroyed.
Smashed	86-95	The aeroplane is smashed up, destroyed, and the pilot takes d% X 5 damage.
Pinwheel	71-85	The wing hits the ground first and the aeroplane pinwheels along the ground, taking d% X 30 damage. The Pilot takes d% X 4 damage.
Pancake	66-70	The undercarriage breaks on landing and the aeroplane skids along on its belly, taking d% X 20 damage. The Pilot takes d% X 3 damage.
Crunched	61-65	The aeroplane is crumpled and destroyed, but the pilot only takes d% X 2 damage.
Nose Over	01-60	The aeroplane tips over on its nose, shattering the propeller and doing d% X 10 damage. The pilot takes d% damage.

DOWN IN FLAMES

Planes may catch fire, either from being hit with a Lucky Shot, or flying through a burning balloon, or other reasons. If a plane catches fire, roll d% X 3 every round for the amount of damage the plane takes. If the plane lands before the plane reaches 0 Constitution, the fire may be put out by sand or dirt. If the plane reaches 0 Constitution in the air, it will explode, killing the occupants.

MACHINE GUNS AND MOUNTS

Fixed Mounts - the kind that fire through the propeller arc - have no modifier to hit.

Ring Mounts have a -5 to hit

Pivot Mounts have a -10 to hit

Spandau and Vickers guns are fabric belt fed.

Parabellum and Lewis guns are drum fed.

IN HARM'S WAY ROLE-PLAYING GAME

Maneuvers

STANDARD DIVE

R: N/A
F: N/A

SHALLOW DIVE

R: N/A
F: N/A

SPLIT S

R: -10
F: SPIN

HALF LOOP DOWN

R: -0
F: DIVE

ROLL

R: -0
F: H.ROLL

HALF ROLL

R: -0
F: ROCK

ROCK

R: N/A
F: N/A

BARREL ROLL

R: -15
F: STALL

LOOP

R: -0
F: STALL

CRAB WALK

R: -15
F: SPIN

SPIN

R: -15
F: SPIN -2E

STANDARD CLIMB

R: N/A
F: N/A

IMMEL-MAN

R: -10
F: STALL

HALF LOOP UP

R: -0
F: STALL

VERTICAL 8

R: -20
F: STALL

BREAK

R: N/A
F: N/A

HAMMERHEAD STALL

R: -15
F: STALL

YOYO

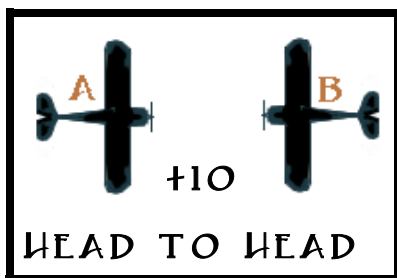
R: -15
F: STALL -3E

STALL

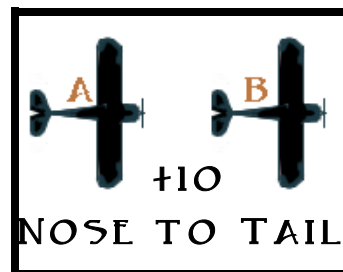
R: -10
F: STALL -2E

IN HARM'S WAY ROLE-PLAYING GAME

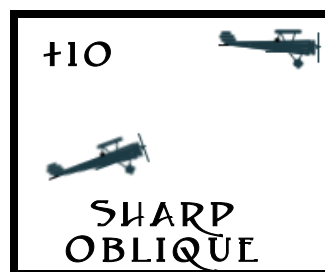
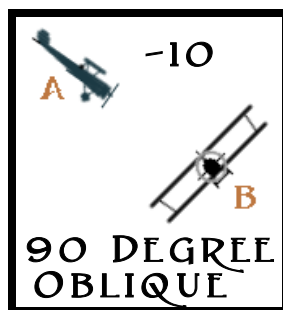
Firing Solutions



PLAN
SOLUTIONS



ELEVATION SOLUTIONS



RANGE SOLUTIONS

CLOSE
+10

SHORT
+0

MEDIUM
-10

LONG
-20

FAR
-40

IN HARM'S WAY ROLE-PLAYING GAME

Dogfighting Sheets



IN HARM'S WAY ROLE-PLAYING GAME

Fokker Eindecker

<p style="text-align: right;">IMMELMANN VERTICAL 8</p> <p style="font-size: 2em; text-align: center;">POTENTIAL</p> <p style="text-align: right;">MAX 6</p> <p>MACHINE GUNS 1 X 1 TOP SPEED: 130</p>	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">2</div> <p>CLIMB</p> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">3</div> <p>DIVE</p> <p>SPLIT S</p> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">4</div> <p>BURN</p>	<p style="font-size: 2em; text-align: center;">IMMEDIATE</p> <p style="text-align: center;">MANEUV 8 STABILITY 12</p> <p style="text-align: center;">USE</p>
<p style="font-size: 2em; text-align: center;">FUEL</p> <p style="text-align: right;">MAX 50</p>		<p style="font-size: 2em; text-align: center;">MANEUVER</p> <p style="text-align: right;">WASTE</p>
<p>-1 ROLL</p> <p>-1 LOOP</p> <p>-2 SPIN</p> <p>-2 STALL</p> <p>-3 BREAK LEFT</p> <p>-2 BREAK RIGHT</p> <p>+2 SPLIT S</p> <p>-2 IMMELMANN</p> <p>-3 VERTICAL 8</p> <p>0/-3 YOYO</p> <p>-3 BARREL ROLL</p> <p>-1 HALF LOOP</p> <p>-1 HALF ROLL</p> <p>-1 ROCK</p> <p>-2 HEAD STALL</p> <p>ENERGY</p>	<p>-0</p> <p>-0</p> <p>-15</p> <p>-10</p> <p>-</p> <p>-</p> <p>-10</p> <p>-10</p> <p>-20</p> <p>-15</p> <p>-15</p> <p>-0</p> <p>-0</p> <p>-0</p> <p>-15</p> <p>MODIFIER</p>	<p>PILOT</p> <p>PLANE TYPE NATION</p> <p style="text-align: center;">FOKKER E.1</p> <p>SQUADRON AERODROME</p> <p>CONSTITUTION</p> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">1690</div> <div>FULL</div> </div> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">1267</div> <div>HINDERED</div> </div> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">845</div> <div>SHOT UP</div> </div> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">423</div> <div>SMOKING</div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p style="text-align: center;">TURN</p> <p style="text-align: center;">BURN</p> <p style="text-align: center;">DIVE</p> <p style="text-align: center;">MANEUV</p> <p style="text-align: center;">SHOOT</p> <p style="text-align: center;">CLIMB</p> </div>
<p>IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING</p>		

IN HARM'S WAY ROLE-PLAYING GAME

Airco DH2

<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p style="text-align: right;">IMMELMANN VERTICAL 8</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">POTENTIAL</p> <p style="text-align: right;">MAX 9</p> </div> <p>MACHINE GUNS 1 X 1 TOP SPEED: 150</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px auto; width: 30px;">3</div> <p style="text-align: center;">CLIMB</p> <div style="border: 1px solid black; padding: 2px; margin: 5px auto; width: 30px;">2</div> <p style="text-align: center;">DIVE</p> <p style="text-align: center;">SPLIT 5</p> <div style="border: 1px solid black; padding: 2px; margin: 5px auto; width: 30px;">4</div> <p style="text-align: center;">BURN</p>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p style="font-size: 2em; font-weight: bold; text-align: center;">IMMEDIATE</p> </div> <p style="text-align: center;">MANEUV 15 STABILITY 5</p> <p style="text-align: center;">USE</p>
<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p style="font-size: 2em; font-weight: bold; text-align: center;">FUEL</p> <p style="text-align: right;">MAX 80</p> </div> <div style="font-family: monospace;"> -1 ROLL -1 LOOP -2 SPIN -2 STALL -3 BREAK LEFT -3 BREAK RIGHT +2 SPLIT 5 -2 IMMELMANN -3 VERTICAL 8 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL </div> <p>ENERGY</p>		<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p style="font-size: 2em; font-weight: bold; text-align: center;">MANEUVER</p> </div> <p style="text-align: center;">WASTE</p>
		<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p style="font-size: 2em; font-weight: bold; text-align: center;">PILOT</p> </div> <p>PLANE TYPE NATION AIRCO DH.2</p> <p>SQUADRON AERODROME</p> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div style="width: 60%;"> <p>CONSTITUTION</p> <div style="display: flex; justify-content: space-between;"> <div style="width: 40%;"> <div style="border: 1px solid black; padding: 2px 5px; margin-bottom: 5px;">1960</div> <div style="border: 1px solid black; padding: 2px 5px; margin-bottom: 5px;">1470</div> <div style="border: 1px solid black; padding: 2px 5px; margin-bottom: 5px;">980</div> <div style="border: 1px solid black; padding: 2px 5px;">490</div> </div> <div style="width: 60%;"> <p>FULL</p> <p>HINDERED</p> <p>SHOT UP</p> <p>SMOKING</p> </div> </div> </div> <div style="width: 35%; border: 1px solid black; padding: 5px; margin-top: 10px;"> <p style="text-align: center;">TURN</p> <p style="text-align: center;">BURN</p> <p style="text-align: center;">DIVE</p> <p style="text-align: center;">MANEUV</p> <p style="text-align: center;">SHOOT</p> <p style="text-align: center;">CLIMB</p> </div> </div> <p>MODIFIER</p>
<div style="border: 1px solid black; padding: 5px; font-size: 1.2em; font-weight: bold;">IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING</div>		

IN HARM'S WAY ROLE-PLAYING GAME

RAF FE.2b

<p style="text-align: right;">IMMELMANN VERTICAL 8</p> <h2 style="text-align: center;">POTENTIAL</h2> <p style="text-align: right;">MAX 6</p>	<div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">3</div> <div style="text-align: left; margin: 5px;">CLIMB</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">5</div> <div style="text-align: left; margin: 5px;">DIVE</div> <div style="text-align: left; margin: 5px;">SPLIT S</div>	<h2 style="text-align: center;">IMMEDIATE</h2>
<p>MACHINE GUNS 1 X 1 TOP SPEED: 150</p>	<div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">3</div> <div style="text-align: left; margin: 5px;">BURN</div>	<p style="text-align: center;">MANEUV 5 ↓ STABILITY 15</p> <p style="text-align: center; margin-top: 20px;">USE</p>
<h2 style="text-align: center;">FUEL</h2> <p style="text-align: right;">MAX 50</p>		<h2 style="text-align: center;">MANEUVER</h2>
<p> -1 ROLL -1 LOOP -2 SPIN -2 STALL -3 BREAK LEFT -3 BREAK RIGHT +2 SPLIT S -2 IMMELMANN -3 VERTICAL 8 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL </p> <p>ENERGY</p>	<p> -0 -0 PILOT -15 -10 PLANE TYPE NATION RAF FE.2B SQUADRON AERODROME -10 -10 CONSTITUTION -20 4134 FULL -15 3100 HINDERED -15 2067 SHOT UP -0 1033 SMOKING -15 </p> <p>MODIFIER</p>	<div style="border: 1px solid black; padding: 5px; margin-top: 20px;"> <p style="text-align: center; margin: 0;">TURN</p> <p style="text-align: center; margin: 5px 0;">BURN</p> <p style="text-align: center; margin: 5px 0;">DIVE</p> <p style="text-align: center; margin: 5px 0;">MANEUV</p> <p style="text-align: center; margin: 5px 0;">SHOOT</p> <p style="text-align: center; margin: 5px 0;">CLIMB</p> </div>

IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING

IN HARM'S WAY ROLE-PLAYING GAME

RAF FE.2d

<p style="text-align: right;">IMMELMANN VERTICAL 8</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">POTENTIAL</p> <p style="text-align: right;">MAX 11</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">3</div> <div style="text-align: left; font-weight: bold;">CLIMB</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">5</div> <div style="text-align: left; font-weight: bold;">DIVE</div> <div style="text-align: left; font-weight: bold;">SPLIT S</div>	<p style="font-size: 2em; font-weight: bold; text-align: center;">IMMEDIATE</p>
<p>MACHINE GUNS 3 X 1</p> <p>TOP SPEED: 186</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">4</div> <div style="text-align: left; font-weight: bold;">BURN</div>	<p>MANEUV 5</p> <p style="text-align: center; font-weight: bold;">USE</p> <p>STABILITY 15</p>
<p style="font-size: 2em; font-weight: bold; text-align: center;">FUEL</p> <p style="text-align: right;">MAX 32</p>	<p style="font-size: 2em; font-weight: bold; text-align: center;">MANEUVER</p>	
<p>-1 ROLL</p> <p>-1 LOOP</p> <p>-2 SPIN</p> <p>-2 STALL</p> <p>-3 BREAK LEFT</p> <p>-3 BREAK RIGHT</p> <p>+2 SPLIT S</p> <p>-2 IMMELMANN</p> <p>-3 VERTICAL 8</p> <p>0/-3 YOYO</p> <p>-3 BARREL ROLL</p> <p>-1 HALF LOOP</p> <p>-1 HALF ROLL</p> <p>-1 ROCK</p> <p>-2 HEAD STALL</p>	<p>-0 PILOT</p> <p>-0 PLANE TYPE NATION</p> <p>-15 RAF FE.2D</p> <p>-10 SQUADRON AERODROME</p> <p>-10 CONSTITUTION</p> <p>-10 4720 FULL</p> <p>-20 3810 HINDERED</p> <p>-15 2360 SHOT UP</p> <p>-0 1180 SMOKING</p> <p>-15</p>	
<p>ENERGY</p>	<p>MODIFIER</p>	
<p style="font-size: 1.2em; font-weight: bold;">IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING</p>		

IN HARM'S WAY ROLE-PLAYING GAME

Nieuport17

<p style="text-align: right;">IMMELMANN VERTICAL 8</p> <p style="font-size: 2em; text-align: center;">POTENTIAL</p> <p style="text-align: right;">MAX 11</p> <p>MACHINE GUNS 1 X 1 TOP SPEED: 164</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">5</div> <div style="text-align: left; margin: 5px;">CLIMB</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">2</div> <div style="text-align: left; margin: 5px;">DIVE</div> <div style="text-align: left; margin: 5px;">SPLIT S</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">5</div> <div style="text-align: left; margin: 5px;">BURN</div>	<p style="font-size: 2em; text-align: center;">IMMEDIATE</p> <p style="text-align: center;">MANEUV 10 STABILITY 10</p> <p style="text-align: center;">↓ USE</p>
<p style="font-size: 2em; text-align: center;">FUEL</p> <p style="text-align: right;">MAX 46</p>	<p style="font-size: 2em; text-align: center;">MANEUVER</p> <p style="text-align: right; margin-top: 20px;">↓ WASTE</p>	
<p>-1 ROLL</p> <p>-1 LOOP</p> <p>-2 SPIN</p> <p>-2 STALL</p> <p>-3 BREAK LEFT</p> <p>-2 BREAK RIGHT</p> <p>+2 SPLIT S</p> <p>-2 IMMELMANN</p> <p>-3 VERTICAL 8</p> <p>0/-3 YOYO</p> <p>-3 BARREL ROLL</p> <p>-1 HALF LOOP</p> <p>-1 HALF ROLL</p> <p>-1 ROCK</p> <p>-2 HEAD STALL</p> <p>ENERGY</p>	<p>-0 PILOT</p> <p>-0</p> <p>-15 PLANE TYPE NATION</p> <p>-10 NIEUPORT 17</p> <p>- SQUADRON AERODROME</p> <p>-10</p> <p>-10 CONSTITUTION</p> <p>-20 1680 FULL</p> <p>-15 1260 HINDERED</p> <p>-15 840 SHOT UP</p> <p>-0 420 SMOKING</p> <p>-15</p> <p>MODIFIER</p>	
<p style="text-align: center;">TURN</p> <p style="text-align: center;">BURN</p> <p style="text-align: center;">DIVE</p> <p style="text-align: center;">MANEUV</p> <p style="text-align: center;">SHOOT</p> <p style="text-align: center;">CLIMB</p>		
<p style="text-align: center; font-weight: bold;">IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING</p>		

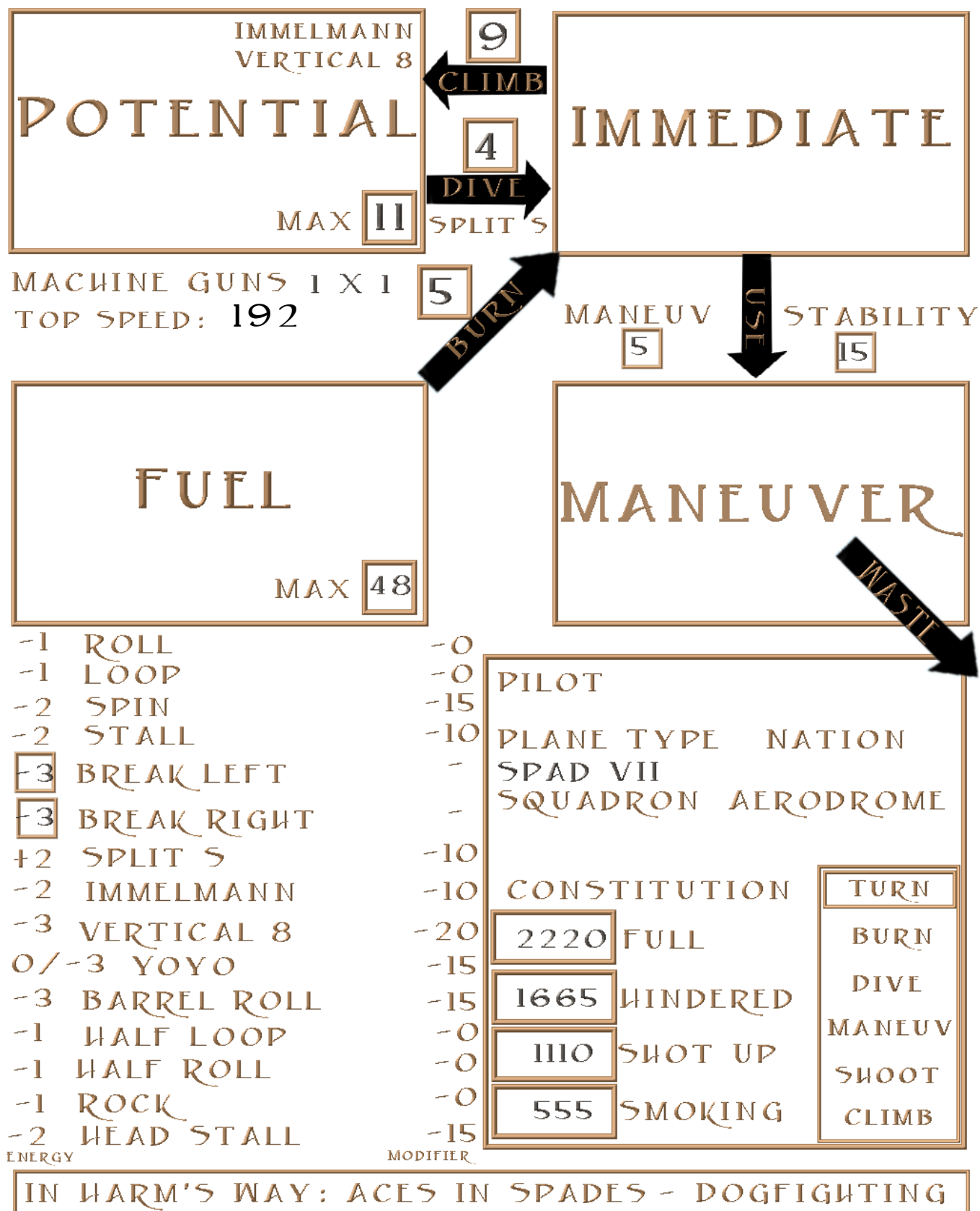
IN HARM'S WAY ROLE-PLAYING GAME

Albatross DII

<p style="text-align: right;">IMMELMANN VERTICAL 8</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">POTENTIAL</p> <p style="text-align: right;">MAX 10</p> <p>MACHINE GUNS 2 X 1 TOP SPEED: 178</p>	<div style="border: 1px solid black; padding: 2px; margin: 2px;">4</div> <div style="text-align: left; font-weight: bold;">CLIMB</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">4</div> <div style="text-align: left; font-weight: bold;">DIVE</div> <div style="text-align: left; font-weight: bold;">SPLIT S</div>	<p style="font-size: 2em; font-weight: bold; text-align: center;">IMMEDIATE</p> <p style="text-align: center;">MANEUV 5 STABILITY 15</p>
<p style="font-size: 2em; font-weight: bold; text-align: center;">FUEL</p> <p style="text-align: right;">MAX 34</p>	<div style="border: 1px solid black; padding: 2px; margin: 2px;">4</div> <div style="text-align: left; font-weight: bold;">BURN</div>	<p style="font-size: 2em; font-weight: bold; text-align: center;">MANEUVER</p>
<p>-1 ROLL -1 LOOP -2 SPIN -2 STALL -2 BREAK LEFT -2 BREAK RIGHT +2 SPLIT S -2 IMMELMANN -3 VERTICAL 8 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL</p> <p style="font-size: 0.8em;">ENERGY</p>	<div style="border: 1px solid black; padding: 2px; margin: 2px;">-0</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">-0</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">-15</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">-10</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">-10</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">-20</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">-15</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">-15</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">-0</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">-0</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">-0</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">-15</div> <p style="font-size: 0.8em;">MODIFIER</p>	<p style="font-size: 1.5em; font-weight: bold;">PILOT</p> <p>PLANE TYPE NATION ALBATROSS D2</p> <p>SQUADRON AERODROME</p> <p>CONSTITUTION</p> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">2660</div> <div>FULL</div> </div> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">1995</div> <div>HINDERED</div> </div> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">1330</div> <div>SHOT UP</div> </div> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">665</div> <div>SMOKING</div> </div>
<p style="text-align: center; font-weight: bold;">IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING</p>		

IN HARM'S WAY ROLE-PLAYING GAME

SPAD VII



IN HARM'S WAY ROLE-PLAYING GAME

Albatross DIII

<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p style="text-align: right;">IMMELMANN VERTICAL 8</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">POTENTIAL</p> <p style="text-align: right;">MAX 11</p> </div> <p>MACHINE GUNS 2 X 1 TOP SPEED: 165</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">5</div> <p>CLIMB</p> <div style="border: 1px solid black; padding: 2px; margin: 5px;">2</div> <p>DIVE</p> <p>SPLIT 5</p>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p style="font-size: 2em; font-weight: bold; text-align: center;">IMMEDIATE</p> </div> <p style="text-align: center;">MANEUV 5 STABILITY 15</p>	
<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p style="font-size: 2em; font-weight: bold; text-align: center;">FUEL</p> <p style="text-align: right;">MAX 34</p> </div>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">5</div> <p>BURN</p>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p style="font-size: 2em; font-weight: bold; text-align: center;">MANEUVER</p> </div>	
<p>ENERGY</p> <ul style="list-style-type: none"> -1 ROLL -1 LOOP -2 SPIN -2 STALL -3 BREAK LEFT -3 BREAK RIGHT +2 SPLIT 5 -2 IMMELMANN -3 VERTICAL 8 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL 	<div style="border: 1px solid black; padding: 2px; margin: 5px;">-0</div> <p>PILOT</p> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-15</div> <p>PLANE TYPE NATION</p> <p style="padding-left: 20px;">ALBATROSS D3</p> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-10</div> <p>SQUADRON AERODROME</p> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-10</div> <p>CONSTITUTION</p> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-20</div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">2660</div> FULL <div style="border: 1px solid black; padding: 2px; margin: 5px;">-15</div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">1995</div> HINDERED <div style="border: 1px solid black; padding: 2px; margin: 5px;">-15</div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">1330</div> SHOT UP <div style="border: 1px solid black; padding: 2px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">665</div> SMOKING <div style="border: 1px solid black; padding: 2px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-15</div>	<p style="text-align: center;">TURN</p> <p style="text-align: center;">BURN</p> <p style="text-align: center;">DIVE</p> <p style="text-align: center;">MANEUV</p> <p style="text-align: center;">SHOOT</p> <p style="text-align: center;">CLIMB</p>	
<p>MODIFIER</p>			<p style="text-align: center;">WASTE</p>
<p style="text-align: center; font-weight: bold;">IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING</p>			

IN HARM'S WAY ROLE-PLAYING GAME

Nieuport 28

<p style="text-align: right;">IMMELMANN VERTICAL 8</p> <h2 style="text-align: center;">POTENTIAL</h2> <p style="text-align: right;">MAX 11</p> <p>MACHINE GUNS 1 X 1 TOP SPEED: 196</p>	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">5</div> <p>CLIMB</p> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">4</div> <p>DIVE</p> <p>SPLIT S</p> <div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">6</div> <p>BURN</p>	<h2 style="text-align: center;">IMMEDIATE</h2> <div style="display: flex; justify-content: space-around; margin-top: 20px;"> <div style="text-align: center;"> <p>MANEUV</p> <div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">10</div> </div> <div style="text-align: center;"> <p>USE</p> <div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">10</div> <p>STABILITY</p> </div> </div>
<h2 style="text-align: center;">FUEL</h2> <p style="text-align: right;">MAX 46</p>	<h2 style="text-align: center;">MANEUVER</h2> <div style="text-align: right; margin-top: 20px;"> <p>WASTE</p> </div>	
<p>-1 ROLL</p> <p>-1 LOOP</p> <p>-2 SPIN</p> <p>-2 STALL</p> <p>-3 BREAK LEFT</p> <p>-2 BREAK RIGHT</p> <p>+2 SPLIT S</p> <p>-2 IMMELMANN</p> <p>-3 VERTICAL 8</p> <p>0/-3 YOYO</p> <p>-3 BARREL ROLL</p> <p>-1 HALF LOOP</p> <p>-1 HALF ROLL</p> <p>-1 ROCK</p> <p>-2 HEAD STALL</p> <p>ENERGY</p>	<p>-0 PILOT</p> <p>-0</p> <p>-15 PLANE TYPE NATION</p> <p>-10 NIEUPORT 28</p> <p>- SQUADRON AERODROME</p> <p>-10</p> <p>-10 CONSTITUTION</p> <p>-20 2210 FULL</p> <p>-15 1657 HINDERED</p> <p>-15 1105 SHOT UP</p> <p>-0 553 SMOKING</p> <p>-15</p> <p>MODIFIER</p>	
<p>IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING</p>		

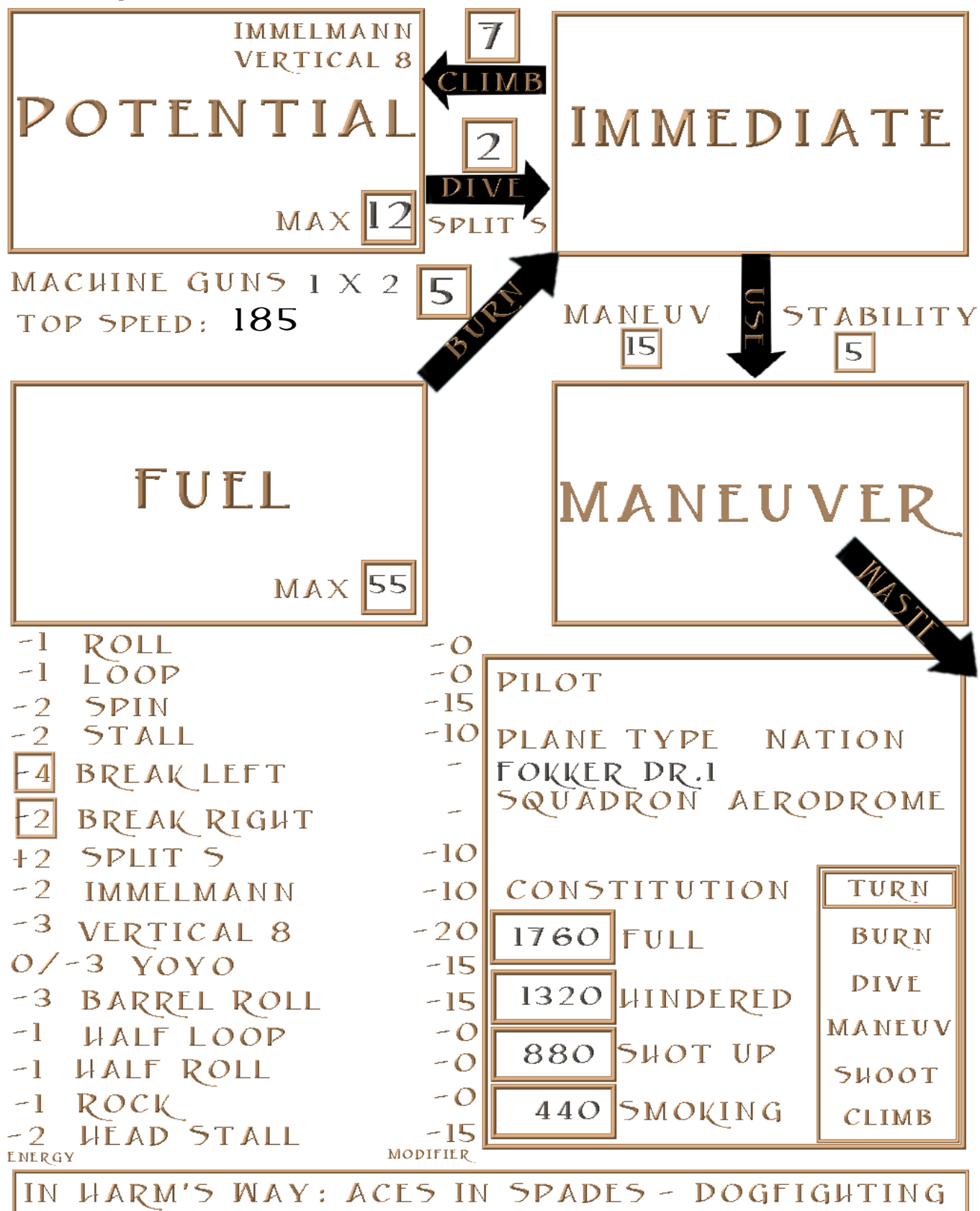
IN HARM'S WAY ROLE-PLAYING GAME

Pfalz DIII

<p style="text-align: center;">IMMELMANN VERTICAL 8</p> <h2 style="text-align: center;">POTENTIAL</h2> <p style="text-align: right;">MAX 10</p> <p>MACHINE GUNS 2 X 1 TOP SPEED: 165</p>	<div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">2</div> <div style="text-align: left; margin: 5px;">CLIMB</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">5</div> <div style="text-align: left; margin: 5px;">DIVE</div> <div style="text-align: left; margin: 5px;">SPLIT S</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">4</div> <div style="text-align: left; margin: 5px;">BURN</div>	<h2 style="text-align: center;">IMMEDIATE</h2> <div style="display: flex; justify-content: space-around; margin-top: 20px;"> <div style="text-align: center;"> MANEUV <div style="border: 1px solid black; padding: 2px 5px;">12</div> </div> <div style="text-align: center;"> <div style="text-align: left; margin-bottom: 5px;">USE</div> <div style="border: 1px solid black; padding: 2px 5px;">8</div> </div> </div>														
<h2 style="text-align: center;">FUEL</h2> <p style="text-align: right;">MAX 26</p>		<h2 style="text-align: center;">MANEUVER</h2> <div style="text-align: right; margin-top: 20px;"> <div style="text-align: left; margin-bottom: 5px;">WASTE</div> <div style="border: 1px solid black; padding: 2px 5px; width: 50px; height: 50px; transform: rotate(45deg);"></div> </div>														
<p>ENERGY</p> <ul style="list-style-type: none"> -1 ROLL -1 LOOP -2 SPIN -2 STALL <div style="border: 1px solid black; padding: 2px 5px;">-3</div> BREAK LEFT <div style="border: 1px solid black; padding: 2px 5px;">-3</div> BREAK RIGHT +2 SPLIT S -2 IMMELMANN -3 VERTICAL 8 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL 	<div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-15</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-10</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-10</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-10</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-20</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-15</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-15</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px 5px; margin: 5px;">-15</div>	<p>MODIFIER</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="padding: 5px;">PILOT</td> </tr> <tr> <td style="width: 50%; padding: 5px;">PLANE TYPE PFALZ DIII</td> <td style="width: 50%; padding: 5px;">NATION SQUADRON AERODROME</td> </tr> <tr> <td colspan="2" style="padding: 5px;">CONSTITUTION</td> </tr> <tr> <td style="padding: 5px;"><div style="border: 1px solid black; padding: 2px 5px;">2800</div> FULL</td> <td style="padding: 5px;"></td> </tr> <tr> <td style="padding: 5px;"><div style="border: 1px solid black; padding: 2px 5px;">2100</div> HINDERED</td> <td style="padding: 5px;"></td> </tr> <tr> <td style="padding: 5px;"><div style="border: 1px solid black; padding: 2px 5px;">1400</div> SHOT UP</td> <td style="padding: 5px;"></td> </tr> <tr> <td style="padding: 5px;"><div style="border: 1px solid black; padding: 2px 5px;">700</div> SMOKING</td> <td style="padding: 5px;"></td> </tr> </table> <div style="margin-top: 10px;"> <div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">TURN</div> <div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">BURN</div> <div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">DIVE</div> <div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">MANEUV</div> <div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">SHOOT</div> <div style="border: 1px solid black; padding: 2px 5px; display: inline-block;">CLIMB</div> </div>	PILOT		PLANE TYPE PFALZ DIII	NATION SQUADRON AERODROME	CONSTITUTION		<div style="border: 1px solid black; padding: 2px 5px;">2800</div> FULL		<div style="border: 1px solid black; padding: 2px 5px;">2100</div> HINDERED		<div style="border: 1px solid black; padding: 2px 5px;">1400</div> SHOT UP		<div style="border: 1px solid black; padding: 2px 5px;">700</div> SMOKING	
PILOT																
PLANE TYPE PFALZ DIII	NATION SQUADRON AERODROME															
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<h3>IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING</h3>																

IN HARM'S WAY ROLE-PLAYING GAME

Fokker Dr.I Triplane



IN HARM'S WAY ROLE-PLAYING GAME

Albatross D.V

<p style="text-align: right;">IMMELMANN VERTICAL 8</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">POTENTIAL</p> <p style="text-align: right;">MAX 13</p> <p>MACHINE GUNS 1 X 2 TOP SPEED: 185</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">5</div> <div style="text-align: left; font-weight: bold;">CLIMB</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">4</div> <div style="text-align: left; font-weight: bold;">DIVE</div> <div style="text-align: left; font-weight: bold;">SPLIT S</div>	<p style="font-size: 2em; font-weight: bold; text-align: center;">IMMEDIATE</p> <p style="text-align: center;">MANEUV 10 STABILITY 10</p>
<p style="font-size: 2em; font-weight: bold; text-align: center;">FUEL</p> <p style="text-align: right;">MAX 55</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">5</div> <div style="text-align: left; font-weight: bold;">BURN</div>	<p style="font-size: 2em; font-weight: bold; text-align: center;">MANEUVER</p>
<p>-1 ROLL -1 LOOP -2 SPIN -2 STALL -3 BREAK LEFT -3 BREAK RIGHT +2 SPLIT S -2 IMMELMANN -3 VERTICAL 8 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL</p> <p>ENERGY</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-15</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-10</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-10</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-20</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-15</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-15</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-0</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">-15</div> <p>MODIFIER</p>	<p style="font-size: 1.5em; font-weight: bold;">PILOT</p> <p>PLANE TYPE NATION ALBATROSS D.5 SQUADRON AERODROME</p> <p>CONSTITUTION</p> <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">2810</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">2108</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1405</div> <div style="border: 1px solid black; padding: 2px;">703</div> </div> <div style="width: 45%;"> <p>FULL</p> <p>HINDERED</p> <p>SHOT UP</p> <p>SMOKING</p> </div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px; text-align: center;"> <p>TURN</p> <p>BURN</p> <p>DIVE</p> <p>MANEUV</p> <p>SHOOT</p> <p>CLIMB</p> </div>

IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING

IN HARM'S WAY ROLE-PLAYING GAME

Spad XIII

<p style="text-align: right;">IMMELMANN VERTICAL 8</p> <p style="font-size: 2em; text-align: center;">POTENTIAL</p> <p style="text-align: right;">MAX 13</p> <p>MACHINE GUNS 1 X 2 TOP SPEED: 224</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">6</div> <div style="text-align: left; margin: 5px;">CLIMB</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">5</div> <div style="text-align: left; margin: 5px;">DIVE</div> <div style="text-align: left; margin: 5px;">SPLIT S</div>	<p style="font-size: 2em; text-align: center;">IMMEDIATE</p> <p style="text-align: center;">MANEUV 8 STABILITY 12</p>
<p style="font-size: 2em; text-align: center;">FUEL</p> <p style="text-align: right;">MAX 33</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">6</div> <div style="text-align: left; margin: 5px;">BURN</div>	<p style="font-size: 2em; text-align: center;">MANEUVER</p>
<p>-1 ROLL</p> <p>-1 LOOP</p> <p>-2 SPIN</p> <p>-2 STALL</p> <p>-3 BREAK LEFT</p> <p>-3 BREAK RIGHT</p> <p>+2 SPLIT S</p> <p>-2 IMMELMANN</p> <p>-3 VERTICAL 8</p> <p>0/-3 YOYO</p> <p>-3 BARREL ROLL</p> <p>-1 HALF LOOP</p> <p>-1 HALF ROLL</p> <p>-1 ROCK</p> <p>-2 HEAD STALL</p> <p>ENERGY</p>	<p>-0</p> <p>-0</p> <p>-15</p> <p>-10</p> <p>-</p> <p>-</p> <p>-10</p> <p>-10</p> <p>-20</p> <p>-15</p> <p>-15</p> <p>-0</p> <p>-0</p> <p>-0</p> <p>-15</p> <p>MODIFIER</p>	<p style="font-size: 1.5em;">PILOT</p> <p>PLANE TYPE NATION</p> <p>SPAD XIII</p> <p>SQUADRON AERODROME</p> <p>CONSTITUTION</p> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">2860</div> <div>FULL</div> </div> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">2145</div> <div>HINDERED</div> </div> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">1430</div> <div>SHOT UP</div> </div> <div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">715</div> <div>SMOKING</div> </div>
<p style="text-align: center;">IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING</p>		

IN HARM'S WAY ROLE-PLAYING GAME

RAF SE.5

<p style="text-align: right;">IMMELMANN VERTICAL 8</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">POTENTIAL</p> <p style="text-align: right;">MAX 10</p> <p>MACHINE GUNS 2 X 1 TOP SPEED: 222</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">7</div> <div style="text-align: left; font-weight: bold;">CLIMB</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">5</div> <div style="text-align: left; font-weight: bold;">DIVE</div> <div style="text-align: left; font-weight: bold;">SPLIT S</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">6</div> <div style="text-align: left; font-weight: bold;">BURN</div>	<div style="border: 1px solid black; padding: 10px; text-align: center; font-size: 2em; font-weight: bold;">IMMEDIATE</div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;"> MANEUV 5 </div> <div style="text-align: center;"> <div style="font-weight: bold; transform: rotate(-90deg);">USE</div> </div> <div style="text-align: center;"> STABILITY 15 </div> </div> <div style="border: 1px solid black; padding: 10px; margin-top: 10px;"> <div style="font-size: 2em; font-weight: bold; text-align: center;">MANEUVER</div> <div style="text-align: right; margin-top: 20px;"> <div style="font-weight: bold; transform: rotate(-45deg);">WASTE</div> </div> </div>
<div style="border: 1px solid black; padding: 10px; text-align: center; font-size: 2em; font-weight: bold;">FUEL</div> <p style="text-align: right;">MAX 48</p>		<div style="border: 1px solid black; padding: 10px;"> <div style="font-size: 1.2em; font-weight: bold;">PILOT</div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div>PLANE TYPE</div> <div>NATION</div> </div> <div style="margin-top: 5px;">RAF SE.5</div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div>SQUADRON</div> <div>AERODROME</div> </div> <div style="margin-top: 10px;"> <div style="font-size: 1.2em; font-weight: bold;">CONSTITUTION</div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div style="border: 1px solid black; padding: 2px;">2640</div> <div>FULL</div> </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div style="border: 1px solid black; padding: 2px;">1980</div> <div>HINDERED</div> </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div style="border: 1px solid black; padding: 2px;">1320</div> <div>SHOT UP</div> </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div style="border: 1px solid black; padding: 2px;">660</div> <div>SMOKING</div> </div> </div> <div style="margin-top: 10px; border: 1px solid black; padding: 5px;"> <div style="font-size: 1.2em; font-weight: bold; text-align: center;">TURN</div> <div style="text-align: center; margin-top: 5px;">BURN</div> <div style="text-align: center; margin-top: 5px;">DIVE</div> <div style="text-align: center; margin-top: 5px;">MANEUV</div> <div style="text-align: center; margin-top: 5px;">SHOOT</div> <div style="text-align: center; margin-top: 5px;">CLIMB</div> </div> </div>
<div style="font-size: 0.9em;"> -1 ROLL -1 LOOP -2 SPIN -2 STALL <div style="border: 1px solid black; padding: 2px; display: inline-block;">-3</div> BREAK LEFT <div style="border: 1px solid black; padding: 2px; display: inline-block;">-3</div> BREAK RIGHT +2 SPLIT S -2 IMMELMANN -3 VERTICAL 8 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL </div> <p style="font-size: 0.8em; margin-top: 5px;">ENERGY</p>		<div style="font-size: 0.9em;"> -0 -0 -15 -10 - - -10 -10 -20 -15 -15 -0 -0 -0 -15 </div> <p style="font-size: 0.8em; margin-top: 5px;">MODIFIER</p>
<div style="border: 1px solid black; padding: 5px; font-size: 1.2em; font-weight: bold;">IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING</div>		

IN HARM'S WAY ROLE-PLAYING GAME

Sopwith Camel

<p style="text-align: right;">IMMELMANN VERTICAL 8</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">POTENTIAL</p> <p style="text-align: right;">MAX 13</p> <p>MACHINE GUNS 1 X 2 TOP SPEED: 185</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">7</div> <div style="text-align: left; font-weight: bold;">CLIMB</div> <div style="border: 1px solid black; padding: 2px; margin: 5px;">5</div> <div style="text-align: left; font-weight: bold;">DIVE</div> <div style="text-align: left; font-weight: bold;">SPLIT S</div>	<p style="font-size: 2em; font-weight: bold; text-align: center;">IMMEDIATE</p>
<p style="font-size: 2em; font-weight: bold; text-align: center;">FUEL</p> <p style="text-align: right;">MAX 75</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px;">5</div> <div style="text-align: left; font-weight: bold;">BURN</div>	<p style="text-align: center;">MANEUV 18</p> <p style="text-align: center;">STABILITY 2</p> <p style="text-align: center; font-weight: bold;">USE</p>
<p>-1 ROLL -1 LOOP -2 SPIN -2 STALL -4 BREAK LEFT -2 BREAK RIGHT +2 SPLIT S -2 IMMELMANN -3 VERTICAL 8 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL</p> <p>ENERGY</p>	<p>-0 -0 PILOT -15 -10 PLANE TYPE NATION - SOWITH CAMEL - SQUADRON AERODROME -10 -10 CONSTITUTION -20 1980 FULL -15 1485 HINDERED -15 990 SHOT UP -0 495 SMOKING -15</p> <p>MODIFIER</p>	<p style="font-size: 2em; font-weight: bold; text-align: center;">MANEUVER</p> <p style="text-align: center; font-weight: bold; transform: rotate(-45deg);">WASTE</p>

TURN
BURN
DIVE
MANEUV
SHOOT
CLIMB

IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING

IN HARM'S WAY ROLE-PLAYING GAME

Fokker D.VII

<p style="text-align: center;">IMMELMANN VERTICAL 8</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">POTENTIAL</p> <p style="text-align: right;">MAX 12</p> <p>MACHINE GUNS 2 X 1 TOP SPEED: 190</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px auto; width: 30px; text-align: center;">7</div> <div style="text-align: center;">CLIMB</div> <div style="border: 1px solid black; padding: 2px; margin: 5px auto; width: 30px; text-align: center;">5</div> <div style="text-align: center;">DIVE</div> <div style="text-align: center;">SPLIT 5</div>	<div style="border: 1px solid black; padding: 10px; height: 150px; display: flex; align-items: center; justify-content: center; font-size: 2em; font-weight: bold;">IMMEDIATE</div>
<div style="border: 1px solid black; padding: 10px; height: 150px; display: flex; align-items: center; justify-content: center; font-size: 2em; font-weight: bold;">FUEL</div> <p style="text-align: right;">MAX 30</p>	<div style="border: 1px solid black; padding: 2px; margin: 5px auto; width: 30px; text-align: center;">6</div> <div style="text-align: center;">BURN</div>	<p style="text-align: center;">MANEUV 5 STABILITY 15</p> <div style="border: 1px solid black; padding: 10px; height: 150px; display: flex; align-items: center; justify-content: center; font-size: 2em; font-weight: bold;">MANEUVER</div>
<p>-1 ROLL</p> <p>-1 LOOP</p> <p>-2 SPIN</p> <p>-2 STALL</p> <p>-3 BREAK LEFT</p> <p>-3 BREAK RIGHT</p> <p>+2 SPLIT 5</p> <p>-2 IMMELMANN</p> <p>-3 VERTICAL 8</p> <p>0/-3 YOYO</p> <p>-3 BARREL ROLL</p> <p>-1 HALF LOOP</p> <p>-1 HALF ROLL</p> <p>-1 ROCK</p> <p>-2 HEAD STALL</p> <p>ENERGY</p>	<p>-0</p> <p>-0 PILOT</p> <p>-15</p> <p>-10 PLANE TYPE NATION</p> <p>- FOKKER D.VII</p> <p>- SQUADRON AERODROME</p> <p>-10</p> <p>-10 CONSTITUTION</p> <p>-20 2550 FULL</p> <p>-15 1913 HINDERED</p> <p>-15 1275 SHOT UP</p> <p>-0 637 SMOKING</p> <p>-15</p> <p>MODIFIER</p>	<div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <div style="border: 1px solid black; padding: 2px; text-align: center; font-weight: bold;">TURN</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">BURN</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">DIVE</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">MANEUV</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">SHOOT</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">CLIMB</div> </div>

IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING

IN HARM'S WAY ROLE-PLAYING GAME

AEROPLANES OF THE GREAT WAR

FIGHTERS 1915

FOKKER E.1 "EINDECKER"

The Fokker Eindecker was the first true fighter plane. It had an innovative interrupter gear that allowed the single Spandau machinegun to fire through the propeller arc, allowing the pilot to shoot directly ahead by aiming the plane.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	130 kph
Crew	1
Dive	3
Climb	2
Fuel Rating	50
Climb Limit	6
Power Rating	4
Weapon Factor Pilot	1
Weapon Factor Observer	N/A
Constitution Full	1690
Hindered	1267
Shot Up	845
Smoking	423
Type	Fighter
Break Left	3
Break Right	2
Available	1915-1916
Maneuver	8
Stability	12
National Origin	Germany

RAF F.E.2B

The F.E. 2b was a Fighter/Bomber introduced in late 1915. About 2/3 of them were used as fighters, the rest as bombers. The observer sat in the extreme front, with a single Lewis gun on a pivot. The pilot sat behind, with the engine and four bladed propeller behind him.

DATA TYPE	VALUE
Tractor/Pusher	Pusher
Top Speed	150 kph
Crew	2
Dive	5
Climb	3
Fuel Rating	50
Climb Limit	6
Power Rating	3
Weapon Factor Pilot	0
Weapon Factor Observer	1
Constitution Full	4134
Hindered	3100
Shot Up	2067
Smoking	1033
Type	Fighter
Break Left	3
Break Right	3
Available	1915-1916
Maneuver	5
Stability	15
National Origin	Britain

IN HARM'S WAY ROLE-PLAYING GAME

BOMBERS 1914-1915

RAF F.E.2B

The F.E. 2b was a workhorse light bomber for the British, and was an effective fighter as well once the 135 kg of bombs were dropped.

DATA TYPE	VALUE
Tractor/Pusher	Pusher
Top Speed	150 kph
Crew	2
Dive	5
Climb	3
Fuel Rating	50
Climb Limit	6
Power Rating	3
Weapon Factor Pilot	0
Weapon Factor Observer	1
Constitution Full	4134
Hindered	3100
Shot Up	2067
Smoking	1033
Type	Fighter
Break Left	3
Break Right	3
Available	1915-1916
Maneuver	5
Stability	15
National Origin	Britain

AEG G.IV

The AEG G series bombers were large, twin engined planes, with observers in front and behind equipped with single Parabellum machine guns on swivel mounts. They carried a heavy bomb load of 350 kg, and were solid, well defended planes.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	165 kph
Crew	3
Dive	2
Climb	4
Fuel Rating	30
Climb Limit	5
Power Rating	3
Weapon Factor Pilot	1
Weapon Factor Observer	1 X 2
Constitution Full	10992
Hindered	8244
Shot Up	5496
Smoking	2748
Type	Bomber
Break Left	3
Break Right	3
Available	1916
Maneuver	3
Stability	17
National Origin	German

IN HARM'S WAY ROLE-PLAYING GAME

OBSERVATION 1914-1915

BRISTOL SCOUT

Both the RNAS and the RFC used this fast, nimble single seat scout. If it had been armed, it would have made a fine fighter, but the vast majority were unarmed.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	151 kph
Crew	1
Dive	4
Climb	3
Fuel Rating	57
Climb Limit	5
Power Rating	4
Weapon Factor Pilot	0
Weapon Factor Observer	0
Constitution Full	1630
Hindered	1223
Shot Up	815
Smoking	407
Type	Observer
Break Left	4
Break Right	3
Available	1915-1916
Maneuver	10
Stability	10
National Origin	Britain

RUMPLER TAUBE

The odd looking, bird-shaped Taube was a pre-war design used in the early years of the war as an unarmed reconnaissance scout. The Taube was clumsy and low-flying, using wing-warping instead of ailerons.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	100 kph
Crew	2
Dive	2
Climb	2
Fuel Rating	28
Climb Limit	2
Power Rating	3
Weapon Factor Pilot	0
Weapon Factor Observer	0
Constitution Full	2550
Hindered	1912
Shot Up	1275
Smoking	638
Type	Observer
Break Left	3
Break Right	3
Available	1914-1915
Maneuver	0
Stability	20
National Origin	German

IN HARM'S WAY ROLE-PLAYING GAME

FIGHTERS 1916

NIEUPORT 17

A nimble little fighter, the Nieuport 17 was used by the French and British air combat arms, and made famous in the US by the Lafayette Escadrille. The 17 used a single fixed Lewis gun mounted above the top wing, shooting above the propeller arc.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	164 kph
Crew	1
Dive	2
Climb	5
Fuel Rating	46
Climb Limit	11
Power Rating	5
Weapon Factor Pilot	1
Weapon Factor Observer	N/A
Constitution Full	1680
Hindered	1260
Shot Up	840
Smoking	420
Type	Fighter
Break Left	3
Break Right	2
Available	1916-1917
Maneuver	10
Stability	10
National Origin	France

AIRCO DH.2

The Airco DH.2 was a small, single seat pusher fighter introduced in early 1916, and with the F.E. 2b and the Nieuport 17, was instrumental in gaining the mastery of the skies from the Eindeckers. The DH.2 was armed with a single Lewis gun on a pivot mount, but the guns were soon locked down and the pilots aimed them by aiming the plane.

DATA TYPE	VALUE
Tractor/Pusher	Pusher
Top Speed	150 kph
Crew	1
Dive	2
Climb	3
Fuel Rating	80
Climb Limit	9
Power Rating	4
Weapon Factor Pilot	1
Weapon Factor Observer	N/A
Constitution Full	1960
Hindered	1470
Shot Up	980
Smoking	490
Type	Fighter
Break Left	3
Break Right	3
Available	1916-1917
Maneuver	15
Stability	2
National Origin	Britain

IN HARM'S WAY ROLE-PLAYING GAME

RAF F.E.2D

The F.E. 2d was a refinement of the F.E. 2b, with far more powerful engines and three Lewis machine guns - one fixed forward for the pilot, one in the front of the plane for the observer, and one between the two on a post for shooting above and behind the plane, which the observer had to stand, facing backwards, to use.

DATA TYPE	VALUE
Tractor/Pusher	Pusher
Top Speed	186 kph
Crew	2
Dive	5
Climb	3
Fuel Rating	32
Climb Limit	11
Power Rating	4
Weapon Factor Pilot	1
Weapon Factor Observer	1
Constitution Full	4720
Hindered	3810
Shot Up	2360
Smoking	1180
Type	Fighter
Break Left	3
Break Right	3
Available	1916-1917
Maneuver	5
Stability	15
National Origin	Britain

ALBATROSS D.II

The Albatross DII was the first great German fighter, with a sleek aerodynamic shape, two forward firing Spandau machine guns firing through the propeller arc, and a powerful in-line engine. It was a prototype for the classic fighters of the great War.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	175 kph
Crew	1
Dive	4
Climb	4
Fuel Rating	38
Climb Limit	10
Power Rating	4
Weapon Factor Pilot	2
Weapon Factor Observer	N/A
Constitution Full	2660
Hindered	1995
Shot Up	1330
Smoking	665
Type	Fighter
Break Left	2
Break Right	2
Available	1916-1918
Maneuver	5
Stability	15
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

SPAD VII

The SPAD VII was the first of the great SPAD series of fighters - heavy, powerful, machines, fitted with a single Vickers machine gun firing through the propeller arc, as well as a Lewis gun mounted atop the wing. It was a strong, stable gun platform, with excellent speed, appearing in late 1916.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	192 kph
Crew	1
Dive	4
Climb	9
Fuel Rating	48
Climb Limit	11
Power Rating	5
Weapon Factor Pilot	2
Weapon Factor Observer	N/A
Constitution Full	2220
Hindered	1665
Shot Up	1110
Smoking	555
Type	Fighter
Break Left	3
Break Right	3
Available	1916-1917
Maneuver	5
Stability	15
National Origin	French

NIEUPORT 28

The Nieuport 28 was heavier than the 17, and fitted with dual forward firing Vickers machine guns. It was fairly maneuverable, but not better than the SPAD 7. It's main claim to fame was with the Lafayette Escadrille

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	196 kph
Crew	1
Dive	4
Climb	5
Fuel Rating	22
Climb Limit	11
Power Rating	6
Weapon Factor Pilot	1
Weapon Factor Observer	N/A
Constitution Full	2210
Hindered	1657
Shot Up	1105
Smoking	553
Type	Fighter
Break Left	3
Break Right	3
Available	1917-1918
Maneuver	10
Stability	10
National Origin	French

IN HARM'S WAY ROLE-PLAYING GAME

BOMBERS 1916

HANDLEY-PAGE TYPE O

The Handley Page Type O was the main heavy bomber of the British air services. Able to lift a ton of bombs, the Type O had a pilot and a crew of three, with ring mounted Lewis guns in the front and rear, and a third Lewis gun able to shoot downwards and to the rear through a trap.

DATA TYPE	VALUE
Tractor/Pusher	Rusher
Top Speed	156 kph
Crew	4
Dive	2
Climb	2
Fuel Rating	31
Climb Limit	3
Power Rating	3
Weapon Factor Pilot	0
Weapon Factor Observer	1 X 3
Constitution Full	17730
Hindered	13297
Shot Up	8865
Smoking	4433
Type	Bomber
Break Left	3
Break Right	3
Available	1916-1918
Maneuver	0
Stability	20
National Origin	Britain

RAF R.E.8

The Royal Aircraft Factory produced the R.E. 8, AKA The Harry Tate, a standardized design which no one liked, but which worked well enough to become a workhorse observation plane for the rest of the war. The pilot fired a synchronized Vickers gun through the propeller, and the gunner/observer fired a ring mounted Lewis gun.

DATA TYPE	VALUE
Tractor/Pusher	Pusher
Top Speed	164 kph
Crew	2
Dive	4
Climb	3
Fuel Rating	94
Climb Limit	4
Power Rating	3
Weapon Factor Pilot	1
Weapon Factor Observer	1
Constitution Full	3900
Hindered	2925
Shot Up	1950
Smoking	975
Type	Bomber
Break Left	3
Break Right	3
Available	1916-1918
Maneuver	3
Stability	17
National Origin	Britain

IN HARM'S WAY ROLE-PLAYING GAME

GOTHA G

The Gotha G was the first great large German bomber. The Gotha Gs carried a 600 kg bomb load - half that on cross channel flights. It had three Parabellum machine guns on pivot mounts, and the famous Gotha Tunnel, aligned so that the rear gunner/observer could fire at the blind spot below and behind the plane.

DATA TYPE	VALUE
Tractor/Pusher	Pusher
Top Speed	140 kph
Crew	3
Dive	2
Climb	2
Fuel Rating	33
Climb Limit	13
Power Rating	4
Weapon Factor Pilot	0
Weapon Factor Observer	1 X 3
Constitution Full	10500
Hindered	7875
Shot Up	5250
Smoking	2625
Type	Bomber
Break Left	3
Break Right	3
Available	1916-1918
Maneuver	0
Stability	20
National Origin	Germany

SOPWITH 1 1/2 STRUTTER

The Sopwith one and a half Strutter was an extremely versatile plane used for everything from light bombing, to observation, to scout duties. It was pressed into service as a fighter for lack of a better alternative, but acquitted itself well. It was armed with a synchronized forward firing Vickers machine gun, and a ring mounted Lewis gun in the rear.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	164 kph
Crew	2
Dive	4
Climb	2
Fuel Rating	60
Climb Limit	4
Power Rating	3
Weapon Factor Pilot	1
Weapon Factor Observer	1
Constitution Full	2930
Hindered	
Shot Up	
Smoking	
Type	Fighter/Bomber
Break Left	4
Break Right	2
Available	1916-1917
Maneuver	6
Stability	14
National Origin	British

IN HARM'S WAY ROLE-PLAYING GAME

OBSERVATION 1916

AEG C IV

The AEG C series of observation planes were armed with a Spandau firing through the propeller and a Parabellum machine gun mounted on a ring in the rear. It was very well received, and flew throughout the rest of the war.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	158 kph
Crew	2
Dive	2
Climb	3
Fuel Rating	60
Climb Limit	5
Power Rating	3
Weapon Factor Pilot	1
Weapon Factor Observer	1
Constitution Full	3360
Hindered	2520
Shot Up	1680
Smoking	840
Type	Observer
Break Left	3
Break Right	3
Available	1916-1918
Maneuver	5
Stability	15
National Origin	Germany

ALBATROSS C III

The Albatros C plane was the most successful of the excellent observation two seaters in the German arsenal. The flying characteristics were excellent, stable but fairly maneuverable for a two seater. Like the AEG C series, the Albatross C III was armed with a front firing Spandau machine gun, and a ring-mounted parabellum in the rear.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	132 kph
Crew	2
Dive	3
Climb	3
Fuel Rating	50
Climb Limit	3
Power Rating	3
Weapon Factor Pilot	1
Weapon Factor Observer	1
Constitution Full	3570
Hindered	2677
Shot Up	1785
Smoking	873
Type	Observer
Break Left	3
Break Right	3
Available	1916-1918
Maneuver	8
Stability	12
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

FIGHTERS 1917

SOPWITH CAMEL

The Camel was a killer aeroplane, incredibly nimble, but vicious unless you knew the plane thoroughly. More Camel pilots were lost in accidents than in combat. They also shot down more planes than any other fighter in the war.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	185 kph
Crew	1
Dive	5
Climb	7
Fuel Rating	75
Climb Limit	13
Power Rating	5
Weapon Factor Pilot	2
Weapon Factor Observer	N/A
Constitution Full	1980
Hindered	1485
Shot Up	990
Smoking	495
Type	Fighter
Break Left	4
Break Right	2
Available	1917-1918
Maneuver	18
Stability	2
National Origin	Britain

FOKKER DR.I TRIPLANE

Almost as nimble as the Camel, but smaller, and with less of a dive. This is the famous plane of the Red Baron, and was greatly feared. It's main problem was with the upper wing, which sometimes failed in a dive. The Triplane had twin Spandau machine guns which fired through the propeller arc.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	185 kph
Crew	1
Dive	2
Climb	7
Fuel Rating	55
Climb Limit	12
Power Rating	5
Weapon Factor Pilot	2
Weapon Factor Observer	N/A
Constitution Full	1760
Hindered	1320
Shot Up	880
Smoking	440
Type	Fighter
Break Left	4
Break Right	2
Available	1917
Maneuver	15
Stability	5
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

ALBATROSS D.III

The Albatros III was an improvement of the Albatros II, and fought alongside them, but by putting in a Nieuport-type small lower wing and V-strut, the III inherited the problems Nieuports had in diving. In other ways it was clearly superior. Like the D.II, the D.III was armed with two fixed front-firing Spandau machineguns.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	165 kph
Crew	1
Dive	2
Climb	5
Fuel Rating	34
Climb Limit	11
Power Rating	5
Weapon Factor Pilot	2
Weapon Factor Observer	N/A
Constitution Full	2660
Hindered	1995
Shot Up	1330
Smoking	665
Type	Fighter
Break Left	3
Break Right	3
Available	1917-1918
Maneuver	5
Stability	15
National Origin	Germany

RAF SE.5

The great success of the Royal Aircraft Factory, the SE.5 was an excellent fighter - powerful, fast, and able to climb or dive with the best. It didn't have a lot of maneuverability, but had great strengths. The SE.5 was armed with a Vickers machinegun firing through the propeller arc, and a wing top Lewis gun.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	222 kph
Crew	1
Dive	5
Climb	7
Fuel Rating	48
Climb Limit	10
Power Rating	6
Weapon Factor Pilot	2
Weapon Factor Observer	N/A
Constitution Full	2640
Hindered	1980
Shot Up	1320
Smoking	660
Type	Fighter
Break Left	3
Break Right	3
Available	1917-1918
Maneuver	5
Stability	15
National Origin	Britain

IN HARM'S WAY ROLE-PLAYING GAME

ALBATROSS D.V

The Albatros D.V strengthened the lower plane from the D.III, but the wing was still weaker than in the D.II, and though the dive rate was better, it still wasn't as good as in the D.II. They increased the range of the D.V greatly, The D.V was armed with two fixed, forward facing Spandau machine guns firing through the propeller arc.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	185 kph
Crew	1
Dive	3
Climb	5
Fuel Rating	55
Climb Limit	13
Power Rating	5
Weapon Factor Pilot	2
Weapon Factor Observer	N/A
Constitution Full	2810
Hindered	2108
Shot Up	1405
Smoking	703
Type	Fighter
Break Left	3
Break Right	3
Available	1917-1918
Maneuver	10
Stability	10
National Origin	Germany

SPAD XIII

The ultimate development of the heavy, powerful SPAD was the XIII, a favorite of the American pilots. An excellent gun platform, the SPAD XIII was armed with two fixed synchronized Vickers machine guns firing through the propeller arc.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	224 kph
Crew	1
Dive	5
Climb	6
Fuel Rating	33
Climb Limit	13
Power Rating	6
Weapon Factor Pilot	2
Weapon Factor Observer	N/A
Constitution Full	2860
Hindered	2145
Shot Up	1430
Smoking	715
Type	Fighter
Break Left	3
Break Right	3
Available	1917-1918
Maneuver	8
Stability	12
National Origin	France

IN HARM'S WAY ROLE-PLAYING GAME

Pfalz D.III

The Pfalz D.III was very good at diving, though not so good at climbing. The Pfalz D.III excelled at balloon busting. It was fairly maneuverable, but still stable enough for gunnery. It was armed with two fixed Spandau machine guns firing through the propeller arc.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	165 kph
Crew	1
Dive	5
Climb	2
Fuel Rating	26
Climb Limit	10
Power Rating	4
Weapon Factor Pilot	2
Weapon Factor Observer	N/A
Constitution Full	2800
Hindered	2100
Shot Up	1400
Smoking	700
Type	Fighter
Break Left	3
Break Right	3
Available	1917-1918
Maneuver	12
Stability	8
National Origin	Germany

BOMBERS 1917

Zeppelin-Staaken R.VI

The gigantic Zeppelin Staaken was a four engined bomber, with a pusher mounted behind a tractor on each side. The plane carried up to 2000 kg of bombs. The forward gunner position had dual ring-mounted Parabellum machine guns, and the rear dorsal and ventral positions one each.

DATA TYPE	VALUE
Tractor/Pusher	Both
Top Speed	135 kph
Crew	7
Dive	2
Climb	2
Fuel Rating	16
Climb Limit	4
Power Rating	2
Weapon Factor Pilot	0
Weapon Factor Observer	1 X 2 2 X 1
Constitution Full	35550
Hindered	26662
Shot Up	17775
Smoking	8888
Type	Bomber
Break Left	3
Break Right	3
Available	1917-1918
Maneuver	0
Stability	20
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

AIRCO DH.4

The Airco DH.4 was a solid, powerful light bomber of immense utility on the Western Front. It was as fast as many fighters - the 1918 American version powered by a 400 hp Liberty engine had a top speed equal to the fastest fighters. The pilot was armed with a synchronized Vickers gun firing through the propeller arc, and the gunner/observer had a ring mounted Lewis gun.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	171 kph
Crew	2
Dive	2
Climb	6
Fuel Rating	43
Climb Limit	5
Power Rating	6
Weapon Factor Pilot	1
Weapon Factor Observer	1
Constitution Full	4840
Hindered	3630
Shot Up	2420
Smoking	1210
Type	Bomber
Break Left	3
Break Right	3
Available	1917-1918
Maneuver	5
Stability	15
National Origin	England

FIGHTERS 1918

FOKKER D.VII

The Fokker D.VII was the most feared fighter in the German arsenal. Fast and powerful, it dove well and climbed like a witch. The pilots loved it, and the Entente feared it. It was armed with twin fixed, synchronized Spandau machine guns firing forward through the propeller arc.

DATA TYPE	VALUE
Tractor/Pusher	Tractor
Top Speed	190 kph
Crew	1
Dive	5
Climb	7
Fuel Rating	30
Climb Limit	12
Power Rating	6
Weapon Factor Pilot	2
Weapon Factor Observer	N/A
Constitution Full	2550
Hindered	1913
Shot Up	1275
Smoking	637
Type	Fighter
Break Left	3
Break Right	3
Available	1918
Maneuver	5
Stability	15
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

THE ENEMY DOGFIGHTING SHEET - FOR GM USE

POTENTIAL <input type="checkbox"/>	IMMEDIATE <input type="checkbox"/>	<input type="checkbox"/> FULL <input type="checkbox"/>
		<input type="checkbox"/> HINDERED <input type="checkbox"/>
FUEL <input type="checkbox"/>	MANEUVER <input type="checkbox"/>	<input type="checkbox"/> SHOT UP <input type="checkbox"/>
		<input type="checkbox"/> SMOKING <input type="checkbox"/>

POTENTIAL <input type="checkbox"/>	IMMEDIATE <input type="checkbox"/>	<input type="checkbox"/> FULL <input type="checkbox"/>
		<input type="checkbox"/> HINDERED <input type="checkbox"/>
FUEL <input type="checkbox"/>	MANEUVER <input type="checkbox"/>	<input type="checkbox"/> SHOT UP <input type="checkbox"/>
		<input type="checkbox"/> SMOKING <input type="checkbox"/>

POTENTIAL <input type="checkbox"/>	IMMEDIATE <input type="checkbox"/>	<input type="checkbox"/> FULL <input type="checkbox"/>
		<input type="checkbox"/> HINDERED <input type="checkbox"/>
FUEL <input type="checkbox"/>	MANEUVER <input type="checkbox"/>	<input type="checkbox"/> SHOT UP <input type="checkbox"/>
		<input type="checkbox"/> SMOKING <input type="checkbox"/>

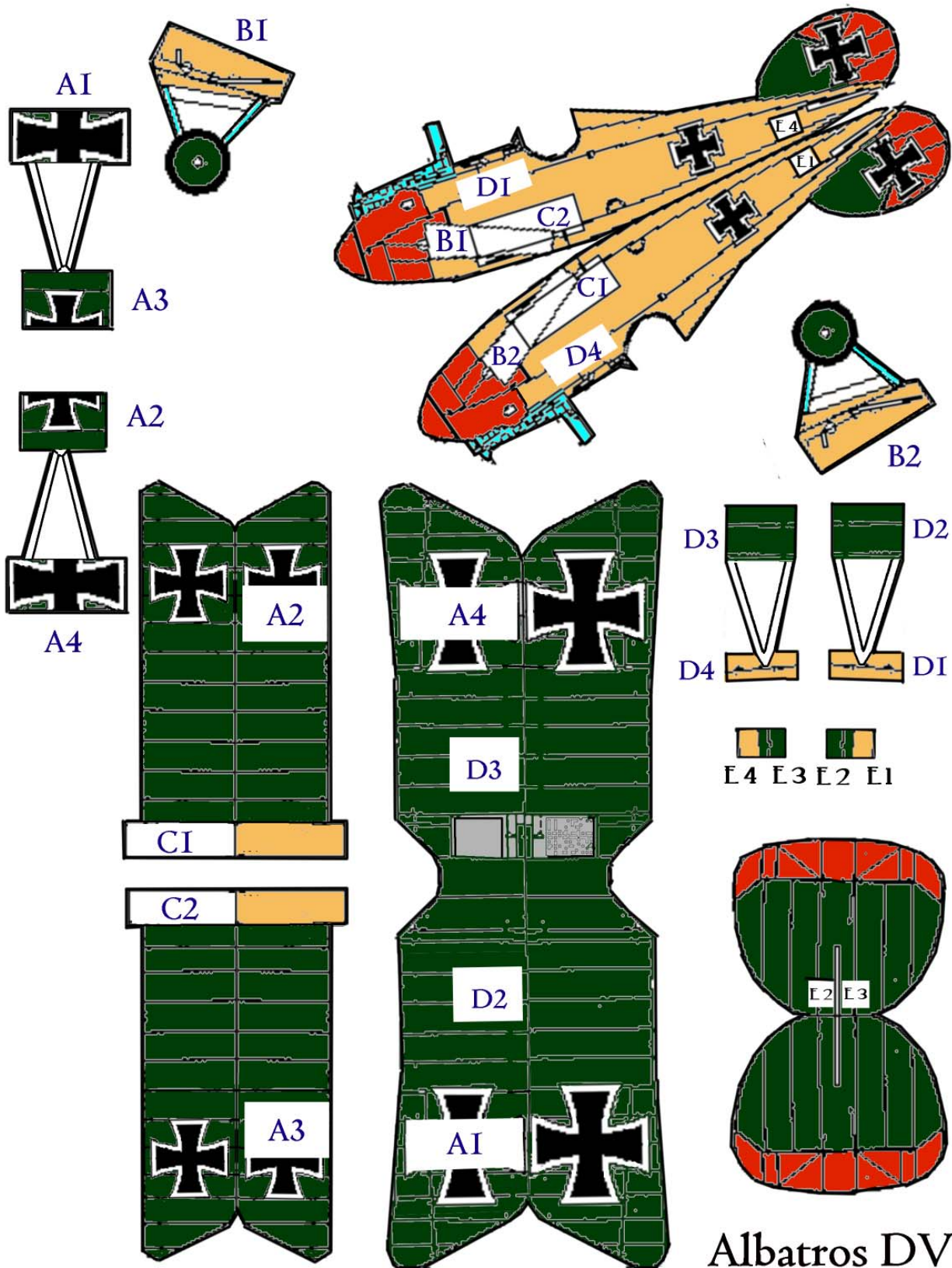
☐ CLIMB
☐ DIVE
☐ BURN

☐ BREAK LEFT
☐ BREAK RIGHT
☐ SPLIT S

☐ MANEUVER
☐ STABILITY
☐ MACHINE GUNS

IN HARM'S WAY: ACES IN SPADES - ENEMIES

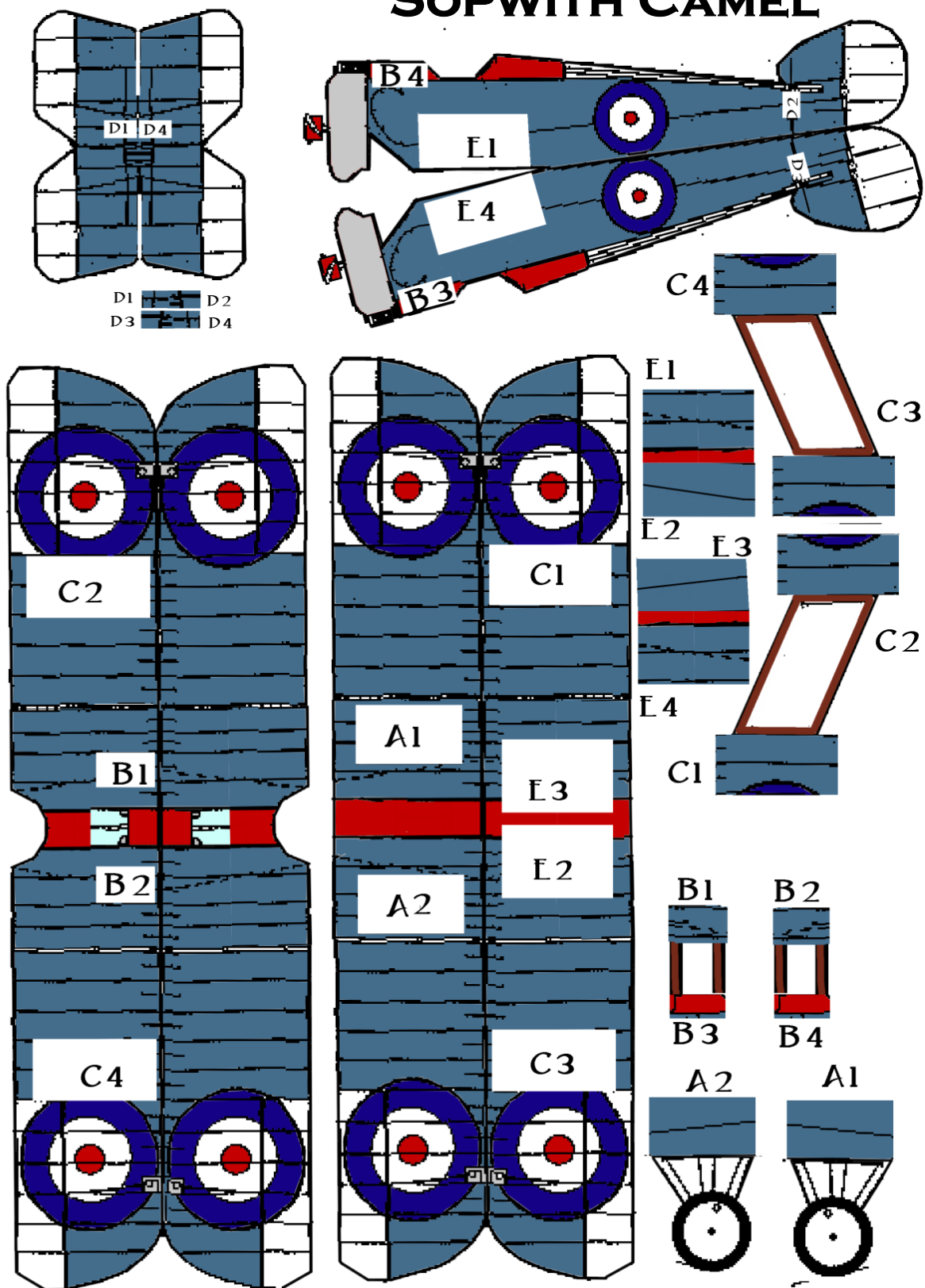
IN HARM'S WAY ROLE-PLAYING GAME



Albatros DV

IN HARM'S WAY ROLE-PLAYING GAME

SOPWITH CAMEL



IN HARM'S WAY ROLE-PLAYING GAME

Missions



IN HARM'S WAY ROLE-PLAYING GAME

MISSIONS

The Player Characters are military personnel, and as such, the bulk of their time will be spent on specific missions handed from the Wing Commander to the Squadron Commander to the Flight Commander.

Usually, any time they are not on missions, the Player Characters are free to take the planes up to 'test out the kite/guns/whatever.' Sometimes these flights end up at a cow pasture and a romantic liaison, sometimes in the town, drinking in a bar, and sometimes they end up with the PC or the enemy in flames. Unless they get their noses rubbed in it, or it happens too often, the Squadron commander usually doesn't care.

ARCHIE

Archie is anti-aircraft fire. Due to the lack of proximity fuses, anti-aircraft fire is easy to avoid and poses no danger normally. The only time Archie really has a chance of hitting an aeroplane is when going after a balloon, when the gunners know your exact height.

British and French Archie is white, while German and Austrian archie is black. An alert pilot can use Archie to tell if there are enemy planes over his own lines, or allied planes over enemy lines.

WHERE THE FIGHT IS

German fighters seldom crossed the lines over allied territory, acting defensively, and the prevailing winds blow from west to east, meaning Allied fighters burn about twice as much gas coming back from missions over enemy lines than when they go out.

Allied fighters should be careful about gas when returning. A plane out of fuel and at altitude can glide at about a 10-to-1 ratio - that is, it can glide forward about 10 meters for every meter of height lost. - though the ratio will be much less if any turning is going on.

German observation planes and bombers will, of course, be flying over friendly lines, and they may have escorting fighters - at least part of the way. Placing a few fighters in the cloud deck over an observation 'bait' plane is a fairly common trick.

BALLOON BUSTING

Observation Balloons are a very important target. These balloons were used by both sides to spot for their artillery, and they thus killed thousands of soldiers. A balloon counted as much as an aeroplane for kills, and it

counts for more Notice, as balloon busting is a terribly dangerous sport.

The balloons were tethered to the ground by steel cables, which allowed the balloons to be winched down quickly when under attack. The Archie around the balloons knew the height of the balloon to a small fraction, and thus Archie became very dangerous, as the artillery could set their time fuses accurately.

The balloonists were the only airmen who wore parachutes until late in the war, when the Germans began the practice. It was felt that fighter pilots would become too complacent if they wore parachutes, and at the beginning of the war, most aeroplanes had trouble with the excess weight.

Balloon busting was done with special incendiary bullets, as normal bullets would just go through the fabric, doing little damage. Balloons could take 4500 points of damage, but incendiary bullets do double damage against balloons. GMs should use discretion when pilots are firing incendiary bullets as there was a somewhat higher chance of a plane hit with incendiaries flaming out, and incendiaries often caused fires in the aeroplanes firing them as well.

In nine rounds, the balloon could be winched to the ground. The normal attack was one round of approach, one of firing, and one of turning for the next approach. If they got surprise, the attacking fighters would thus have three cycles of three rounds each to destroy the balloon.

Archie can fire on the approach and turning rounds, but not on the firing round, as the aeroplanes are too close to the balloon. A hit from Archie should do double the damage from shrapnel that a machine gun would do. On the final approach and turning rounds - just above ground level - ground fire from machine guns will be able to hit the attacking planes. Sometimes a flight of fighters will be flying protective cover over the balloons as well.

PATROLLING

Patrolling is the simplest mission. A patrol generally is assigned a section of the front for the flight to cover - back and forth, over and over - until the assigned time is up. Generally, a patrolling flight is liable to meet up with either bombers or observation planes, sometimes with escorting fighters. Pilots - and observers in two-seater fighters - should be looking for the proper color Archie to find targets. Note that patrolling fighters may be low on fuel when combat occurs.

IN HARM'S WAY ROLE-PLAYING GAME

PENETRATION RAIDS

Penetration raids are missions deep behind enemy lines. Many fighters were given light 25 pound/10 kilo bombs on penetration raids for harassing the enemy. The target could be anything - a railroad yard, an enemy aerodrome, a troop concentration, an artillery park, or an enemy held city.

The fighters would fly in at zero level - that is treetop level to about ten feet/three meters altitude. This was to give the least warning and chance of interception. It also left the raiders well within machine gun range. It also leaves no room for tricky maneuvers - a failure means a crash-landing behind enemy lines at the very least, and at worst a fiery death pinned in crumpled wreckage.

When they reached the target, the raiders would drop their bombs, possibly do a little strafing, and take off for home. On the way home they were free to gain as much or as little height as the flight leader called for. Gaining altitude meant gaining maneuvering room, but it also meant using up fuel faster.

ESCORT DUTY

Escort duty meant flying along with slow, lumbering bombers and observation planes. Many times, the fighters would keep above and below their 'sheep', flying zig-zag or s-curved paths to keep their straight-line speed down and their airspeed up.

The duty of an escort was to protect the 'sheep,' not shoot down the enemy. Driving the enemy away was far more important than kills - especially if other enemy aeroplanes took advantage of an escort chasing a quarry to shoot down the objects of his protection.

Shooting down an enemy while on escort duty gains no Notice unless all the escorted aeroplanes return undamaged. In fact, the Squadron Commander may assign negative Notice for particularly flagrant examples of dereliction of duty.

STRAFING RUNS

Strafing runs start out like penetration raids, with the fighters equipped with bombs and flying low, but instead of angling deep into enemy territory, the fighters fly along the front lines, strafing enemy troops and vehicles, and dropping their bombs on targets of opportunity.

Strafing missions are very dangerous, as the aeroplanes are necessarily within machine gun range of the ground.

Every round of strafing leaves the attacking aeroplanes open to return fire from the troops. A speeding aeroplane is difficult to hit, with a -25 penalty to hit assigned the ground fire.

Sometimes the first strafing aeroplane performs suppression fire for the following strafers - this gives the appropriate penalty to return fire against the following aeroplanes, though the initial fighter can be hit at normal chance. If the strafing fighters achieve surprise, they have a full round before return fire can be given.

INTERCEPTIONS

In an Interception mission, the fighters attempt to fly in and intercept a particular flight of bombers or observation planes before they reach their target. A forward observer or artillery unit would sight the targets as they cross the lines, and telephone the Squadron commanders in the area. If a flight was available, they would be given the map coordinates and heading of the target, and must attempt to drive the target away or shoot them down before they achieve their goals.

The fighter pilots must use Course to correctly triangulate their intercept and reach the target in time. Bombing missions in particular, though sometimes observation flights as well, would be escorted by fighters in addition to the protection afforded by the bombers' own gunners.

SHARING KILLS

The Allies used a system of sharing kills, where any pilot who hit a plane had an equal claim to the kill, and the kill was divided equally - if three pilots hit a plane which went down, all three pilots got credit for one third of a kill.

The Central Powers never divided kills. The pilots who hit the plane which went down each put in a claim to the Squadron commander, who would award the kill to the pilot he thought deserved the kill the most.

Claims for kills were not always awarded correctly, either. Sometimes an aeroplane thought to be shot down actually escaped, and the fighter pilot was given credit for a non-existent kill. Sometimes, also, a pilot would not get credit for a clean kill because the kill could not be confirmed by friendly artillery spotters and fellow pilots - especially if it occurred deep in enemy territory, or when the pilot was alone.

IN HARM'S WAY ROLE-PLAYING GAME

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RED BARON	Von Richthofen	Pen and Sword	1844152081
'RICHTHOFEN'S CIRCUS': JAGDGESCHWADER NR 1	Vanwyngarden	Osprey	1841767263
FIGHTERS 1914-1919	Munson	Bounty	0753709163
BOMBERS 1914-1919	Munson	Bounty	075370918X
GUNNING FOR THE RED BARON	Bennet	Texas A&M	158544507X
THE FIRST WAR PLANES	Barret	Fawcett	N/A
FIGHTING THE FLYING CIRCUS: THE GREATEST TRUE AIR ADVENTURE TO COME OUT OF WORLD WAR	Rickenbacker	Doubleday	0385505590
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THE WORLD'S GREAT TANKS	Ford	Barnes & Noble	0760705933

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FICTION BOOKS

BOOK TITLE	AUTHOR	PUB-LISHER	ISBN
WAR STORY	Robinson	Cassel	0304356425
HORNET'S STING	Robinson	Cassel	0304358932
GOSHAWK SQUADRON	Robinson	Carroll & Graff	0786715952
WINGED VICTORY	Yeats	Grub Street	1904010652
THE BLUE MAX	Hunter	Cassel	0304366803

MOVIES

MOVIE TITLE	YEAR	DIRECTOR	AVAILABLE IN
WINGS	1927	William Wellman	DVD
HELL'S ANGELS	1930	Howard Hughes	DVD
DAWN PATROL	1930	Howard Hawks	DVD
THE EAGLE AND THE HAWK	1933	Stuart Walker	VHS
ACE OF ACES	1933	J Walter Rubin	VHS
LAFAYETTE ESCADRILLE	1958	William Wellman	VHS
THE BLUE MAX	1966	John Guillermin	DVD
VON RICHTHOFEN & BROWN	1971	Roger Corman	VHS
THE GREAT WALDO PEPPER	1975	George Roy Hill	VHS
THE AVIATOR	2004	Martin Scorsese	DVD
FLYBOYS	2006	Tony Bill	DVD

IN HARM'S WAY ROLE-PLAYING GAME

Vehicles



IN HARM'S WAY ROLE-PLAYING GAME

TANKS

The first tanks were developed in England and France, virtually simultaneously, starting in 1915. A way was needed to break through the static trench lines which had formed by this point in the war, and tanks were the ticket.

The first tanks were boxy, underpowered, slow monsters, moving at a walking pace, but virtually immune from enemy machine gun fire, able to cross the tortuous terrain of no-man's land, tromp through entanglements of barbed wire, and cross completely over the trenches of the time.

They had their engines in the same compartment as the crew, filling it with choking noxious fumes to the point where crews would sometimes vomit when they hit fresh air. The weapons were usually mounted in limited traverse mounts rather than rotating turrets, and fields of fire were very constrained. These tanks usually came in two varieties, Males - armed with a few machine guns and light artillery, and Females - armed only with machine guns to protect the males from infantry attacks.

BRITAIN

Mark I-III

The Mark I-III tanks were distinguished by their elongated rhomboid shape, with the tracks running all the way around the outside. There were protruding sponsons on either side, carrying the weapons.

Crew:	8
Mass:	28 tons
Year introduced:	1916
Power to Weight Ratio:	2.8 kw/ton
Top Speed:	4.5 kph
Range:	37 km
Reliability:	30
Armor	Top 1 AP Front 2 AP Sides 1 AP Rear 1 AP Bottom 1 AP

Constitution 28000/21000/14000/7000

Male

Armament:

Left Sponson Front Lim Trav WF 5
Right Sponson Front Lim Trav WF 5
Left Sponson Rear Lim Trav WF 1
Right Sponson Rear Lim Trav WF 1
Front Lim Trav WF 1

Female

Armament:

Left Sponson Front Lim Trav WF 1
Right Sponson Front Lim Trav WF 1
Left Sponson Rear Lim Trav WF 1
Right Sponson Rear Lim Trav WF 1
Front Lim Trav WF 1

Mark IV

The Mark IV was a marked improvement on the Marks I-III - heavier, faster, better armed and armored, and more reliable.

Crew:	8
Mass:	28 tons
Year introduced:	1917
Power to Weight Ratio:	3.3 kw/ton
Top Speed:	5.6 kph
Range:	56 km
Reliability:	35

Armor	Top 1 AP Front 2 AP Sides 2 AP Rear 2 AP Bottom 1 AP
-------	--

Constitution 28000/21000/14000/7000

Male

Armament:

Left Sponson Front Lim Trav WF 5
Right Sponson Front Lim Trav WF 5
Left Sponson Rear Lim Trav WF 1
Right Sponson Rear Lim Trav WF 1
Front Lim Trav WF 1
Rear Lim Trav WF 1

Female

Armament:

Left Sponson Front Lim Trav WF 1
Right Sponson Front Lim Trav WF 1
Left Sponson Rear Lim Trav WF 1
Right Sponson Rear Lim Trav WF 1
Front Lim Trav WF 1
Top 1 AP
Front 2 AP
Sides 2 AP
Rear 2 AP
Bottom 1 AP

IN HARM'S WAY ROLE-PLAYING GAME

Mark V

The Mark V improved yet again on the Mark Design.

Crew: 8
Mass: 29 tons
Year introduced: 1917
Power to Weight Ratio: 3.8 kw/ton
Top Speed: 7.5 kph
Range: 72 km
Reliability: 45
Armor: Top 1 AP
Front 2 AP
Sides 2 AP
Rear 2 AP
Bottom 1 AP

Constitution 29000/21750/14500/7250

Male

Armament:

Left Sponson Front Lim Trav WF 5
Right Sponson Front Lim Trav WF 5
Left Sponson Rear Lim Trav WF 1
Right Sponson Rear Lim Trav WF 1
Front Lim Trav WF 1
Rear Lim Trav WF 1

Female

Armament:

Left Sponson Front Lim Trav WF 1
Right Sponson Front Lim Trav WF 1
Left Sponson Rear Lim Trav WF 1
Right Sponson Rear Lim Trav WF 1
Front Lim Trav WF 1
Rear Lim Trav WF 1

Mark V* (star)

The Mark V* added room for 24 infantry inside the box, though it was bigger and slower than the Mark V

Crew: 8
Mass: 33 tons
Year introduced: 1918
Power to Weight Ratio: 3.8 kw/ton
Top Speed: 4 kph
Range: 63 km
Reliability: 45

Constitution 33000/24750/16500/8250

Armor: Top 1 AP
Front 2 AP
Sides 2 AP
Rear 2 AP
Bottom 1 AP

Male

Armament:

Left Sponson Front Lim Trav WF 5
Right Sponson Front Lim Trav WF 5
Left Sponson Rear Lim Trav WF 1
Right Sponson Rear Lim Trav WF 1
Front Lim Trav WF 1
Rear Lim Trav WF 1

Female

Armament:

Left Sponson Front Lim Trav WF 1
Right Sponson Front Lim Trav WF 1
Left Sponson Rear Lim Trav WF 1
Right Sponson Rear Lim Trav WF 1
Front Right Lim Trav WF 1
Front Left Lim Trav WF 1
Rear Right Lim Trav WF 1
Rear Left Lim Trav WF 1

Mark A Whippet

The Mark A Whippet was the first British light tank. It's weapons were carried in a tall non-rotating box turret on the top rear of the tank.

Crew: 3
Mass: 14 tons
Year introduced: 1917
Power to Weight Ratio: 4.8 kw/ton
Top Speed: 14 kph
Range: 64 km
Reliability: 55

Armament:

Front Lim Trav WF 1
Left Lim Trav WF 1
Right Lim Trav WF 1
Rear Lim Trav WF 1

Armor

Top 1 AP
Front 2 AP
Sides 2 AP
Rear 2 AP
Bottom 1 AP

Constitution: 14000/10500/7000/3500

IN HARM'S WAY ROLE-PLAYING GAME

FRANCE

Schneider CA1 1916

The Schneider was a big, boatlike tank, with huge overhangs front and rear. The main weapon was carried on a sponson to the right of the driver in the front of the tank.

Crew: 6
Mass: 13.5 tons
Year introduced: 1916
Power to Weight Ratio: 3.33 kw/ton
Top Speed: 8 kph
Range: 48 km
Reliability: 30
Armament:

Right Sponson Lim Trav WF 10
Left Ball Turret WF 1
Right Ball Turret WF 1
Top 1 AP
Front 2 AP
Sides 2 AP
Rear 2 AP
Bottom 1 AP

Armor
Constitution: 13500/10125/6750/3375

Schneider CA1 1917

Crew: 6
Mass: 14.5 tons
Year introduced: 1917
Power to Weight Ratio: 3.1 kw/ton
Top Speed: 8 kph
Range: 75 km
Reliability: 30
Armament:

Right Sponson Lim Trav WF 10
Left Ball Turret WF 1
Right Ball Turret WF 1
Top 1 AP
Front 4 AP
Sides 3 AP
Rear 3 AP
Bottom 1 AP

Armor
Constitution: 13500/10125/6750/3375

Char St. Chaumond

The Char St. Chaumond was also a long tank with short treads. The main weapon was carried in the center of the front, able to traverse left and right.

Crew: 8
Mass: 22 tons
Year introduced: 1916
Power to Weight Ratio: 3.0 kw/ton
Top Speed: 12 kph
Range: 60 km
Reliability: 30

Armament:

Front Lim Trav WF 10
Front Lim Trav WF 1
Left Lim Trav WF 1
Right Lim Trav WF 1
Rear Lim Trav WF 1

Armor
Top 1 AP
Front 2 AP
Sides 1 AP
Rear 1 AP
Bottom 1 AP

Constitution: 22000/16500/11000//5500

Char St. Chaumond M17

Mass: 24 tons
Year introduced: 1917
Power to Weight Ratio: 2.8 kw/ton
Armor
Top 1 AP

Front 3 AP
Sides 3 AP
Rear 3 AP
Bottom 1 AP

Constitution: 24000/16000/12000/6000

Renault FT17

The Renault FT17 looks like a much more modern tank, with a low body and a fully rotating turret on top. It was the prototype for all subsequent tank development, and proved to be a wildly successful design.

Crew: 2
Mass: 6.5 tons
Power to Weight Ratio: 4 kw/ton
Top Speed: 8 kph
Range: 35 km
Reliability: 75

Armor
Top 1 AP
Front 2 AP
Sides 1 AP
Rear 1 AP
Bottom 1 AP

Constitution: 6500/4875/3250/1625

Male (Canon)

Year introduced: 1918

Armament:
Top Rotating Turret WF 3

Female (Mitrailleur)

Year introduced: 1917

Armament:
Top Rotating Turret WF 1

IN HARM'S WAY ROLE-PLAYING GAME

GERMANY

A7V

The A7V was an enormous boxy affair, slow and cranky and poorly protected with mild steel armor. There were very few A7V produced in the war - only 20 were ever produced.

Crew: 18
Mass: 35 tons
Year introduced: 1917
Power to Weight Ratio: 4.7 kw/ton
Top Speed: 12 kph
Range: 35 km
Reliability: 30
Constitution: 35000/26250/17500/8750

Male

Armament:

Front Lim Trav WF 5
Left Front Lim Trav WF 1
Left Rear Lim Trav WF 1
Right Front Lim Trav WF 1
Left Rear Lim Trav WF 1
Rear Left Lim Trav WF 1
Rear Right Lim Trav WF 1

Armor

Top 1 AP
Front 2 AP
Sides 1 AP
Rear 1 AP
Bottom 1 AP

Female

Armament:

Front Left Lim Trav WF 1
Front Right Lim Trav WF 1
Left Front Lim Trav WF 1
Left Rear Lim Trav WF 1
Right Front Lim Trav WF 1
Left Rear Lim Trav WF 1
Rear Left Lim Trav WF 1
Rear Right Lim Trav WF 1

Armor

Top 1 AP
Front 2 AP
Sides 1 AP
Rear 1 AP
Bottom 1 AP

TRUCKS

3 Ton

Crew: 1
Mass: 3.3 tons
Year introduced: 1914
Power to Weight Ratio: 11.2 kw/ton
Top Speed: 26 kph
Range: 500 km
Reliability: 95
Constitution: 3300/2475/1650/825

AUTOS

Touring Car

Crew: 6
Mass: 1.4 tons
Year introduced: 1914
Power to Weight Ratio: 25 kw/ton
Top Speed: 80 kph
Range: 500 km
Reliability: 95
Constitution: 3300/2475/1650/825

MOTORCYCLES

Military Motorcycle

Crew: 1
Mass: 0.2 tons
Year introduced: 1914
Power to Weight Ratio: 73 kw/ton
Top Speed: 96 kph
Range: 250 km
Reliability: 95
Constitution: 200/150/100/50

Military Motorcycle with Sidecar

Crew: 2
Mass: 0.25 tons
Year introduced: 1914
Power to Weight Ratio: 54 kw/ton
Top Speed: 80 kph
Range: 250 km
Reliability: 95
Constitution: 250/188/125/62

IN HARM'S WAY ROLE-PLAYING GAME

ARMORED CARS

FRANCE

White Laffley 80

Crew: 4
Mass: 7.5 tons
Year introduced: 1914
Power to Weight Ratio: 10.5 kw/ton
Top Speed: 80 kph
Range: 400 km
Reliability: 90
Constitution: 7500/5625/3750/1875
Armament:
Armor: Rotating Turret Front WF 2
Rotating Turret Rear WF 1
Top 1 AP
Front 2 AP
Sides 1 AP
Rear 1 AP
Bottom 1 AP

GERMANY

Ehrhardt E-V/4

Crew: 8
Mass: 7.8 tons
Year introduced: 1914
Power to Weight Ratio: 7.5 kw/ton
Top Speed: 60 kph
Range: 250 km
Reliability: 85
Constitution: 7800/5850/3900/1950
Armament:
Armor: Rotating Turret Front WF 1
Rotating Turret Rear WF 1
Top 1 AP
Front 2 AP
Sides 1 AP
Rear 1 AP
Bottom 1 AP

BRITAIN

Austin Armoured Car

Crew: 5
Mass: 5.2 tons
Year introduced: 1914
Power to Weight Ratio: 7 kw/ton
Top Speed: 55 kph
Range: 200 km
Reliability: 85
Constitution: 5200/3900/2600/1300
Armament:
Armor: Left Rotating Turret WF 1
Right Rotating Turret WF 1
Top 1 AP
Front 1 AP
Sides 1 AP
Rear 1 AP
Bottom 1 AP

Lanchester Armoured Car

Crew: 4
Mass: 4.7 tons
Year introduced: 1915
Power to Weight Ratio: 9.5 kw/ton
Top Speed: 80 kph
Range: 200 km
Reliability: 85
Constitution: 4700/3535/2350/1175
Armament:
Armor: Top Rotating Turret WF 1
Top 1 AP
Front 1 AP
Sides 1 AP
Rear 1 AP
Bottom 1 AP

Rolls-Royce Armoured Car

Crew: 3
Mass: 4.2 tons
Year introduced: 1914
Power to Weight Ratio: 14.3 kw/ton
Top Speed: 72 kph
Range: 200 km
Reliability: 85
Constitution: 4200/3150/2100/1050
Armament:
Armor: Top Rotating Turret WF 1
Top 1 AP
Front 2 AP
Sides 2 AP
Rear 2 AP
Bottom 1 AP

IN HARM'S WAY ROLE-PLAYING GAME

WF = Weapon Factor. This is the multiplier for damage applied to the weapon's rounds when they hit.

Rifle calibre machine guns - like those on aeroplanes - are WF 1

Heavy machine guns - about .50 calibre - are WF 2

Light cannon - 30-40 mm - are WF 3

Moderate cannon - about .57 mm - are WF 5

Heavier cannon - 75 mm - are WF 10

AP = Armor Protection. A weapon's WF - when used with armor piercing rounds - must equal or exceed the AP of the vehicle in order to do any damage.

For example: A light machinegun or rifle can penetrate AP 1 with armor piercing rounds, but cannot penetrate AP 2. The top decks and turrets of tanks and armored cars are able to be penetrated by an aeroplane's machine guns, if they are loaded with armor piercing rounds,



IN HARM'S WAY ROLE-PLAYING GAME

Appendix A

OPTIONAL RULES

Use of these optional rules is solely at the discretion of the GM and may be dropped at any time if the GM feels the rule is detrimental to the game.

OPTIONAL RULE: SNIPING AND SINGLE SHOT KILLS

If the character wishes to snipe, and the situation and weapon is proper, sniping is possible. If the hand-held weapon has a range factor of Long and is within the proper range for the weapon, and the target is unaware of the presence or general position of the sniper, the sniping rules are in effect. In this case a hit is either a death blow or a wound. If the adjusted number rolled to hit is 5 or less from the maximum, but still a hit, then the target takes the normal damage from the hit X2 (double damage.) If the adjusted number rolled to hit is 10 to 6 from the maximum, but still a hit, then the target takes the normal damage from the hit X3 (triple damage). Any other hit results in the target sustaining a potentially lethal wound.

For example: a sniper with firearm+5 and coordination of 9 has a 70% chance of a hit to skin. The target is at long range and unaware of the sniper, and the firearm is a rifle. A result of 70 or less on d% is required for a hit.

If the number rolled is 66-70, the target sustains double damage from the hit. If the number rolled is 61-65, the target sustains triple damage from the hit. Anything above 70 is a miss, and anything 60 or below causes instant death to the target.

Sniping brings sudden death into the combat picture. Normally, In Harm's Way combat is bloody, but seldom lethal. Some GMs are loath to use sudden death on their own players. We have left the decision here up to the individual GM. If the Player characters are able to snipe, but the opponents are not able to snipe at the PCs, the GM will have to deal with what amounts to indestructible PCs. This is not necessarily a bad thing, but can drastically alter the flavor of any campaign.

Here are some possible options:

Player characters and opponents can snipe: This tends to lead to a very grim, extremely gritty feel. Players may feel very vulnerable and may refrain from sticking their

characters' necks out. This is the most realistic option, in that the player characters will behave more like real people in a stressful situation.

Player characters only can snipe: This leads to a more open game. The player characters are able to snipe with impunity, but the GM can control the *conditions* for sniping. In other words, the player characters can snipe, but only when the GM says they can. This can satisfy the player need for tactical involvement but allows the GM to control things on a higher level.

OPTIONAL RULE: COMMANDO-TYPE ACTIONS

Characters may attempt commando-type actions such as picking off a sentry by claspng a hand over the sentry's mouth while slicing his neck with a knife. This should be purely a question of the character's ability to sneak up on (using the sneak skill) or rush the sentry (using the dash skill), and nothing to do with weapon skill. If the sentry does not detect the approach of the character (sneak) or is unable to respond in time (dash) the sentry should die. If a character without an appropriate skill attempts it, roll at sneak+0 or dash+0 as appropriate, with modifiers for agility. In any case, the sentry's constitution should be ignored.

OPTIONAL RULE: PLOT POINTS

Using this optional rule, the Players and the GM each receive one Plot Point per session. They can be used any time during that session, but cannot be accumulated across sessions. The Plot Point can be used to do one of two things: the player may make any Chance of Success attempt, by anyone, an automatic success or an automatic failure, or it can make a Quality of Success roll, by anyone, either maximum or minimum. The Plot Point can be used at any time on any character.

IN HARM'S WAY ROLE-PLAYING GAME

OPTIONAL RULE: ACTIVE DEFENSE

Using this optional rule, a character who is performing an offensive action may shift points from initiative, to-hit, or damage into an active defense. This defense gives the character effective cover of the amount of points shifted.

For example: Freya shifts 20 points from her to-hit to Active Defense, giving her a -20 penalty to hit and giving her 20% effective cover. Any attack on her must penetrate the cover before it hits her. Active Defense stacks (adds together) with any cover given by the Dash skill, but does not stack with natural cover.

OPTIONAL RULE: NITTY GRITTY

Using this optional rule, the characters have a much higher chance of getting hurt and dying. Some people prefer a chance of any given shot having a chance of killing a character, and this will do it.

Instead of multiplying STR, COOR, AGY, and END by ten, multiply it by five. Leave everything else the same.

OPTIONAL RULE: FLIP DICE

Use the reverse of a Chance of Success as a QoS roll - i.e. 57% becomes 75 points Quality.

OPTIONAL RULE: MOOK RULES

For faster mass combat, each non-officer is a mook. If a character hits a mook, and the Quality+Weapon Modifier is above 75, the mook goes down. If not, the mook takes a wound. Mooks can take three wounds before going down.

The GM rolls for initiative. On 1-50, the enemy has initiative. On 51-00, the PCs have the initiative and go first.

Mook Rule combat runs very fast, and is great for mass combat using the PCs.

PLAYSTYLES

Playstyle is the way a campaign is played, rather than what the characters do. Any Playstyle can be used in any campaign. There are a number of optional Playstyles you can use with In Harm's Way.

PLAYER-CENTERED PLAYSTYLE

In this Playstyle, the players vote awards for Notice for the other Player Characters, that is other than their own characters, rather than having the GM award them. This should be done, as with GM awards, at the end of the night of play. This type of play can get intensely competitive.

YO-YOING IN TIME PLAYSTYLE

In this Playstyle, The play can drop back in time at any point to play out a scene or scenario in the past before popping back. If you want, you can also pop forward in time as well, though this can introduce problems. The change in time can be initiated and described by the players or by the GM. This requires the PCs to keep several different character sheets - just the top, colored sheet - one for each time period. The GM may want to distribute a token to each player per campaign, and charge a token to change times.

NO COMPETITION PLAYSTYLE

In this Playstyle, the players do not compete with each other. At the first step, from Midshipmen to Lieutenants, everyone advances after 6 years. At the second step, From Lieutenant to Commander, the players vote for the winner, without voting for their own characters, after a few actions. From that point onward, winner of that round continues on automatically. PCs can be voted into promotions - and into command of their own - by acclaim of the players.

GM FIAT PLAYSTYLE

In this Playstyle, the GM judges the actions of the PCs, and at the proper time, typically after some amazing action, awards promotions to those whom he feels deserving. Since there are no set accumulations of points, there should be no undercutting of other players, yet the GM's scrutiny should still prompt PCs to excel. This Playstyle does require immense trust in the GM.

IN HARM'S WAY ROLE-PLAYING GAME

Boelcke's Dicta

1. Try to secure advantages before attacking. If possible, keep the sun behind you.
2. Always carry through an attack when you have started it.
3. Fire only at close range, and only when your opponent is properly in your sights.
4. Always keep your eye on your opponent, and never let yourself be deceived by ruses.
5. In any form of attack, it is essential to assail your opponent from behind.
6. If your opponent dives on you, do not try to evade his onslaught, but fly to meet it.
7. When over the enemy's lines, never forget your own line of retreat.
8. For the Staffel: Attack on principle in groups of four or six. When the fight breaks up into a series of single combats, take care that several do not go for one opponent.

IN HARM'S WAY ROLE-PLAYING GAME



STR

COOR

AGY

END

CHAR

IQ

LUCK

Modify

X5

X4

X3

X2

Name:

Born:

Rank:

Nationality

PRACTICALITY

X1/2

HONOR

X1/4

In Harm's Way

SKILLS

Skill

Plus Mod.

Chance

Constitution

(STR+COOR+AGY+END)*10

Full:

Hindered:

Stunned:

Critical:

Weapons

Weapon

Dam

Range

Notice

Influence

IN HARM'S WAY ROLE-PLAYING GAME

TROUPE CHARACTERS

OTHER OFFICER NAME: _____ POSITION: _____

ATTRIBUTE	STR	COOR	AGY	END	CHAR	IQ	LUCK
<i>STD</i>							
<i>BONUS</i>							
<i>X2</i>							
<i>X3</i>							
<i>X4</i>							
<i>X5</i>							
X 1/2							
X 1/4							

SKILLS

SKILL	PLUS	BONUS	PER-CENT	SKILL	PLUS	BONUS	PER-CENT

NOTES

IN HARM'S WAY ROLE-PLAYING GAME

GROUND CREW NAME: _____ POSITION: _____

ATTRIBUTE	STR	COOR	AGY	END	CHAR	IQ	LUCK
<i>STD</i>							
<i>BONUS</i>							
<i>X2</i>							
<i>X3</i>							
<i>X4</i>							
<i>X5</i>							
X 1/2							
X 1/4							

SKILLS

SKILL	PLUS	BONUS	PER-CENT	SKILL	PLUS	BONUS	PER-CENT

NOTES

Character Design Worksheet

INITIAL STATS:

IQ **LUCK** **CHAR** **CASH**

[illegible]

IN HARM'S WAY ROLE-PLAYING GAME

EQUIPMENT SHEET

Clothing

Kits

Gadgets

Accessories

Weapons

Miscellaneous Equipment

Vehicles

IN HARM'S WAY ROLE-PLAYING GAME

PERSONAL INFORMATION

Date of Birth: _____ Place of Birth: _____

Background:_____

Marital Status: _____ **Spouse:** _____

Children: _____

Current Residence:

Family (siblings & parents): _____

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