

IN HARM'S WAY: ACES AND ANGELS



DESIGNED AND WRITTEN BY

CLASH BOWLEY



Flying Mice Games

Evolve or Die



In Harm's Way

Aces And Angels

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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AN IMPRINT OF BETTER MOUSETRAP GAMES

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!

ALPHA TESTERS:

**KLAXON BOWLEY, EL ZAMBO, ADAM JARRELL,
JAMES BELMONTE, AND JAKE MATTISON**

BETA TESTERS:

**ANDY MACINTYRE, IAN YOUNG, KEVIN J. CLEMENT,
ROB LANG, TAD KELSON, BONNI FELTZ, CIVVYCIVVY
DENNIS BEEBE, DAN RYBOWSKI, KEN ERICHSEN,
ALBERT BAILEY, AND LUIS MIGUELDE**

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

CLASH BOWLEY, 2007

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FROM BETTER MOUSETRAP GAMES

IN HARM'S WAY

ACES AND ANGELS

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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 and movies like *Tora, Tora, Tora*, *Flying Tigers*, *Tuskegee Airmen*, *The Battle of Britain*, *Flying Leathernecks*, *Flattop*, and *Midway*. It is not intended to be an exhaustive historical re-creation of the war in the air during World War II. 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 six nations - The USA, Italy, Japan, the USSR, Germany, and Britain. The time period this game covers is 1939 to 1945, 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 over 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 War in aerial terms, or am I interested in emulating modern 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 glory, but the old ways were still there. Dishonorable tricks like setting planes out as bait, shooting down 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,

IN HARM'S WAY ROLE-PLAYING GAME

or be another player's confidant and friend. It solves a lot of problems with the genre, and makes for great foils.

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 along-

side 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 And Angels 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 Japanese, Soviet, British, Italian, German, or American. Soviet and American cultures are more egalitarian, while Japanese, German, Italian, and British 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.

Characters from other cultures could be generated under these rules as well. In any such case, use the cultural background most like the character's background.

Note, only Soviet pilots may be female.

ACTIONS

Actions typically define the most important part of a half-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 half-year, which is not played out, the character should be doing whatever characters do in their boring hum-drum lives. At the end of each half-year, you can choose a skill 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 olds. They 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. Your 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 CHARAC- TERS

FIGHTER PILOT PROFESSION

Each six months in this employment, the character receives one skill by choosing from the skill list for Fighter Pilot.

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 half-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's 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 us, not seeing us as we climb up through the clouds."

BAD EXAMPLES OF LUCK

"Luckily, the shot I fired and missed with hits a key spot, 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 enemy's 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 on Hokkaido, or an apartment in Stalingrad. 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 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 AF

BRITISH NAVY

EQUIVALENT RANKS

RAF

RNAA

ITALY

GERMANY

Pilot Officer

Flight Sub-Lieutenant

Tenente

Leutnant

Flying Officer

Flight Lieutenant

Primo Tenente

Oberleutnant

Flight Lieutenant

Flight Commander

Capitano

Hauptman

Squadron Leader

Squadron Commander

Maggiore

Major

Wing Commander

Wing Commander

Tenente Colonnello

Oberstleutnant

Group Captain

Captain

Colonnello

Oberst

Air Commodore

Commodore

Generale di Brigata

Generalmajor

Air Vice Marshal

Rear Admiral

Generale di Divisione

Generalleutnant

Air Marshal

Vice Admiral

Generale di Corpo
d'Armata

General

Air Chief Marshal

Admiral

Generale d'Armata

Generaloberst

Marshal of the RAF

Admiral of the Fleet

Maresciallo d'Italia

Generalfeldmarschall

JAPANESE*

USSR AAF

Shoi

Jr. Lt/Lieutenant

Chui

Sr. Lieutenant

Taii

Kapitan

Shosa

Major

Chusa

Podpulkovnik

Taisa

Pulkovnik

N/A

N/A

Shosho

General-Major

Chuju

General-Lieutenant

Taisho

Marshal

Gensui

Chief Marshal

EQUIVALENT RANKS

US NAVY

USMC/ARMY

Ensign

2nd Lieutenant

Lieutenant (jg)

1st Lieutenant

Lieutenant

Captain

Lt Commander

Major

Commander

Lt. Colonel

Captain

Colonel

Commodore

Brigadier General

Rear Admiral

Major General

Vice Admiral

Lieutenant General

Admiral

General

Fleet Admiral

General of the Army

* Imperial Japanese Navy ranks were distinguished by prefacing the rank with the word "Kaigun" or Navy. Thus Kaigun Shosa would be equivalent to USN Commander.

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

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 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, Climbing, Weather, Overdo
<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 - JAPANESE

Skill Sets	Background Skills in Skill Sets
<i>Rural</i>	Herbalism, Husbandry, Weather, Discipline
<i>Urban</i>	Goad, Linguistics, Negotiate, Streetwise, Discipline
<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, Martial Arts
<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 Wealthy	Urban, Artistic, Sport, Psychological, Medical, Criminal
Rural Wealthy	Rural, Artistic, Sport, Medical, Wilderness, Hunting, Maritime
Urban Middle Class	Urban, Artistic, Sport, Psychological, Medical, Criminal
Rural Middle Class	Rural, Artistic, Sport, Medical, Wilderness, Hunting, Maritime
Urban Working Class	Urban, Artistic, Social, Psychological, Criminal, Maritime
Rural Working Class	Rural, Sport, Wilderness, Artistic, Maritime
Urban Poor	Urban, Social, Psychological, Criminal
Rural Poor	Rural, Wilderness, Sport, Maritime

IN HARM'S WAY ROLE-PLAYING GAME

BACKGROUND SKILLS

SKILL SETS - ITALIAN

Skill Sets	Background Skills in Skill Sets
<i>Rural</i>	Herbalism, Husbandry, Riding, Smithing, Climbing, Weather
<i>Urban</i>	Goad, Linguistics, Negotiate, Streetwise, Brawl
<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 Gentry	<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 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 a Pilot. Start the player characters off with Pilot/Gunner Training, then every six months, they choose one skill from the Pilot Skill List..

PILOT/GUNNER TRAINING

Gain four Skills from the following:
Pilot, Observe, Gunnery, Alert, Overdo, Leadership, Discipline, Psychology, Mechanics, Alert, React, Goad

PILOT

Class: Non-Com - Japanese and English pilots may be Non-Commissioned Officers. They would be at least Working Class. If of a lower Class, the character is advanced to Working Class.

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, Pilot

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

SUPPLY 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

IN HARM'S WAY ROLE-PLAYING GAME

PETTY OFFICERS/NONCOMS

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

CREWMEN

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

MACHINIST

Choose any 20 skill levels from the Ground Crew list.
Typical: Mechanics +3, Repair +3, Operate+5, Evaluate+2, Firearms+2, Melee, Focus+2, Overdo+2+1

MECHANIC

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

RIGGER

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

CLERK

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

CHAUFFEUR/DRIVER

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 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. Some popular card games were Bridge, Poker, Blackjack 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 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. Many 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 character gets Writing and another skill of his choice immediately, and has access to the Writer Skill Set along with the normal skill set when choosing skills each year.

THE WRITER SKILL SET:

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

ARTISTS

The Artist loves communicating in pictures, seeing and showing aspects of life. The Artist's medium varies with the artist - pen and ink, watercolors, cartoons, oils, or maybe photography. The artist may express himself in character sketches, action shots, sculpture, or whatever, but the artist needs to express himself in this way. The character gets Observe and another skill of his choice immediately, and has access to the Artist Skill Set along with the normal skill set when choosing skills each year.

THE ARTIST SKILL SET:

Convince, Evaluate, Observe, Taste, Operate, Goad, Painting, Sculpture

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 Pilot 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 Stukas 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 Me-109s 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 airplane</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

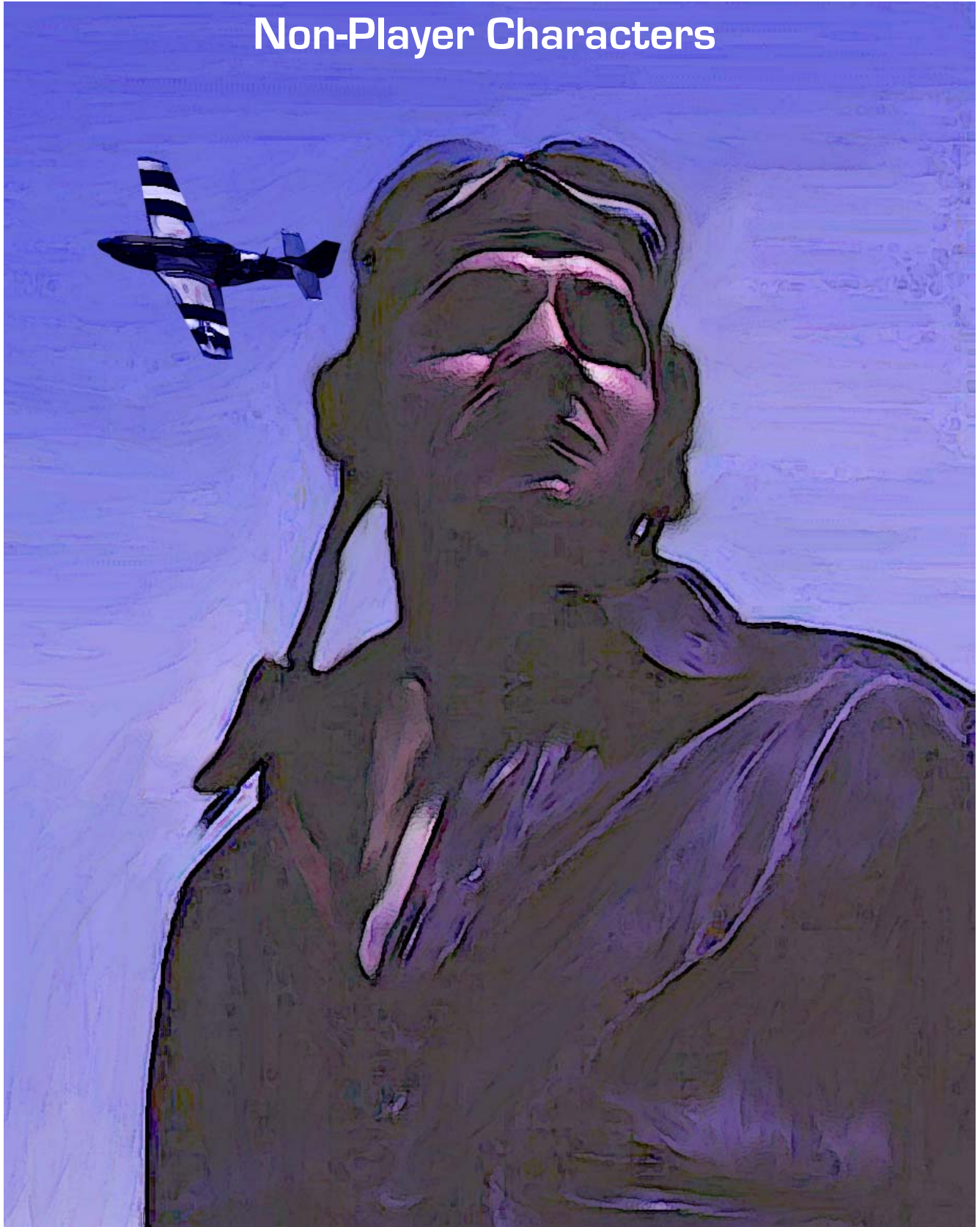
Skill	Description	Governing Attribute
Leadership	<i>The ability to take command of others by making them want to follow</i>	CHAR
Mathematics	<i>The study of numeric combination and relation</i>	IQ
Mechanics	<i>The maintenance of mechanical devices</i>	COOR
Melee	<i>The ability to efficiently use non-blade 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 airplane</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

Non-Player Characters



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

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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		
11-35	1	01-02	1
36-60	2	03-05	2
61-84	3	06-10	3
85-98	4	11-18	4
99	5	19-38	5
0	6	39-59	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		To Hit:50%		Critical Level:	80

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		To Hit:55%		Critical Level:	80

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		To Hit:60%		Critical Level:	80

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		To Hit:60%		Critical Level:	90

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		To Hit: 65%		Critical Level:	90

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		To Hit: 70%		Critical Level:	100

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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

Playing The 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

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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 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.

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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.

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.

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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.

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,

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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-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.

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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.

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

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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.

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 day. 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.

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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.

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 rankled 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.

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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 are Sulfa antibiotics, but no Penicillin, film X-rays, but no revealing biochemical analysis. The doctor makes do with sterilized instruments and carbolic, and hopes for the best.

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 New Guinea, where Beri-Beri, 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 shrapnel 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.

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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 shots 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
Leading a successful mass escape from captivity	200
Sinking a Carrier	200
Shooting down a Heavy Bomber or Flying Boat	80
Sinking a Battleship	100
Shooting down a Medium Bomber	75

Action	Award
Sinking a Cruiser	50
Shooting down a single engine or Light Bomber	50
Shooting down an enemy fighter	40
Escaping from enemy captivity	50
Exhibiting extreme bravery	50
Sinking a Patrol Craft or Destroyer	30
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
Performing a successful espionage mission	30
Using successful delaying tactics	30
Performing a successful Recon Mission	20
Performing a successful Escort Mission	20
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

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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, being caught on the gun camera, or is not seen to crash, credit is given for a "Probable Kill" and half notice is awarded.

SMALL NOTICE AWARDS

Smaller notice awards can be given freely, especially to lower ranked officers. 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 these rookies 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.

More experienced officers, 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.

Middle rank officers 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 10% 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 bomber in a hail of machine gun bullets 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.

JAPAN

ITEM	DESCRIPTION	GIVEN FOR
Order of the Rising Sun	The Order can be awarded in any of these eight classes: * 1st Class, Order of the Rising Sun with Paulownia Blossoms, Grand Cordon * 1st Class, Order of the Rising Sun, Grand Cordon * 2nd Class, Order of the Rising Sun, Gold and Silver Star * 3rd Class, Order of the Rising Sun, Gold Rays with Neck Ribbon * 4th Class, Order of the Rising Sun, Gold Rays with Rosette * 5th Class, Order of the Rising Sun, Gold and Silver Rays * 6th Class, Order of the Rising Sun, Silver Rays * 7th Class, Green Paulownia Leaves Medal * 8th Class, White Paulownia Leaves Medal	Military and Civilian service
Order of the Golden Kite	The order consisted of seven classes. Enlisted rank soldiers were eligible for the 7th - 5th classes, non-commissioned officers were eligible for the 6th - 4th classes, junior officers for the 5th - 3rd classes, field grade officers for the 4th-2nd classes and general officers for the 3rd-1st classes.	Bravery, leadership or command in battle.
Order of the Sacred Treasures	Awarded in 8 classes from 8th to 1st, in ascending order of importance	Long and Meritorious Military and Civilian Service

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UNITED KINGDOM

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

SOVIET UNION

ITEM	DESCRIPTION	GIVEN FOR
Hero of the Soviet Union	The highest Military and Civilian honor in the USSR	Protecting the motherland, or a heroic act to help others.
Order of Victory	Highest purely military decoration, from 1943 Several Classes	Successful operation within the framework of one or several fronts resulting in a radical change of the situation in favour of the Red Army
Order of Lenin	For Civilian and Military Personnel	For outstanding service to the motherland in defence, strengthening peace and strengthening labour.
Order of the Red Banner	Awarded to both individuals and units or ships Several Classes	Military Deeds

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Order of the Red Star	For both Red Army and Navy personnel Several Classes	Exceptional service in the cause of the defence of the Soviet Union
Order of the Patriotic War	Established 1942 Two Classes	For heroic deeds during the Great Patriotic War.
Order of Alexander Nevsky	To Red Army Officers - from 1942 Three Classes	For personal courage and resolute leadership
Order of Glory	For non-commissioned officers and soldiers of the armed forces, as well as junior lieutenants of the air force In Three Classes	For bravery in the face of 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

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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. There are separate medals for the Army and Navy.	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
Navy Cross	Equivalent to the DSC for the Army	Extraordinary Heroism While Engaged in an Action Against the Enemy.
Silver Star	For the US Armed Forces	Gallantry in action with marked distinction against an enemy of the United States while engaged in military operations
Legion of Merit	For all members of the Armed Forces of the United States - from July 1942.	Exceptionally meritorious conduct in the performance of outstanding services and achievements.
Distinguished Flying Cross	For all members of the Armed Forces of the United States	Heroism or extraordinary achievement while participating in aerial flight. The performance of the act of heroism must be evidenced by voluntary action above and beyond the call of duty.
Bronze Star	For the US Army or foreign service - from February 1944	Heroic or meritorious achievement or service, not involving participation in aerial flight, while engaged in an action against an enemy of the United States
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
Grand Cross of the Iron Cross	For Field Marshal grade officers.	Great and Meritorious Service
Knight's Cross of the Iron Cross	In five classes: Knight's Cross Knight's Cross with Oak Leaves Knight's Cross with Oak Leaves and Swords Knight's Cross with Oak Leaves, Swords, and Diamonds Knight's Cross with Golden Oak Leaves, Swords, and Diamonds	Extreme battlefield bravery or successful leadership
German Cross	In two classes - gold for bravery, silver for meritorious service	Bravery
Iron Cross	In two classes - first and second	For bravery in battle as well as other military contributions in a battlefield environment

IN HARM'S WAY ROLE-PLAYING GAME



Equipment: Personal

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 two listed requirements- i.e. Blade+2, Melee+2 - the first skill listed is the one used "to hit". In other words, George has skills of Blade+3 and Melee+5, and wants to use a throwing knife as a weapon. He has the minimum requirements to use the throwing knife effectively, but uses the Blade skill rather than his higher Melee skill for hit determination. This is because the Blade skill is more important than the Melee 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%
Switch-blade	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

INSTRUMENTS

ITEM	DESCRIPTION	COST
Wrist Watch	A small timepiece that straps to the wrist	Middle Class
Chronometer	A very accurate clock	Gentry/Wealthy
Wrist 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
Skivvies	Underwear	Poor
Barracks cap	Foldable cloth cap	Poor
Silk Shirt	High Quality Shirt	Gentry/Wealthy
Linen Shirt	Good Quality Shirt	Upper Middle Class
Cotton Shirt	Fair Quality Shirt	Lower Middle Class
Silk Stockings	High Quality Stockings	Gentry/Wealthy
Wool Stockings	Warm Stockings	Middle Class
Cotton Stockings	Decent Quality Stockings	Middle Class
Cotton Trousers	Full Length Good Quality Trousers	Any
Wool Trousers	Warm Full Length Trousers	Middle Class
Bomber Jacket	Warm fur or fleece lined leather 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
Brandy	An expensive drink made from grapes	Gentry/Wealthy
Beer	Fermented grain and hops	Poor
Sherry/Port	A wine fortified with brandy	Upper Middle Class
Sake	Fermented drink.	Lower 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
Wine	Fermented grape juice.	Poor

SUPPLIED GEAR

ITEM	DESCRIPTION	COST
Compass	For orientation	Supplied
Mae West	Inflatable life vest	Supplied
Life Raft	Inflatable boat with paddles	Supplied
Map Case	Waterproof tube for carrying papers	Supplied
Water Purifier	Chlorine pills in glass jar	Supplied
Canteen	Container for water	Supplied
Lighter	Device for starting fires	Supplied
Pistol & Knife	As appropriate for the service	Supplied
Oxygen Mask	For high altitude	Supplied
Flare	Flammable pyrotechnic light	Supplied
Dye	Substance to color water for better visibility	Supplied
Flashlight	Device to provide light	Supplied
Helmet & Goggles	Protective devices	Supplied
Flight Suit	Warm suit for altitude	Supplied
Parachute	For bailing out	Supplied

IN HARM'S WAY ROLE-PLAYING GAME

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

Airfields and Carriers



IN HARM'S WAY ROLE-PLAYING GAME

AIRFIELDS AND CARRIERS

Airfields and carriers are the homes for squadrons - where airplanes land, take off, are housed, and get repaired, and where the men of the squadron eat, sleep, and get healed.

AIRFIELDS

The most important adjunct of the airfield is the field - a large expanse of smooth ground where the airplanes can land, taxi, and take off. Small planes of the era can land in most any cleared field, but the smoother and harder the field, the better. If an airplane is landing in an unprepared field, roll or choose a quality check for the field. Penalties apply to take-offs and landings.

EMERGENCY LANDING FIELDS

Roll	Modifier	Description
01-15	-45	A small patchy field with copious vegetation and clumps of trees.
16-45	-40	A recently plowed field with deep, soft earth and no turf.
46-75	-35	A hard, dry, and dusty field with scant grass and clumpy vegetation.
76-85	-30	A poorly drained, soggy field with patches of mud.
85-95	-25	A somewhat bumpy field, with rocks and small clumps of vegetation.
96-00	-20	A perfectly smooth, luxuriantly green lawn, with soft but firm turf and well drained.

No Airfield will have a strip permanently worse than a -15 modifier, and with application of work and tools, can be improved by one step every week the Aerodrome is using the field. Aerodrome enlisted personnel will be constantly paving, draining, raking, and otherwise improving the field whenever they can.

LANDING FIELD TYPES

Roll	Modifier	Description
01-15	-25	Heavily Cratered
16-45	-20	Lightly Cratered
46-75	-15	Graded
76-85	-10	Steel Mesh Strip
85-95	-5	Short Surfaced Landing Strip
96-00	-0	Long Surfaced Landing Strip

CARRIER TYPES

Roll	Modifier	Description
01-15	-25	Heavily Cratered
16-45	-20	Moderately Cratered
46-75	-15	Lightly Cratered
76-85	-10	Light Carrier Deck
85-95	-5	Escort Carrier Deck
96-00	-0	Fleet Carrier Deck

Light Carriers have a less stable deck than Escort carriers, in spite of being larger, due to the hull types used.

HOUSING

Housing varies widely for airfields, from tents and cloth hangars to rooms in a chateau. Squadrons move

IN HARM'S WAY ROLE-PLAYING GAME

throughout the war from airfield to airfield. Use the table below to determine the quality of accommodations, either randomly or by fiat. Usually, the more forward the airfield, the worse the accomodation.

AIRFIELD ACCOMMODATIONS

Roll	Description
01-15	Drafty, impermanent tents with awkward access to showers and the necessities, primitive cooking apparatus, poor food, and the planes are parked under trees.
16-45	Insect-ridden semi-permanent wooden shelters, 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 sandbag revetments
46-75	Solid stone farmhouses or Quonset huts 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. Hangers are steel pre-fabricated structures
76-95	Permanent, well-built barracks 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. Hangers are wood and steel 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. Hangers are permanent buildings.

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 air-planes.
16-35	-20	Poorly equipped machine shop with bargain-base-ment 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 airplanes.
76-85	-10	Solid Machine shop with moderately good quality machines and a good selec-tion of tools.
85-95	-5	Well equipped machine shop, with a good assort-ment of well-maintained machinery of all types. Able to repair even Smoking air-planes.
96-00	-0	Superbly equipped machine shop, with any type of lathe, mill, hoist, welding equip-ment, or other tool. Able to create airplanes from scratch.

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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 airplanes, serve as couriers, pick up supplies at dumps, and serve as transport for officers.:

- 10 2.5 Ton Trucks
- 4 Truck Trailers
- 3 motorcycles with sidecars
- 7 jeeps
- 20 bicycles
- 2 automobiles

DEFENSES

Any Airfield 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 7-10 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.

CARRIER FACILITIES

ESCORT CARRIERS

Escort carriers are either converted merchantmen or designed as such from the keel up. Their missions are escorting convoys, delivering aircraft to forward bases, covering amphibious landings, and doing the dirty work..

SQUADRONS

Escort Carriers have a single mixed squadron of Fighters, Bombers, and Torpedo Planes, along with an assortment of scouts and utility planes.

ACCOMODATIONS

Officers are put in small, cramped quarters, many to a room. Stowage space is limited, and food is adequate. For crewmen, space is even more cramped, with multiple bunks per room, and hot bunking. Vending machines are available for incidentals when the galley is closed.

MACHINE SHOP

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 airplanes.

LIGHT CARRIERS

Light Carriers are mostly converted light cruisers, though some were designed as such. Their missions are the same as Fleet carriers.

SQUADRONS

Light Carriers have two squadrons - a Fighter squadron and a mixed Bomber and Torpedo squadron, along with an assortment of scouts and utility planes.

ACCOMODATIONS

Officers are put in small, cramped quarters, four to a room. Stowage space is fair, and food is more than adequate. For crewmen, space is more cramped, with multiple bunks per room, and hot bunking.

MACHINE SHOP

Well equipped machine shop, with a good assortment of well-maintained machinery of all types. Able to repair even Smoking airplanes.

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FLEET CARRIERS

Fleet Carriers are the offensive striking arm of the Navy, conducting fighter sweeps, air raids, combat air patrols, , and major battles.

SQUADRONS

Fleet Carriers have three squadrons - a Fighter Squadron, a Bombing Squadron, and a Torpedo Squadron, along with an assortment of scouts and utility planes.

ACCOMODATIONS

Officers are put in good sized quarters, two to a room. Stowage space is excellent, and food is very good. For crewmen, space is somewhat more cramped, with multiple bunks per room.

MACHINE SHOP

Well equipped machine shop, with a good assortment of well-maintained machinery of all types. Able to repair even Smoking airplanes.

DEFENSES

All carriers have many antiaircraft guns, sited in "gun tubs" around the edges of the flight deck. These guns may include:

LIGHT: 20-25MM CANNON

These constituted the inner ring of AA defense, with the shortest range, the highest rate of fire, and was available in single, dual, and triple mounts.

MEDIUM: 40MM CANNON

This constituted the middle ring of AA defenses, with a longer range and a slower rate of fire than the 20-25mm guns, but increased stopping power. These guns were available in single, dual, and quad mounts.

HEAVY: 12CM-5 INCH CANNON

The largest AA Naval gun, these guns were usually dual-use AA and bombardment guns. They had a long range and superior stopping power, but a slow rate of fire.

PLANES VS. AA

A ship is hit by AA on a target number of 05, modified with a +2 to target number for American and British warships because of the proximity fuse, and by +1 for all warships because of the general increase in the number of AA guns from 1941 on.

A hit by Heavy AA causes $d\% \times 100$ damage.

A hit by Medium AA causes $d\% + 40 \times 10$ damage

A hit by Light AA causes $d\% + 10 \times 10$ damage.

An attack run on a ship must roll against a Heavy, then a Medium, then a light curtain of AA. The attack cannot proceed until all three curtains are penetrated. After the attack, the curtains must be penetrated in reverse.

CARRIER GROUPINGS

JAPANESE

Japanese fleet and light carriers initially deployed in a very dispersed pattern, about 25-60 miles between carriers, with each carrier the center of a formation of destroyers. Battleships and cruisers were generally kept in a separate surface strike force.

AMERICAN

1941-1942

American Fleet carriers initially deployed in a dispersed pattern, about 25-30 miles between carriers, with each carrier the center of a wagon-wheel circular formation of 6 escorts, cruisers and destroyers.

Escort carriers were accompanied by two to four destroyers.

1943-1945

American fleet and light carriers were deployed in Task Forces made up of a number of Task Groups. A Task Group ideally consisted of four carriers (three CVs and one CVL), two fast battleships or battle cruisers, four heavy or light cruisers and sixteen destroyers.

BRITISH

British fleet and light carriers were more often used singly with a wheel of escorts like the early US dispositions throughout the war.

Escort carriers worked singly with a group of destroyers and destroyer escorts for anti-submarine protection for convoys.

IN HARM'S WAY ROLE-PLAYING GAME

AVERAGE SKILL LEVELS

Following are the average skill levels of the different combatants over the war period.

PILOT

NATION	1939-1940	1941-1942	1943-1944	1945
GERMANY	4	4	2	1
ITALY	2	3	2	1
JAPAN	N/A	4	2	1
UK	3	4	3	3
USA	N/A	2	3	3
USSR	N/A	1	2	3

GUNNERY

NATION	1939-1940	1941-1942	1943-1944	1945
GERMANY	2	3	2	1
ITALY	2	2	1	1
JAPAN	N/A	3	2	1
UK	2	3	3	3
USA*	N/A	2	3	3
USSR	N/A	1	2	3

USN Pilots were better trained in gunnery, and have a +1 over the standard USAAF gunners.

GROUND CREW RATING

The Ground Crew rating is the ability of the crew to assess, maintain, and repair damage. It will be one of Green (1) Veteran (2) or Crack (3) and can be raised by training and lowered by dilution.

NATION	1939-1940	1941-1942	1943-1944	1945
GERMANY	3	3	2	1
ITALY	2	2	1	1
JAPAN	N/A	2	1	0
UK	3	2	3	3
USA	N/A	2	3	3
USSR	N/A	1	2	2

SUPPLY OFFICER RATING

The Supply Officer rating is the ability of the Squadron Supply Officer to find spare parts out of the normal channels, trading toilet paper with another squadron for piston rings, for example. It will be one of Green (1) Veteran (2) or Crack (3) and if the SO is a Troupe PC, can be based on his skills.

PC Supply Officer's Skill ranks in:
Negotiate + Convince + Forgery + Stash / 4 = SO Rating.
 Max 3

NATION	1939-1940	1941-1942	1943-1944	1945
GERMANY	2	3	2	1
ITALY	2	2	1	1
JAPAN	N/A	2	1	1
UK	2	2	3	3
USA	N/A	2	3	3
USSR	N/A	2	3	2

IN HARM'S WAY ROLE-PLAYING GAME

BUILDING A CAMPAIGN FOR ACES AND ANGELS

DETERMINE THE THEATRE OF OPERATIONS IN WHICH THE CAMPAIGN WILL TAKE PLACE.

These Theatres are:

Theatre	Full Name	Allies	Axis	Active Duration	Areas
ETO	European Theatre of Operations	US UK USSR	Germany, Italy	1939-1945	England, France, Germany, Poland, USSR, etc.
PTO	Pacific Theatre of Operations	US Australia New Zealand Netherlands	Japan	1941-1945	Hawaii, Central Pacific, South Pacific, New Guinea, Phillipines, Dutch East Indies
CBITO	China Burma India Theatre of Operations	US UK	Japan	1941-1945	China, Burma, India, Thailand, Malaya, French Indo-China
MTO	Mediterranean Theatre of Operations	US UK	Germany Italy	1939-1945	North Africa, Greece, Crete, Italy, Sicily
NATO	North American Theatre of Operations	US Canada	Japan Germany	1941-1945	Aleutians, Maritime Provinces, Greenland, Iceland

In addition there are convoy routes across the North Atlantic, Arctic, Indian, and South Pacific.

DETERMINE THE TIME SPAN OF THE CAMPAIGN

I.e. Late 1941 to Late 1943 would be an appropriate time span for a Naval campaign in the South Pacific area of the PTO.

LOOK UP SPECIFIC BATTLES TO USE AS TEMPORAL MARKERS.

Pearl Harbor and Wake Island in Late 1941, Guadalcanal, Coral Sea, and Midway in Early 1942, etc. Consult your own sources, or use the Wikipedia's Timeline of World War II at http://en.wikipedia.org/wiki/Timeline_of_World_War_II.

Plan multiple encounters and in and around these areas at these times.

IN HARM'S WAY ROLE-PLAYING GAME

THE TIMES BETWEEN BATTLES

These can be used for more roleplaying-rich sessions, focusing on both main characters and troupe characters - the carrier puts into Pearl for repairs after the Coral Sea. Pilots romance nurses, Supply officer organizes black market trades, Chaplain consoles grieving buddies of slain pilot, mechanics endure harassment by malicious officer and plan revenge, pilots 'initiate' replacement pilot fresh from States, legendary drinking bouts or gambling sessions, etc.

LETTERS FROM HOME

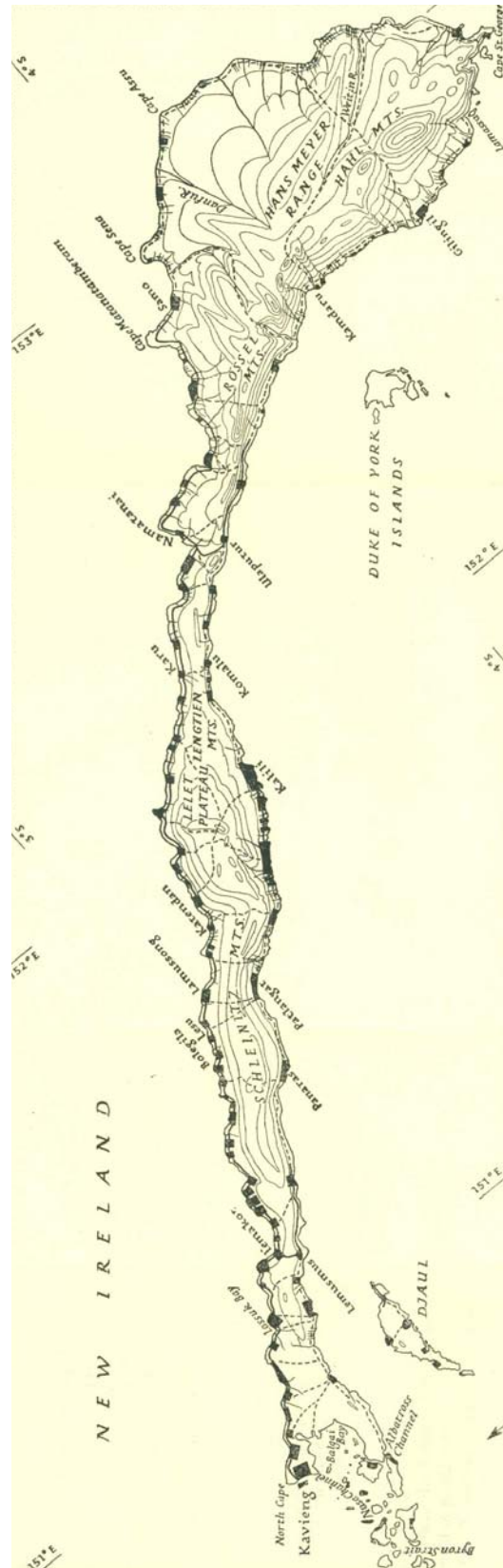
Let the characters know what's going on with their sweethearts, wives, parents, and siblings. Deaths and births, Dear John letters, chatty gossip, news from hometown, old friends lost, etc. Keep the characters involved in their old lives.

ROTATION

Rotate the characters back home or behind the lines periodically. Station them in back areas where they can rest and recuperate. No unit ever stayed on the cutting edge throughout the war. The policies on rotation varied between nations and between services within nations, and sometimes between areas in the same service.

PROMOTION

When appropriate, break up the unit and start fresh. Perhaps a PC is promoted to Squadron commander. You may wish to break up the old group and bring in new PCs after a period of training/rotation. Maybe there's a transfer to a new theatre of war. You can always go back and find out what happened with the old characters later in a new campaign.



IN HARM'S WAY ROLE-PLAYING GAME

Dogfighting



IN HARM'S WAY ROLE-PLAYING GAME

DOGFIGHTING

Airplane 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 airplanes are fully gassed up and ready to go. If you 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 it's range and orientation: "The green nosed Focke-Wulfs 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 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 an Element of P-38s have been pounced by a Section of Zeros. The Zero 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 Zero has four in his Immediate from burning fuel, three in Immediate from his initial dive, and four in Potential. The airplanes are on slightly converging courses, the Zero coming from Worthington's right, potentially intersecting at about 5 O'Clock.

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 Zero does a Break Left. The P-38 loses one eu, while the Zero loses three. The planes end up with Worthington coming out of his loop and the Zero coming out of his Break, the Zero crossing Worthington's T. The GM determines this is a Plan 9 O'Clock, Elevation 90 Degree Oblique, Range Close Firing Solution for Worthington, while the Zero has nothing.

The two pilots make Observation checks, to see if they kept sight of each other. Worthington makes his, and the Zero 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 10 for his P-38, and a Firing Solution Modifier of (-20) for a total chance of 55. He rolls a 97. The shot misses.

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

Worthington now has Advantage. His Firing Solution is 6 O'Clock, On a Level, and Close Range, giving him a +20. His enemy is unaware of his presence, giving him another +20, plus 10 for Stability. He decides to put all that into damage, rolling a 49 for his Gunnery check. Damage is $35 + 50$ or 85, times 10 for a total of 850. The Zero is now Smoking. Worthington will attempt to stay on the Zero's tail.

The Zero dives for the deck, moving three eu from Potential to Immediate, giving the Zero four in Immediate and one in Potential. Worthington dives after him, moving three eu into Immediate. The Zero pilot's Alertness check fails, and has completely lost Worthington. Worthington makes his Observation check, and keeps the Zero in sight in front of him.

The Zero, 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 one from Potential to Immediate, and pulls up behind the Zero at Medium Range, burning another eu to decrease the range to Short.

The Zero speeds out, burning all four of his Immediate energy units to bug out of the fight, unaware that the P-38 is behind him. Worthington burns four eu as well to keep up. The P-38 is faster than the Zero, with a top speed of 628 kph to the Zero's 534 kph, so Worthington stays on the Zero'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 Zero, giving him a firing solution of 6 O'Clock, Sharp Oblique, and Short Range for a modifier of +20, with another +20 for the enemy being unaware, and +10 for the P-38'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 880, and the Zero explodes as Worthington zooms by overhead.

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.



IN HARM'S WAY ROLE-PLAYING GAME

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.

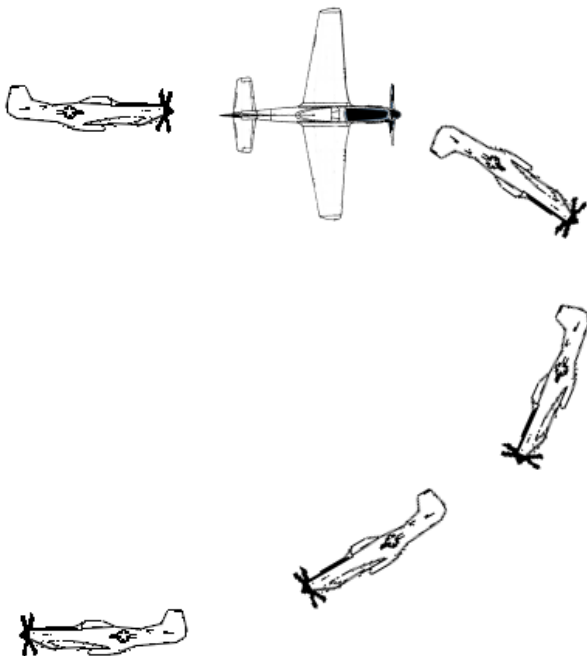
Move one energy marker from Potential to Immediate.



SPLIT S

A Split S is a Half Roll combined with a Half Loop Up, which because of the inverted position, goes 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.

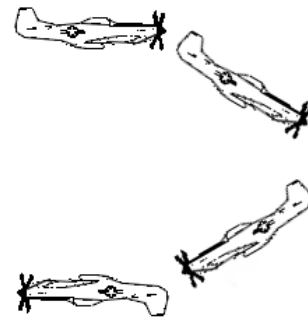


HALF LOOP DOWN

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
CHANDELLE	-0	MOVE 2 EM
HALF LOOP UP	-0	MOVE 1 EM
CHANDELLE	-0	MOVE X 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.



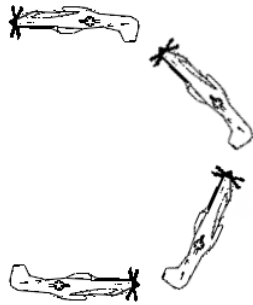
IN HARM'S WAY ROLE-PLAYING GAME

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.

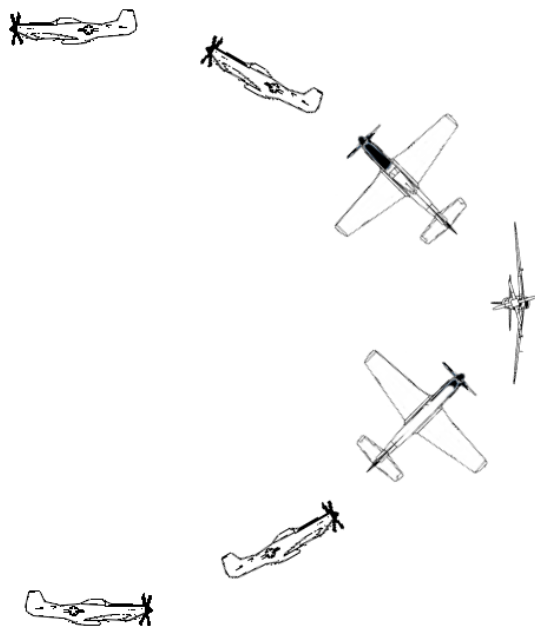


CHANDELLE

A Chandelle is a climbing turn in the minimum airspace, with the plane ending up a minimum of one energy unit and a maximum of the plane's climb limit above its starting position, and facing in the opposite direction. A Pilot skill check is needed with no penalty.

If successful move the proper number of energy units from Immediate to Potential, with 2 more wasted.

A failure results in a Stall.



ROLL MANEUVERS

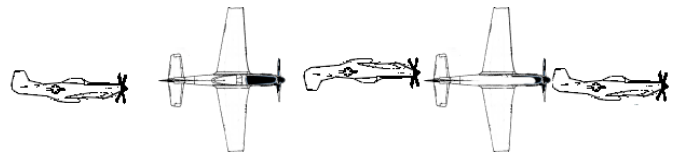
TYPE	ROLL	ENERGY
ROLL	+0	-1 EM
HALF ROLL	+0	-1 EM
ROCK	NO ROLL	-1 EM

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 airplane, 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.

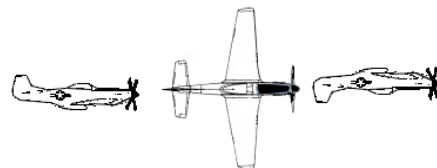


HALF ROLL

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 airplane, 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.



IN HARM'S WAY ROLE-PLAYING GAME

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.



UP-AND-DOWN MANEUVERS

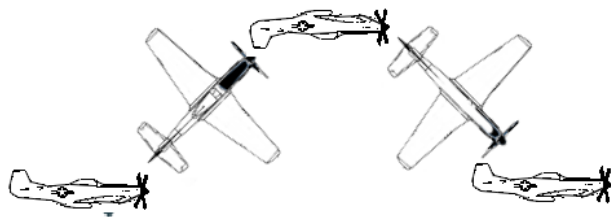
TYPE	ROLL	ENERGY
BARREL ROLL	-15	-3 EM
LOOP	-0	-1 EM
WINGOVER	-15	-1 EM
HEAD STALL	-15	-2 EM
YOYO	-15	-0/-3 EM

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 airplane 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.

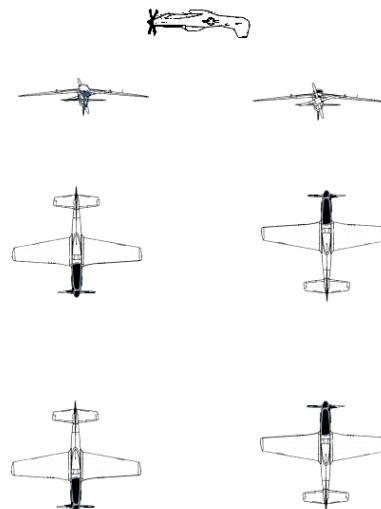


WINGOVER

A Wingover is a way to quickly reverse direction. The plane pulls up, turning as it rises, until it is diving, then pulling out of the dive going in the opposite direction, parallel to the original path, but in the opposite direction. A Pilot skill check is needed at a -15 penalty.

If successful, remove one energy marker from Immediate.

A failure results in a Stall.



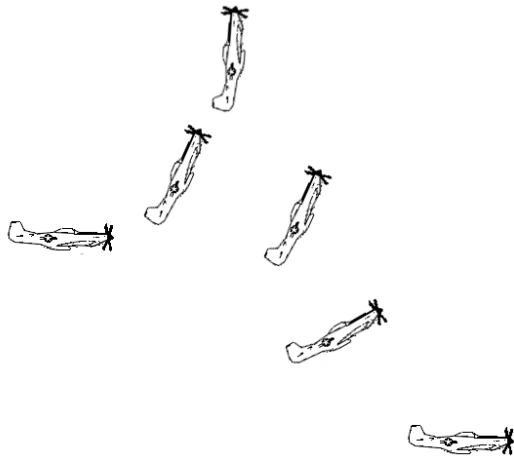
IN HARM'S WAY ROLE-PLAYING GAME

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.

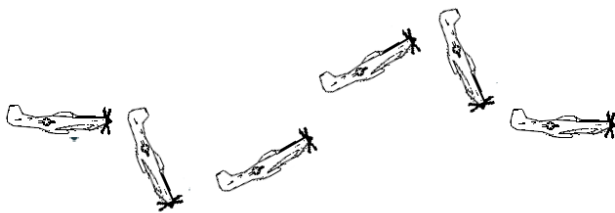


YOYO

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.



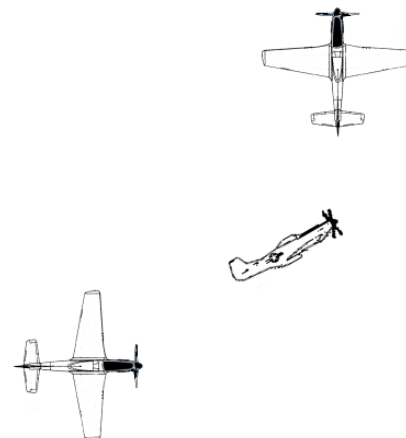
TURNS

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

BREAK

A Break is a sharp, banking turn to the left or right. Very powerfully engined planes break preferentially to the right and harder to the left, due to the torque effect of the spinning propeller. Smaller 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

SKID

A Skid looks like a flat turn, but isn't. The airplane 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.

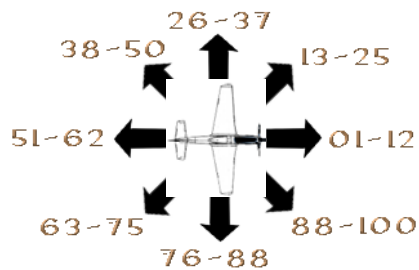
If successful, remove 1 energy unit from Immediate. The opposing gunners receive a -15 penalty on their Gunnery skill checks.

A failure results in a Spin.



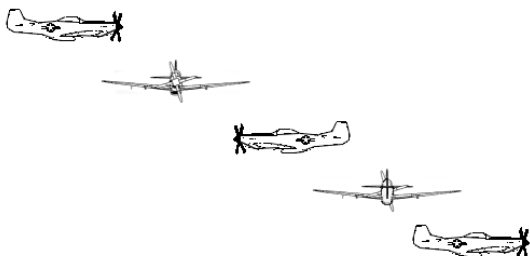
SPIN

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. On a controlled spin, the plane exits in the direction the Pilot determines. On an accidental spin, the plane exits the spin going in a random direction - see below.



If successful, remove 2 energy units from Potential.

A failure indicates the Spin continues. Remove 2 energy units from Immediate as well. The spin continues until a successful pilot check is made or the plane runs out of altitude.



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 Potential.

A failure indicates the stall continues. Remove 2 energy markers from Immediate as well. The stall continues until a successful pilot check or the plane runs out of altitude.



SNAP ROLLS AND LOOPS

A Snap Roll or Loop is the same as the standard maneuver performed very quickly, in the same plane. Snap Rolls and Loops are performed at -15 to the Pilot skill check, and one extra energy marker is lost.

COMBINED MANEUVERS

You can combine maneuvers by adding together the Pilot skill check modifiers and the energy marker cost. For example, a combined Wingover and Break would give you a wingover with a twisted track that crossed itself, basically turning left to go right or vice versa, with a -15 Pilot check modifier and a cost of X energy units, depending on the plane.

IN HARM'S WAY ROLE-PLAYING GAME

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, plus the rating of weapons hitting, times ten.

For example a P-38 with four .50 calibre machine guns and a 20mm cannon hits. with a total rating of 18. Roll percentile dice for a Quality of Success of 55, plus 18 is 73, times 10 is 730.

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

FIRING SOLUTIONS

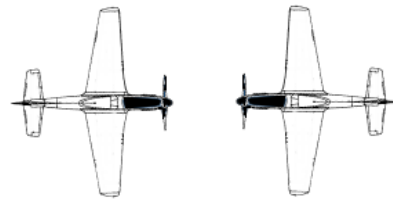
A Firing Solution is any point in the relationship of the dogfighting planes where one can hit the other with bullets. Some firing solutions are better than others, giving bonuses or penalties to the shot. Firing Solutions are three dimensional, so you need to find the horizontal or Plan Solution and 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: 12 O'CLOCK

In a 12 O'Clock solution, both planes are heading for each other.

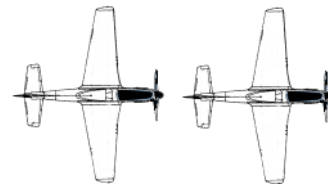
This gives a +10 bonus to the Gunnery rolls involved.



B: 6 O'CLOCK

In a 6 O'Clock solution, one plane is following another.

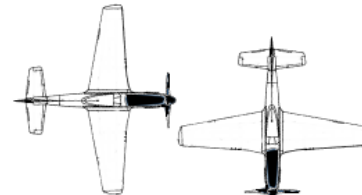
This gives a +10 bonus to the Gunnery rolls involved.



C: 3 OR 9 O'CLOCK

In an 3 or 9 O'Clock 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: 1, 2, 10 OR 11 O'CLOCK

In a 1, 2, 10 or 11 O'Clock 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.



IN HARM'S WAY ROLE-PLAYING GAME

E: 4, 5, 7 OR 8 O'CLOCK

In a 4, 5, 7 or 8 O'Clock 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

I: 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.

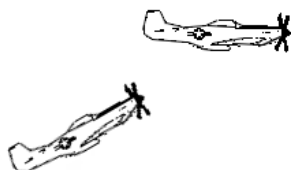
This gives a -10 penalty to the Gunnery rolls involved.



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.

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

CLIMBING PAST YOUR CEILING

To go over your plane's ceiling, waste 1 extra fuel per 500 meters over your ceiling, cumulative, per turn. To stay at that level, waste that many plus the markers over the ceiling per turn at that altitude.

Example: Your plane is at Potential 20, its ceiling, and you need to get to Potential 22.

Push one fuel token from Available to Potential, and waste one extra fuel token to get to Potential 21.

From Potential 21, push one fuel token from Available to Potential, and waste two more extra fuel tokens to get to Potential 22.

Each turn at level 22, you must waste 5 fuel tokens to maintain that altitude, 2 for Potential 21 + 3 for Potential 22.

IN HARM'S WAY ROLE-PLAYING GAME

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 6 O'Clock (+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 12 O'Clock (+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 4, 5, 7 or 8 O'Clock (-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

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 whatever 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 airplane has the Advantage, the airplane with the Advantage - the following airplane - 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.

IN HARM'S WAY ROLE-PLAYING GAME

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.

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 airplane is killed.
Rudder Hit	86-95	The airplane is at -40 to all turn maneuvering rolls until fixed by the Mechanic.
Ailerons Damaged	71-85	The airplane's ailerons 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 airplane catches fire. See Down In Flames.
Crushing Blow	61-65	A perfect hit! Do maximum damage and double it.
Pilot Hit	56-60	The Pilot is hit and takes d%+ weapon Rating damage.
Wing Shears	26-55	The airplane is at -10 to all maneuver rolls until fixed by the Fitter.
Gun Jams	16-25	One weapon type jams and remains jammed until fixed by the Armorer. Remember to reduce Weapon Rating accordingly.
Landing Gear Shattered	06-15	The airplane's landing gear has been hammered, and the plane cannot land without Pancaking.
Wing Shot Up	01-05	One of either wings is shot up The airplane loses most of its lift and must immediately land at -40 or crash.

IN HARM'S WAY ROLE-PLAYING GAME

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 airplane is killed and the airplane is destroyed.
Smashed	86-95	The airplane is smashed up, destroyed, and the pilot takes d% X 5 damage.
Pinwheel	71-85	The wing hits the ground first and the airplane pinwheels along the ground, taking d% X 30 damage. The Pilot takes d% X 4 damage.
Pancake	66-70	The landing gear breaks on landing and the airplane skids along on its belly, taking d% X 20 damage. The Pilot takes d% X 3 damage.
Crunched	61-65	The airplane is crumpled and destroyed, but the pilot only takes d% X 2 damage.
Nose Over	01-60	The airplane 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 wreck, 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. If the plane reaches 0 Constitution in the air, it will explode, killing the occupants.

WEAPONS AND MOUNTS

Fixed Mounts - the kind that fire straight ahead - have no modifier to hit.

Turret Mounts have a -15 to hit

Flexible Mounts have a -10 to hit

MAINTENANCE

Each plane model is given a Maintenance rating, ranging

from 11 to 35. This number depends on the general ruggedness, simplicity, and ease of maintenance for that type of plane.

From this you deduct:

Your service's Logistics rating, which varies depending on the nation.

Your Ground Crew rating.

Your Supply Officer's rating.

The Logistics rating is the availability of spare parts in the normal pipeline. This varies from 0 to 4 depending on the nation and the year:

NATION	1939-1940	1941-1942	1943-1944	1945
GERMANY	4	3	2	1
ITALY	2	2	1	1
JAPAN	N/A	2	1	0
UK	1	2	3	3
USA	N/A	2	3	4
USSR	N/A	0	2	2

ADVANCE BASES

Advance bases subtract 2 from this number, with 0 being the minimum.

GROUND CREW RATING

The Ground Crew rating is the ability of the crew to assess, maintain, and repair damage. It will be one of Green (1) Veteran (2) or Crack (3) and can be raised by training and lowered by dilution.

SUPPLY OFFICER RATING

The Supply Officer rating is the ability of the Squadron Supply Officer to find spare parts out of the normal channels, trading toilet paper with another squadron for piston rings, for example. It will be one of Green (1) Veteran (2) or Crack (3) and if the SO is a Troupe PC, can be based on his skills.

PC Supply Officer's Skill ranks in:

Negotiate + Convince + Forgery + Stash / 4 = SO Rating.
Max 3 Thus the positive modifiers max at 10, with a minimum of 2.

IN HARM'S WAY ROLE-PLAYING GAME

The GM rolls d% for each plane, each sortie. If the roll is equal to or under the modified Maintenance Rating, that plane will develop trouble that sortie - GM discretion as to what type of trouble develops.

HORSING AND NURSING

A pilot can horse his machine around, gaining an player specified arbitrary bonus - say +20 - to your Pilot or Gun-nery skill check, or to damage. Doing so cues the GM to make a Maintenance check with a corresponding +20.

On a near miss - say the TN is 65 and the player rolls a 69, the PC can horse the plane for a bit more by taking the number needed from his plane's Maintenance rating,

in this case 4 points. The GM immediately makes a main-tenance check, subtracting 4 to the TN.

If the pilot is nursing his battered crate back to base, he makes a skill check with a player directed arbitrary pen-alty - say -20 - and the GM is cued to make another Maintenance check with the same -20 modifier.

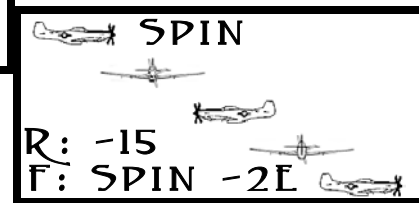
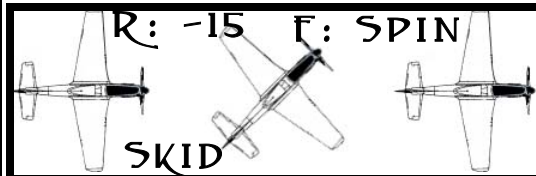
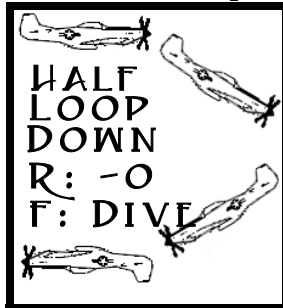
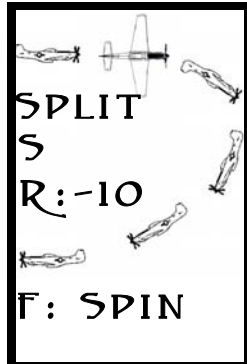
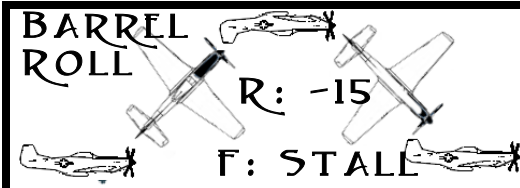
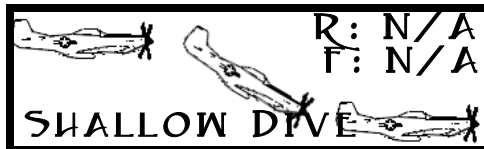
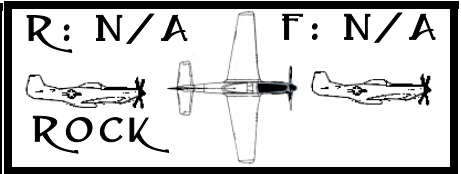
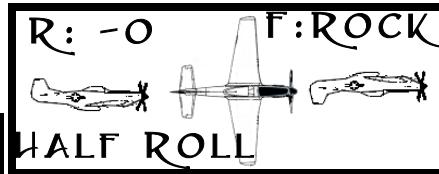
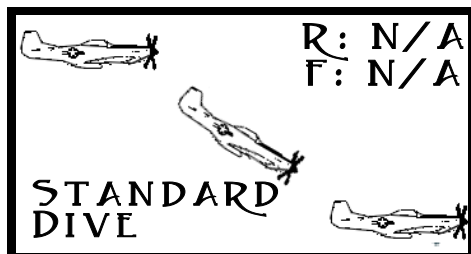
All modifiers to the plane's Maintenance rating are cumulative, and last throughout the flight. The ground crew can reset the plane's maintenance rating back to normal overnight. If the plane flies subsequent sorties that day, the plane cannot be fixed between sorties.



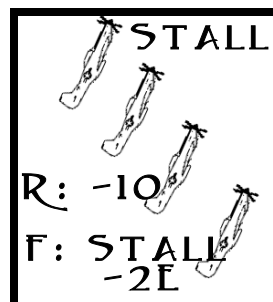
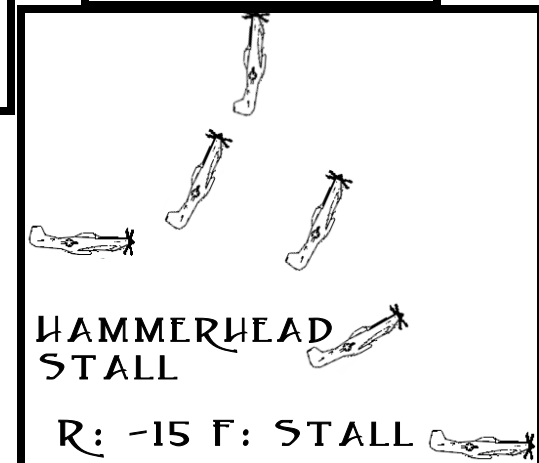
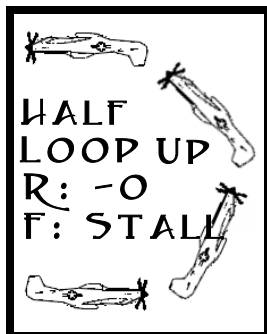
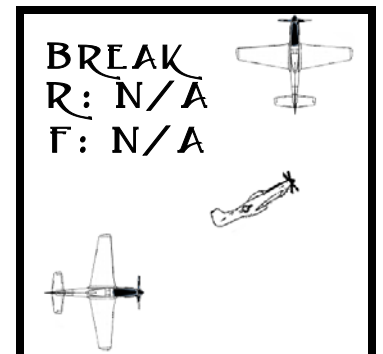
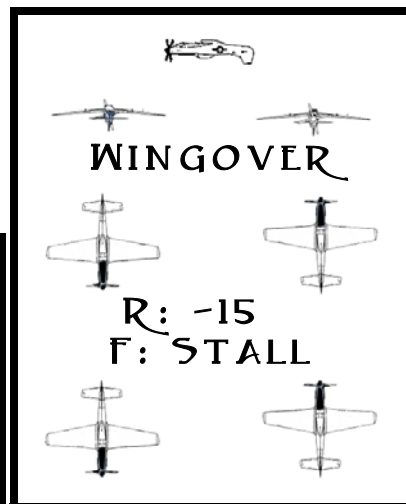
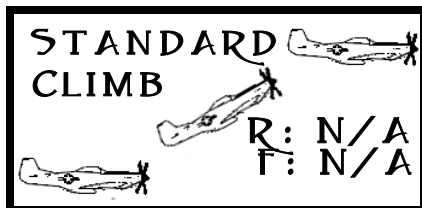
In the following pages, when a plane is referred to as being available to the USN, it is also available to the USMC as well. Similarly, if a plane is available to the RAF, it is also available to the RCAF, RAAF, RNZAF, etc.

IN HARM'S WAY ROLE-PLAYING GAME

MANEUVERS

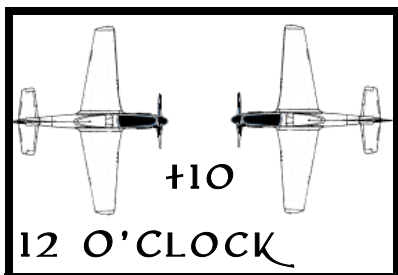


MANEUVERS

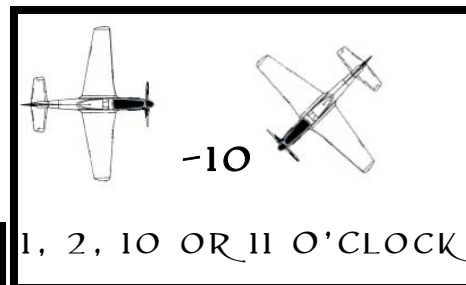
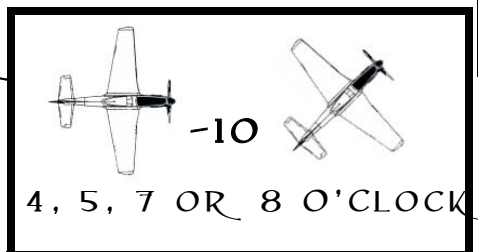
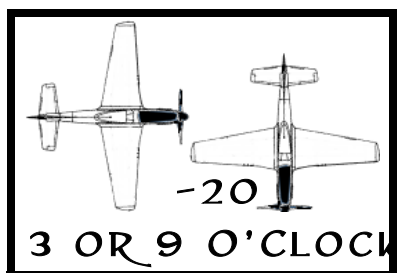
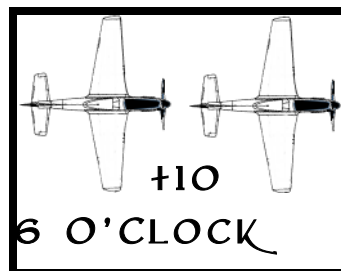


IN HARM'S WAY ROLE-PLAYING GAME

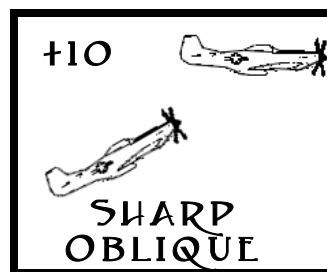
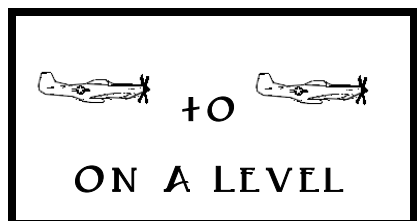
FIRING SOLUTIONS



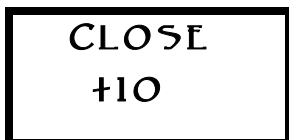
PLAN SOLUTIONS



ELEVATION SOLUTIONS



RANGE SOLUTIONS



IN HARM'S WAY ROLE-PLAYING GAME



Dogfighting Sheets

IN HARM'S WAY ROLE-PLAYING GAME

USING A DOGFIGHTING SHEET

The box marked FUEL is your fuel tank. Place the appropriate number of chips/tokens (using different colors for different values) in the box. The arrow going diagonally out of fuel is labelled BURN. The square above the arrow shows the maximum number of fuel tokens you can push from your FUEL tank into IMMEDIATE. This initiates every turn.

The BURN arrow leads to the IMMEDIATE box. This is your engine. This is the energy you create every turn. It is a rough indicator of your airspeed. If your IMMEDIATE box is empty, your turn ends.

The arrow leading to the left from the IMMEDIATE box is your CLIMB rating. By climbing, you are converting usable energy into potential energy. The CLIMB rating is the maximum you can climb per turn. When you climb, push this number of markers or less into the POTENTIAL box. Each token in the POTENTIAL box indicates 500 meters of altitude. The number in the square indicates the maximum number of tokens you can save in your POTENTIAL box, and thus your plane's ceiling. Any CLIMB maneuver ends your turn.

The arrow leading down from the IMMEDIATE box is the USE arrow. When you perform a maneuver, push the required number of tokens from IMMEDIATE into the MANEUVER box. Once the maneuver is complete, discard the tokens off the sheet via the WASTE arrow.

The arrow leading right from the POTENTIAL box to the IMMEDIATE box is the DIVE arrow. The number above is the DIVE rating. This is the maximum number of tokens that can be moved from POTENTIAL to IMMEDIATE per maneuver. Diving increases your available energy and your airspeed.

Along the lower left hand side of the sheet are various maneuvers, along with a number on either side. The number to the left of the maneuver is the cost in tokens to execute the maneuver. The number to the right of the maneuver is the modifier to your Pilot skill check. When you execute the maneuver, push the appropriate number of tokens from IMMEDIATE to MANEUVER, then make a Pilot skill check with the appropriate modifier. Certain simple maneuvers do not require a Pilot skill check.

MANEUVER is a rating of the aircraft's maneuverability. You add this number to your Pilot skill check TN when executing any maneuver. STABILITY is a rating of your aircraft's tendency to fly straight. You add this number to your Pilot skill check when landing or taking off, and to your Gunnery skill check when firing. $\text{MANEUVER} + \text{STABILITY} = 20$. An increase in an aircraft's Maneuverability is a decrease in Stability, and vice versa.

The box on the lower right shows plane and pilot information. Constitution is the amount of damage you can take. Your aircraft's current constitution is the plane's FULL constitution, minus any damage taken.

FULL is the maximum constitution. If your aircraft's current constitution is between FULL and HINDERED, you have no penalty.

HINDERED is 3/4 of FULL. If your aircraft's current constitution is below the HINDERED level, you have a -20 modifier to all Pilot skill checks.

SHOT UP is 1/2 of FULL. If your aircraft's current constitution is below the SHOT UP level, you have a -30 modifier to all Pilot skill checks.

SMOKING is 1/4 of FULL. If your aircraft's current constitution is below the SMOKING level, you have a -40 modifier to all Pilot skill checks.

To the right of the constitution information is a small box showing the general sequence of turns.

You can perform any number of maneuvers - except climbs - in a turn if you have the energy. Any climbing maneuver ends the turn. Any excess tokens in IMMEDIATE are discarded to WASTE. Gunnery may happen at any time there is a firing solution during maneuvers.

IN HARM'S WAY ROLE-PLAYING GAME

Note the different weapons listed between the Potential and Fuel boxes. The separate gun ratings are gathered together in the big box. If a plane has Hvy MG 4 and Lt Cannon 10, the sum of 14 is in the big box.

Note the four boxes in the center, between Fuel and Maneuver labeled PA, RF, EF, and TA. These are protection boxes, respectively Pilot Armor, Rugged Frame, Extra-rugged Frame, and self-sealing TANKs.

If a plane is hit, the player can:

- Allocate the damage to PA, in which case the pilot takes 1/10th the damage and the plane takes none. When damage is rolled, do not multiply by 10. The character loses this amount of damage.
- Allocate the damage to RF or EF, in which case the plane's Maintenance Rating takes some damage rather than the plane. Roll on the following table:

DAMAGE TO STRUCTURAL AIRFRAME

CHECK EFFECTS

96-100 Landing gear damaged - crash-landing required at base. Add 10 to Maintenance.

86-95 Frame weakened, -20 to landing. Add 8 to Maintenance.

76-85 Tailplane damaged, -15 to Maneuvers. Add 6 to Maintenance.

66-75 Rudder damaged, -10 to Turns. Add 5 to Maintenance.

51-65 Ailerons damaged, -5 to Maneuvers. Add 4 to Maintenance.

01-50 Wings chewed up. Add 3 to Maintenance.

- Allocate the damage to TA, in which case the plane loses some fuel but stays intact. Roll on the following table:

DAMAGE TO SELF-SEALING FUEL TANKS

CHECK EFFECTS

96-100 Lose 40 Fuel

86-95 Lose 30 Fuel

76-85 Lose 25 Fuel

66-75 Lose 20 Fuel

51-65 Lose 15 Fuel

01-50 Lose 10 Fuel

Not all planes have all of these features - the Zero, for example, had none. If a feature is not present on a plane, such as EF on the Wildcat, the player cannot allocate damage to the feature, and the box is filled with a ball.

When a feature is used by allocating damage to it, the player checks the box, which is not cleared until the plane is repaired. Features take one day each to be repaired.

IN HARM'S WAY ROLE-PLAYING GAME

MESSERSCHMITT ME-109G-6

POTENTIAL MAX 23 LT MG HVY MG 4 LT CANNON HVY CANNON 20 FUEL MAX 56 -1 ROLL -1 LOOP -2 SPIN -2 STALL 3 BREAK LEFT 3 BREAK RIGHT +2 SPLIT S -2 CHANDELLE -1 WINGOVER 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL ENERGY MODIFIER	21 CLIMB 11 DIVE 12 BURN	IMMEDIATE MANEUV 5 STABILITY 15 MANEUVER PA RF EF TA PILOT <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;">PLANE TYPE</th> <th style="text-align: left;">NATION</th> </tr> <tr> <td>ME-109G-6</td> <td>GERMANY</td> </tr> <tr> <th style="text-align: left;">SQUADRON</th> <th style="text-align: left;">AERODROME</th> </tr> <tr> <td> </td> <td> </td> </tr> </table> <table style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <th style="text-align: left;">CONSTITUTION</th> <th style="border: 1px solid black; padding: 5px;">TURN</th> </tr> <tr> <td> 1600 FULL</td> <td>BURN</td> </tr> <tr> <td> 1200 HINDERED</td> <td>DIVE</td> </tr> <tr> <td> 800 SHOT UP</td> <td>MANEUV</td> </tr> <tr> <td> 400 SMOKING</td> <td>SHOOT</td> </tr> <tr> <td> </td> <td>CLIMB</td> </tr> </table>	PLANE TYPE	NATION	ME-109G-6	GERMANY	SQUADRON	AERODROME			CONSTITUTION	TURN	1600 FULL	BURN	1200 HINDERED	DIVE	800 SHOT UP	MANEUV	400 SMOKING	SHOOT		CLIMB
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400 SMOKING	SHOOT																					
	CLIMB																					

IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING

IN HARM'S WAY ROLE-PLAYING GAME

LAVOCHKIN LA-5

POTENTIAL MAX 22 LT MG HVY MG LT CANNON 20 HVY CANNON FUEL MAX 77 -1 ROLL -1 LOOP -2 SPIN -2 STALL 3 BREAK LEFT 3 BREAK RIGHT +2 SPLIT S -2 CHANDELLE -1 WINGOVER 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL ENERGY MODIFIER	20 CLIMB 12 DIVE 12 BURN	IMMEDIATE MANEUV 4 STABILITY 16 MANEUVER PILOT PLANE TYPE NATION LA-5 USSR SQUADRON AERODROME CONSTITUTION 1600 FULL 1200 HINDERED 800 SHOT UP 400 SMOKING TURN BURN DIVE MANEUV SHOOT CLIMB
20 CLIMB 12 DIVE 12 BURN 4 MANEUV 16 STABILITY WASTE		

IN HARM'S WAY ROLE-PLAYING GAME

NORTH AMERICAN P-51D MUSTANG

POTENTIAL MAX 26 LT MG HVY MG 12 LT CANNON HVY CANNON FUEL MAX 266 -1 ROLL -1 LOOP -2 SPIN -2 STALL 3 BREAK LEFT 3 BREAK RIGHT +2 SPLIT S -2 CHANDELLE -1 WINGOVER 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL	20 CLIMB 13 DIVE 10 BURN 12 WEAPONS	IMMEDIATE MANEUV 12 STABILITY 8 MANEUVER PILOT PLANE TYPE NATION P-51D MUSTANG USA SQUADRON AERODROME -0 -0 -15 -10 -10 -0 -15 -15 -15 -0 -0 -0 -15 CONSTITUTION 2000 FULL 1500 HINDERED 1000 SHOT UP 500 SMOKING TURN BURN DIVE MANEUV SHOOT CLIMB
IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING		

IN HARM'S WAY ROLE-PLAYING GAME

REGGIANE RE 2005

POTENTIAL MAX 22 LT MG 2 HVY MG 4 LT CANNON HVY CANNON FUEL MAX 110 WEAPONS 6 <table style="width: 100%;"> <tr> <td style="width: 50%;"> -1 ROLL -1 LOOP -2 SPIN -2 STALL 3 BREAK LEFT 3 BREAK RIGHT +2 SPLIT S -2 CHANDELLE -1 WINGOVER 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL </td> <td style="width: 50%; text-align: right;"> -0 -0 -15 -10 - - -10 -0 -15 -15 -15 -0 -0 -0 -0 -15 </td> </tr> </table>	-1 ROLL -1 LOOP -2 SPIN -2 STALL 3 BREAK LEFT 3 BREAK RIGHT +2 SPLIT S -2 CHANDELLE -1 WINGOVER 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL	-0 -0 -15 -10 - - -10 -0 -15 -15 -15 -0 -0 -0 -0 -15	IMMEDIATE MANEUV 6 STABILITY 14 MANEUVER <table style="width: 100%;"> <tr> <td style="width: 50%;"> PILOT PLANE TYPE RE 2001 SQUADRON </td> <td style="width: 50%;"> NATION ITALY AERODROME </td> </tr> </table> <table style="width: 100%;"> <tr> <td style="width: 50%;"> CONSTITUTION 1800 FULL 1350 HINDERED 900 SHOT UP 450 SMOKING </td> <td style="width: 50%; text-align: right;"> TURN BURN DIVE MANEUV SHOOT CLIMB </td> </tr> </table>	PILOT PLANE TYPE RE 2001 SQUADRON	NATION ITALY AERODROME	CONSTITUTION 1800 FULL 1350 HINDERED 900 SHOT UP 450 SMOKING	TURN BURN DIVE MANEUV SHOOT CLIMB
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PILOT PLANE TYPE RE 2001 SQUADRON	NATION ITALY AERODROME						
CONSTITUTION 1800 FULL 1350 HINDERED 900 SHOT UP 450 SMOKING	TURN BURN DIVE MANEUV SHOOT CLIMB						

ENERGY
 -1
 -1
 -2
 -2
 3
 3
 +2
 -2
 -1
 0/-3
 -3
 -1
 -1
 -1
 -2

MODIFIER
 -16
 9
 10
 6
 110
 6
 14
 1800
 1350
 900
 450

IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING

IN HARM'S WAY ROLE-PLAYING GAME

SUPERMARINE SPITFIRE V

POTENTIAL LT MG HVY MG 8 LT CANNON HVY CANNON WEAPONS 8 FUEL -1 ROLL -1 LOOP -2 SPIN -2 STALL 3 BREAK LEFT 3 BREAK RIGHT +2 SPLIT S -2 CHANDELLE -1 WINGOVER 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL MAX 145	24 CLIMB 11 DIVE SPLIT S	IMMEDIATE MANEUV 13 USE 7 STABILITY 7 MANEUVER WASTE
☐ PA ☐ RF ☒ LF ☐ TA -0 PILOT -15 PLANE TYPE -10 SPITFIRE V - NATION - SQUADRON - AERODROME -10 CONSTITUTION -0 1300 FULL -15 975 HINDERED -15 650 SHOT UP -0 325 SMOKING -0	TURN BURN DIVE MANEUV SHOOT CLIMB	

ENERGY
MODIFIER

IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING

IN HARM'S WAY ROLE-PLAYING GAME

MITSUBISHI A6N ZERO

POTENTIAL MAX 20 LT MG 4 HVY MG LT CANNON 20 HVY CANNON FUEL MAX 310 -1 ROLL -1 LOOP -2 SPIN -2 STALL 3 BREAK LEFT 3 BREAK RIGHT +2 SPLIT S -2 CHANDELLE -1 WINGOVER 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL	16 CLIMB 7 DIVE SPLIT S 10 BURN 24 WEAPONS 2 STABILITY 18 MANEUV 2 STABILITY 2 STABILITY	IMMEDIATE MANEUVER PILOT PLANE TYPE NATION A6N ZERO JAPAN SQUADRON AERODROME CONSTITUTION 1300 FULL 975 HINDERED 650 SHOT UP 325 SMOKING TURN BURN DIVE MANEUV SHOOT CLIMB
IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING		

IN HARM'S WAY ROLE-PLAYING GAME

BLANK DOGFIGHTING SHEETS

POTENTIAL MAX LT MG HVY MG LT CANNON HVY CANNON WEAPONS FUEL MAX -1 ROLL -1 LOOP -2 SPIN -2 STALL BREAK LEFT BREAK RIGHT +2 SPLIT S -2 CHANDELLE -1 WINGOVER 0/-3 YOYO -3 BARREL ROLL -1 HALF LOOP -1 HALF ROLL -1 ROCK -2 HEAD STALL -0 -0 PILOT -15 PLANE TYPE -10 NATION - SQUADRON - AERODROME -10 -0 CONSTITUTION -15 FULL -15 HINDERED -15 SHOT UP -0 SMOKING -15	 CLIMB DIVE BURN 	IMMEDIATE MANEUV USE STABILITY MANEUVER -0 -0 PILOT -15 PLANE TYPE -10 NATION - SQUADRON - AERODROME -10 -0 CONSTITUTION -15 FULL -15 HINDERED -15 SHOT UP -0 SMOKING -15 TURN BURN DIVE MANEUV SHOOT CLIMB
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IN HARM'S WAY: ACES IN SPADES - DOGFIGHTING

IN HARM'S WAY ROLE-PLAYING GAME

AIRPLANES OF WORLD WAR II

FIGHTERS 1939

HAWKER HURRICANE MK II

DATA TYPE	VALUE
Service	RAF
Top Speed	518
Crew	1
Dive	11
Climb	10
Fuel Rating	145
Climb Limit	20
Power Rating	10
Weapon Factor Pilot	42
Constitution Full	10500
Hindered	1800
Shot Up	1350
Smoking	900
Type	450
Break Left	3
Break Right	3
Available	Early 1939
Maintenance Rating	13
Carried Ordinance	0
Maneuver/Stability	13/7
National Origin	UK

SPITFIRE MK I

DATA TYPE	VALUE
Service	RAF
Top Speed	571 kph
Crew	1
Dive	8
Climb	15
Fuel Rating	64
Climb Limit	20
Power Rating	10
Weapon Factor Pilot	8
Constitution Full	1800
Hindered	1350
Shot Up	900
Smoking	450
Serve Until	Late 1941
Break Left	3
Break Right	3
Available	Early 1939
Maintenance Rating	15
Carried Ordinance	0
Maneuver/Stability	17/3
National Origin	UK

IN HARM'S WAY ROLE-PLAYING GAME

MESSERSCHMITT ME-109B-2

MESSERSCHMITT ME-109D-1

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	465 kph
Crew	1
Dive	5
Climb	11
Fuel Rating	69
Climb Limit	16
Power Rating	10
Weapon Factor Pilot	4
Constitution Full	900
Hindered	675
Shot Up	450
Smoking	225
Serve Until	1941
Break Left	3
Break Right	3
Available	Early 1939
Maintenance Rating	15
Carried Ordinance	0
Maneuver/Stability	18/2
National Origin	Germany

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	575 kph
Crew	1
Dive	7
Climb	11
Fuel Rating	56
Climb Limit	20
Power Rating	11
Weapon Factor Pilot	12
Constitution Full	1100
Hindered	825
Shot Up	550
Smoking	275
Serve Until	Late 1941
Break Left	3
Break Right	3
Available	Early 1939
Maintenance Rating	15
Carried Ordinance	0
Maneuver/Stability	18/2
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

FIGHTERS 1940

FIAT G.50 FRECCIA

DATA TYPE	VALUE
Service	Italy
Top Speed	486 kph
Crew	1
Dive	6
Climb	17
Fuel Rating	100
Climb Limit	22
Power Rating	8
Weapon Factor Pilot	4
Constitution Full	1300
Hindered	975
Shot Up	650
Smoking	325
Serve Until	Late 1944
Break Left	3
Break Right	3
Available	Late 1940
Maintenance Rating	11
Carried Ordinance	0
Maneuver/Stability	17/3
National Origin	Italy

MACCHI C.200 SAETTA

DATA TYPE	VALUE
Service	Italy
Top Speed	503 kph
Crew	1
Dive	7
Climb	18
Fuel Rating	57
Climb Limit	18
Power Rating	10
Weapon Factor Pilot	4
Constitution Full	1100
Hindered	825
Shot Up	550
Smoking	225
Serve Until	Late 1944
Break Left	3
Break Right	3
Available	Late 1940
Maintenance Rating	15
Carried Ordinance	0
Maneuver/Stability	14/6
National Origin	Italy

IN HARM'S WAY ROLE-PLAYING GAME

REGGIANE RE.2000 FALCO

MESSERSCHMITT ME-109F

DATA TYPE	VALUE
Service	Italy
Top Speed	530 kph
Crew	1
Dive	7
Climb	20
Fuel Rating	115
Climb Limit	19
Power Rating	10
Weapon Factor Pilot	4
Constitution Full	1300
Hindered	975
Shot Up	650
Smoking	325
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1940
Maintenance Rating	17
Carried Ordinance	0
Maneuv/Stability	6/14
National Origin	Italy

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	575 kph
Crew	1
Dive	10
Climb	19
Fuel Rating	71
Climb Limit	24
Power Rating	12
Weapon Factor Pilot	12
Constitution Full	1400
Hindered	1050
Shot Up	700
Smoking	350
Serve Until	Late 1942
Break Left	3
Break Right	3
Available	Late 1940
Maintenance Rating	15
Carried Ordinance	0
Maneuv/Stability	7/13
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

FIGHTERS 1941

REGGIANNE RE.2001

DATA TYPE	VALUE
Service	Italy
Top Speed	530 kph
Crew	1
Dive	9
Climb	16
Fuel Rating	110
Climb Limit	22
Power Rating	10
Weapon Factor Pilot	4
Constitution Full	1500
Hindered	1125
Shot Up	750
Smoking	375
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1939
Maintenance Rating	20
Carried Ordinance	0
Maneuver/Stability	6/14
National Origin	Italy

MACCHI C.202 FOLGORE

DATA TYPE	VALUE
Service	Italy
Top Speed	595 kph
Crew	1
Dive	8
Climb	19
Fuel Rating	77
Climb Limit	23
Power Rating	10
Weapon Factor Pilot	6
Constitution Full	1400
Hindered	1050
Shot Up	700
Smoking	350
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1941
Maneuver	13
Carried Ordinance	320 kg
Maneuver/Stability	13/7
National Origin	Italy

IN HARM'S WAY ROLE-PLAYING GAME

SUPERMARINE SPITFIRE MK V

DATA TYPE	VALUE
Service	RAF
Top Speed	594 kph
Crew	1
Dive	11
Climb	24
Fuel Rating	145
Climb Limit	24
Power Rating	10
Weapon Factor Pilot	8
Constitution Full	1300
Hindered	975
Shot Up	650
Smoking	375
Serve Until	Late 1943
Break Left	3
Break Right	3
Available	Early 1941
Maintenance Rating	17
Carried Ordinance	0
Maneuver/Stability	13/7
National Origin	UK

HAWKER TYPHOON IA

DATA TYPE	VALUE
Service	RAF
Top Speed	708 kph
Crew	1
Dive	16
Climb	15
Fuel Rating	82
Climb Limit	21
Power Rating	11
Weapon Factor Pilot	12
Constitution Full	2400
Hindered	1800
Shot Up	1200
Smoking	600
Serve Until	1945
Break Left	3
Break Right	4
Available	Early 1941
Maintenance Rating	23
Carried Ordinance	0
Maneuver/Stability	12/8
National Origin	UK

IN HARM'S WAY ROLE-PLAYING GAME

DE HAVILLAND MOSQUITO

DATA TYPE	VALUE
Service	RAF
Top Speed	595
Crew	1
Dive	22
Climb	13
Fuel Rating	274
Climb Limit	21
Power Rating	9
Weapon Factor Pilot	44
Constitution Full	4000
Hindered	3000
Shot Up	2000
Smoking	1000
Serve Until	Early 1945
Break Left	3
Break Right	3
Available	Early 1941
Maintenance Rating	22
Carried Ordinance	0
Maneuver/Stability	11/9
National Origin	UK

CURTISS P-36C MOHAWK

DATA TYPE	VALUE
Service	USAAF
Top Speed	500 kph
Crew	1
Dive	9
Climb	18
Fuel Rating	132
Climb Limit	21
Power Rating	12
Weapon Factor Pilot	5
Constitution Full	1300
Hindered	975
Shot Up	650
Smoking	325
Serve Until	Early 1942
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	15
Carried Ordinance	0
Maneuver/Stability	15/5
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

CURTISS P-40 TOMAHAWK

DATA TYPE	VALUE
Service	USAAF, RAF
Top Speed	567 kph
Crew	1
Dive	8
Climb	18
Fuel Rating	151
Climb Limit	20
Power Rating	9
Weapon Factor Pilot	6
Constitution Full	1500
Hindered	1125
Shot Up	750
Smoking	375
Serve Until	Late 1944
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	15
Carried Ordinance	0
Maneuver/Stability	17/3
National Origin	USA

BREWSTER F-2A BUFFALO

DATA TYPE	VALUE
Service	USN
Top Speed	517 kph
Crew	1
Dive	9
Climb	14
Fuel Rating	270
Climb Limit	20
Power Rating	10
Weapon Factor Pilot	8
Constitution Full	1500
Hindered	1125
Shot Up	750
Smoking	375
Serve Until	Early 1942
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	13
Carried Ordinance	105 kg
Maneuver/Stability	14/6
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

GRUMMAN F-4F WILDCAT

REPUBLIC P-43 LANCER

DATA TYPE	VALUE
Service	USN, RN
Top Speed	515 kph
Crew	1
Dive	9
Climb	12
Fuel Rating	270
Climb Limit	24
Power Rating	10
Weapon Factor Pilot	12
Constitution Full	1500
Hindered	1125
Shot Up	750
Smoking	325
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	13
Carried Ordinance	91 kg
Maneuver/Stability	15/5
National Origin	USA

DATA TYPE	VALUE
Service	USAAF
Top Speed	573 kph
Crew	1
Dive	9
Climb	16
Fuel Rating	105
Climb Limit	22
Power Rating	9
Weapon Factor Pilot	8
Constitution Full	1700
Hindered	1275
Shot Up	850
Smoking	425
Serve Until	Early 1942
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	15
Carried Ordinance	0
Maneuver/Stability	15/5
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

MITSUBISHI A5M CLAUDE

DATA TYPE	VALUE
Service	IJN
Top Speed	435 kph
Crew	1
Dive	7
Climb	16
Fuel Rating	140
Climb Limit	20
Power Rating	12
Weapon Factor Pilot	4
Constitution Full	800
Hindered	600
Shot Up	400
Smoking	200
Serve Until	Early 1942
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	13
Carried Ordinance	30 kg
Maneuver/Stability	18/2
National Origin	Japan

MITSUBISHI A6M ZERO

DATA TYPE	VALUE
Service	IJN
Top Speed	534
Crew	1
Dive	7
Climb	16
Fuel Rating	310
Climb Limit	20
Power Rating	10
Weapon Factor Pilot	24
Constitution Full	1300
Hindered	975
Shot Up	650
Smoking	325
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	15
Carried Ordinance	120 kg
Maneuver/Stability	18/2
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

NAKAJIMA KI-43 OSCAR

YAKOVLEV YAK-1

DATA TYPE	VALUE
Service	IJAAF
Top Speed	530 kph
Crew	1
Dive	9
Climb	17
Fuel Rating	320
Climb Limit	22
Power Rating	13
Weapon Factor Pilot	24
Constitution Full	1200
Hindered	900
Shot Up	600
Smoking	300
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	15
Carried Ordinance	500 kg
Maneuver/Stability	18/2
National Origin	Japan

DATA TYPE	VALUE
Service	USSR
Top Speed	592 kph
Crew	1
Dive	9
Climb	18
Fuel Rating	70
Climb Limit	20
Power Rating	10
Weapon Factor Pilot	12
Constitution Full	1500
Hindered	1125
Shot Up	750
Smoking	375
Serve Until	Late 1942
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	13
Carried Ordinance	200 kg
Maneuver/Stability	11/9
National Origin	USSR

IN HARM'S WAY ROLE-PLAYING GAME

MIKOYAN-GUREVICH MIG-1

DATA TYPE	VALUE
Service	USSR
Top Speed	640 kph
Crew	1
Dive	10
Climb	20
Fuel Rating	120
Climb Limit	24
Power Rating	11
Weapon Factor Pilot	4
Constitution Full	1600
Hindered	1200
Shot Up	800
Smoking	400
Serve Until	Late 1942
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	13
Carried Ordinance	200 kg
Maneuver/Stability	7/13
National Origin	USSR

MIKOYAN-GUREVICH MIG-3

DATA TYPE	VALUE
Service	USSR
Top Speed	640 kph
Crew	1
Dive	14
Climb	18
Fuel Rating	82
Climb Limit	23
Power Rating	13
Weapon Factor Pilot	4
Constitution Full	1700
Hindered	1275
Shot Up	850
Smoking	425
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	13
Carried Ordinance	200 kg
Maneuver/Stability	5/15
National Origin	USSR

IN HARM'S WAY ROLE-PLAYING GAME

LAVOCHKIN LAGG-1

LAVOCHKIN LAGG-3

DATA TYPE	VALUE
Service	USSR
Top Speed	605 kph
Crew	1
Dive	8
Climb	17
Fuel Rating	56
Climb Limit	19
Power Rating	9
Weapon Factor Pilot	12
Constitution Full	1500
Hindered	1025
Shot Up	750
Smoking	375
Serve Until	Late 1942
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	11
Carried Ordinance	200 kg
Maneuver/Stability	14/6
National Origin	USSR

DATA TYPE	VALUE
Service	USSR
Top Speed	575 kph
Crew	1
Dive	9
Climb	19
Fuel Rating	100
Climb Limit	19
Power Rating	12
Weapon Factor Pilot	14
Constitution Full	1300
Hindered	975
Shot Up	650
Smoking	325
Serve Until	Early 1943
Break Left	3
Break Right	3
Available	Late 1941
Maintenance Rating	11
Carried Ordinance	200 kg
Maneuver/Stability	12/8
National Origin	USSR

IN HARM'S WAY ROLE-PLAYING GAME

FIGHTERS 1942

CURTISS P-40 WARHAWK

DATA TYPE	VALUE
Service	USAAF, RAF
Top Speed	552
Crew	1
Dive	9
Climb	14
Fuel Rating	121
Climb Limit	19
Power Rating	7
Weapon Factor Pilot	12
Constitution Full	2100
Hindered	1575
Shot Up	1050
Smoking	525
Serve Until	Late 1944
Break Left	3
Break Right	3
Available	Early 1942
Maintenance Rating	16
Carried Ordinance	680 kg
Maneuver/Stability	16/4
National Origin	USA

BELL P-39 AIRACOBRA

DATA TYPE	VALUE
Service	USAAF, USSR
Top Speed	605
Crew	1
Dive	8
Climb	15
Fuel Rating	157
Climb Limit	23
Power Rating	9
Weapon Factor Pilot	48
Constitution Full	1600
Hindered	1200
Shot Up	800
Smoking	400
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1942
Maintenance Rating	20
Carried Ordinance	227 kg
Maneuver/Stability	3/17
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

LOCKHEED P-38 E LIGHTNING

DATA TYPE	VALUE
Service	USAAF
Top Speed	628
Crew	1
Dive	17
Climb	15
Fuel Rating	81
Climb Limit	27
Power Rating	9
Weapon Factor Pilot	18
Constitution Full	3500
Hindered	2625
Shot Up	1750
Smoking	875
Serve Until	Late 1943
Break Left	3
Break Right	3
Available	Early 1942
Maintenance Rating	20
Carried Ordinance	907 kg
Maneuver/Stability	10/10
National Origin	USA

MESSERSCHMITT ME-109G

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	621 kph
Crew	1
Dive	11
Climb	21
Fuel Rating	56
Climb Limit	23
Power Rating	12
Weapon Factor Pilot	24
Constitution Full	1600
Hindered	1200
Shot Up	800
Smoking	400
Serve Until	Early 1945
Break Left	3
Break Right	3
Available	Early 1942
Maintenance Rating	16
Carried Ordinance	250 kg
Maneuver/Stability	5/15
National Origin	Germany

NOTE: THE LIGHTNING PILOT CAN MOVE AS MANY POINTS OF MANEUVER TO STABILITY AND VICE VERSA AS HE HAS RANKS IN THE PILOT SKILL PER MANEUVER.

IN HARM'S WAY ROLE-PLAYING GAME

COMMONWEALTH BOOMERANG

DATA TYPE	VALUE
Service	RAAF
Top Speed	491 kph
Crew	1
Dive	9
Climb	15
Fuel Rating	258
Climb Limit	21
Power Rating	9
Weapon Factor Pilot	24
Constitution Full	1800
Hindered	1350
Shot Up	900
Smoking	450
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1942
Maintenance Rating	11
Carried Ordinance	227 kg
Maneuver/Stability	15/5
National Origin	Australia

SUPERMARINE SPITFIRE IX

DATA TYPE	VALUE
Service	RAF
Top Speed	655 kph
Crew	1
Dive	12
Climb	24
Fuel Rating	158
Climb Limit	24
Power Rating	11
Weapon Factor Pilot	24
Constitution Full	1800
Hindered	1350
Shot Up	900
Smoking	450
Serve Until	Early 1945
Break Left	3
Break Right	4
Available	Late 1942
Maintenance Rating	18
Carried Ordinance	454 kg
Maneuver/Stability	12/8
National Origin	UK

IN HARM'S WAY ROLE-PLAYING GAME

VOUGHT F4U CORSAIR

FOCKE-WULF FW-190A-4

DATA TYPE	VALUE
Service	USN
Top Speed	685 kph
Crew	1
Dive	16
Climb	24
Fuel Rating	162
Climb Limit	25
Power Rating	8
Weapon Factor Pilot	12
Constitution Full	3400
Hindered	2550
Shot Up	1700
Smoking	850
Serve Until	Late 1945
Break Left	3
Break Right	4
Available	Late 1942
Maintenance Rating	20
Carried Ordinance	907 kg
Maneuver/Stability	11/9
National Origin	USA

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	605 kph
Crew	1
Dive	13
Climb	17
Fuel Rating	80
Climb Limit	21
Power Rating	11
Weapon Factor Pilot	42
Constitution Full	2000
Hindered	1500
Shot Up	1000
Smoking	500
Serve Until	Early 1944
Break Left	3
Break Right	3
Available	Late 1942
Maintenance Rating	18
Carried Ordinance	0
Maneuver/Stability	5/15
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

YAK-9D

LAVOCHKIN LA-5

DATA TYPE	VALUE
Service	USSR
Top Speed	675 kph
Crew	1
Dive	12
Climb	20
Fuel Rating	38
Climb Limit	21
Power Rating	10
Weapon Factor Pilot	12
Constitution Full	1600
Hindered	1200
Shot Up	800
Smoking	400
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1942
Maintenance Rating	15
Carried Ordinance	0
Maneuver/Stability	5/15
National Origin	USSR

DATA TYPE	VALUE
Service	USSR
Top Speed	648 kph
Crew	1
Dive	12
Climb	20
Fuel Rating	77
Climb Limit	22
Power Rating	12
Weapon Factor Pilot	20
Constitution Full	1600
Hindered	1200
Shot Up	800
Smoking	400
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1942
Maintenance Rating	15
Carried Ordinance	500 kg
Maneuver/Stability	4/16
National Origin	USSR

IN HARM'S WAY ROLE-PLAYING GAME

FIGHTERS 1943

FIAT G.55 CENTAURO

DATA TYPE	VALUE
Service	Italy
Top Speed	620 kph
Crew	1
Dive	11
Climb	17
Fuel Rating	120
Climb Limit	26
Power Rating	10
Weapon Factor Pilot	34
Constitution Full	1800
Hindered	1350
Shot Up	900
Smoking	450
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1943
Maintenance Rating	18
Carried Ordinance	320 kg
Maneuver/Stability	8/12
National Origin	Italy

MACCHI C.205 VELTRO

DATA TYPE	VALUE
Service	Italy
Top Speed	640 kph
Crew	1
Dive	11
Climb	19
Fuel Rating	95
Climb Limit	23
Power Rating	11
Weapon Factor Pilot	24
Constitution Full	1800
Hindered	1350
Shot Up	900
Smoking	450
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1943
Maintenance Rating	20
Carried Ordinance	160 kg
Maneuver/Stability	5/15
National Origin	Italy

IN HARM'S WAY ROLE-PLAYING GAME

REGIANNE RE.2005 SAGGI-
TARIO

REPUBLIC P-47D THUNDER-
BOLT

DATA TYPE	VALUE
Service	Italy
Top Speed	628 kph
Crew	1
Dive	6
Climb	16
Fuel Rating	110
Climb Limit	22
Power Rating	10
Weapon Factor Pilot	6
Constitution Full	1800
Hindered	1350
Shot Up	900
Smoking	450
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1943
Maintenance Rating	30
Carried Ordinance	960 kg
Maneuver/Stability	6/14
National Origin	Italy

DATA TYPE	VALUE
Service	USAAF
Top Speed	685 kph
Crew	1
Dive	19
Climb	19
Fuel Rating	129
Climb Limit	26
Power Rating	9
Weapon Factor Pilot	16
Constitution Full	3500
Hindered	2625
Shot Up	1750
Smoking	875
Serve Until	Late 1945
Break Left	3
Break Right	4
Available	Early 1943
Maintenance Rating	15
Carried Ordinance	1134 kg
Maneuver/Stability	5/15
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

GRUMMAN F6F HELLCAT

DATA TYPE	VALUE
Service	USN, RN
Top Speed	610 kph
Crew	1
Dive	15
Climb	21
Fuel Rating	152
Climb Limit	23
Power Rating	9
Weapon Factor Pilot	16
Constitution Full	3000
Hindered	2250
Shot Up	1500
Smoking	750
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1943
Maintenance Rating	13
Carried Ordinance	454kg
Maneuver/Stability	13/7
National Origin	USA

KAWASAKI KI-61 TONY

DATA TYPE	VALUE
Service	IJAAF
Top Speed	592 kph
Crew	1
Dive	9
Climb	18
Fuel Rating	110
Climb Limit	23
Power Rating	10
Weapon Factor Pilot	8
Constitution Full	1500
Hindered	1125
Shot Up	750
Smoking	375
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1943
Maintenance Rating	15
Carried Ordinance	0
Maneuver/Stability	14/6
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

HAWKER TEMPEST V

DATA TYPE	VALUE
Service	RAF
Top Speed	700 kph
Crew	1
Dive	17
Climb	20
Fuel Rating	210
Climb Limit	22
Power Rating	11
Weapon Factor Pilot	40
Constitution Full	2600
Hindered	1950
Shot Up	1300
Smoking	650
Serve Until	Late 1945
Break Left	3
Break Right	4
Available	Late 1943
Maneuver	12
Stability	8
Maintenance Rating	18
Carried Ordinance	907 kg
Maneuver/Stability	12/8
National Origin	UK

HAWKER TYPHOON IB

DATA TYPE	VALUE
Service	RAF
Top Speed	663 kph
Crew	1
Dive	16
Climb	15
Fuel Rating	158
Climb Limit	21
Power Rating	10
Weapon Factor Pilot	40
Constitution Full	2600
Hindered	1950
Shot Up	1300
Smoking	650
Serve Until	Late 1945
Break Left	3
Break Right	4
Available	Late 1943
Maneuver	12
Stability	8
Maintenance Rating	18
Carried Ordinance	907 kg
Maneuver/Stability	12/8
National Origin	UK

IN HARM'S WAY ROLE-PLAYING GAME

NORTH AMERICAN P-51 B MUSTANG

BELL P-63 KINGCOBRA

DATA TYPE	VALUE
Service	USAAF
Top Speed	708 kph
Crew	1
Dive	10
Climb	21
Fuel Rating	354
Climb Limit	26
Power Rating	8
Weapon Factor Pilot	12
Constitution Full	2300
Hindered	1725
Shot Up	1150
Smoking	575
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1943
Maintenance Rating	14
Carried Ordinance	907 kg
Maneuver/Stability	13/7
National Origin	USA

DATA TYPE	VALUE
Service	USSR
Top Speed	657 kph
Crew	1
Dive	13
Climb	15
Fuel Rating	73
Climb Limit	26
Power Rating	11
Weapon Factor Pilot	48
Constitution Full	2000
Hindered	1500
Shot Up	1000
Smoking	500
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1943
Maintenance Rating	15
Carried Ordinance	0
Maneuver/Stability	3/17
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

FIGHTERS 1944

KAWANISHI NIK-J SHIDEN

DATA TYPE	VALUE
Service	IJN
Top Speed	581 kph
Crew	1
Dive	16
Climb	15
Fuel Rating	254
Climb Limit	25
Power Rating	13
Weapon Factor Pilot	42
Constitution Full	2000
Hindered	1500
Shot Up	1000
Smoking	500
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1944
Maintenance Rating	20
Carried Ordinance	120 kg
Maneuver/Stability	5/15
National Origin	Japan

NAKAJIMA KI-84 FRANK

DATA TYPE	VALUE
Service	IJAAF
Top Speed	631 kph
Crew	1
Dive	14
Climb	17
Fuel Rating	217
Climb Limit	21
Power Rating	13
Weapon Factor Pilot	24
Constitution Full	1800
Hindered	1350
Shot Up	900
Smoking	450
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1944
Maintenance Rating	15
Carried Ordinance	500 kg
Maneuver/Stability	5/15
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

MITSUBISHI J2M RAIDEN

FOCKE-WULF FW-190A-8

DATA TYPE	VALUE
Service	IJN
Top Speed	587 kph
Crew	1
Dive	19
Climb	19
Fuel Rating	190
Climb Limit	23
Power Rating	18
Weapon Factor Pilot	40
Constitution Full	1700
Hindered	1275
Shot Up	850
Smoking	475
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1944
Maintenance Rating	15
Carried Ordinance	120 kg
Maneuver/Stability	2/18
National Origin	Japan

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	657 kph
Crew	1
Dive	13
Climb	13
Fuel Rating	80
Climb Limit	21
Power Rating	9
Weapon Factor Pilot	42
Constitution Full	2300
Hindered	1725
Shot Up	1150
Smoking	575
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1944
Maintenance Rating	16
Carried Ordinance	0
Maneuver/Stability	5/15
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

LAVOCJKIN LA-7

DATA TYPE	VALUE
Service	USSR
Top Speed	680 kph
Crew	1
Dive	14
Climb	22
Fuel Rating	99
Climb Limit	19
Power Rating	14
Weapon Factor Pilot	20
Constitution Full	1600
Hindered	1200
Shot Up	800
Smoking	400
Serve Until	Late 1945
Break Left	3
Break Right	4
Available	Early 1944
Maintenance Rating	12
Carried Ordinance	200 kg
Maneuver/Stability	4/16
National Origin	USSR

LOCKHEED P-38L LIGHTNING

DATA TYPE	VALUE
Service	USAAF
Top Speed	667 kph
Crew	1
Dive	24
Climb	29
Fuel Rating	215
Climb Limit	27
Power Rating	10
Weapon Factor Pilot	18
Constitution Full	4000
Hindered	3000
Shot Up	2000
Smoking	1000
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1944
Maintenance Rating	25
Carried Ordinance	1814 kg
Maneuver/Stability	10/10
National Origin	USA

NOTE: THE LIGHTNING PILOT CAN MOVE AS MANY POINTS OF MANEUVER TO STABILITY AND VICE VERSA AS HE HAS RANKS IN THE PILOT SKILL PER MANEUVER.

IN HARM'S WAY ROLE-PLAYING GAME

FOCKE-WULF FW-190D-9

FOCKE-WULF TA-152

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	685 kph
Crew	1
Dive	17
Climb	11
Fuel Rating	80
Climb Limit	21
Power Rating	12
Weapon Factor Pilot	42
Constitution Full	2300
Hindered	1725
Shot Up	1150
Smoking	575
Serve Until	Late1945
Break Left	3
Break Right	4
Available	Late 1944
Maintenance Rating	18
Carried Ordinance	500 kg
Maneuver/Stability	2/18
National Origin	Germany

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	759 kph
Crew	1
Dive	13
Climb	19
Fuel Rating	200
Climb Limit	30
Power Rating	9
Weapon Factor Pilot	40
Constitution Full	2300
Hindered	1725
Shot Up	1150
Smoking	575
Serve Until	Late 1945
Break Left	3
Break Right	4
Available	Late 1944
Maintenance Rating	25
Carried Ordinance	0
Maneuver/Stability	11/9
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

NORTH AMERICAN P-51-D
MUSTANG

FIGHTERS 1945
REPUBLIC P-47N THUNDER-
BOLT

DATA TYPE	VALUE
Service	USAAF
Top Speed	703 kph
Crew	1
Dive	13
Climb	20
Fuel Rating	266
Climb Limit	26
Power Rating	10
Weapon Factor Pilot	12
Constitution Full	2000
Hindered	1500
Shot Up	1000
Smoking	500
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Late 1944
Maintenance Rating	15
Carried Ordinance	907 kg
Maneuver/Stability	12/8
National Origin	USA

DATA TYPE	VALUE
Service	USAAF
Top Speed	700 kph
Crew	1
Dive	21
Climb	21
Fuel Rating	344
Climb Limit	26
Power Rating	12
Weapon Factor Pilot	16
Constitution Full	3000
Hindered	2250
Shot Up	1500
Smoking	750
Serve Until	Late 1945
Break Left	3
Break Right	4
Available	Early 1945
Maintenance Rating	15
Carried Ordinance	1134 kg
Maneuver/Stability	5/15
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

KAWASAKI KI-100 KAI

DATA TYPE	VALUE
Service	IJAAF
Top Speed	580 kph
Crew	1
Dive	11
Climb	20
Fuel Rating	220
Climb Limit	22
Power Rating	11
Weapon Factor Pilot	24
Constitution Full	1800
Hindered	1350
Shot Up	900
Smoking	450
Serve Until	Late 1945
Break Left	3
Break Right	3
Available	Early 1945
Maintenance Rating	15
Carried Ordinance	500 kg
Maneuver/Stability	13/7
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

THE ENEMY DOGFIGHTING SHEET - FOR GM USE

POTENTIAL ☐	IMMEDIATE ☐	☐ FULL ☐
		☐ HINDERED ☐
FUEL ☐	MANEUVER ☐	☐ SHOT UP ☐
		☐ SMOKING ☐

POTENTIAL ☐	IMMEDIATE ☐	☐ FULL ☐
		☐ HINDERED ☐
FUEL ☐	MANEUVER ☐	☐ SHOT UP ☐
		☐ SMOKING ☐

POTENTIAL ☐	IMMEDIATE ☐	☐ FULL ☐
		☐ HINDERED ☐
FUEL ☐	MANEUVER ☐	☐ SHOT UP ☐
		☐ SMOKING ☐

☐ 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

Attack Aircraft



IN HARM'S WAY ROLE-PLAYING GAME

ATTACK AIRCRAFT USA

VOUGHT SB2U VINDICATOR

DATA TYPE	VALUE
Service	USN, RN
Top Speed	391 kph
Crew	2
Dive	6
Climb	7
Fuel Rating	180
Climb Limit	14
Power Rating	5
Weapon Factor Front	5
Weapon Factor Rear	2F
Weapon Factor Top	2F
Weapon Factor Bottom	0
Constitution Full	1900
Hindered	1425
Shot Up	950
Smoking	475
Type	Dive Bomber
Break Left	3
Break Right	3
Available	1941-1942
Torpedoes	0
Bombs	454 kg
National Origin	USA

DOUGLAS TBD DEVASTATOR

DATA TYPE	VALUE
Service	USN
Top Speed	331 kph
Crew	3
Dive	7
Climb	4
Fuel Rating	70
Climb Limit	12
Power Rating	5
Weapon Factor Front	1
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	2200
Hindered	1650
Shot Up	1100
Smoking	550
Type	Torpedo Bomber
Break Left	3
Break Right	3
Available	1941-1942
Torpedoes	1
Bombs	484 kg
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

DOUGLAS SBD DAUNTLESS

DATA TYPE	VALUE
Service	USN
Top Speed	410 kph
Crew	2
Dive	9
Climb	8
Fuel Rating	252
Climb Limit	16
Power Rating	8
Weapon Factor Front	4
Weapon Factor Rear	2F
Weapon Factor Top	2F
Weapon Factor Bottom	0
Constitution Full	1900
Hindered	1425
Shot Up	950
Smoking	475
Type	Dive Bomber
Break Left	3
Break Right	3
Available	1941-1945
Torpedoes	0
Bombs	454 kg
National Origin	USA

GRUMMAN TBF AVENGER

DATA TYPE	VALUE
Service	USN, RN
Top Speed	415 kph
Crew	3
Dive	13
Climb	4
Fuel Rating	435
Climb Limit	13
Power Rating	7
Weapon Factor Front	5
Weapon Factor Rear	2T
Weapon Factor Top	2T
Weapon Factor Bottom	1F
Constitution Full	3300
Hindered	2475
Shot Up	1650
Smoking	825
Type	Torpedo Bomber
Break Left	3
Break Right	3
Available	1942-1945
Torpedoes	1
Bombs	1134 kg
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

CURTISS SB2C HELLDIVER

DATA TYPE	VALUE
Service	USN, RN
Top Speed	452 kph
Crew	2
Dive	13
Climb	8
Fuel Rating	221
Climb Limit	15
Power Rating	6
Weapon Factor Front	20
Weapon Factor Rear	2F
Weapon Factor Top	2F
Weapon Factor Bottom	0
Constitution Full	3400
Hindered	2550
Shot Up	1700
Smoking	850
Type	Dive Bomber
Break Left	3
Break Right	3
Available	1943-1945
Torpedoes	1
Bombs	1361 kg
National Origin	USA

VOUGHT OS2U KINGFISHER

DATA TYPE	VALUE
Service	USN, RN
Top Speed	264 kph
Crew	2
Dive	3
Climb	3
Fuel Rating	130
Climb Limit	8
Power Rating	2
Weapon Factor Front	1
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	2500
Hindered	1875
Shot Up	1250
Smoking	625
Type	Float Recon
Break Left	3
Break Right	3
Available	1941-1945
Torpedoes	0
Bombs	295 kg
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

CURTIS SOC SEAGULL

DATA TYPE	VALUE
Service	USN. RN
Top Speed	266 kph
Crew	2
Dive	4
Climb	2
Fuel Rating	109
Climb Limit	9
Power Rating	3
Weapon Factor Front	1
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	2400
Hindered	1800
Shot Up	1200
Smoking	600
Type	Float Recon
Break Left	3
Break Right	3
Available	1941-1945
Torpedoes	0
Bombs	295 kg
National Origin	USA

BREWSTER SB2A BUCCANEER

DATA TYPE	VALUE
Service	USN
Top Speed	441 kph
Crew	2
Dive	13
Climb	7
Fuel Rating	270
Climb Limit	15
Power Rating	7
Weapon Factor Front	4
Weapon Factor Rear	2F
Weapon Factor Top	2F
Weapon Factor Bottom	0
Constitution Full	2900
Hindered	2175
Shot Up	1450
Smoking	725
Type	Dive Bomber
Break Left	3
Break Right	3
Available	1941-1942
Torpedoes	0
Bombs	454 kg
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

BOEING B-17D FLYING FORTRESS

DATA TYPE	VALUE
Service	USAAF, RAF
Top Speed	395 kph
Crew	10
Dive	6
Climb	6
Fuel Rating	241
Climb Limit	23
Power Rating	5
Weapon Factor Front	4T, 1F
Weapon Factor Rear	12T
Weapon Factor Top	4T, 2F
Weapon Factor Bottom	4T, 2F
Constitution Full	11000
Hindered	8250
Shot Up	5500
Smoking	2750
Type	Heavy Bomber
Break Left	4
Break Right	4
Available	1941-1943
Torpedoes	0
Bombs	2177 kg
National Origin	USA

BOEING B-17G FLYING FORTRESS

DATA TYPE	VALUE
Service	USAAF, RAF
Top Speed	462 kph
Crew	10
Dive	6
Climb	6
Fuel Rating	322
Climb Limit	22
Power Rating	5
Weapon Factor Front	12T
Weapon Factor Rear	12T
Weapon Factor Top	8T, 2F
Weapon Factor Bottom	8T, 2F
Constitution Full	12300
Hindered	9225
Shot Up	6150
Smoking	3075
Type	Heavy Bomber
Break Left	4
Break Right	4
Available	1943-1945
Torpedoes	0
Bombs	2300 kg
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

CONSOLIDATED B-24 LIBERATOR

MARTIN B-26 MARAUDER

DATA TYPE	VALUE
Service	USAAF, USN, RAF
Top Speed	467
Crew	8
Dive	6
Climb	6
Fuel Rating	338
Climb Limit	17
Power Rating	2
Weapon Factor Front	8T
Weapon Factor Rear	8T
Weapon Factor Top	8T
Weapon Factor Bottom	8T
Constitution Full	32000
Hindered	24000
Shot Up	16000
Smoking	8000
Type	Heavy Bomber
Break Left	4
Break Right	4
Available	1941-1945
Torpedoes	0
Bombs	2268 kg
National Origin	USA

DATA TYPE	VALUE
Service	USAAF
Top Speed	455
Crew	7
Dive	12
Climb	12
Fuel Rating	177
Climb Limit	12
Power Rating	6
Weapon Factor Front	12
Weapon Factor Rear	8T
Weapon Factor Top	4T
Weapon Factor Bottom	4T
Constitution Full	8000
Hindered	6000
Shot Up	4000
Smoking	2000
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1942-1945
Torpedoes	0
Bombs	1814
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

NORTH AMERICAN B-25 MITCHELL

DATA TYPE	VALUE
Service	USAAF, RAF, USN
Top Speed	438 kph
Crew	5
Dive	15
Climb	5
Fuel Rating	217
Climb Limit	15
Power Rating	6
Weapon Factor Front	24
Weapon Factor Rear	8T
Weapon Factor Top	4T
Weapon Factor Bottom	2T
Constitution Full	7600
Hindered	5700
Shot Up	3800
Smoking	1900
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1941-1945
Torpedoes	0
Bombs	1361 kg
National Origin	USA

BOEING B-29 SUPERFORTRESS

DATA TYPE	VALUE
Service	USAAF
Top Speed	576 kph
Crew	9
Dive	25
Climb	6
Fuel Rating	523
Climb Limit	19
Power Rating	4
Weapon Factor Front	8T
Weapon Factor Rear	12T
Weapon Factor Top	8T
Weapon Factor Bottom	8T
Constitution Full	25000
Hindered	18750
Shot Up	12500
Smoking	6250
Type	Heavy Bomber
Break Left	4
Break Right	4
Available	1944-1945
Torpedoes	0
Bombs	9072 kg
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

DOUGLAS A-20G HAVOC

DATA TYPE	VALUE
Service	USAAF, USSR, RAF
Top Speed	510 kph
Crew	3
Dive	12
Climb	12
Fuel Rating	165
Climb Limit	15
Power Rating	7
Weapon Factor Front	44
Weapon Factor Rear	2F
Weapon Factor Top	4T
Weapon Factor Bottom	2F
Constitution Full	6000
Hindered	4500
Shot Up	3000
Smoking	1500
Type	Close Support
Break Left	4
Break Right	4
Available	1943-1945
Torpedoes	0
Bombs	1814 kg
National Origin	USA

DOUGLAS A-26 INVADER

DATA TYPE	VALUE
Service	USAAF
Top Speed	600 kph
Crew	3
Dive	13
Climb	8
Fuel Rating	225
Climb Limit	13
Power Rating	7
Weapon Factor Front	20
Weapon Factor Rear	4T
Weapon Factor Top	4T
Weapon Factor Bottom	4T
Constitution Full	7000
Hindered	5250
Shot Up	3500
Smoking	1750
Type	Close Support
Break Left	4
Break Right	4
Available	1944-1945
Torpedoes	0
Bombs	1814 kg
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

CONSOLIDATED PBY CATALINA

DATA TYPE	VALUE
Service	USN, USSR
Top Speed	288kph
Crew	7
Dive	5
Climb	5
Fuel Rating	410
Climb Limit	9
Power Rating	4
Weapon Factor Front	2
Weapon Factor Rear	3
Weapon Factor Top	4
Weapon Factor Bottom	1
Constitution Full	8000
Hindered	6000
Shot Up	4000
Smoking	2000
Type	Flying Boat
Break Left	4
Break Right	4
Available	1941-1945
Torpedoes	0
Bombs	1814 kg
National Origin	USA

CONSOLIDATED PB2Y CORONADO

DATA TYPE	VALUE
Service	USN
Top Speed	359 kph
Crew	7
Dive	6
Climb	6
Fuel Rating	221
Climb Limit	13
Power Rating	4
Weapon Factor Front	4
Weapon Factor Rear	8
Weapon Factor Top	4
Weapon Factor Bottom	0
Constitution Full	15000
Hindered	11250
Shot Up	7500
Smoking	3750
Type	Flying Boat
Break Left	4
Break Right	4
Available	1941-1945
Torpedoes	2
Bombs	3629 kg
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

MARTIN JRM MARS

MARTIN PBM MARINER

DATA TYPE	VALUE
Service	USN
Top Speed	356 kph
Crew	7
Dive	4
Climb	5
Fuel Rating	800
Climb Limit	9
Power Rating	3
Weapon Factor Front	0
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	35000
Hindered	26250
Shot Up	17500
Smoking	8750
Type	Flying Boat
Break Left	4
Break Right	4
Available	1943-1945
Troops	300
Cargo	15000 kg
National Origin	USA

DATA TYPE	VALUE
Service	USN
Top Speed	330
Crew	7
Dive	5
Climb	5
Fuel Rating	221
Climb Limit	12
Power Rating	4
Weapon Factor Front	8T
Weapon Factor Rear	8T
Weapon Factor Top	8T
Weapon Factor Bottom	0
Constitution Full	12000
Hindered	9000
Shot Up	6000
Smoking	3000
Type	Flying Boat
Break Left	4
Break Right	4
Available	1941-1945
Torpedoes	2
Bombs	1800
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

DOUGLAS C-47 DAKOTA

DATA TYPE	VALUE
Service	USAAF, RAF, USN, USSR
Top Speed	369 kph
Crew	3
Dive	6
Climb	7
Fuel Rating	241
Climb Limit	14
Power Rating	5
Weapon Factor Front	0
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	6000
Hindered	4500
Shot Up	3000
Smoking	1500
Type	Cargo
Break Left	4
Break Right	4
Available	1941-1945
Troops	24
Cargo	2700 kg
National Origin	USA

CURTIS C-46 COMMANDO

DATA TYPE	VALUE
Service	USAAF, RAF, USN
Top Speed	433 kph
Crew	3
Dive	6
Climb	7
Fuel Rating	193
Climb Limit	17
Power Rating	4
Weapon Factor Front	0
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	12000
Hindered	9000
Shot Up	6000
Smoking	3000
Type	Cargo
Break Left	4
Break Right	4
Available	1941-1945
Troops	50
Cargo	5400 kg
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

DOUGLAS C-54 SKYMASTER

(VARIOUS) GRASSHOPPER

DATA TYPE	VALUE
Service	USAAF, USN, RAF
Top Speed	441 kph
Crew	3
Dive	6
Climb	7
Fuel Rating	628
Climb Limit	13
Power Rating	4
Weapon Factor Front	0
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	15000
Hindered	11250
Shot Up	7500
Smoking	3750
Type	Cargo
Break Left	4
Break Right	4
Available	1941-1945
Troops	33
Cargo	4354 kg
National Origin	USA

DATA TYPE	VALUE
Service	USAAF
Top Speed	139 kph
Crew	2
Dive	1
Climb	2
Fuel Rating	35
Climb Limit	6
Power Rating	3
Weapon Factor Front	0
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	280
Hindered	210
Shot Up	140
Smoking	70
Type	Observation
Break Left	3
Break Right	3
Available	1941-1945
Torpedoes	0
Bombs	0
National Origin	USA

IN HARM'S WAY ROLE-PLAYING GAME

ATTACK AIRCRAFT JAPAN

AICHI D3A VAL

DATA TYPE	VALUE
Service	IJN
Top Speed	430 kph
Crew	2
Dive	10
Climb	10
Fuel Rating	135
Climb Limit	21
Power Rating	8
Weapon Factor Front	2
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	2100
Hindered	1575
Shot Up	1050
Smoking	525
Type	Dive Bomber
Break Left	3
Break Right	3
Available	1941-1944
Torpedoes	0
Bombs	370 kg
National Origin	Japan

AICHI B7A RYUSEI

DATA TYPE	VALUE
Service	IJN
Top Speed	599 kph
Crew	2
Dive	15
Climb	11
Fuel Rating	304
Climb Limit	23
Power Rating	8
Weapon Factor Front	20
Weapon Factor Rear	2F
Weapon Factor Top	2F
Weapon Factor Bottom	0
Constitution Full	3300
Hindered	2475
Shot Up	1650
Smoking	825
Type	Dive Bomber
Break Left	3
Break Right	3
Available	1945
Torpedoes	1
Bombs	800 kg
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

NAKAJIMA B5N KATE

NAKAJIMA B6N JILL

DATA TYPE	VALUE
Service	IJN
Top Speed	378 kph
Crew	3
Dive	7
Climb	8
Fuel Rating	199
Climb Limit	17
Power Rating	7
Weapon Factor Front	0
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	1800
Hindered	1350
Shot Up	900
Smoking	450
Type	Torpedo Bomber
Break Left	3
Break Right	3
Available	1941-1945
Torpedoes	1
Bombs	800 kg
National Origin	Japan

DATA TYPE	VALUE
Service	IJN
Top Speed	481 kph
Crew	3
Dive	14
Climb	10
Fuel Rating	305
Climb Limit	18
Power Rating	10
Weapon Factor Front	0
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	1F
Constitution Full	2400
Hindered	1800
Shot Up	1200
Smoking	600
Type	Torpedo Bomber
Break Left	3
Break Right	3
Available	1943-1945
Torpedoes	1
Bombs	800
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

AICHI E13A JAKE

MITSUBISHI C5M BABS

DATA TYPE	VALUE
Service	IJN
Top Speed	377 kph
Crew	2
Dive	8
Climb	10
Fuel Rating	210
Climb Limit	17
Power Rating	8
Weapon Factor Front	0
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	1600
Hindered	1200
Shot Up	800
Smoking	400
Type	Float Recon
Break Left	3
Break Right	3
Available	1941-1945
Torpedoes	0
Bombs	250 kg
National Origin	Japan

DATA TYPE	VALUE
Service	IJN, IJA AF
Top Speed	510 kph
Crew	2
Dive	7
Climb	14
Fuel Rating	135
Climb Limit	18
Power Rating	10
Weapon Factor Front	0
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	1100
Hindered	825
Shot Up	550
Smoking	275
Type	Recon
Break Left	3
Break Right	3
Available	1941-1943
Torpedoes	0
Bombs	0
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

MITSUBISHI KI-46 DINAH I

DATA TYPE	VALUE
Service	IJAAF
Top Speed	604 kph
Crew	2
Dive	16
Climb	9
Fuel Rating	247
Climb Limit	21
Power Rating	10
Weapon Factor Front	0
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	2500
Hindered	1875
Shot Up	1250
Smoking	625
Type	Recon
Break Left	3
Break Right	3
Available	1941-1945
Torpedoes	0
Bombs	0
National Origin	Japan

MITSUBISHI KI-46 DINAH III

DATA TYPE	VALUE
Service	IJAAF
Top Speed	630 kph
Crew	2
Dive	22
Climb	8
Fuel Rating	400
Climb Limit	21
Power Rating	13
Weapon Factor Front	0
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	2900
Hindered	2175
Shot Up	1450
Smoking	725
Type	Recon
Break Left	3
Break Right	3
Available	1943-1945
Torpedoes	0
Bombs	0
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

KAWANISHI H6K MAVIS

KAWANISHI H6K EMILY

DATA TYPE	VALUE
Service	IJN
Top Speed	385 kph
Crew	9
Dive	7
Climb	7
Fuel Rating	677
Climb Limit	19
Power Rating	6
Weapon Factor Front	2F
Weapon Factor Rear	10T
Weapon Factor Top	2F
Weapon Factor Bottom	0
Constitution Full	12000
Hindered	9000
Shot Up	6000
Smoking	3000
Type	Flying Boat
Break Left	4
Break Right	4
Available	1941-1945
Torpedoes	2
Bombs	1600 kg
National Origin	Japan

DATA TYPE	VALUE
Service	IJN
Top Speed	465 kph
Crew	10
Dive	7
Climb	10
Fuel Rating	715
Climb Limit	18
Power Rating	8
Weapon Factor Front	10T
Weapon Factor Rear	10T
Weapon Factor Top	20T
Weapon Factor Bottom	10T
Constitution Full	12000
Hindered	9000
Shot Up	6000
Smoking	3000
Type	Flying Boat
Break Left	4
Break Right	4
Available	1942-1945
Torpedoes	2
Bombs	1000 kg
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

MITSUBISHI G3M NELL

DATA TYPE	VALUE
Service	IJN
Top Speed	373 kph
Crew	7
Dive	16
Climb	7
Fuel Rating	438
Climb Limit	18
Power Rating	7
Weapon Factor Front	1T
Weapon Factor Rear	10T
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	4000
Hindered	3000
Shot Up	2000
Smoking	1000
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1941-1943
Torpedoes	0
Bombs	800 kg
National Origin	Japan

MITSUBISHI G4M BETTY

DATA TYPE	VALUE
Service	IJN
Top Speed	428 kph
Crew	7
Dive	18
Climb	8
Fuel Rating	603
Climb Limit	18
Power Rating	10
Weapon Factor Front	0
Weapon Factor Rear	11F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	4000
Hindered	3000
Shot Up	2000
Smoking	1000
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1941-1945
Torpedoes	2
Bombs	800 kg
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

MITSUBISHI G4M2 BETTY

DATA TYPE	VALUE
Service	IJN
Top Speed	438 kph
Crew	7
Dive	18
Climb	5
Fuel Rating	606
Climb Limit	18
Power Rating	9
Weapon Factor Front	2F
Weapon Factor Rear	10T
Weapon Factor Top	10T
Weapon Factor Bottom	0
Constitution Full	5000
Hindered	3750
Shot Up	2500
Smoking	1250
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1943-1945
Torpedoes	2
Bombs	800 kg
National Origin	Japan

MITSUBISHI KI-21 SALLY

DATA TYPE	VALUE
Service	IJAAF
Top Speed	486 kph
Crew	5
Dive	20
Climb	9
Fuel Rating	270
Climb Limit	20
Power Rating	9
Weapon Factor Front	1F
Weapon Factor Rear	1F
Weapon Factor Top	2T
Weapon Factor Bottom	0
Constitution Full	4200
Hindered	3150
Shot Up	2100
Smoking	1050
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1941-1945
Torpedoes	0
Bombs	1000 kg
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

MITSUBISHI KI-67 PEGGY

DATA TYPE	VALUE
Service	IJAAF
Top Speed	537 kph
Crew	8
Dive	19
Climb	8
Fuel Rating	380
Climb Limit	19
Power Rating	8
Weapon Factor Front	2F
Weapon Factor Rear	4T
Weapon Factor Top	10T
Weapon Factor Bottom	0
Constitution Full	5800
Hindered	4350
Shot Up	2900
Smoking	1450
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1944-1945
Torpedoes	2
Bombs	1070 kg
National Origin	Japan

NAKAJIMA KI-49 HELEN

DATA TYPE	VALUE
Service	IJAAF
Top Speed	492 kph
Crew	8
Dive	19
Climb	8
Fuel Rating	380
Climb Limit	19
Power Rating	8
Weapon Factor Front	2F
Weapon Factor Rear	2T
Weapon Factor Top	10T
Weapon Factor Bottom	2F
Constitution Full	4500
Hindered	3375
Shot Up	2250
Smoking	1125
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1941-1945
Torpedoes	0
Bombs	1000 kg
National Origin	Japan

IN HARM'S WAY ROLE-PLAYING GAME

ATTACK AIRCRAFT UK

AVRO LANCASTER

AVRO MANCHESTER

DATA TYPE	VALUE
Service	RAF
Top Speed	402 kph
Crew	7
Dive	6
Climb	4
Fuel Rating	262
Climb Limit	12
Power Rating	6
Weapon Factor Front	2
Weapon Factor Rear	4
Weapon Factor Top	2
Weapon Factor Bottom	0
Constitution Full	7500
Hindered	5625
Shot Up	3750
Smoking	1875
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1939-1942
Torpedoes	0
Bombs	4695 kg
National Origin	UK

DATA TYPE	VALUE
Service	RAF
Top Speed	450 kph
Crew	7
Dive	6
Climb	6
Fuel Rating	460
Climb Limit	16
Power Rating	7
Weapon Factor Front	2
Weapon Factor Rear	4
Weapon Factor Top	2
Weapon Factor Bottom	0
Constitution Full	9000
Hindered	6750
Shot Up	4500
Smoking	2250
Type	Heavy Bomber
Break Left	4
Break Right	4
Available	1942-1945
Torpedoes	0
Bombs	6400 kg
National Origin	UK

IN HARM'S WAY ROLE-PLAYING GAME

BRISTOL BEAUFIGHTER

DATA TYPE	VALUE
Service	RAF
Top Speed	536
Crew	2
Dive	12
Climb	10
Fuel Rating	282
Climb Limit	12
Power Rating	5
Weapon Factor Front	46
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	7500
Hindered	5625
Shot Up	3750
Smoking	1875
Type	Torpedo Fighter
Break Left	3
Break Right	4
Available	1941-1945
Torpedoes	1
Bombs	1111 kg
National Origin	UK

BRISTOL BLENHEIM

DATA TYPE	VALUE
Service	RAF
Top Speed	428
Crew	3
Dive	13
Climb	9
Fuel Rating	235
Climb Limit	13
Power Rating	7
Weapon Factor Front	2
Weapon Factor Rear	2
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	5000
Hindered	3750
Shot Up	2500
Smoking	1250
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1939-1945
Torpedoes	0
Bombs	454 kg
National Origin	UK

IN HARM'S WAY ROLE-PLAYING GAME

FAIREY SWORDFISH

DATA TYPE	VALUE
Service	RN
Top Speed	224 kph
Crew	3
Dive	6
Climb	3
Fuel Rating	166
Climb Limit	8
Power Rating	8
Weapon Factor Front	1
Weapon Factor Rear	1
Weapon Factor Top	1
Weapon Factor Bottom	0
Constitution Full	4900
Hindered	3675
Shot Up	2450
Smoking	1225
Type	Torpedo Bomber
Break Left	3
Break Right	3
Available	1939-1945
Torpedoes	1
Bombs	700 kg
National Origin	UK

HANDLEY PAGE HALIFAX

DATA TYPE	VALUE
Service	RAF
Top Speed	454 kph
Crew	7
Dive	5
Climb	5
Fuel Rating	319
Climb Limit	15
Power Rating	8
Weapon Factor Front	4
Weapon Factor Rear	4
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	10000
Hindered	7500
Shot Up	5000
Smoking	2500
Type	Heavy Bomber
Break Left	4
Break Right	4
Available	1941-1945
Torpedoes	0
Bombs	5897 kg
National Origin	UK

IN HARM'S WAY ROLE-PLAYING GAME

SHORT STERLING

DATA TYPE	VALUE
Service	RAF
Top Speed	410 kph
Crew	7
Dive	5
Climb	5
Fuel Rating	324
Climb Limit	10
Power Rating	7
Weapon Factor Front	2
Weapon Factor Rear	4
Weapon Factor Top	2
Weapon Factor Bottom	0
Constitution Full	11000
Hindered	8250
Shot Up	5500
Smoking	2750
Type	Heavy Bomber
Break Left	4
Break Right	4
Available	1941-1943
Torpedoes	0
Bombs	8164 kg
National Origin	UK

SHORT SUNDERLAND

DATA TYPE	VALUE
Service	RN
Top Speed	336 kph
Crew	7-11
Dive	4
Climb	4
Fuel Rating	285
Climb Limit	4
Power Rating	6
Weapon Factor Front	4
Weapon Factor Rear	4
Weapon Factor Top	2
Weapon Factor Bottom	0
Constitution Full	11000
Hindered	8250
Shot Up	5500
Smoking	2750
Type	Flying Boat
Break Left	4
Break Right	4
Available	1939-1945
Torpedoes	0
Bombs	907 kg
National Origin	UK

IN HARM'S WAY ROLE-PLAYING GAME

VICKERS WELLESLEY

DATA TYPE	VALUE
Service	RAF
Top Speed	369 kph
Crew	2
Dive	7
Climb	7
Fuel Rating	179
Climb Limit	20
Power Rating	3
Weapon Factor Front	1
Weapon Factor Rear	1
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	3600
Hindered	2700
Shot Up	1800
Smoking	900
Type	Light Bomber
Break Left	4
Break Right	4
Available	1939-1942
Torpedoes	0
Bombs	908 kg
National Origin	UK

VICKERS WELLINGTON

DATA TYPE	VALUE
Service	RAF
Top Speed	378 kph
Crew	6
Dive	6
Climb	6
Fuel Rating	291
Climb Limit	11
Power Rating	3
Weapon Factor Front	2
Weapon Factor Rear	4
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	10000
Hindered	7500
Shot Up	5000
Smoking	2500
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1939-1945
Torpedoes	0
Bombs	2041 kg
National Origin	UK

IN HARM'S WAY ROLE-PLAYING GAME

WESTLAND LYSANDER

DATA TYPE	VALUE
Service	RAF
Top Speed	341 kph
Crew	2
Dive	6
Climb	9
Fuel Rating	97
Climb Limit	13
Power Rating	5
Weapon Factor Front	2
Weapon Factor Rear	2
Weapon Factor Top	2
Weapon Factor Bottom	0
Constitution Full	2200
Hindered	1650
Shot Up	1100
Smoking	550
Type	Liaison
Break Left	3
Break Right	3
Available	1939-1941
Torpedoes	0
Bombs	40 kg
National Origin	UK

WESTLAND WHIRLWIND

DATA TYPE	VALUE
Service	RAF
Top Speed	560 kph
Crew	1
Dive	13
Climb	9
Fuel Rating	130
Climb Limit	18
Power Rating	5
Weapon Factor Front	40
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	4200
Hindered	3150
Shot Up	2100
Smoking	1050
Type	Fighter-Bomber
Break Left	3
Break Right	4
Available	1940-1943
Torpedoes	0
Bombs	250 kg
National Origin	UK

IN HARM'S WAY ROLE-PLAYING GAME

ATTACK AIRCRAFT ITALY

CAPRONI CA.135

CAPRONI CA.310

DATA TYPE	VALUE
Service	RA
Top Speed	365 kph
Crew	3
Dive	7
Climb	6
Fuel Rating	120
Climb Limit	14
Power Rating	3
Weapon Factor Front	1T
Weapon Factor Rear	0
Weapon Factor Top	1T
Weapon Factor Bottom	0
Constitution Full	3600
Hindered	2700
Shot Up	1800
Smoking	900
Type	Light Bomber
Break Left	3
Break Right	3
Available	1940-1944
Torpedoes	0
Bombs	400 kg
National Origin	Italy

DATA TYPE	VALUE
Service	RA
Top Speed	440 kph
Crew	4
Dive	7
Climb	6
Fuel Rating	120
Climb Limit	13
Power Rating	8
Weapon Factor Front	2F
Weapon Factor Rear	4T
Weapon Factor Top	2T
Weapon Factor Bottom	2T
Constitution Full	3200
Hindered	2400
Shot Up	1600
Smoking	800
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1940-1944
Torpedoes	0
Bombs	1600 kg
National Origin	Italy

IN HARM'S WAY ROLE-PLAYING GAME

FIAT CICOGNA

DATA TYPE	VALUE
Service	RA
Top Speed	430 kph
Crew	5
Dive	7
Climb	6
Fuel Rating	124
Climb Limit	14
Power Rating	7
Weapon Factor Front	1F
Weapon Factor Rear	2F
Weapon Factor Top	3F
Weapon Factor Bottom	1F
Constitution Full	3600
Hindered	2700
Shot Up	1800
Smoking	900
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1940-1944
Torpedoes	0
Bombs	1600 kg
National Origin	Italy

BREDA LINCE

DATA TYPE	VALUE
Service	RA
Top Speed	490 kph
Crew	2
Dive	15
Climb	8
Fuel Rating	164
Climb Limit	16
Power Rating	10
Weapon Factor Front	0
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	2400
Hindered	1800
Shot Up	1200
Smoking	600
Type	Light Bomber
Break Left	4
Break Right	4
Available	1940-1941
Torpedoes	0
Cargo	1000 kg
National Origin	Italy

IN HARM'S WAY ROLE-PLAYING GAME

CANT GABBIANO

CANT ARIONE

DATA TYPE	VALUE
Service	RA
Top Speed	275 kph
Crew	5
Dive	7
Climb	5
Fuel Rating	240
Climb Limit	14
Power Rating	6
Weapon Factor Front	1F
Weapon Factor Rear	2F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	2000
Hindered	1500
Shot Up	1000
Smoking	500
Type	Flying Boat
Break Left	4
Break Right	4
Available	1940-1944
Torpedoes	0
Bombs	640 kg
National Origin	Italy

DATA TYPE	VALUE
Service	RA
Top Speed	350 kph
Crew	5
Dive	9
Climb	4
Fuel Rating	275
Climb Limit	16
Power Rating	6
Weapon Factor Front	0
Weapon Factor Rear	2T
Weapon Factor Top	2T
Weapon Factor Bottom	2F
Constitution Full	4600
Hindered	3450
Shot Up	2300
Smoking	1150
Type	Float Plane
Break Left	3
Break Right	3
Available	1940-1944
Torpedoes	0
Bombs	1200 kg
National Origin	Italy

IN HARM'S WAY ROLE-PLAYING GAME

CANTALICIONE

CAPRONI CA.148

DATA TYPE	VALUE
Service	RA
Top Speed	466
Crew	5
Dive	8
Climb	8
Fuel Rating	175
Climb Limit	16
Power Rating	7
Weapon Factor Front	2T
Weapon Factor Rear	2T
Weapon Factor Top	2T
Weapon Factor Bottom	2F
Constitution Full	5000
Hindered	3750
Shot Up	2500
Smoking	1250
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1940-1944
Torpedoes	0
Bombs	1200 kg
National Origin	Italy

DATA TYPE	VALUE
Service	RA
Top Speed	265 kph
Crew	2
Dive	5
Climb	6
Fuel Rating	135
Climb Limit	11
Power Rating	8
Weapon Factor Front	0
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	2200
Hindered	1650
Shot Up	1100
Smoking	550
Type	Transport
Break Left	3
Break Right	3
Available	1940-1944
Troops	18
Cargo	4500 kg
National Origin	Italy

IN HARM'S WAY ROLE-PLAYING GAME

SAVOIA-MARCHETTI 79 SPARVIERO

DATA TYPE	VALUE
Service	RA
Top Speed	430 kph
Crew	5
Dive	7
Climb	5
Fuel Rating	190
Climb Limit	13
Power Rating	11
Weapon Factor Front	2
Weapon Factor Rear	2F
Weapon Factor Top	2F
Weapon Factor Bottom	2F
Constitution Full	3400
Hindered	2550
Shot Up	1700
Smoking	850
Type	Torpedo Bomber
Break Left	4
Break Right	4
Available	1940-1944
Torpedoes	2
Bombs	1250 kg
National Origin	Italy

SAVOIA-MARCHETTI 91 PIPISTRELLO

DATA TYPE	VALUE
Service	RA
Top Speed	340 kph
Crew	6
Dive	8
Climb	5
Fuel Rating	200
Climb Limit	14
Power Rating	8
Weapon Factor Front	2T
Weapon Factor Rear	2T
Weapon Factor Top	2T
Weapon Factor Bottom	2T
Constitution Full	3200
Hindered	2400
Shot Up	1600
Smoking	800
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1940-1944
Torpedoes	2
Bombs	2000
National Origin	Italy

IN HARM'S WAY ROLE-PLAYING GAME

ATTACK AIRCRAFT - USSR

ILYUSHIN IL-2

ILYUSHIN IL-4

DATA TYPE	VALUE
Service	Red Army
Top Speed	420 kph
Crew	4
Dive	8
Climb	8
Fuel Rating	260
Climb Limit	19
Power Rating	6
Weapon Factor Front	1F
Weapon Factor Rear	1T
Weapon Factor Top	1T
Weapon Factor Bottom	1F
Constitution Full	3100
Hindered	2325
Shot Up	1550
Smoking	775
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1941
Torpedoes	0
Bombs	2700 kg
National Origin	USSR

DATA TYPE	VALUE
Service	Red Army
Top Speed	415 kph
Crew	2
Dive	12
Climb	7
Fuel Rating	80
Climb Limit	12
Power Rating	9
Weapon Factor Front	9
Weapon Factor Rear	2T
Weapon Factor Top	2T
Weapon Factor Bottom	0
Constitution Full	2400
Hindered	1800
Shot Up	1200
Smoking	600
Type	Shturm-ovik
Break Left	3
Break Right	3
Available	1941-1945
Torpedoes	0
Bombs	1000 kg
National Origin	USSR

IN HARM'S WAY ROLE-PLAYING GAME

ILYUSHIN IL-10

PETLYAKOV PE-2

DATA TYPE	VALUE
Service	Red Army
Top Speed	551 kph
Crew	2
Dive	15
Climb	10
Fuel Rating	80
Climb Limit	15
Power Rating	10
Weapon Factor Front	42
Weapon Factor Rear	10T
Weapon Factor Top	10T
Weapon Factor Bottom	0
Constitution Full	2400
Hindered	1800
Shot Up	1200
Smoking	600
Type	Shturm-ovik
Break Left	3
Break Right	3
Available	1944-1945
Torpedoes	0
Bombs	1000 kg
National Origin	USSR

DATA TYPE	VALUE
Service	Red Army
Top Speed	540 kph
Crew	3
Dive	11
Climb	11
Fuel Rating	150
Climb Limit	11
Power Rating	9
Weapon Factor Front	2
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	1F
Constitution Full	3200
Hindered	2400
Shot Up	1600
Smoking	800
Type	Light Bomber
Break Left	4
Break Right	4
Available	1941-1943
Torpedoes	0
Bombs	1600
National Origin	USSR

IN HARM'S WAY ROLE-PLAYING GAME

PETLYAKOV PE-2FT

SUKHOI SU-2

DATA TYPE	VALUE
Service	Red Army
Top Speed	580 kph
Crew	3
Dive	7
Climb	10
Fuel Rating	132
Climb Limit	18
Power Rating	10
Weapon Factor Front	3
Weapon Factor Rear	1T
Weapon Factor Top	1T
Weapon Factor Bottom	1F
Constitution Full	3200
Hindered	2400
Shot Up	1600
Smoking	800
Type	Light Bomber
Break Left	4
Break Right	4
Available	1943-1945
Torpedoes	0
Bombs	1600 kg
National Origin	USSR

DATA TYPE	VALUE
Service	Red Army
Top Speed	460 kph
Crew	2
Dive	7
Climb	10
Fuel Rating	120
Climb Limit	18
Power Rating	8
Weapon Factor Front	8
Weapon Factor Rear	1T
Weapon Factor Top	1T
Weapon Factor Bottom	0
Constitution Full	1600
Hindered	1200
Shot Up	800
Smoking	400
Type	Shturm-ovik
Break Left	4
Break Right	4
Available	1941-1942
Torpedoes	0
Bombs	900 kg
National Origin	USSR

IN HARM'S WAY ROLE-PLAYING GAME

TUPOLEV SB-2

DATA TYPE	VALUE
Service	Red Army
Top Speed	450 kph
Crew	3
Dive	18
Climb	14
Fuel Rating	230
Climb Limit	18
Power Rating	12
Weapon Factor Front	1F
Weapon Factor Rear	1T
Weapon Factor Top	1T
Weapon Factor Bottom	1F
Constitution Full	2600
Hindered	1950
Shot Up	1300
Smoking	650
Type	Light Bomber
Break Left	4
Break Right	4
Available	1941-1942
Torpedoes	0
Bombs	600 kg
National Origin	USSR

TUPOLEV TU-2

DATA TYPE	VALUE
Service	Red Army
Top Speed	547 kph
Crew	4
Dive	9
Climb	11
Fuel Rating	210
Climb Limit	19
Power Rating	16
Weapon Factor Front	20
Weapon Factor Rear	2F
Weapon Factor Top	4F
Weapon Factor Bottom	2F
Constitution Full	4000
Hindered	3000
Shot Up	2000
Smoking	1000
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1941-1945
Torpedoes	0
Bombs	4000 kg
National Origin	USSR

IN HARM'S WAY ROLE-PLAYING GAME

ATTACK AIRCRAFT - GER- MANY

DORNIER DO 17E FLYING PENCIL

ARADO AR 232

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	340 kph
Crew	4
Dive	6
Climb	5
Fuel Rating	134
Climb Limit	14
Power Rating	9
Weapon Factor Front	2F
Weapon Factor Rear	10T
Weapon Factor Top	2F
Weapon Factor Bottom	0
Constitution Full	6500
Hindered	4875
Shot Up	3250
Smoking	1625
Type	Transport
Break Left	4
Break Right	4
Available	1942-1945
Torpedoes	0
Cargo	8000 kg
National Origin	Germany

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	355 kph
Crew	4
Dive	11
Climb	4
Fuel Rating	50
Climb Limit	10
Power Rating	7
Weapon Factor Front	1F
Weapon Factor Rear	1T
Weapon Factor Top	1T
Weapon Factor Bottom	1F
Constitution Full	2500
Hindered	1875
Shot Up	1250
Smoking	625
Type	Light Bomber
Break Left	4
Break Right	4
Available	1939-1941
Torpedoes	0
Bombs	750 kg
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

DORNIER DO-217

FOCKE WOLFE FW 200 CONDOR

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	515 kph
Crew	4
Dive	11
Climb	4
Fuel Rating	280
Climb Limit	18
Power Rating	7
Weapon Factor Front	11F
Weapon Factor Rear	2T
Weapon Factor Top	2T
Weapon Factor Bottom	2F
Constitution Full	5600
Hindered	4200
Shot Up	2800
Smoking	1400
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1945-1945
Torpedoes	0
Bombs	4000 kg
National Origin	Germany

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	360 kph
Crew	6
Dive	8
Climb	6
Fuel Rating	444
Climb Limit	18
Power Rating	9
Weapon Factor Front	10F
Weapon Factor Rear	2F
Weapon Factor Top	1T
Weapon Factor Bottom	1F
Constitution Full	7000
Hindered	5250
Shot Up	3500
Smoking	1750
Type	Heavy Bomber
Break Left	4
Break Right	4
Available	1939-1945
Torpedoes	0
Bombs	2100
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

HEINKEL III

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	405 kph
Crew	5
Dive	6
Climb	3
Fuel Rating	193
Climb Limit	17
Power Rating	7
Weapon Factor Front	2
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	1F
Constitution Full	4600
Hindered	3450
Shot Up	2300
Smoking	1150
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1939-1945
Torpedoes	0
Bombs	2000 kg
National Origin	Germany

HEINKEL 177 GREIF

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	510 kph
Crew	5
Dive	6
Climb	3
Fuel Rating	120
Climb Limit	14
Power Rating	7
Weapon Factor Front	11F
Weapon Factor Rear	2F
Weapon Factor Top	2F
Weapon Factor Bottom	2F
Constitution Full	9000
Hindered	6750
Shot Up	4500
Smoking	2250
Type	Heavy Bomber
Break Left	4
Break Right	4
Available	1942-1945
Torpedoes	0
Bombs	6000 kg
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

JUNKERS JU 87 STUKA

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	410 kph
Crew	2
Dive	10
Climb	5
Fuel Rating	154
Climb Limit	15
Power Rating	9
Weapon Factor Front	2
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	2000
Hindered	1500
Shot Up	1000
Smoking	500
Type	Dive Bomber
Break Left	3
Break Right	3
Available	1939-1944
Torpedoes	0
Bombs	1800 kg
National Origin	Germany

JUNKERS JU 88

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	470 kph
Crew	4
Dive	10
Climb	5
Fuel Rating	273
Climb Limit	16
Power Rating	7
Weapon Factor Front	4F
Weapon Factor Rear	2F
Weapon Factor Top	2F
Weapon Factor Bottom	2F
Constitution Full	5000
Hindered	3750
Shot Up	2500
Smoking	1250
Type	Dive Bomber
Break Left	3
Break Right	3
Available	1939-1945
Torpedoes	0
Bombs	2500 kg
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

JUNKERS JU 188

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	544 kph
Crew	4
Dive	12
Climb	7
Fuel Rating	248
Climb Limit	20
Power Rating	8
Weapon Factor Front	10F
Weapon Factor Rear	2F
Weapon Factor Top	2T
Weapon Factor Bottom	2F
Constitution Full	5000
Hindered	3750
Shot Up	2500
Smoking	1250
Type	Medium Bomber
Break Left	4
Break Right	4
Available	1942-1945
Torpedoes	0
Bombs	3000 kg
National Origin	Germany

MESSERSCHMITT ME 110

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	595 kph
Crew	2
Dive	20
Climb	13
Fuel Rating	120
Climb Limit	22
Power Rating	11
Weapon Factor Front	24
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	3000
Hindered	2250
Shot Up	1500
Smoking	750
Type	Zerstorer
Break Left	3
Break Right	4
Available	1939-1945
Torpedoes	0
Bombs	1000
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

MESSERSCHMITT ME 410

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	624 kph
Crew	2
Dive	20
Climb	18
Fuel Rating	167
Climb Limit	20
Power Rating	11
Weapon Factor Front	42
Weapon Factor Rear	4T
Weapon Factor Top	4T
Weapon Factor Bottom	0
Constitution Full	3800
Hindered	2850
Shot Up	1900
Smoking	950
Type	Zerstorer
Break Left	4
Break Right	4
Available	1943-1945
Torpedoes	0
Bombs	1000 kg
National Origin	Germany

FIESLER FI 156 STORCH

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	175 kph
Crew	3
Dive	2
Climb	6
Fuel Rating	102
Climb Limit	10
Power Rating	6
Weapon Factor Front	0
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	500
Hindered	375
Shot Up	250
Smoking	125
Type	Liaison
Break Left	3
Break Right	3
Available	1939-1945
Torpedoes	0
Bombs	0
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

BLOHM & VOSS BV 138

BLOHM & VOSS BV 222 WIKING

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	285 kph
Crew	5
Dive	10
Climb	3
Fuel Rating	430
Climb Limit	10
Power Rating	6
Weapon Factor Front	10T
Weapon Factor Rear	10T
Weapon Factor Top	2F
Weapon Factor Bottom	0
Constitution Full	6000
Hindered	4500
Shot Up	3000
Smoking	1500
Type	Flying Boat
Break Left	4
Break Right	4
Available	1939-1945
Torpedoes	0
Bombs	300 kg
National Origin	Germany

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	390 kph
Crew	16
Dive	6
Climb	3
Fuel Rating	610
Climb Limit	15
Power Rating	5
Weapon Factor Front	30T
Weapon Factor Rear	30T
Weapon Factor Top	30T
Weapon Factor Bottom	0
Constitution Full	16000
Hindered	12000
Shot Up	8000
Smoking	4000
Type	Flying Boat
Break Left	4
Break Right	4
Available	1939-1945
Torpedoes	0
Bombs	0
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

ARADO AR 196

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	320 kph
Crew	2
Dive	7
Climb	8
Fuel Rating	107
Climb Limit	14
Power Rating	9
Weapon Factor Front	21
Weapon Factor Rear	1F
Weapon Factor Top	1F
Weapon Factor Bottom	0
Constitution Full	1400
Hindered	1050
Shot Up	700
Smoking	350
Type	Float Plane
Break Left	3
Break Right	3
Available	1939-1945
Torpedoes	0
Bombs	100 kg
National Origin	Germany

FOCKE WULF FW 189 EULE

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	
Crew	
Dive	
Climb	
Fuel Rating	
Climb Limit	
Power Rating	
Weapon Factor Front	2
Weapon Factor Rear	2F
Weapon Factor Top	2F
Weapon Factor Bottom	2F
Constitution Full	1800
Hindered	1350
Shot Up	900
Smoking	450
Type	Recon
Break Left	3
Break Right	3
Available	1940-1945
Torpedoes	0
Bombs	200 kg
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

Munitions



IN HARM'S WAY ROLE-PLAYING GAME

MUNITIONS

BOMBS

Mass	Type	Damage Modifier
20 kg	Incendiary	+0
50 kg	General Purpose	+10
50 kg	Fragmen- tation Cluster	+10
100 kg	High Explosive	+20
200 kg	High Explosive	+30
200 kg	Incendi- ary Cluster	+30
200 kg	Fragmen- tation Cluster	+30
500 kg	Armor Piercing	+40
1000 kg	Block- buster	+50

DROP TANKS

Emergy Units	Weight
30 eu	200 kg
60 eu	400kg
90 eu	600 kg

ROCKETS

AIR TO GROUND

Service	Rocket	Type	Year	Damage
USSR	RS-82	Arm	1941	+10 7 kg
USSR	RS-82	Per	1941	+10 7kg
USSR	RS-132	Arm	1943	+20 28 kg
USSR	RS-132	Per	1943	+20 28 kg
USAAF	M8	Arm	1942	+0 3 kg
UK	RP-3	Arm	1941	+20 31 kg
UK	RP-3	HE	1941	+30 37 kg
USN	HVAR	Arm	1944	+20 63 kg
USN	Tiny Tim	Arm	1945	+40 570 kg
Luft	Panzer- blitz II	Arm	1944	+20 4kg

IN HARM'S WAY ROLE-PLAYING GAME

TORPEDOES

JAPAN

Type 91 Damaage +30 Weight 950 kg

USA

Torpedo	Years	Run	Explode
Mark 13A	1941-1942	01-31	01-40
Mark 13B	1943	01-40	01-60
Mark 13C	1944-1945	01-90	01-95

Torpedo	Years	Damage	Weight
Mark 13A	1941-1942	+30	874 kg
Mark 13B	1943	+40	874 kg
Mark 13C	1944-1945	+50	1000 kg

US Torpedo plane pilots must roll Gunnery once to drop correctly, then because of the terrible quality of these weapons, must roll once to see if the Run worked, and another to see if the torpedo Exploded before rolling damage.

UK

Torpedo	Years	Damage	Weight
Mark XII	1939-1942	+20	702 kg
Mark XIV	1939-1942	+20	739 kg
Mark XV	1942-1945	+40	817 kg
Mark XVII	1944-1945	+50	850 kg

ITALY

Fiume Damage +40 Weight 750 kg

GERMANY

F5b Damage +45 Weight 737 kg

ABSTRACT BOMB/ROCKET/TORPEDO DAMAGE TABLE

Roll	Damage
01-20	Negligible damage, easily repaired.
21-40	Very light damage, easily repaired.
41-55	Light damage, moderately easy to repair.
56-70	Moderate damage, moderately difficult to repair. +5 to subsequent damage rolls.
71-85	Moderate damage, repair facilities needed. +5 to subsequent damage rolls.
86-95	Moderate damage, repair facilities needed. +10 to subsequent damage rolls.
96-100	Badly damaged, +10 to subsequent damage rolls.
101-105	Badly damaged, +15 to subsequent damage rolls.
106-120	Heavily damaged, +5 to hit, +15 to subsequent damage rolls.
121-130	Heavily damaged, +10 to hit, +15 to subsequent damage rolls.
131-135	Stricken! +15 to hit, +20 to subsequent damage rolls.
136-140	Hammered! +20 to hit, +20 to subsequent damage rolls.
141-145	Smashed! +20 to hit, +20 to subsequent damage rolls.
146-150	Destroyed!

USE THIS TABLE FOR ALL LARGE TARGETS.

IN HARM'S WAY ROLE-PLAYING GAME

ABSTRACT BOMB/ROCKET/TORPEDO DAMAGE TABLE

Roll	Damage
01-40	Light damage, easily repaired.
41-70	Moderate damage, moderately difficult to repair. +5 to subsequent damage rolls.
71-95	Moderate damage, repair facilities needed. +10 to subsequent damage rolls.
96-100	Badly damaged, +10 to subsequent damage rolls.
101-120	Heavily damaged, +5 to hit, +15 to subsequent damage rolls.
121-140	Stricken! +15 to hit, +20 to subsequent damage rolls.
141-145	Smashed! +20 to hit, +20 to subsequent damage rolls.
146-150	Destroyed!

USE THIS TABLE FOR ALL SMALLER BUT NON-INDIVIDUAL TARGETS.

Modifier from table is always the highest result yet achieved. If you get a result of "86-95 Moderate damage, repair facilities needed. +10 to subsequent damage rolls" and a subsequent damage roll is "56-70 Moderate damage, moderately difficult to repair. +5 to subsequent damage rolls," only the +10 counts and the +5 is ignored. If a subsequent damage roll is "131-150 Heavily damaged, +10 to hit, +15 to subsequent damage rolls," then the +10 to hit and +15 damage apply for all subsequent hits, and the +10 damage is ignored.

Feel free to adjust the difficulty of hitting the target with modifiers as needed.

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 On High to the Squadron Commander to the Flight Commander.

FLAK

Flak is anti-aircraft fire. The only time Flak really has a chance of hitting an airplane is when it is going after a target. The highly clustered and multi-tiered AA around airfields, crucial industries, and carriers can be deadly. An alert pilot can use Flak to tell if there are enemy planes over his own areas, or allied planes over enemy areas.

COMBAT AIR PATROL

Patrolling is the simplest mission. A patrol generally is assigned an area 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 should be looking for Flak to find targets. Note that patrolling fighters may be low on fuel when combat occurs.

PENETRATION RAIDS

Penetration raids are missions deep in enemy held areas. Many fighters were given light 250 pound/100 kilo bombs on penetration raids for harassing the enemy. The target could be anything - a railroad yard, an enemy airfield, 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 60 feet/20 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 in enemy territory 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, 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. 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 airplanes 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 airplanes return undamaged. In fact, the Squadron Commander may assign negative Notice for particularly flagrant examples of dereliction of duty.

CLOSE AIR SUPPORT

Close air support 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.

CAS missions are very dangerous, as the airplanes are necessarily within machine gun range of the ground. Every round of strafing leaves the attacking airplanes open to return fire from the troops.

Sometimes the first strafing airplane performs suppression fire for the following strafers - this gives the appropriate penalty to return fire against the following airplanes, 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 before they reach their target. A forward observer or RADAR 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 would be escorted by fighters in addition to the protection afforded by the bombers' own gunners.

IN HARM'S WAY ROLE-PLAYING GAME

AIR STRIKES

Air Strikes used a mix of fighters and attack aircraft, like Bomber Escort missions, but in an Air Strike, the job of the fighters was to drive enemy fighters from the sky, creating Air Superiority.

Fighters engaged enemy fighters over the target so that they couldn't shoot down the attack craft. The fighters received full credit for shooting down enemies, no matter what happened to the attack aircraft.

FIGHTER SWEEPS

Fighter Sweeps, like Air Strikes, are designed to create a condition of local air superiority, but they are conducted entirely by fighters. They are designed to "Sweep" the air base clean of enemy planes, strafing, bombing, and shooting down any enemy plane that shows. A multi-tiered Combat Air Patrol is maintained over the enemy airfield, while more fighters search out camouflaged and revetted planes on the ground and destroy any airfield facilities..

POINT DEFENSES

All worthwhile objectives have many anti-aircraft guns, sited in emplacements throughout the area. These guns may include:

LIGHT: 20-25MM CANNON

These constituted the inner ring of AA defense, with the shortest range, the highest rate of fire, and was available in single, dual, and triple mounts.

MEDIUM: 40MM CANNON

This constituted the middle ring of AA defenses, with a longer range and a slower rate of fire than the 20-25mm guns, but increased stopping power. These guns were available in single, dual, and quad mounts.

HEAVY: 12CM-5 INCH CANNON

The largest AA Naval gun, these guns were usually dual-use AA and bombardment guns. They had a long range and superior stopping power, but a slow rate of fire.

PLANES VS. AA

A ship is hit by AA on a target number of 05, modified with a +2 to target number for American and British AA because of the proximity fuse, and by +1 from 1941 on, due to the increase in AA.

A hit by Heavy AA causes $d\% \times 100$ damage.

A hit by Medium AA causes $d\% + 40 \times 10$ damage

A hit by Light AA causes $d\% + 10 \times 10$ damage.

An attack run on a target must roll against a Heavy, then a Medium, then a Light curtain of AA. The attack cannot proceed until all three curtains are penetrated. After the attack, the curtains must be penetrated in reverse.

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 Axis 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 airplane 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 fellow pilots or gun cameras - especially if it occurred deep in enemy territory, or when the pilot was alone.

IN HARM'S WAY ROLE-PLAYING GAME

ABSTRACT MISSION TABLES

The following tables should never be used for PC actions. These should be used for ancillary NPC missions, for example, the bombers the PCs are escorting - roll once on the Mission Success table to see how well the bombing went, and once more on the Mission Survival table to see how badly they are hit by flak. Don't use this for how badly the bombers are hit by enemy fighters - that's the PC's job.

EXAMPLES:

Enemy raids on the PC's airfield
Escorted bombing missions
Non-fighter actions in Air Raids
Ground fighting

ABSTRACT MISSION SUCCESS TABLE

0

Roll	Result
1-02	Utter Failure
03-08	Very Bad Results
09-19	Poor Showing
20-34	Moderately Bad Results
35-66	Fair
67-81	Moderate Success
82-92	Good Showing
93-98	Very Good Results
99-00	Extraordinary Success

ABSTRACT MISSION SURVIVAL TABLE

Roll	Result
01-02	Disaster
03-08	Hammered
09-19	Hit Hard
20-34	Not Very Good
35-66	Moderate Casualties
67-81	Pretty Good
82-92	Light Casualties
93-98	Surprisingly Light Casualties
99-00	No Casualties

MODIFIERS

Feel free to add modifiers to the die rolls as you wish, as best fits the situation.

EXAMPLE MODIFIERS

Early US Torpedo planes using typically faulty torpedoes -50
Heavy AA emplacements -25
Obsolete planes -20
Numerical superiority +20
Excellent weapons +10
Tactics check made +20
Tactics check failed -20

IN HARM'S WAY ROLE-PLAYING GAME



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IN HARM'S WAY ROLE-PLAYING GAME

MOVIES

MOVIE TITLE	YEAR	DIRECTOR	AVAILABLE IN
TORA TORA TORA	1971	Richard Fleischer Kinji Fukasuka Toshio Masuda	DVD
FLATTOP	1952	Lesley Selander	DVD
FLYING TIGERS	1942	David Miller	DVD
FLYING LEATHERNECKS	1951	Nicholas Ray	DVD
TWELVE O'CLOCK HIGH	1949	Henry King	DVD
MIDWAY	1976	Jack Smight	DVD
TUSKEGEE AIRMEN	1995	Robert Markowitz	DVD
IN HARM'S WAY	1965	Otto Preminger	DVD
CAPTAINS OF THE CLOUDS	1942	Michael Curtiz	DVD
BATTLE OF BRITAIN	1969	Guy Hamilton	DVD
MEMPHIS BELLE	1944	William Wyler	DVD
MEMPHIS BELLE	1990	Michael Caton-Jones	DVD
WING AND A PRAYER	1944	Henry Hathaway	DVD
REACH FOR THE SKY	1955	Lewis Gilbert	DVD

IN HARM'S WAY ROLE-PLAYING GAME

Vehicles



IN HARM'S WAY ROLE-PLAYING GAME

TRUCKS

2.5 Ton

Crew: 1
Mass: 6.8 tons
Power to Weight Ratio: 45 kw/ton
Top Speed: 90 kph
Range: 500 km
Reliability: 95
Constitution: 3400/2550/1700/850

Military Motorcycle with sidecar

Crew: 2
Mass: 0.36 tons
Power to Weight Ratio: 54 kw/ton
Top Speed: 120 kph
Range: 200 km
Reliability: 95
Constitution: 180/135/90/45

AUTOS

Staff Car

Crew: Up to 6
Mass: 2.0 tons
Power to Weight Ratio: 61.5 kw/ton
Top Speed: 193 kph
Range: 500 km
Reliability: 95
Constitution: 1000/750/500/250

Jeep

Crew: Up to 5
Mass: 1020 kg
Power to Weight Ratio: 45 kw/ton
Top Speed: 80 kph
Range: 500 km
Reliability: 95
Constitution: 510/382/255/128

Kubelwagen

Crew: Up to 5
Mass: 1160 kg
Power to Weight Ratio: 16.3 kw/ton
Top Speed: 80 kph
Range: 300 km
Reliability: 95
Constitution: 580/435/290/145

MOTORCYCLES

Military Motorcycle

Crew: 1
Mass: 0.3 tons
Power to Weight Ratio: 63 kw/ton
Top Speed: 150 kph
Range: 250 km
Reliability: 95
Constitution: 150/112/75/38

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 clapping 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.

OPTIONAL RULE: TRAITS

You can choose various traits to further define your character, and to help your character out when they are called upon. Traits can be picked from the example list or crafted by the player to fit the character.

HOW MANY TRAITS FOR A CHARACTER?

Each character has seven trait points. These are divided

up into at least 3 traits, with a maximum of 4 points in any one trait.

Example: Hot-Tempered - 3, Pious - 2, Greedy 2.

Example: Poker-faced - 4, Sly - 1, Sarcastic - 1, Foul-mouthed - 1.

HOW TO USE TRAITS

Traits give a bonus to any other action when used, so long as the Trait could believably help. Each trait point used adds a die to the roll. Traits are a resource which are used up in play, and are refreshed at the beginning of every game session

Example: Jamaal uses his Goad+2 skill on the guard, adding in one point from his trait of Foul-Mouthed to provoke the guard into action. He rolls 4 dice rather than 3.

Example: Owen uses his Demolition+3 skill to set the charges on the pill-box door, and adds three points from his trait of Meticulous to the roll. He rolls 7 dice rather than 4.

EXAMPLE TRAITS

Spacey, Standoffish, Hot-Tempered, Carefree, Sly, Greedy, Glib, Sarcastic, Foul-Mouthed, Argumentative, Sleazy, Methodical, Sloppy, Poker-faced, Pious, Prim, Jumpy, Loyal, Friendly, Motor-mouth, Sweet Disposition, Indecisive, Judgemental, Pompous, Iconoclastic, Arrogant, Studious, Off-Kilter, Laid-Back, Patient, Sour, Upright, Audacious, Meticulous, Boring, Boorish, Dour, Stubborn, Officious, Honorable, Practical, Nefarious, Roguish, Bombastic, Gregarious, Prudish, Inspirational.

IN HARM'S WAY ROLE-PLAYING GAME

OPTIONAL RULE: JAPANESE AND UK ENLISTED RANKS

JAPAN

UK

Nitohei	Aircraftman
Ittohei	Leading Aircraftman
Jittohei	No Such Rank (Superior Pvt)
Heicho	Lance Corporal
Gocho	Corporal
Gunso	Sergeant
No Such Rank	Flight Sergeant
Shocho	No Such Rank (Master Sgt)
Rikugun Jun-i	Warrant Officer

Advance through the Enlisted ranks requires the same Notice as advancing through the equivalent Officer ranks.

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.

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

Appendix B: Jets



IN HARM'S WAY ROLE-PLAYING GAME

JET AIRCRAFT

MESSERSCHMITT ME 262 SWALBE

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	870 kph
Crew	1
Dive	13
Climb	23
Fuel Rating	65
Climb Limit	23
Power Rating	9
Weapon Factor Front	40
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	2300
Hindered	1725
Shot Up	1150
Smoking	575
Type	Jet Fighter
Break Left	3
Break Right	3
Available	1944-1945
Torpedoes	0
Bombs	500 kg
Maneuv/Stability	5/15
National Origin	Germany

MESSERSCHMITT ME 163 KOMET

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	960 kph
Crew	1
Dive	17
Climb	24*
Fuel Rating	4**
Climb Limit	24
Power Rating	14
Weapon Factor Front	20
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	2000
Hindered	1500
Shot Up	1000
Smoking	500
Type	Rocket Fighter
Break Left	3
Break Right	3
Available	1944-1945
Torpedoes	0
Bombs	0
Maneuv/Stability	2/18
National Origin	Germany

* The Me 163 can make it's climb limit in 33 seconds. and stays aloft as a glider after its fuel is gone.

IN HARM'S WAY ROLE-PLAYING GAME

HEINKEL HE-162 SALAMANDER

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	900 kph
Crew	1
Dive	5
Climb	24
Fuel Rating	98
Climb Limit	24
Power Rating	10
Weapon Factor Front	40
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	900
Hindered	675
Shot Up	450
Smoking	225
Type	Fighter
Break Left	3
Break Right	3
Available	1945
Torpedoes	0
Bombs	0
Maneuver/Stability	5/15
National Origin	Germany

ARADO AR-234 BLITZ

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	742 kph
Crew	1
Dive	13
Climb	20
Fuel Rating	110
Climb Limit	20
Power Rating	7
Weapon Factor Front	0
Weapon Factor Rear	20
Weapon Factor Top	20
Weapon Factor Bottom	0
Constitution Full	3100
Hindered	1325
Shot Up	1550
Smoking	775
Type	Bomber
Break Left	3
Break Right	3
Available	1944-1945
Torpedoes	0
Bombs	1500 kg
Maneuver/Stability	2/18
National Origin	Germany

IN HARM'S WAY ROLE-PLAYING GAME

HORTEN IX

GLOUCESTER METEOR

DATA TYPE	VALUE
Service	Luftwaffe
Top Speed	977 kph
Crew	1
Dive	13
Climb	26
Fuel Rating	100
Climb Limit	32
Power Rating	9
Weapon Factor Front	20
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	2500
Hindered	1875
Shot Up	1250
Smoking	625
Type	Bomber
Break Left	3
Break Right	3
Available	1945
Torpedoes	0
Bombs	500 kg
Maneuver/Stability	2/18
National Origin	Germany

DATA TYPE	VALUE
Service	RAF
Top Speed	965 kph
Crew	1
Dive	23
Climb	26
Fuel Rating	97
Climb Limit	26
Power Rating	15
Weapon Factor Front	40
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	0
Hindered	2500
Shot Up	1875
Smoking	1250
Type	625
Break Left	3
Break Right	3
Available	1944-1945
Torpedoes	0
Bombs	0
Maneuver/Stability	5/15
National Origin	UK

IN HARM'S WAY ROLE-PLAYING GAME

LOCKHEED P-80 SHOOTING STAR

NAKAJIMA J9Y KIKKA

DATA TYPE	VALUE
Service	USAAF
Top Speed	965 kph
Crew	1
Dive	17
Climb	28
Fuel Rating	193
Climb Limit	28
Power Rating	14
Weapon Factor Front	12
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	2000
Hindered	1500
Shot Up	1000
Smoking	500
Type	Fighter
Break Left	3
Break Right	3
Available	1945
Torpedoes	0
Bombs	1000
Maneuver/Stability	5/15
National Origin	USA

DATA TYPE	VALUE
Service	IJN
Top Speed	695 kph
Crew	1
Dive	8
Climb	8
Fuel Rating	98
Climb Limit	24
Power Rating	7
Weapon Factor Front	20
Weapon Factor Rear	0
Weapon Factor Top	0
Weapon Factor Bottom	0
Constitution Full	2000
Hindered	1500
Shot Up	1000
Smoking	500
Type	Fighter
Break Left	3
Break Right	3
Available	1945
Torpedoes	0
Bombs	1000
Maneuver/Stability	5/15
National Origin	Japan

Modify	X5	X4	X3	X2
	X1/2		X1/4	
PRACTICALITY			HONOR	

Nationality

Constitution

Skill Plus Mod. Chance

Critical:

Weapon Dam Range

Influence

In Harm's Way

IN HARM'S WAY ROLE-PLAYING GAME

TROUPE CHARACTERS

OTHER OFFICER NAME: -----

POSITION: -----

ATTRIBUTE	STR	COORD	AGY	END	CHAR	IQ	LUCK
STD							
BONUS							
X2							
X3							
X4							
X5							
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 CREWNAME: _ _ _ _ _

POSITION: _ _ _ _ _

ATTRIBUTE	STR	COORD	AGY	END	CHAR	IQ	LUCK
STD							
BONUS							
X2							
X3							
X4							
X5							
X 1/2							
X 1/4							

SKILLS

SKILL	PLUS	BONUS	PERCENT	SKILL	PLUS	BONUS	PERCENT

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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