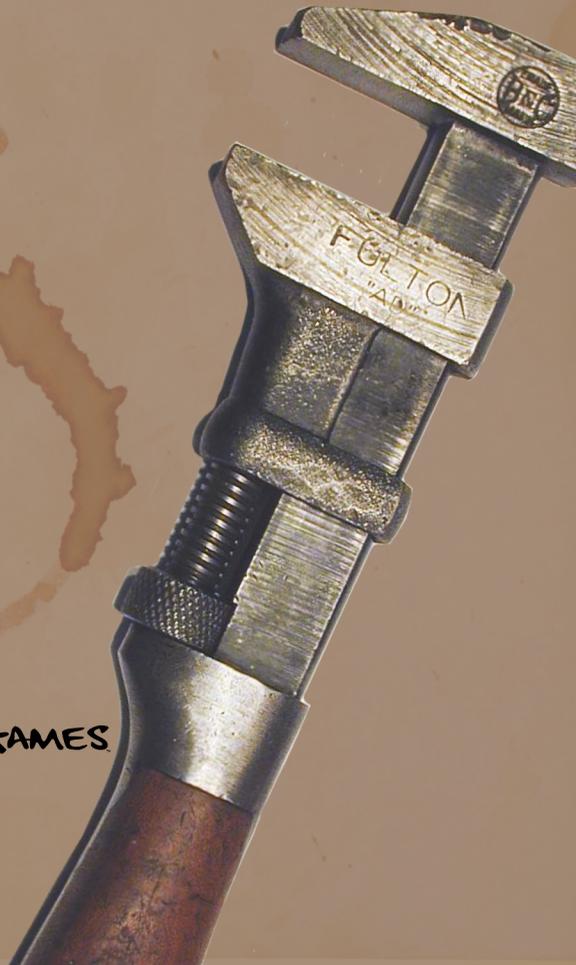


WET INK GAMES, LLC
PRESENTS

APEX CONSULTING

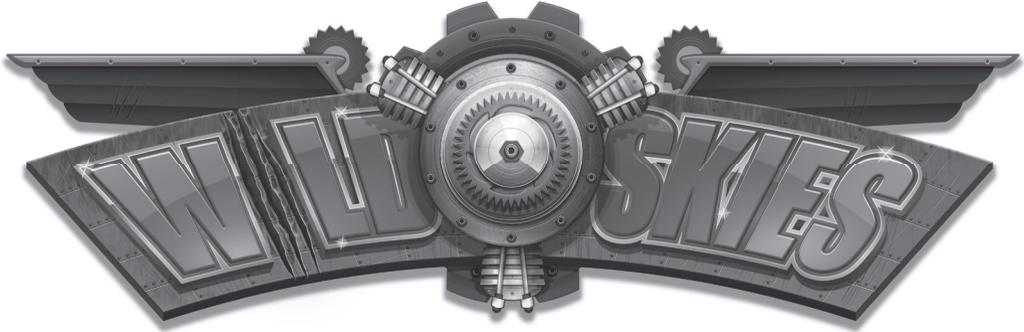
MERCENARY FACTION FOR:



Wet Ink Games, LLC Presents:

Apex Consulting

A Mercenary Faction for



Faction Created With
J. "Sargonas" Eckert

Writer

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Layout

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Wild Skies: Apex Consulting WIG-104
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A Road Less Traveled

Apex Consulting is the current iteration of Gayle Torres and Jonnie Sebesség's shared life-long passion for having adventures and making money. It is the second time they have decided their life is just "too dangerous" and tried to create something safer and more stable for themselves. They first met on the rally race circuits of France when they were starry-eyed youngsters. As a businesswoman, Gayle identified an opportunity and became racer Jonnie's manager. At first they transitioned from the dangerous high-speed races to more lucrative mercenary opportunities where a fast car was still helpful. After they had been at it a while, they realized trading wrenches for guns was not as free from danger as they first thought.

They have transitioned their business model again to position themselves between businesses and mercenaries so they can offer their services to either. With so many mercenary teams out there working for so many shippers and government agencies they saw an untapped opportunity. To mercenaries they bill themselves as "fixers." If another team has taken a job which is too much for them they can call in Apex to help get the job done. Jonnie prefers to help in the safer planning stages, but if the money is right, Gayle is willing to step in after a job has already started to go south to bring things to as best a conclusion as possible. Working the other side of the street, Apex also sells its services to banks, hotels and mining operators who fear mercenary attacks. They can test

a company's defenses and give them advice on where their own security is weak. Both of these consulting jobs require the kind of quick thinking and precise application of just the right tools which have been the hallmarks of Gayle and Jonnie's whole careers.

The team's base of operations is on the edge of Budapest in the Kingdom of Hungary. It is a natural fit as Jonnie is Hungarian and several other members of the team come from Eastern Europe as well. Additionally, of the famous mercenary towns, Budapest is less monitored by the local government than Luxembourg, and not quite as dangerous for all concerned as working in Malta. There are plenty of opportunities for Apex to work with mercenaries and plenty of other people who want to invest in the regional economy who are wary of those same mercenaries. It is the perfect environment for the Apex team.

Apex frequently uses their long experience with automobiles and machines to test the limits of what is expected in terms of vehicles. If a job requires a hydraulic lift in the back of a truck or a speedy escape car hidden inside an armored vehicle, they can usually figure out how to make the design work. "The Boys," as Gayle refers to them, are always testing and tinkering with new ways of doing things and they frequently come up with gadgets and innovations they use on future jobs. If it's got moving parts, the team can put their heads together and think of something else it can do. They all hope to expand the custom-build part of their business in the future.



Gayle Torres

“Aspiring Business Mogul”

Gayle has always been a headstrong lady who has been willing to do the unconventional to have the life she wants. She tried to draw on family connections in her Spanish hometown to enter the banking industry. The old men who ran the industry there stonewalled her career so she moved to the Republic of France in the early '20s where many finance firms were setting up to handle the growth of the transport industry there. She found work in a bank as a reader of contracts. About the same time, she discovered rally-cross racing. The fast and loose long-distance racing ignited her passion for adventure more than reading intricate legal documents. Spending so much time among the rougher members of the rally pit crews eventually led to Gayle being dismissed from the bank. At the time she didn't care, as she had already met Jonnie, but it is an insult she has grown to resent more over time.

In the garages of the circuit, Gayle discovered she was much better at nuts and bolts business connections than abstract contract law. Together she and Jonnie worked on practical improvements to his cars and planned big for their future. Gayle first suggested they take other work to fund their dreams of a life together. With Gayle's knowledge of higher-class business contacts and Jonnie's rougher friends they were

able to find plenty of work playing the two groups off each other. They quickly surrounded themselves with others who liked to take things apart to see how they worked – especially when what they were taking apart belonged to other people. More than their skills however, it was the trust built up during these years that served the whole Apex “family” well when they decided to “go straight.”

Though their main bread and butter comes from testing the security systems of large corporations, Apex still does some work “under the table” breaking into the same sort of systems. Gayle has to wrestle with her demons and long-delayed revenge fantasies about taking the wealthy business types for all they have. Jonnie and Andreea have to frequently help her walk back from planning heists just for the sake of theft. One way Gayle keeps her old resentments in check and her ears to the ground is her regular meetings with other ex-pats of “dubious character” at the Pale Horse Supper Club. It is mainly a social gathering for mercenaries of a certain “knowledge is power” bent. The club attracts those who like to discover secrets and keep them secret. The Pale Horse club has a reputation for brutal policing of its own when any member is too eager to talk about what the group has found out or use their knowledge for anything so crass as financial gain.



Name Gayle Torres Player Name _____
 Age 36 Sex Female Size Normal Height 5'1" Weight 100 pounds
 Animal Type Weasel (Ferret) Nationality _____
 Careers Mechanic/Paperpusher Affiliation Apex Consulting
 Character Concept Aspiring business mogul.

CHARACTER SHEET

Attributes		Uncap
Brawn	2	<input type="checkbox"/>
Strength	2	<input type="checkbox"/>
Fleetness	4	<input checked="" type="checkbox"/>
Smarts	5	<input type="checkbox"/>
Know-How	5	<input type="checkbox"/>
Moxie	3	<input type="checkbox"/>
Guts	4	<input type="checkbox"/>
Valor	2	<input type="checkbox"/>
Grit	4	<input checked="" type="checkbox"/>

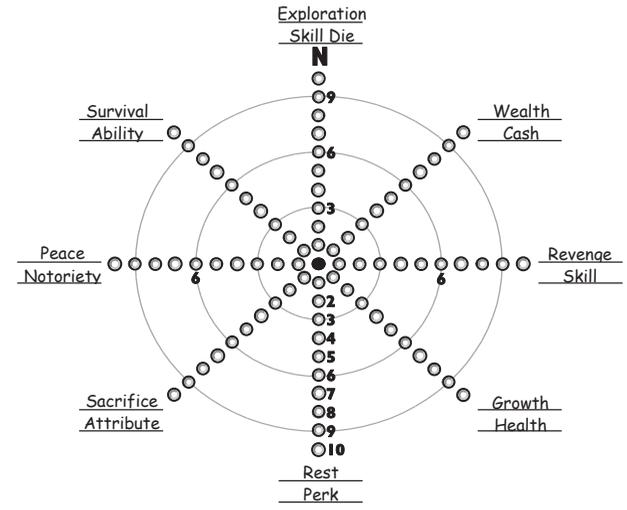
Perks
Club (Pale Horse Supper Club)
Quirks

Abilities
Whiskers
Flexible
Sharp Nose
Mechanic: Add Know-How to Mechanics or Engineer Skill Rolls
+10% to Hungarian Technology
Paperpusher: Add Know-How to Business or Knowledge Skill Rolls

Skills and Specialties	Difficulty	Skill Dice
Mechanics	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Automobile (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Jury-Rig (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Engineer	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Inventor (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Drive	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Wheelman (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Buiness	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Logistics (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Knowledge	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Streetwise (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Assess (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Sneak	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Leadership	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Science	Easy	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
M1918	Mid	1D6	+2 Damage
Health		Armor	
/8			

Languages
Spanish, French, Hungarian, English, German
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%



Jonothon “Jonnie” Sebesség “Lovable Thrill-Seeker”

Jonothon is just young enough not to have served in the Great War or in Hungary’s war with Romania which immediately followed. In many ways he is still idealistic about the world. He took an interest in writing poetry from a young age, but his other love was fast cars. He determined a career in racing was the more lucrative option. Tinkering with his car to maximize every part for speed and endurance had to be satisfaction enough to endure the hard driving and the marginal existence of the race circuit. Throughout his late teen years he worked his way up to better races for higher prize money. That is how he found his way to France where he met Gayle. With her beside him he was inspired to push both his machine and himself to new limits.

Gayle’s ideas about how to get the finer things in life started to appeal to him. He could skip a race and instead make a “special delivery” for some new business contact. Slowly, but surely, Jonnie drifted into the mercenary life, drawn along every step of the way by Gayle, which he never minded. It is nice to sleep in a real bed most nights of the year and to share it with someone like Gayle. Following the same path, Jonnie

and his connections from the racing circuit were key to the move to Budapest and the creation of Apex Consulting.

While it is Gayle who pushes Apex to keep busy, Jonnie is the one more concerned with their reputation. He never wanted to be a criminal and he dislikes when they have to take work for particularly shady clients. He often restrains Gayle from unnecessary violence in the heat of the moment and sometimes vetoes jobs she is contemplating. While it often makes her angry in the moment, those moments pass. Jonnie knows she appreciates him keeping her away from the truly dangerous work because it keeps them together.

Since the move back to Hungary, Jonnie has taken up his pen again. He works on his poems the same way he works on his motors. He studies the parts, takes some out, puts in others, turns things around and sees if it works. Sometimes he happens to find the new arrangement works better than the old. He is at his most boyish and optimistic when he is writing and reading his poems. Even though everyone makes a show of rolling their eyes when Jonnie wants to read a new verse, no one really tries to discourage him. Gayle likes to hear him read because it reminds her of their first happy days together.



CHARACTER SHEET

Name Jonothon Sebesség Player Name _____
 Age 36 Sex Male Size Normal Height 5' Weight 120 pounds
 Animal Type Weasel (Ferret) Nationality Hungarian
 Careers Mechanic/Artist Affiliation Apex Consulting
 Character Concept Loveable Thrill-Seeker

Attributes	Uncap
Brawn	3 <input type="checkbox"/>
Strength	2 <input type="checkbox"/>
Fleetness	5 <input checked="" type="checkbox"/>
Smarts	3 <input type="checkbox"/>
Know-How	2 <input type="checkbox"/>
Moxie	6 <input type="checkbox"/>
Guts	5 <input type="checkbox"/>
Valor	2 <input type="checkbox"/>
Grit	3 <input checked="" type="checkbox"/>

Perks
Poet
Witty (Add Smarts+Moxie to Social)
Quirks
Bleeder

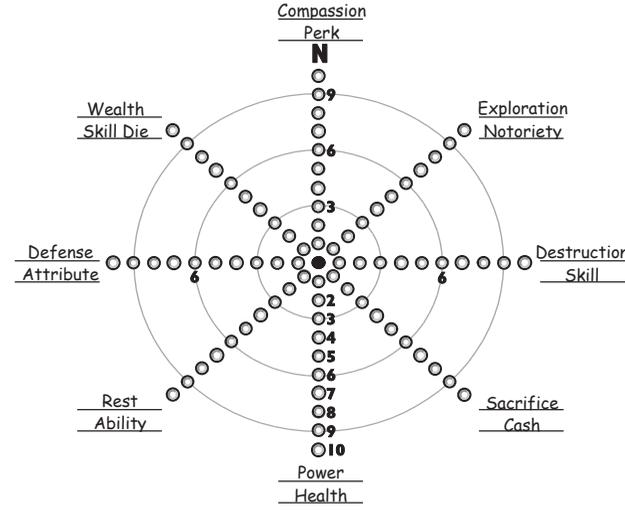
Abilities
Whiskers
Flexible
Silent Feet
Mechanic: Add Know-How to Mechanics or Engineer Skill Rolls
+10% to Hungarian Technology
Artist: Make art worth 20 UAC every (Fleetness+Valor) days.

Skills and Specialties	Difficulty	Skill Dice
Mechanic	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Automobile (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Soup-Up (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Engineer	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Machinist (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Drive	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Wheelman (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Art	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Write (Valor)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Compose (Grit)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Knowledge	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Streetwise (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Tradesman	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Clothier (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Sneak	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
H2 Knife	Melee	1	+1 Damage, Armor Piercing (1)
Health		Armor	
/12			

Languages
Hungarian, Spanish, Greek
Campaign Notes

Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%



Colby Greensward **“Experienced Military Operator”**

Colby was just an up-and-coming street tough from Birmingham when he found himself drafted and thrown into the Great War. He survived just long enough to receive a medical discharge for a gruesome leg injury. Colby chose to stay on the continent and went right back to his particular brand of social climbing. He has used what he learned about engines and guns in the military, as well as his own brand of dark humor to make a living as a mercenary even with his limp. When Gayle and Jonnie were looking for a mercenary who knew more about weapons than they did, Colby was an ideal candidate. For his part, he loves Gayle’s aggressive approach to negotiations and he especially likes the company policy of never relying on running away as a strategy. He can ride away in a speeding truck just fine and he can fire a hand-made rocket cannon just as easily.

It is not just Colby’s experience with weapons which the team values, either. As an ex-soldier and long-time mercenary he is more attune than his younger teammates to the dangers people can present. He is the frequently the one to spot potential trouble and

steer clear of it before it brews up into an actual problem. He is well-traveled and familiar enough with everyone in Apex to know what is simply risky and what is insanely dangerous. He’ll always speak up, even to Gayle and Jonnie when things look more dangerous than average. He never wants to go off half-cocked and he has one of the more level heads in the group. Colby is also keen to keep up the morale of the group since he knows good morale is so important to making every mission a success and to bringing everyone back home alive. He will often take the time to point out a beautiful sunset, crack a joke, call out an absurdity or cajole others to apologize to each other after a spat.

Fitting the rough and tumble life he has led, Colby deliberately cultivates a look he might call well-traveled chic. He never wears anything new; preferring used, mismatched and worn items from second hand shops which he wears until they fall apart. His old unit insignia pin is always on one or another of the items he is currently wearing. His fur is always just a bit too long and bushy. Despite this wild and slightly dangerous look, his eyes sparkle with warmth instead of menace.





CHARACTER SHEET

Name Colby Greensward Player Name _____
 Age 37 Sex Male Size Large Height 6'6" Weight 240 Pounds
 Animal Type Badger (Wolverine) Nationality English
 Careers Mechanic/Soldier Affiliation Apex Consulting
 Character Concept Experienced Military Operator

Attributes		Uncap
Brawn	5	<input checked="" type="checkbox"/>
Strength	5	<input type="checkbox"/>
Fleetness	3	<input type="checkbox"/>
Smarts	2	<input type="checkbox"/>
Know-How	3	<input type="checkbox"/>
Moxie	3	<input checked="" type="checkbox"/>
Guts	4	<input type="checkbox"/>
Valor	4	<input type="checkbox"/>
Grit	2	<input type="checkbox"/>

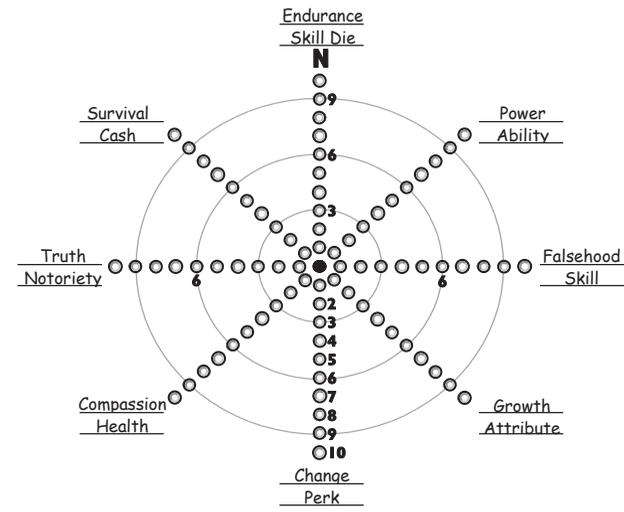
Perks
Roses: Must succeed twice to pick up his trail.
Quirks
Bum Leg: Never runs faster than Normal

Abilities
Stubborn
Natural Armor
Eat Anything
Mechanic: Add Know-How to Mechanics or Engineer Skill Rolls +10% to Hungarian Technology
Soldier: Receives double bonus from Command skill (3x from an Officer)

Skills and Specialties	Difficulty	Skill Dice
Mechanic	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Automobile (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Engineer	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Inventor (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Drive	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Tank/Walker (Strength)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Wheelman (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Rifle (Valor)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Machine Gun (Strength)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Radio	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Codesman (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Knowledge	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
Chapelle 1929	Far	3D6	Armor Piercing (1), Spray Bonus: Armor Piercing (1)
Health		Armor	
/20		Natural Armor (1)	

Languages
English, Hungarian
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Barnabas Potadromous

“Mostly Stable Expert”

Barnabas serves Apex Consulting as an explosives expert and covers anything to do with water. Originally from a Greek fishing village, Barnabas could swim before he could walk. He describes the sunlit waters of his childhood as days of pure joy. His familiarity with explosives comes from the darkness which is also part of his upbringing. Conflict from the fractious Balkan region frequently spills into Greece and a young person can so easily be swept up in the excitement of violent agitation. Barnabas misspent part of his youth building bombs and blowing things up in the name of nebulous political ideas. It was these bombs he really liked, not politics and he later moved away from Greece to get away from politics altogether. Barnabas eventually landed in Budapest.

He could always find work as a maker of bombs, but he didn't really like the idea of being a killer anymore then he liked being a revolutionary. Now, with Apex Consulting Barnabas has the freedom to put his violent tendencies to somewhat more constructive ends. His role is always to assess what will stand up to

a blast and what will not. To Barnabas most problems look like they could be solved with an explosion of some sort, and even if they can't, he thinks it would be a good idea to try, just to be sure. The other members of the group have to reign him in when it comes to his passion for “fireworks.” He can be trusted to set up an explosion, but it is usually a good idea to let someone else hold the detonator until it is time to set things off.

Barnabas is not unstable, he is better described as carefree. When he has a task he must focus on he gets bored easily, but when he is free to wonder he is always moving about and checking everything out. He gets many projects done a little bit at a time. Being in a big town like Budapest and immersing himself in the mercenary life gives Barnabas no end of distraction. He also feels free to openly express his preference for other males. He is physically fit thanks to all the swimming he does and is generally well-dressed. All his emotions are clear on his face making him a terrible liar. His openness sometimes comes off as bluntness for those who are not used to him.



CHARACTER SHEET

Name Barnabas Potadromous Player Name _____
 Age 37 Sex Male Size Normal Height 5'4" Weight 150 pounds
 Animal Type Otter (River Otter) Nationality Greek
 Careers Mechanic/Gunner Affiliation Apex Consulting
 Character Concept Mostly Stable Expert

Attributes	Uncap
Brawn	3 <input type="checkbox"/>
Strength	2 <input type="checkbox"/>
Fleetness	4 <input checked="" type="checkbox"/>
Smarts	3 <input type="checkbox"/>
Know-How	4 <input type="checkbox"/>
Moxie	3 <input checked="" type="checkbox"/>
Guts	5 <input type="checkbox"/>
Valor	2 <input type="checkbox"/>
Grit	4 <input type="checkbox"/>

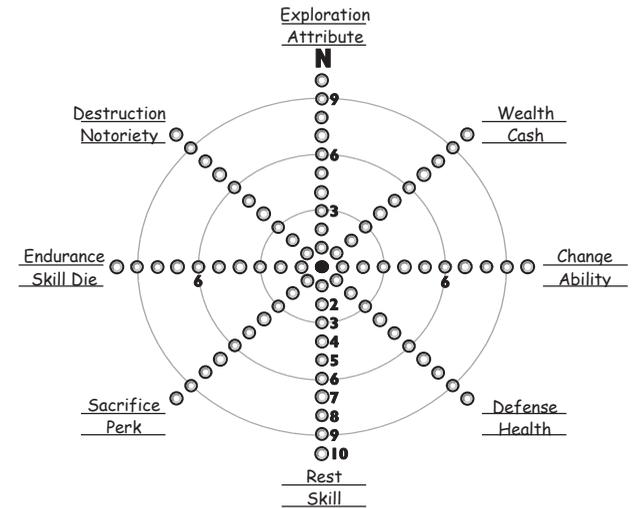
Perks
Bookish (Explosives)
Quick Draw
Quirks
Rude (Subtract Guts from Social Rolls)

Abilities
Flexible
Diving
Aquatic
Mechanic: Add Know-How to Mechanics or Engineer Skill Rolls +10% to Hungarian Technology
Gunner: Can score resounding success beyond the Range of the weapon.

Skills and Specialties	Difficulty	Skill Dice
Mechanics	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Automobile (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Soup-Up (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Engineer	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Machinist (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Drive	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Wheelman (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Pistol (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Ordinance (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Athletics	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Swim (Strength)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Business	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Leadership	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Sneak	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
Naqant N22	Near	1D6	+1D6 Damage
PPV-45	Mid	2D6+3	+1D6 Damage
Health		Armor	
/12			

Languages
Greek, Dutch, Hungarian
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%

Andreea “Momma Bear” Ureche

Career: Mechanic/Cook

Animal Type: Weasel

Size: Large

Abilities of Note: Crushing Jaws, Sharp Nose

True North: Truth

True to her moniker, “Momma Bear” is a woman who takes no guff from anyone. She is from the ethnically Romanian part of the Kingdom of Hungry. She loves the racing circuits, and got involved in the practical side of putting on the races before she moved to working with Jonnie full time. With her stout frame, simple clothing and her ever-present bandanna, Andreea is often mistaken for a Russian by those not familiar with the cultural complexities of Eastern Europe. She is usually quiet, keeping her snide remarks for herself in her native Romanian, but she understands far more than she usually lets on. When she is insulted (as when mistaken for a Russian) she has the voice and imposing stature to put the offenders in their place. Similarly, when the crew is about to do something truly unethical, Momma Bear has the moral authority to redirect anyone on the team.

Germanus Limpet

Career: Mechanic/Scientist

Animal Type: Badger (Spotted Polecat)

Size: Normal

Abilities of Note: Stubborn, Claws

True North: Exploration

Measured by pure intellectual prowess, Germanus is probably the smartest one at Apex. However, he has almost no social abilities and is more often found with his head in the clouds than in conversation. He does like classical music and if he is to be charmed at all it will be by discussing the works of the Italian composers. This topic rarely comes up in the usual work of Apex where Germanus spends most of his time working on precise designs for new technological advances. After a period of time interested in the intricate mechanics of clockwork, he has moved on to things with more raw power. His current obsession is with compressed air; from catapults and pellet guns to wine bottle “openers.” Though his achievements are hard to deny, he is hard pressed to explain his methods to anyone else. It all just comes together when you look at it from enough different angles, he says.

August “Geek” Kardiner

Career: Mechanic/Sneaktheif

Animal Type: Otter (Eurasian Otter)

Size: Small

Abilities of Note: Flexible, Pack

True North: Survival

August is the prankster of Apex Consulting. He picked up his nickname from his habit of eating live small animals to the horror of other people. His pranks extend beyond these culinary pranks to schemes and tricks pulled on other members of Apex which take long term planning and devious exploitation of carefully observed routines. Geek used the same skills to make his living as a petty thief on the streets of Vienna before he came to work for Apex. Part of his transformation has been inspired by Mary Sue, whom August took an immediate shine to. He hopes one day to win her over. She has helped him learn something about being more polite, at least to those he calls friends, and he has shown her how to run confidence schemes. They now work together regularly as the distraction team for Apex missions. August plays a youngster quite well because of his small stature so it is a favorite role he returns to often.

Ercole “Wheels” Matini

Career: Mechanic/Pirate

Animal Type: Rodent (Rat)

Size: Normal

Abilities of Note: Pouch, Surefooted

True North: Wealth

Ercole is the most purely mercenary member of the Apex group as he is motivated by money more than anything else. He has a family to feed back in Italy, he says. It’s all about the paycheck, or at least that’s the image he wants to project. He hates to admit that working with the team is more than a job to him, but in the past he has stayed when he could have gone so everyone is knows the truth. To talk about it, though, would just embarrass Ercole, so the jokes about his pirate heart and the likelihood of him being gone tomorrow continue. Ercole is naturally suave and he can be calm and cool under pressure. The more action and danger there is the cooler and calmer he seems. This is especially helpful when it falls on “Wheels” to get the team out of what ever sticky situation they find themselves in, be that by car, truck, plane and one time by donkey cart.

Mary Sue Giselle

Career: Mechanic/Businessman

Animal Type: Cat

Size: Normal

Abilities of Note: Claws, High Jump

True North: Change

Mary Sue is a native of Budapest, but her parents came from Austria. She was looking for a job as an “office girl” when she met Gayle Torres. She secured a position but Gayle has been training her for much more than office work. Mary Sue will usually answer the phone when the team is in the office. More importantly, she is the main business operations person for the team. When Gayle has lost interest in a job and is planning the next one, it is Mary Sue who is still sending out the bills and following up with unpaid invoices. Mary Sue is very conventionally attractive and she is able to play the femme fatal whenever any of Apex’s plans require that role. She likes to style and dye her fur to appear like a skunk, and no one has ever gotten her to explain why.

Team of Tinkerers

When it comes to little improvements here and there to vehicles, two or more heads can be better

than one. The Apex team has worked together on enough different machines to have developed a sense of who needs to take a look at a project during which stage to make sure everything goes smoothly. In the garage there are often several heads peering into the same engine block and usually someone else shouting advice from across the room. When three or more members of Apex Consulting are together, any rolls made to attempt vehicle modifications benefit from two Additional Dice. In addition to any other bonuses, if a Resounding Success result is obtained the work went more quickly than expected and the characters complete the job in 25% less time.

Budapest Garage

North of the Budapest city center, conveniently located near the river is the base of operations for Apex Consulting. The area is a largely industrial area and they are surrounded by other garages, vehicle maintenance yards and light manufacturing properties. Their facility is surrounded by a high fence which keeps the too-curious mostly at bay. The gate is only open when they are open for business or when members of the team are coming and going in their own vehicles. Beyond the front door is a pleasant, but not posh



lobby and a desk where Mary Sue is ready to greet anyone one who comes in looking for the team's help. Jonnie, Gayle, or both, will meet with prospective clients in either the downstairs office or conference room. Andreea is never far away to offer hospitality or provide additional muscle if clients become unruly. Above these front offices are private offices for Gayle and Jonnie as well as a small apartment.

Behind this front end is the larger part of the building where the business of preparing for missions takes place. This part of the building is reinforced and easily defensible. In the rear of the building are garages for the team's mission vehicles and in the center are two large workshops. One is the heavy shop where vehicle parts are fabricated and weapons are built and tested. There is even a bunker within this space which is virtually blast proof where bombs can be made in relative safety. Colby, Barnabas and Ercole are usually found in this area talking trash to each other and keeping all the vehicles in top condition. The other work space is the soft shop where electrical components, small machines and precision work is done. One corner of the soft shop also serves as a chemical laboratory. This is the domain of Germanus and August.

The small apartment on site is used so at least one person from the team is always there to deal with any threats to the property or robbery attempts. The area of town is not necessarily prone to crime, but given the sensitive nature of Apex's work they cannot afford to be caught by surprise. Sometimes a couple members of the team will stay over and when this happens a party often breaks out. No matter how wild things get, there is always one person tasked with being sober and responsible for the property. Gayle has made this very clear. Every member of the team shares night watch duty equally, staying at the garage one week out of every two months when the team is in Budapest. They will hire a trusted watchman to take on the role when the team is all together out of town. Living accommodations for the rest of the time are the responsibility of the individual team members and most only live a short distance away.

Apex tries to be a good neighbor and they keep the explosions and engine noise to a minimum. As helpful as it would be to run an office in the city center closer to their clients, they would still need a garage facility and their current garage is in an ideal position close to major roads and waterways. The team continues to discuss the possibility of splitting themselves up to work in different locations or possibly moving further out of the city to find a larger property so they can begin to build out facilities and a vehicle fleet for some larger jobs.

Vehicle Modification

Commercial operations and almost all national military groups use stock vehicles. Military mechanics become experts on the exact designs adopted for use across the nation and most companies are not in the position to push the boundaries of what vehicles need to do. Private individuals and, even more so, mercenary groups are different. The stock and trade of most mercenaries is doing more with less than anyone else thought possible. Few mercenary crews can afford to put together a fleet of the same vehicles and rely instead on whatever the members of the group bring with them when they join or what the group can steal or salvage while on the job. For mechanics and engineers in these crews modifying existing vehicles is so common it approaches universal. Customizing vehicles to the particular job or personal tastes is a big part of life in the Wild Skies.

Presented below are some possible modifications, GMs and players should feel free to develop their own, using those given as a guideline. Any character with any Mechanics or Engineer skills may attempt a modification, though some modifications require specific Skill Specialties. A garage, hanger or ship yard (depending on the type of vehicle being modified) equipped with standard tools, workbench and lifts is usually required before a modification can begin. Attempting a serious modification to a vehicle in the field suffers a -3 Skill Die penalty to all rolls!

How to Read These Entries

Modification: The name of the modification followed by the types of vehicles which can receive it listed in parenthesis (Land Vehicles, Airplanes, Airships, All Vehicles, etc.). A short description with additional information about the process of modification is included.

Additional Requirements: The Skill Specialty required to make the modification and prerequisites of the vehicle, if any.

Change: The game impact of the modification to the vehicle's statistics or capabilities.

Time: The required amount of game time a character must commit to complete the modification. For times longer than eight hours, assume an eight hour work day. In all cases, the work does not have to be done all at once or all by the same character. Sometimes, the job takes less time or longer depending on the results of a character's specific rolls. The vehicle being worked on is considered in an unusable state until the modification is complete.

Cost: The investment of credits required to buy the needed parts and supplies used for the job. Someone (the mechanic, the vehicle's owner, a wealthy patron) must pay the money before the work can begin. Depending on the specific job, these parts and supplies may be fabricated or acquired without spending cash. A character working as a mechanic can expect to charge 150% to 200% of the listed prices to clients.

Difficulty: The difficulty of the skill roll a character must make to earn a success toward the completion

the modification. Unless a Skill Specialty is called for, any Mechanics or Engineer skill may be used, but the difficulty of the roll is always set by the modification not by the skill used. All rolls benefit from all the normal adjustments possible for skill rolls.

Successes Required: The number of successful skill rolls a character must make to complete the modification. After a modification job has begun, a character may make as many skill rolls as they have Skill Dice in the skill they choose to use for the job (Mechanics or Engineer). In addition to other possible effects of the rolls, each Success counts +1 toward the required total while a Critical Failure is -1, a Failure is +0 and a Resounding Success is +2. Once the required number of successes is reached, the job will be completed and the character does not need to keep rolling. If the required number of successes is not reached, the modification is not yet complete. The number of successes already achieved (even if negative) is carried forward. No additional cost is paid, but half the listed time must be spent again in order to make a number of rolls equal to Skill Dice in an attempt to achieve the required successes. This may be repeated as many times as needed.

Limits: The limit on the number of times the same modification can be made or a penalty which much be applied in addition to the listed change. While not recommended, a vehicle's Combat Speed Class can be reduced to zero. A modification cannot be applied if it would reduce any of the vehicle's statistics below zero.

Vehicle Modification Summary Table

Modification	Class	Requirement	Time	Cost	Difficulty	Successes
Added Health: +10 Health	Land Vehicles Airplanes	-	3 Hours	50 UAC	Easy	1
Added Health: +250 Health	Airships	Airship Mechanics	1 Month	20,000 UAC	Moderate	2
Added Armor: +1 Armor Rating	Land Vehicles Airplanes	Airplane Mechanics*	8 Hours	250 UAC	Easy	1
Increased Speed Class: +1 Speed Class	All Vehicles	Skill Specialty*	2 Weeks per Size	25-100% of new price*	Moderate	3
Increased Top Speed: +25 km/h	Land Vehicles Small Boats Airplanes	Skill Specialty*	12 Hours	500 UAC	Moderate or Difficult	1
Added Machine Gun	All Vehicles	-	1 or 8 Hours*	200 or 450 UAC	Easy or Moderate	1
Added Turret	All Vehicles	Machinist	15 Hours	500 UAC	Moderate	2
Added Ordinance Racks	All Vehicles	Machinist	6 Hours	250 UAC	Moderate	1
“Something Special”	All Vehicles	Inventor	2 Days*	850 UAC*	Difficult*	1*
Improved Turning: +10% to Reposition	Land Vehicles	Automobile Mechanics	4 Hours	400 UAC	Moderate	1
Passenger Protections: No Serious Injury	All Vehicles	-	3 Hours	300 UAC	Easy	1
Ejector Seat: Remove from vehicle	All Vehicles	Inventor	4 Days	1,500 UAC	Difficult	2
Hidden Compartments	All vehicles	Machinist or Jury-Rig	2 Hours per Size	100 UAC per size	varies*	2
Bulletproof Glass: glass stops three shots	All Vehicles	-	20 Minutes	50 UAC	Easy	1
Bulletproof Tires: immune to gunfire	Land Vehicles	-	30 Minutes	350 UAC	Easy	1
Amphibious Mode: converts to boat	Land Vehicles Air Vehicles	Machinist, Automobile Mechanics*	1 Week per Size	25-75% of new price*	Difficult	2
Submarine Mode: converts to submarine	All Vehicles	Inventor*	10 Days per Size	100% of new price	Difficult	4
Folding Wings: easier storage	Airplanes	Aircraft Mechanics	4 Hours per wing	100 UAC per wing	Moderate	1
Walking Legs: all terrain stability	Land Vehicles	Automobile Mechanic	1 Week per leg*	600 UAC per leg	Moderate	2
Loops for Sky Hooks: pick-up via airship	Land Vehicles* Airplanes	-	3 Hours	150 UAC	Easy	1

* indicates more specific details or additional information applies. Consult the main modification entry.

Added Health (Land Vehicles and Airplanes)

Additional bracing struts and strengthening panels can be added to a vehicle.

Change: +10 Health

Time: 3 hours

Cost: 50 UAC

Difficulty: Easy

Successes Required: 1

Limits: Maximum additional health cannot exceed stock health of vehicle. At +50% Health, reduce Combat Speed Class by one. At +100% Health, reduce Speed Class by one again (two classes below stock).

Added Health (Airships)

Strengthening an airship without overloading its structure is a difficult proposition, but it can be done with careful placement of additional structural beams to keep the structure balanced. This is a major construction project and requires a fully-capable hanger bay.

Additional Requirements: Airship Mechanics Skill Specialty

Change: +250 Health

Time: One month

Cost: 20,000 UAC

Difficulty: Moderate

Successes Required: 2

Limits: This operation may only be performed twice.

Added Armor (Land Vehicles and Airplanes)

Typically achieved simply by bolting additional panels of steel to the outside of the vehicle, this is a fast and effective solution for most land vehicles. Less commonly, armor is hidden inside the body panels of the vehicles to conceal the vehicles armored nature. All airplane armor must be built into the body of the airplane.

Additional Requirements: Airplane Mechanics Skill Specialty required for work on airplanes.

Change: +3 Armor Score

Time: 8 hours

Cost: 250 UAC

Difficulty: Easy

Successes Required: 1

Limits: Most vehicles can be armored twice. Trucks can receive additional armor three times and tanks five times! Each round of upgrades reduces the vehicle's Combat Speed Class by one.

Increased Combat Speed Class (All Vehicles)

Because speed is so important to being able to out-manuever an opponent in combat, upgrading a vehicle's Combat Speed Class is one of the most popular modifications. It is a big operation involving almost the whole disassembly, modification and reassembly of the vehicle.

Additional Requirements: The appropriate Mechanics Skill Specialty for the vehicle being worked on (Airplane, Airship or Automobile Mechanics). Those working on small boats use Automobile Mechanics. Those working on large ships use Airship mechanics.

Change: +1 Combat Speed Class

Time: Two weeks per size of the vehicle (Sizes: Small = 1, Normal = 2, Large = 3, Huge = 4).

Cost: Depends on the stock price of the vehicle. 25% of the new price to move from Combat Speed Class 1 to 2, 50% to move from 2 to 3, 75% to move from 3 to 4 and 100% to move from 4 to 5. Increasing speed multiple classes at once does not require more time, but requires all intermediate costs to be paid. To increase a truck from class 2 to 4 will cost 175% of the new price of the truck and take 6 weeks.

Difficulty: Moderate

Successes Required: 3

Limits: No vehicle can be increased beyond Combat Speed Class 5 though modification.

Increased Top Speed (Land Vehicles, Small Boats and Airplanes)

Straight line speed is not the most useful feature for typical vehicles nor is it a help during combat maneuvers. Raw speed is usually the special concern of racing vehicles, getaway cars and blockade runners.

Additional Requirements: The appropriate Mechanics Skill Specialty for the vehicle being worked on (Airplane or Automobile Mechanics). Those working on small boats use Automobile Mechanics.

Change: +15 mph (25 km/h)

Time: 12 hours

Cost: 500 UAC

Difficulty: Moderate up to 150% of stock speed. Difficult beyond that.

Successes Required: 1

Limits: Maximum Top Speed can be increased to 300% with modification.

Additional Weapons (All Small, Normal and Large Vehicles)

The world can be a dangerous place. Sometimes you need a weapon as a deterrent and sometimes you need one to make an attack. Machine guns are by far the most common weapon added to vehicles. More elaborate or unique weapons can be added, but they take more effort. Additional weapons can be added to Huge vehicles like sea-going frigates and airships as well, but such modifications are beyond the scope of these rules and best handled through a game play event.

Machine Gun

Change: One additional mounted machine gun. Choose either an exposed mount aimed and operated by a passenger holding the actual gun or one fixed to the vehicle and operated by the pilot/driver via wire controls. The gun can be a specific weapon brought as surplus or captured if one is available, otherwise it is a simple weapon with the following statistics:

Range: Mid

Damage: 3D6

Ammunition: 50 Bursts

Bonus: None

Resounding Success Bonus: None

Time: 1 hour for passenger operated. 8 hours for pilot/gunner operated.

Cost: 200 UAC. A specific weapon may cost extra.

Difficulty: Easy for passenger operated. Moderate for pilot operated.

Successes Required: 1.

Limits: Land and Sea vehicles are only limited by practical space, generally two weapons per face of the vehicle (left, right, top, front, etc.). Speed Class is not altered. Airplanes usually have forward-facing guns only. Up to eight total weapons (including any stock weapons) can be put on the wings plus two more on the fuselage itself. These are usually put on in matched pairs. For every three additional guns, drop the airplane's Combat Speed Class by one.

Gun Turret

Additional Requirements: Machinist Skill Specialty

Change: One additional machine gun turret which has the same Armor Score as the vehicle. The weapon must be operated by a gunner and this increases the Crew of the vehicle by one.

The look of the turret depends on its placement; an armored dome may be appropriate on the back of a car while a glass ball turret may be more appropriate for the belly of an aircraft. The gun can be a specific weapon brought as surplus or captured if one is available, otherwise it is a simple weapon with the following statistics:

Range: Mid

Damage: 3D6

Ammunition: 40 Bursts

Bonus: None

Resounding Success Bonus: Armor Piercing (1)

Time: 15 Hours

Cost: 500 UAC

Difficulty: Moderate

Successes Required: 2

Limits: At most Small vehicles can have one turret, Normal vehicles can have two and Large can have three (this includes any stock turrets). Reduce Combat Speed Class by one for each turret added to a vehicle.

Ordinance Rack

Additional Requirements: Machinist Skill Specialty

Change: The vehicle may now carry any type of ordinance with fire controls linked to the pilot/driver. Ordinance racks are typically installed in pairs.

Time: 6 hours

Cost: 250 UAC

Difficulty: Moderate

Successes Required: 1

Limits: Land and Sea vehicles are only limited by practical space, generally two weapons per face of the vehicle (left, right, top, front, etc.). Combat Speed class is not altered. For airplanes, up to eight total weapons (including any stock weapons) can be put on the wings plus two more on the fuselage itself. Temporarily reduce Speed Class by one if loaded. When all ordinance is expended, this penalty is negated.

“Something Special”

Additional Requirements: Inventor Skill Specialty

Change: Some kind of unique weapon is added to the vehicle. Perhaps a hydraulic scissor on the front of a truck. Maybe a bomb bay for a single torpedo built into a fighter. There is nothing standard about these major modifications, they

are a unique combination of the desire of the vehicle's owner, the realities of the vehicle itself and the imagination of the engineer.

Time: 2 days at least, could be much more depending on the complexity of the project.

Cost: 850 UAC at least, maybe more if rare or delicate parts are needed.

Difficulty: Designing the unique weapon system is Difficult. Actually building and installing weapon is Moderate.

Successes Required: 1 Difficult then 2 Moderate.

Limits: Each vehicle can only have one special weapon installed at any one time.

Improved Turning (Land Vehicles)

Adjustments to the suspension and steering systems give the vehicle better handling at high speeds. The perfect modification for road warriors.

Additional Requirements: Automobile Mechanics Skill Specialty

Change: When making a Skill Roll to reposition during combat the driver of the vehicle may add an additional 10% to the roll.

Time: 4 hours

Cost: 400 UAC

Difficulty: Moderate

Successes Required: 1

Limits: This modification can be made up to five times for a total of 50% adjustment to the reposition roll.

Passenger Protections (All Vehicles)

Armor plating or a cage built into the vehicle intended to protect the occupants of the vehicle from collisions, roll-overs and large flying debris. Most often installed in cars and trucks which are expected to get into crashes with other vehicles. Less commonly installed in airplanes to further protect the pilot or gunner from flying debris in combat.

Change: A crash in a passenger protected vehicle does not require a roll on the Serious Injury Table.

Time: 3 hours

Cost: 300 UAC

Difficulty: Easy

Successes Required: 1

Limits: Each area a person might sit can be protected, but this modification cannot improve the protection of the same location more than once.

Ejector Seat (Any seat in any vehicle.)

Sometimes when things go wrong, the least worst option is to get out of the vehicle. If that needs to happen in a hurry, the Ejector Seat is the best option. The ejector system fires small rockets or releases tension arms to open the canopy or a door and fling the seat and the person in it out of the vehicle and (hopefully) away from harm. Ejector seats are coupled with a parachute to ensure a soft landing as well. Each ejection seat must be custom fitted to the particular needs of the vehicle.

Additional Requirements: Inventor Skill Specialty

Change: The seat allows (or forces) the person in it to escape the vehicle upon command as the action for the round or automatically when the vehicle is destroyed. Uncrewed vehicles leave initiative and will most likely crash. Ejected characters spend their next action orienting themselves (those ejected from land or sea vehicles will return to the surface during that time) and may rejoin combat the round after that. When ejecting from an aircraft the character may descend for quite some time depending on the height.

Time: 4 days

Cost: 1,500 UAC

Difficulty: Difficult

Successes Required: 2

Limits: One ejection mechanism per seat. If the vehicle survives, an ejection seat system must be rebuilt after each use. This requires one success on any Mechanics Skill Roll, 6 hours and 250 UAC.

Hidden Compartments (All Vehicles)

A favorite of smugglers, bootleggers and blockade runners. The size of a hidden compartment is limited by the size the vehicle. Small vehicles can hide small items such as wads of cash, jewelry or a small knife. Compartments in Normal vehicles can store weapons, books and specialized equipment. Large vehicles can hide away characters or even Small vehicles. Huge vehicles can conceal whole rooms worth of cargo, troops, passengers or ill-gotten gains.

Additional Requirements: Machinist or Jury-Rig Skill Specialty

Change: The compartment is fitted into the existing structure of the vehicle. It is generally accessible via a hidden panel or concealed doorway.

The difficulty used to craft the compartment determines the difficulty of discovery. Those looking for the compartment must succeed at a Search Skill Roll of the same difficulty used craft it.

Time: 2 hours times size of the vehicle (Sizes: Small = 1, Normal = 2, Large = 3, Huge = 4).

Cost: 100 UAC per size of the vehicle

Difficulty: The mechanic sets the difficulty. The harder the compartment is to conceal, the harder it will be to discover.

Successes Required: 2

Limits: Each vehicle can have two hidden compartments appropriate to its size. Vehicles larger than Small can also have two additional smaller compartments per each regular-sized compartment. Normal vehicles and have four small compartments in addition to the two Normal ones. Large vehicles can have two large compartments, four normal and eight small. Huge vehicles can have a total of two huge, four large, eight normal and sixteen small compartments. All of these compartments must be built into the vehicle (and paid for) separately.

Bulletproof Glass (All Vehicles)

Not real armor, but a great help against stray gunfire or targeted assassination attempts. Bulletproof glass cracks when hit by bullets but does not let them pass through. A window can take three hits before it is useless. Armor-piercing rounds destroy bulletproof glass in a single hit. The glass hopefully gives the vehicle enough time to get out of range or the line of fire. It is a popular option for wealthy criminals and government leaders.

Change: One window is replaced with bulletproof glass.

Time: 20 minutes per window

Cost: 50 UAC per window

Difficulty: Easy

Successes Required: 1

Limits: All of the windows in a vehicle can be upgraded to bulletproof glass.

Bulletproof Tires (Land Vehicles)

Often the first attempt to stop a vehicle's advance or retreat is to shoot out the tires. Bulletproof tires are reinforced in such a way that they leak slowly even when pierced to prevent dangerous sudden losses of control. Additionally, the tires have a stiff rubber inner tire on which the vehicle

can continue to ride for up to 100 miles (160 km) at 80% of the vehicle's top speed. These tires are usually only installed on the vehicles of top government officials and the most paranoid of military, police and mercenary leaders.

Change: Tires cannot be shot out.

Time: 30 minutes for four tires

Cost: 350 UAC for a set of four tires

Difficulty: Easy

Successes Required: 1

Limits: All of the wheels on a land vehicle can be upgraded to bulletproof tires.

Amphibious Mode (Land and Air Vehicles)

Most vehicles are designed to operate in one specific environment. Adding amphibious capability to a vehicle gives the pilots more options and more chances to do something unexpected. Sealing up a land vehicle to make it water-tight is a complex operation. This operation is somewhat easier to perform for Airplanes and pontoon planes which take-off from and land on the water are quite common.

Additional Requirements: Machinist Skill Specialty. Automobile Mechanics also needed to convert Land vehicles.

Change: The vehicle gains the ability to operate on the surface of the water, increasing mobility. The vehicle has the same Combat Speed Class in both environments. Top Speed on the water is 60% of normal.

Time: 1 week per size of the vehicle (Sizes: Small = 1, Normal = 2, Large = 3, Huge = 4)

Cost: 75% of the new cost of the stock vehicle for land vehicles. 25% of the new cost for air vehicles.

Difficulty: Difficult

Successes Required: 2

Limits: The operation can only be performed once and cannot be reversed because of the major alterations made to the vehicle. Combat Speed Class is reduced by 1 and Top Speed by 25% when the conversion is made.

Submarine Mode (All Vehicles)

While the surface of the sea is often a large enough space to get lost in, the world below the waves is even bigger. For stealthy travel, whether to an ambush or from a narrow escape, nothing beats a vehicle with Submarine Mode. This is one of the hardest modifications possible and is extremely rare even among the most well-equipped groups.

Additional Requirements: Inventor Skill Specialty. The vehicle must already be a sea vehicle or have the Amphibious Mode modification.

Change: The vehicle gains the ability to operate beneath the surface of the water, greatly increasing stealth. Combat Speed Class and Top Speed remain unchanged.

Time: 10 days per size of the vehicle (Sizes: Small = 1, Normal = 2, Large = 3, Huge = 4)

Cost: 100% of the new cost of the base vehicle

Difficulty: Difficult

Successes Required: 4

Limits: The operation can only be performed once and cannot be reversed because of the major alterations made to the vehicle.

Folding Wings (Airplanes)

Given the cramped quarters of many mercenary airfields and on sea- or air-based aircraft carriers, the ability to fold up an airplane's wings when it is not actively in use is almost essential. Since many mercenary pilots bring their own airplanes to their crew from diverse sources, many of these planes have to be converted to folding-wing designs. Converting bi- and tri-wing planes is possible, but is not often done.

Additional Requirements: Aircraft Mechanics Skill Specialty

Change: The wings of the airplane can be folded up against the fuselage to save space in the hanger. Unfolding the wings and locking them into flight position does not add significant prep time for experienced flight crews.

Time: 4 hours per wing

Cost: 100 UAC per wing

Difficulty: Moderate

Successes Required: 1

Limits: Each wing of the airplane can be modified in this way.

Walking Legs (Land Vehicles)

Since German military engineers have perfected walking legs, other designers have begun converting other land vehicles into walkers. These independent attempts to duplicate the success of German designs have met with mixed results. They are often slower and less stable than the machines which inspired them, but sometimes they are still superior to wheeled or tracked vehicles in specific environments, particularly in mountainous terrain. There is a small market for slow-moving, very stable transport for luxury passengers or delicate cargo. This is the most common place modified walking vehicles are seen. Small, quick attack vehicles on legs are also sometimes used by pirates and other raiding parties.

Additional Requirements: Automobile Mechanics Skill Specialty

Change: The wheels and suspension system of the vehicle is replaced with walking legs making steep ascents and crossing rough terrain possible. Ranged Hit Actions made in Vehicle Combat receive one Additional Die.

Time: One week per leg added

Cost: 600 UAC per leg added

Difficulty: Moderate

Successes Required: 2

Limits: Small and Normal sized vehicles can function on just two legs, larger vehicles need four legs and sometimes even more depending on the weight of the vehicle. Vehicles modified into walkers must reduce Combat Speed Class by one and Top Speed by 50%. Walkers with only two legs may impose a -2 Skill Die penalty to all Driving skill rolls instead of changing speed. Once converted, vehicles cannot be converted back.

Loops for Sky Hooks (Normal and Large Land Vehicles and all Airplanes)

Because air combat and air transport has become such an important part of most conflicts, the faster vehicles can be picked up or dropped off, the better. Sky hook systems can be used for the quickest kind of pick up or drop off. Strong metal loops are attached to the reinforced frame of vehicles which are picked up by sturdy hooks (usually) attached to airships. This system can be used to drop a tank off on a battlefield, pick up a truck full of raiders as they flee with their loot, or in mid-air to bring a plane in for a “landing” without using a hanger bay.

Change: The metal loop to allow quick delivery or pick up is added to the vehicle.

Time: 3 hours

Cost: 150 UAC

Difficulty: Easy

Successes Required: 1

Limits: Only one loop needs to be attached to a vehicle but redundant loops can be installed. Any loop can be used for a pick-up. For land vehicles, there is only one place where a loop suitable for delivery can be installed to make sure the vehicle lands right side up. A success with any Drive or Pilot skill is required for a successful pick-up. A skill roll is not needed for a drop off, but the vehicle begins at Combat Speed 1. With a success with any Drive or Pilot skill the vehicle enters combat at its top Combat Speed.