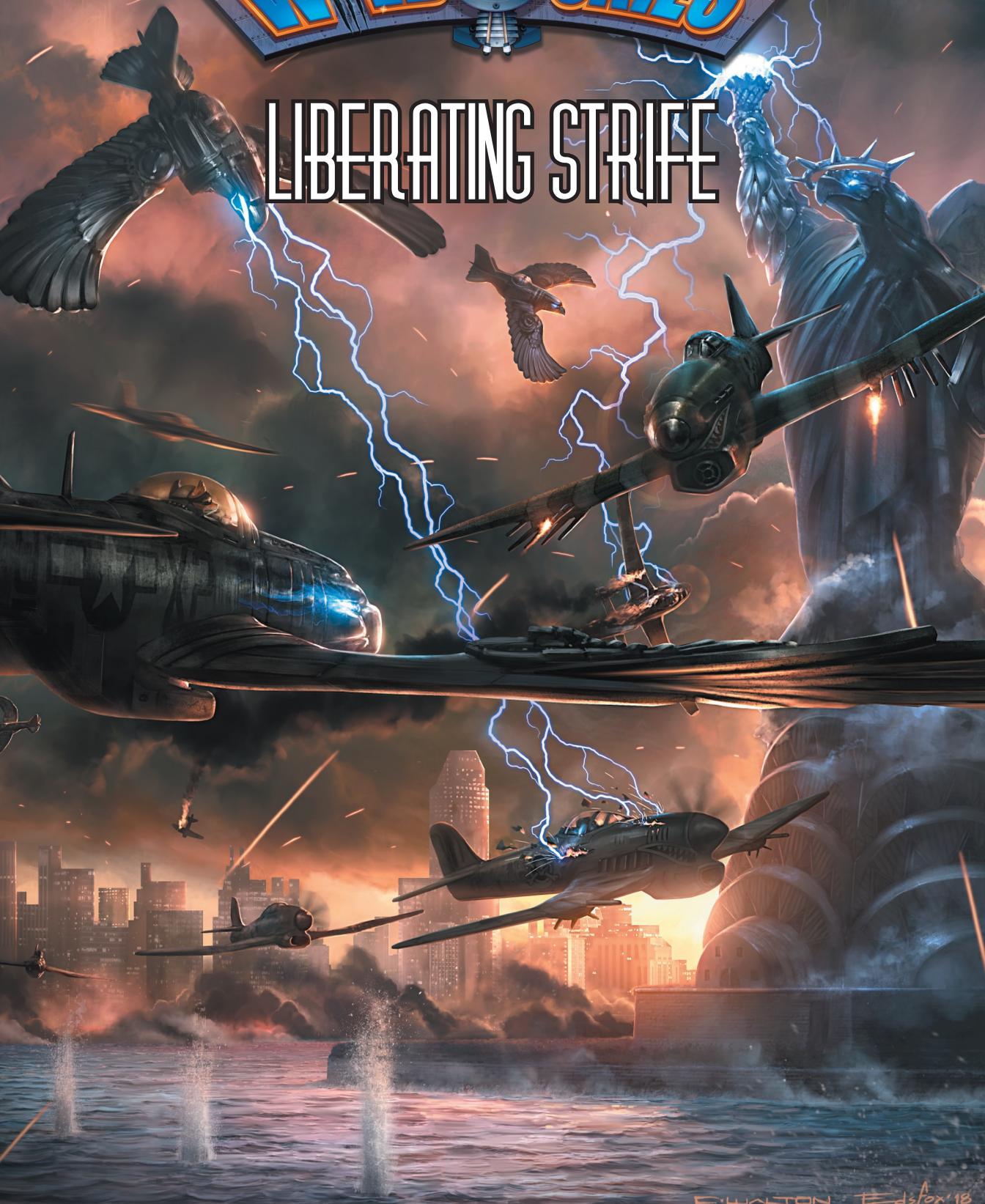
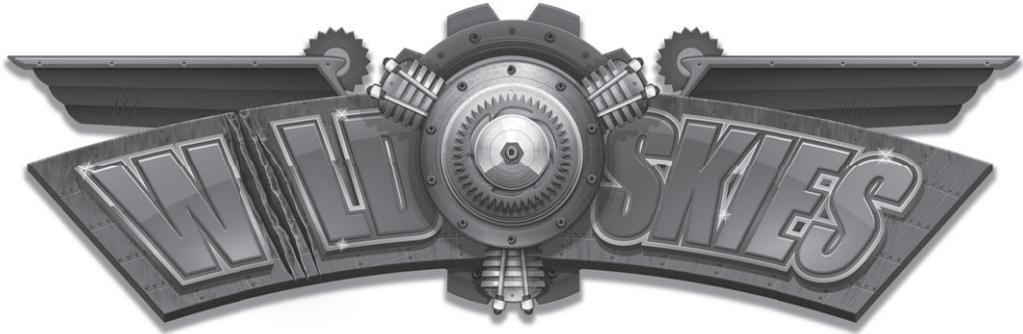




LIBERATING STRIFE



D. WALTON Eds/ox'18



LIBERATING STRIFE

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Wild Skies: Liberating Strife

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***We dedicate this book to the memory of the
countless people on whose backs the American Dream is built.***

The Buy-In

Wild Skies is a character-focused, anthropomorphic role-playing game set in a diesel punk, alternate history version of the 1930s. If that sounds great to you, skip this page and welcome aboard! If you aren't sure this game is for you, read on. We believe everyone should enjoy the games they play and below you will find what we think the buy-in is from you, the player, to enjoy Wild Skies: Europa Tempest.

Role-Playing Game (RPG): Pen and paper role-playing games involve a few people sitting around a table, with one person taking the part of the Game Master (GM) who plans the story and directs all the adventure, and others as characters in the story. The GM needs to know the rules pretty well and be able to use them to give the rest of the players challenges to overcome. Even more important is the ability to create an engaging story. What events set the adventure in motion? What opponents do the players come up against? What hints do they discover about the next adventure? Together the player characters (PCs) form the party, who are friends, allies or at least willing to work together. The party moves together from event to event gaining experience and rewards as they go. Role-playing is a game for everyone involved, and everyone at the table should be having fun.

Character-Focused: Wild Skies uses the Compass system to put the focus on the growth of the PCs. Players choose which story goals will drive each character forward and are rewarded as they advance toward their chosen goals. If you are familiar with other RPG systems, Wild Skies combines the alignment and experience systems into one system called the Moral Compass. Goals include simple concepts like Revenge or Truth as well as more complex goals like Defense or Rest. Each character is the hero of their own story.

Anthropomorphic: Every character in the game is a humanoid animal. Humans as we know them have never existed in this world. Regular animals exist as well and are kept as pets, raised

for food or largely ignored, just like in our world. There is so much humor and character subtleties which can be added by your choice of Animal Type. Animal Type is not linked to the concept of race or ethnicity, as any character may be from any place, any culture or identify with any nationality.

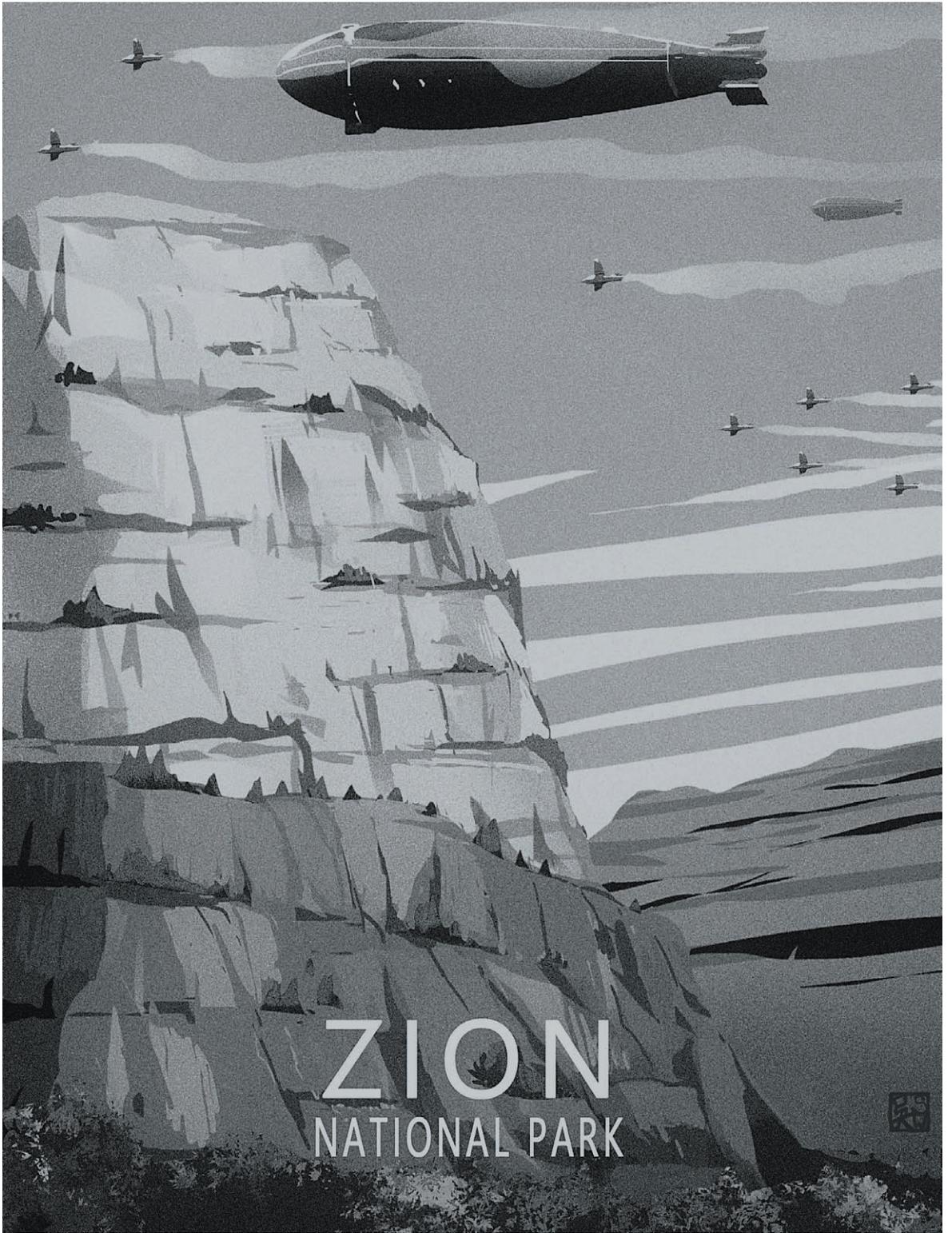
Alternate History: Though humans have never existed in the world of Wild Skies, the history we know about our world is largely the same. The Egyptians, Romans and Mongols all had their empires. Christopher Columbus, Napoleon Bonaparte and Florence Nightingale all existed. Things only start to diverge a little bit during the Nineteenth Century. The first major technological change comes in 1906 with the launch of HMS *Dreadnought*. This real-life ship was a turning point in naval warfare. In Wild Skies, the ship was the first flying warship, which remains a major turning point. The arms race which preceded the First World War, was in part a competition between bigger and stronger flying warships. The major political divergence point in our setting is 1918 when the "Great War" does not end with an armistice. The war continued, leading to several revolutions and widespread chaos. By the early 1930s, when Wild Skies is set, the map of Europe has some major differences from our world.

Diesel Punk: The majority of technology in Wild Skies is made of large, interlocking gears and messy exhaust pipes. Sleek and efficient weapons and vehicles exist, but heavy, blunt objects and solutions involving brute force and larger engines are more common. Familiarity with engines and the skills to work on them are assumed to be common among most people. Aircraft are more common and a large number of people are also pilots. The focus on this particular level of technology is a major element of the flavor of the setting.

Thanks for reading this far! Hopefully, now you know if this game is for you or not. We hope it is. Welcome to the Wild Skies!

Note: This is not a complete game. Players will need *Wild Skies: Europa Tempest* for the complete rules of the Compass System.





A City on a Hill

North America first came to international significance as a territory for European powers to colonize. Hundreds of years of settlement from European rivals and the resulting wars between them shaped the lives of the colonists and the territories they occupied. Each group tried to use the native political groups as allies to send against their rivals. After centuries of conflict, Britain emerged as the primary power in eastern North America pushing aside the First Nations, as well as French and Spanish claims. The victory turned out to be hollow. The British colonists had begun to see themselves as more than colonists and independent in their own right. This was not something the British government was prepared to accept, and they once again sent an army to fight for possession of the continent. The colonists, avoiding pitched battles on land until they had learned how to fight and relying on the naval aid of the resentful French, were able to win the day and established their colonies as a new nation of United States.

Since then, the U.S. has gone from success to success. They won a second war with Britain. They captured Florida from Spain. They bought Louisiana from France. They won a war against their neighbor and rival colony-turned-nation when they captured roughly half of Mexico. Even a brutal civil war did little to slow the rise of this new American power. The idea took root that the young nation was destined to spread across the continent. It is impossible to say if people moved into the Ohio River valley, crossed the Mississippi River, and traveled all the way to the Pacific coast because they believed in this destiny or if the fact intrepid Americans kept pushing forward into other peoples' territories created the myth. Likely some of each occurred. After the Civil War officially ended slavery, the final expansion into the last lands held by native peoples in the west began. In the second half of the nineteenth century, America the Beautiful at last stretched "from sea to shining sea" and with the closing of the frontier, ambitious Americans looked elsewhere to make their mark. In the fields of science, technology, and industrial development Americans turned their almost religious devotion to hard work into a new venue for individual achievement.

An Era of Invention

The industrial revolution and the refinement of manufacturing processes was a tremendous boon for the United States. Northern cities such as New York, Pittsburgh, Cleveland and, later, Chicago became bustling centers of population, steeped in wealth and influence. New innovations in tooling and machining, and the increased use of steam power drove the nation to see an unprecedented increase in income and the standard of living for the average American worker. Industry also elevated those who owned all the mining operations, oil fields, chemical plants, railroads, banks, factories turning raw materials into saleable goods, and shipping companies far above the average American. Captains of industry like Andrew Carnegie of U.S. Steel, John Rockefeller of Standard Oil, and Ulysses Dennington of Dennington Energy Company became the most important people in the country. They not only created new industries, but invented new methods for running larger and larger companies. Companies which did not rise above their competition, were quickly purchased and absorbed by rivals looking to diversify or consolidate.

During the late nineteenth century, more companies started experimenting with electricity. There were two famous inventors working on what some considered two competing technologies: Nikola Tesla and Thomas Edison. Tesla had been working on developing uses for his Alternating Current technologies, while Edison had been working on Direct current uses. They were both promising inventors with several successes to their names, but in 1888, these inventors decided that they should merge their companies for the betterment of both. The success of the Tesla-Edison Company as a stand-alone entity was short lived, however. Ulysses Dennington had been following the two inventors throughout their careers and, recognizing the promise of electric power, quickly purchased the company in whole and folded it into his ever-growing commercial trust. As a subsidiary of the Dennington Corporation, the Tesla-Edison Company continued to develop innovative ideas and new uses for electricity. The Dennington dream of "better living through science" had a perfect showcase at the 1893

World's Columbian Exposition in Chicago, lit by Thomas Edison's electric lights and powered by Nikola Tesla's electrical distribution system.

The World Stage

At about the same time, America turned its attention to the lands beyond its shores for the first time. Economic involvement throughout the Americas led the U.S. into conflict with Spain and victory in the Spanish-American War raised the United States to the status of a minor world power. Americans swelled with pride. A new level of international awareness united all Americans against the rest of the world. The disparate origins of America's people and the way they worked together to make America better became America's defining trait and its greatest asset. Throughout the twentieth century, this utopian attitude has only grown stronger. When Tesla perfected Wardenclyffe towers in 1906, supplying wireless electric power and communication across the country, an American utopia seemed confirmed.

Most Americans have accepted technology as the solution to everything and expect perfection of society to be achievable through continued application of knowledge to everyday life. In contrast, those nations without America's advanced technology are seen as clearly inferior and the less the U.S. has to do with them, the better. The United States has remained neutral in European conflicts since before the Great War began. It did not send troops into the conflict and has avoided most alliances with the Great Powers since. Americans are generally content to stay in their own half of the world and enjoy the fruits of their peaceful progress. They tend to be content with the consolidation of most industries under the Dennington name, as long as they live in comfort and security. Americans tend to think of themselves as the most exceptional nation on Earth and America's greatness is clearly proven by the present prosperity.

The Rise of the Company

On the surface, the U.S. has avoided the many conflicts that have plagued Europe and, particularly Russia. Though it has been over fifty years since the American Civil War, the vast

Oct 2, 1929

We saw an old poster on display in a welcome building today which read "See America First." Marcus said had something to do with old European types visiting around to all the sites of early civilization and the tendency we as Americans had to follow suit. I am glad to find we have coincidentally decided to take this sightseeing honeymoon of ours in a way which would have been approved of by those Americans a generation ago, who first carved out these great parks from the endless wilderness. We are seeing America first! It has been so wonderful to see so much stunning nature and feel so much clean air in my lungs. I know I must store up a near lifetime supply of it on this trip. There are no orange valleys like we saw today in New York! Marcus told me someday in the future, if Mr. Tesla can figure out how, there will be no need to reside in one place to do any particular sort of work. The Wardens will allow for communication at so great a distance, even out here in the wilderness will be close enough to the cities to conduct any and all business in a timely manner. Incredible! Then we might live right here among the trees and crags.

From the diary of Mrs. Josephine Cooper

majority of the country is united behind the American ideal and the great promise that the company of Ulysses Dennington offers them: peace, prosperity, and the chance that no matter how rough or difficult their life seems right now that there is always the chance that they can make things better for themselves.

Founded as the Dennington Energy Company in 1870, the great titanic entity now known as the Dennington Corporate Trust, or simply "The Great Trust" has become intertwined with

life in the United States of America. Hundreds of thousands work for the company and millions more have based livelihoods selling their wares, working in coal mines, or simply trying to stave off being crushed by them. The Company is so powerful that even the government of the United States seems under its control, with the current President of the United States a member of the Dennington family who has appointed many former employees of the Company to high-ranking positions.

The Company's founder, Ulysses S. Dennington may have passed on years ago, but the gargantuan juggernaut he left behind continues to make its mark on the world. Thanks to the Company, lights, machines, and vehicles are powered wirelessly for everyone and the air fleets of the United States Navy have weaponry akin to science fiction. The Company is taking Americans into another golden age, but what is still unresolved is whether they will truly be free in this utopia or if the populace will be reduced to being cogs in the Company machine.

Merger and Politicians

In many ways, the Company has managed to achieve its power by being both bold and audacious and secretive and subtle. It proudly displays the latest in electric car technology, the latest health tonic that restores function

What About the Tesla-Edison Family?

Thanks for keeping us honest. We mentioned such a family on page 200 of *Wild Skies: Europa Tempest* as a teaser for the book you are holding now. However, the logic of how the two families would have become joined was lacking. We developed the initial concept of a powerful dynasty uniting technical genius, economic clout, and political power into the Dennington family. You can treat the earlier reference as the mistake it is; or, better yet, imagine that in Europe, the charismatic technologists and inventors of The Great Trust are more famous than the boring business people who hold the reins of power and popular assumption is that the Company is owned by a family of famous inventors.

and grows back fur, while simultaneously moving behind the scenes to make sure that the government passes legislation to keep their workers from getting more rights. They are experts at the sleight of hand, and there is no better example of this than how the Company managed to fuse itself with the United States Government.

It started slowly. As the Dennington family managed to grow and their technology became increasingly essential to modern living, they found themselves with a lot of power in the form of businesses desperate to receive their products and citizens who not only saw this new technology as status symbols but also needed them to make their jobs and lives easier. As the public demanded more from them, the more the Denningtons decided to use this power to advance themselves and overcome any obstacles to their success.

This nearly led to the death of the Company in 1911, when a case before the U.S. Supreme Court threatened to declare several of the Company's patents to be essential to modern living and placed within the public domain. Ulysses Dennington himself was accused of trying to form a universal monopoly and the opposition proposed Dennington Corporate Trust be split apart, with its core industries of power generation and defense weaponry placed solely in the hands of the government. Dennington fought hard to save his company and spent hundreds of thousands of dollars on the case and on influencing public opinion. The press still depicted him as a savage animal; caricatured with many feathers and simple words coming from a snarling mouth, but in the end he managed to beat the government and came through the lawsuits with his company intact.

To Dennington, whose advanced age had begun to creep up on him, this was a wakeup call to try to save what he saw as his grand legacy. He refused to believe that all his work could be undone because of the jealousy and misguided natures of several politicians, and he began to formulate a plan to preserve the Company through any means necessary. He brought together all his children and grandchildren and came up with the Great Plan that the Company follows to this very day.

The Great Plan

The Company has many layers, but in the upper echelons where the descendants of Dennington manage the company like the nobility of old, they each follow the guiding principles set forth by Ulysses in his Great Plan. The heads of each branch of the family possess their own copies of the Great Plan, often marred with their own footnotes and scribbles, and each has their own method of interpreting Ulysses' vision.

Though the plan is long and full of technical information that causes many to scratch their heads upon reading it, its guiding principles are as follows:

- **The Company Must Expand to Survive:** The Company is a living, breathing organism, and if it does not continue to feed and grow it will constrict and die. Therefore, expansion is key to everything the Company wishes to do.
- **Compromise Only if it is in The Company's Best Interests:** The Company will have to deal with many competitors, dissidents, and enemies that will try to foil its interests or worse, cause it to lose money. Therefore, the Company should only compromise if it is to their advantage or gives them a short-term loss they can then turn into a long-term gain quickly.
- **There is the Truth and There is the "Truth":** It is widespread practice that someone in a superior position may lie to their underlings if it is in the best interest of the company and Corporate Policy. Lies only become an issue if they cause issues for the Company.
- **Benevolent Rule:** The Company is in charge, but it must take care of its bottom line, and to do that it must take care of its employees. It is okay to use them to further the Company's profits and aid in expansion, but they are not slaves and if pushed too far, they will push back. A happy employee is not a striking employee, even if they do not realize they are being manipulated.

It started small. They gave a few politicians donations to help their campaigns, and then these politicians helped pass legislation expanding the rights that the Company had, while limiting their rivals. The Company won lucrative contracts, allowing it to become the main supplier of power

for major cities as well as military bases, and soon America's interests became intertwined with the Company's interest. Communities bloomed and expanded when the Company set up businesses in their town, and other cities found their resources stripped from them and their businesses collapsed when they refused the Company's offer of partnership and investment. Within twenty years after being taken to court by the government and almost destroyed for being a monopoly, the Company effectively gained control of the courts, the politicians, and now, through the hands of Martha Dennington-Musgrove, even the Presidency of the United States.

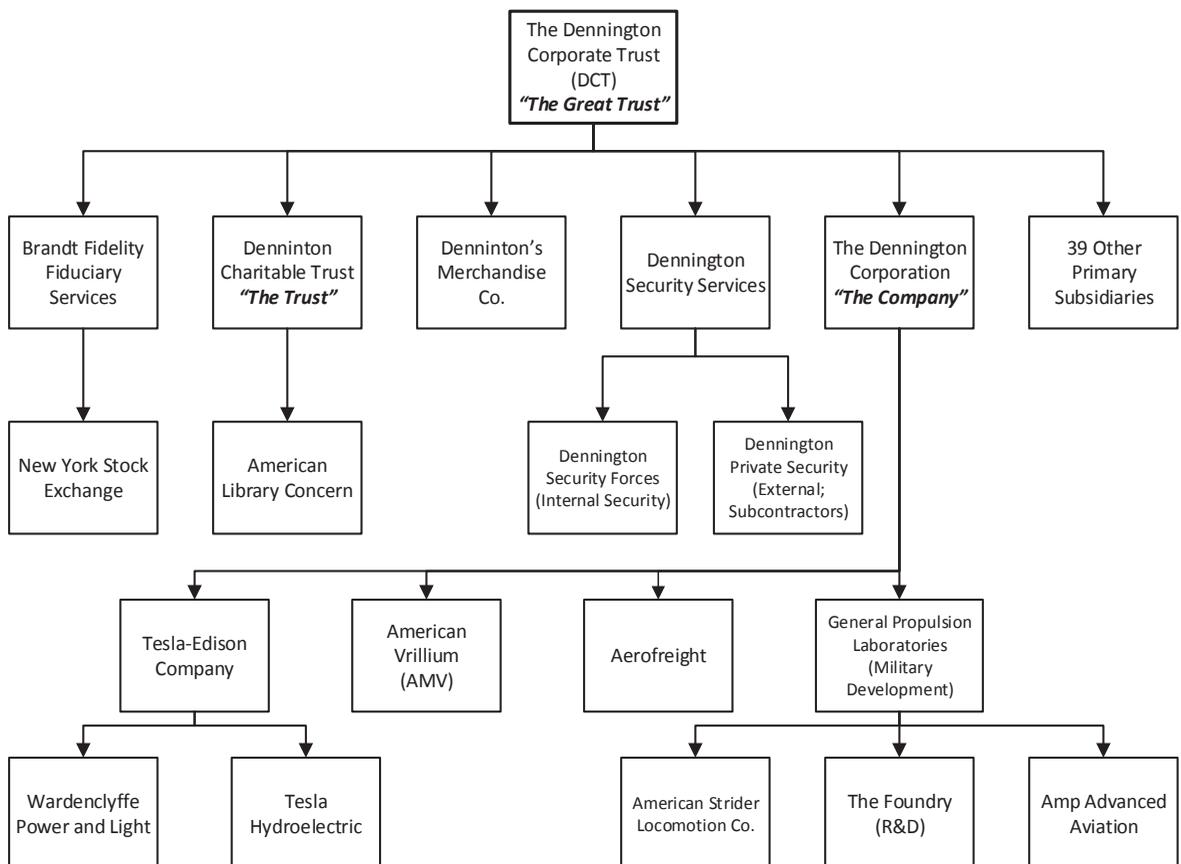
To the United States Government, the Company is such an integral part of daily life that few politicians dare to cross, for fear of losing their funding or that their rivals will find a sudden influx of cash. This has led some to believe the United States has shifted to a corporatocracy, or in the eyes of those with more paranoid leanings, that it has been conquered from within and that democracy is no more. That is not to say that the Company has not been good for the United States. In many ways, the people's lives have become easier and cars and planes powered through the Wardenclyffe generation towers make the United States seem like a futuristic marvel compared to the rest of the world. It is just for the people of the United States to achieve this level of prosperity, the control of their government was sacrificed to the hands of the few rather than the voices of the many.

One area where the Company thoroughly dominates the United States is in the military. Due to a carefully worded arrangement of contracts and political deals, the United States Armed Forces do not own much of its weaponry. While the U.S. can field thousands of aircraft, battleships, and artillery pieces composed of the latest in directed energy technology, the Company leases the equipment to them for a seemingly low payment system. The armed forces pay the Company and in turn receive the most modern weaponry on the planet, while the government keeps the budget for the armed forces low, so they can spend that money in other areas.

While this might sound like the perfect arrangement, it is not without its flaws. While it has insured that the U.S. military has the best equipment on the planet, it does not own its most powerful systems. At any moment, the Company can decide to revoke its contracts and repossess its equipment, or even refuse to supply the military with the essential parts and generators necessary for it to keep functioning. While the Wardencllyffe towers that guard the nation's borders are frighteningly powerful, they need constant maintenance and the equipment which generates their power is still Company private property. The fact that they can theoretically choose to cut off power to the nation's defenses any time they wish has led to some lobby groups to demand that the "Wardens" be nationalized for the common defense but so far, the Company keeps control over them.

The Board

Though Ulysses Dennington kept a tight hold on his company, he knew his death would come one day and the last thing he wanted to see was his company divided up into petty squabbling among his heirs. He knew that entrusting something as big as the Company into the hands of one child would cause the others to plot against them. So, he decided the best way to succeed was to create a Board of Directors that managed the various aspects of the company with the CEO being reliant upon them to make sure that the company ran smoothly. Although far from perfect, it managed to keep his children in line and the company survived his death in 1913.



Today the current Board is made up of five of Dennington's heirs as well as three other board members who were either highly valued by Dennington while he was alive, or have managed to rise through the ranks and gained seats on the Board through necessity and in some cases, blackmail, and bribery. Over the years, alliances have formed and dissolved among the members of the Board, and the only constant among Board politics is that each member save one wants to see the Company endure and continue to gain power.

Elijah Dennington (Raptor), Chief Executive Officer: The current CEO of the Company is Elijah Dennington, the eldest of Ulysses' heirs. Not everyone is happy with how he's managed the company and he has even been removed from his position as CEO once before, but he is a survivor. An ace pilot who served in the U.S. Navy, Elijah views the Company as the only thing worth protecting and sees it as the key to America's future. He is a capable and effective businessman, but he views the rest of the Board as an unfair limitation placed on him by his father. If he could find a way to legally dispose of the Board without too many lasting complications, he would. The fact that they removed him from his position as CEO forced him to change tactics, and his association with Gregoire shows that he will do anything to stay in power.

Margaretta Dennington (Raptor), Vice President in Charge of Security and Corporate Security: Margaretta is the only member of the Dennington family besides Elijah to have served in the military, where she managed to serve as a battlefield nurse during the Mexico border disputes. She would often sneak away from her position and aid in the fighting, which has led to her becoming a proficient soldier. Margaretta takes her role of maintaining Company security seriously and is content with her role on the Board. She is currently backing Elijah on the Board and is suspicious of Braddigus and Gregoire, but her job is so demanding that she has little time to plot and scheme in the same way they do.

Grantham Dennington (Raptor), Director of Market Research: Grantham spends his life in constant rehearsal for a play he will never get to

be in. Known for coming up with the Company's slogans and ad campaigns, his mind is constantly working with coming up with new ways to market the Company's products. It is rumored he is unhappy with his position and that he may have turned to drugs to keep himself together, but the truth is he often sneaks away from his mansion in the Palisades and performs in small theaters under the alias of Hamlet Macbeth. So far no one has made the connection between his two careers, but if one of his siblings were to find out the truth about it they would seek it to have him removed from the Board.

Helena Dennington Brandt (Raptor), Vice President in Charge of Revenue: Helena is the only member of the current Board to have managed to dethrone Elijah and held the position of CEO for two years before being voted out and seeing him reinstated. She is a powerful voice in the company, and her management of the Company's finances is well deserved as she has expanded the Company's accounts almost every year since she took the position. There is no love lost between her and Elijah, and if not for the fact that her removal would be a crippling affair to the Company he would have had her fired years ago.

Cassidy Dennington (Raptor), Director of Research and Development: Cassidy is rarely seen outside of her laboratory because she believes she is on the verge of finally perfecting the secrets of voltaic power. She has spent most of her fortune on sending expeditions around the world and on funding experiments to help broaden the scope of her understanding of the universe. Looked down upon by the rest of her family, none of them are truly dismissive of her worth, however, as the latest models of Voltaic Cannons and Wireless Power Broadcasting has expanded the Company's power considerably. She only attends Board meetings if absolutely required to and is frustrated when the Company decides to divert funding away from research.

Braddigus Burns (Gila Monster), Head of Midwestern Regional Services: Not much is known about him other than he is from the Southwest, but Braddigus brings a great deal of wealth and experience to his role on the Board. Few, outside of the Board, understand how he got to his position, but what is known that he

is seen as popular among the employees and to the public outside of the Company. Despite a few setbacks the Company has encountered in the past few years, Sir Braddigus seems to be able to resolve any problems and has made himself indispensable to the running of the Company. Helena and Elijah do not like him much, but his position on the Board is solid and not looking to change anytime soon.

Antonio Bandersnatch (Rodent), Head of Employee Resources: If any member of the Board could be considered a joke, it would be Antonio. A quiet squirrel promoted quickly through the ranks, Antonio is frustrated by the fact that the Board enacts very few of his reforms. Antonio is the fifth Board member to hold his position and he realizes they only appointed him so the Company could appear like they were trying their best to hear the needs of their employees. The truth is that the Board uses Antonio to find ways to keep their employees content and nothing more. Antonio realizes he may not be on the Board much longer, but he has secretly begun keeping detailed records of his interactions with other Board members as well as records of their activities. What he plans on doing with this information is not clear, but Antonio may very well be the one who possesses the keys to break the Company.

Gregoire Kurlikov (Bear): Gregoire is a special case on the board as he does not also have a title within the company. Brought on board by Elijah once they reinstated him as CEO, Gregoire nominally represents the Company's overseas interests. While this may be true, persistent rumors say Gregoire also launders money gained through arms sales and other legally dubious activities. Gregoire is known to have supplied funding towards hiring instigators at worker meetings and strikes, and some suspect he may be a member of an organized crime syndicate. While Gregoire's true motives are unknown except to Elijah, what is known is that he often sits quietly during Board meetings and when he does speak, it is always to the point. His cool demeanor often irritates other Board members such as Helena, who views the upstart as a liability and a rival for power.

HOUSING ASSIGNMENT OFFICE
WARDENCLYFFE POWER & LIGHT
23 BUSINESS BYPASS SW
SCHENECTADY 12, NY

March 18, 1929

Mr. Carl Morris
(Employee #101-99-2018)
Forrest Terrace Apt. W-3
51 Millpond Way
Henderson, Kentucky
Notice of New Housing
Assignment

Mr. Morris:

Commensurate with your new position you are being assigned to new living quarters. Agents from the Company will arrive on April 10 to aid in removing your personal property from the premises and transporting it to your new assignment. Please be ready on that date. Any appliances and furnishings owned by the Company and those upon which payment is still owed will not be moved. Any balance of payments already made can be rolled forward to furnishings in your new assignment using HAO Form F-3095.

Your new address will be:
Slagside Apt. 6027
17 Mine Road
Harrisburg, Illinois

We wish you success in your new job. Please feel free to contact our office with any questions.

Regards.

R. Walton

Rachel Walton

Unions and Strikes

Though the Company is powerful and the level of influence that its management has seems almost limitless, the core of the Company will always be the one thing it cannot do without: its workers. Without employees to staff the workshops, run the presses, and maintain the machinery, the Company would simply fall apart. Though the Company has tried to keep a tight rein on its employees, within the past few decades the workers have managed to organize and form several powerful Unions which work to make sure that they are not being exploited and that they can bargain collectively with the management. While life for the workers has improved, the Board has done its best to try to shut down the Unions or in some cases, corrupt them, and bring them over to their side.

In the beginning, it was common for employees to spend most of their time working. Work during that time could be particularly grueling for little pay or compensation. Even after the acceptance of a “weekend,” many workers with families never saw them much during the week and some were forced to bring their children to work with them to help earn added wages. Some employees were hurt or killed in industrial

accidents due to faulty machinery or unsafe working environments. Those hurt in this way were often let go unceremoniously, as they were no longer useful to the Company.

Things only really began to change after the Worker’s Rebellion of 1918. Though its name is highly dramatized through song and stories told by survivors and their descendants, the Worker’s Rebellion was the largest and most effective strike held by the collective labor unions throughout the United States. Though strikes were not new, it was only during the Worker’s Rebellion that they were able to strike a terrible blow against the Company. In the past, workers were often fired if they failed to show up to work after a certain time and the Company was used to hiring private detectives and enforcers to attack strikers and threaten their homes. During the Worker’s Rebellion every major union in the country not only united, they *stayed* united. During the strike, the Policeman’s Union was formed, and their ranks swelled with new recruits whose sympathies for their fellow man outweighed loyalties towards their leaders who had been bought out by Company executives.

Seeing the writing on the wall, Elijah Dennington and the rest of the Board decided to do the



unthinkable: they answered almost every one of the union's demands. Soon shorter work weeks became the norm and many workers found compensation for injuries on the job. Some demands were refused outright, such as guaranteeing full health coverage for the employees and their families, but the workers got what they asked for and more. Elijah suddenly seemed like a generous boss to his workers, and the unions won a great victory. It was not without great cost for the CEO, as even though he saw the writing on the wall and knew it was essential his Board was unhappy. It was this incident that caused Elijah to lose his position on the Board for a brief period, but soon he managed to return and reclaim his place as CEO.

There are dozens of unions, each with branches spread across the United States, and despite similarities between them, most have quite different goals in mind. The Carpenter's Union does not care for the same health standards at the Coal Miner's Union, and the Steamfitters and Welders Union may not mind long work days so long as they can get a shorter week. The unions have struggled to remain united since the Worker's Rebellion, a fact that management too often exploits for their own ends.

Corporate Policy

Faith is a powerful thing and in the United States there is no lack of religious institutions to tend to the needs of their faithful. The United States has thousands of churches and other holy centers to help America deal with their spiritual issues. To the Company, these icons of holy instrumentation are welcomed and accepted so long as they do not affect the bottom line. In fact, the Company does its best to encourage all its employees to feel free to be open about what their faith is or even their own politics. By telling its employees that they have the freedom to do as they wish, it has caused employee happiness to rise and has helped quiet down several of the union's concerns with regards to how their members are being treated.

That is, until an employee violates the one sacred law that the Company fully believes in: its own infallible nature. The Company does not make mistakes, nor does it make any errors

Jane,

It was most gratifying to receive your invitation to the graduation of Charles from military academy. Harold and I are both touched we are still remembered fondly by your family. Unfortunately, we must decline. It has been a long time since Harold could manage to travel and I don't mind telling you retirement has not calmed his nerves as we had hoped. Of course it would be quite impossible for me to travel unaccompanied. Please accept our apologies and extend our hearty congratulations to your son. We will write to him directly, as well.

Warm Regards, Helena.

in the eyes of its stockholders and employees. When a crime or an accident occurs involving Company business, then the perpetrator must face the wrath its managers are so keen to hand out. This is known to the masses as Corporate Policy, and to the upper management as "we will do as we please."

Similar to Europe's old Divine Right of Kings, Corporate Policy is a nebulous thing that is little understood save by those with the power to enforce it. It is immutable and yet its meaning can change abruptly depending on the needs of the manager. An employee who often is late to work may be given a slap on the wrist by his manager, while another employee may find the manager watching them like a predator, in the hopes that they will step out of line even once so they can fire them. Corporate Policy affects everything from federal laws to local ordinances. This powerful philosophy can deflect any obligations or responsibility or shut down something that might hurt profits. All it takes is for someone in management to say, "We would love to do that, but it is against Corporate Policy" and the listener knows they have been shut down.

This might seem confusing to outsiders and in truth, it is confusing because there is much about Corporate Policy that is for the Board to determine. Some view Corporate Policy as a very mutable subject that changes almost daily, while others will strictly enforce their view of it

The Montana Incident

Corporate Policy can be a sword that cuts through red tape and gets the Company what it wants, but in some cases, it backfires tremendously. In 1920, as the Company expanded its energy interests into the state of Montana, it decided to act swiftly and unceremoniously in its actions to upgrade the infrastructure with its own power plants and force the residents to start paying into the power grid. They refused to budge on the issue and informed the state legislature that expanding the state's power infrastructure was their highest priority and had to be done right away. The Governor of Montana, Strix Strawbill, saw an opportunity when the local Company executive told him that all pieces of state-owned power lines were to be turned over to the Company and converted to handle the Company's technology. Governor Strawbill consulted with his lawyers and the next week presented the Company with signed paperwork authorizing the hand-over of the power lines. What the Company did not expect was that many of these power lines were hastily assembled lines of non-functioning string and cable which had been designated official parts of the Montana electrical system just days before.

That is how Montana came to have most of the state infrastructure upgraded and electricity extended across the state during just a few years without having to pay a dime. The incident serves as a case-study for young Company executives to learn respect the power of Company Policy. Governor Strawbill lost the election the following year to a Dennington-backed opponent; but at his bar, The Electric Bill, he frequently finds no shortage of patrons grateful for what he did and willing to buy him a round to drink.

in an unyielding and inflexible manner. It can be considered the golden rule to getting what the Company wants, but it can also be dangerous to the Company's ambitions. Several times in the past, the Company has been backed into a corner due to being forced to follow some precedent they had enforced with Corporate Policy, and in recent years the Board has insisted this policy be used only sparingly.

The Wealth of Tomorrow

Given the technological and societal developments he witnessed in his lifetime, Ulysses Dennington always believed that the world was on the verge of evolving into "something greater." His pursuit of wireless energy transfer technology, cutting-edge airplane designs, and directed energy weapons may have put the Company on the map but they are not the only thing to which the Company was dedicated. He believed that by putting the best minds in the United States together and by constantly expecting better results from his employees, he could take the entire world into a new age of wonder and marvels that few could even conceive of.

Wireless energy transfer alone was a technology that promises to free the world from the bonds that constrain it. When Dennington saw Nikola Tesla's wireless power transmitters functioning in his workshop at Wardencllyffe in 1906, he saw how quickly they could speed up work. No longer did he have to rely upon dragging heavy cables across his lab's foundation or making sure that noisy generators were always close by. He used to delight his grandchildren children by doing magic tricks involving spheres that lit up upon command, and to the nearby town he was able to supply them with a free and nearly unlimited source of power without cluttering the roads with power lines.

It was this kind of expectation of realizing the future which had always been the foundation of the Company's wealth. It had always offered to sell customers the future before anyone else even knew what the future looked like. More so than earlier products, wireless lighting became a hit with the public. As demands for Dennington's lights grew, he was able to use his newfound level of wealth to expand his company wisely

across New York. Rather than try to compete with the ruthless coal barons at the time, he brought them into his company through offers of more lucrative contracts then dumped their boards after absorbing their assets. His first government contracts saw him installing his emitters in federal buildings and army bases in 1909, and from there the Company expanded across the Eastern Seaboard. Soon every major city had a Dennington office, and drew power through Company turbines and emitters.

The secret behind wireless energy transfer is still not well understood even by most engineers working for the Company. The Wardenclyffe towers transmit energy in waves radiating out from their emitters and receptive antennae draw the power into the device and power it. No one has reported any ill effects, though anyone foolish enough to touch an emitter directly will die a quick but very painful death as the amount of power that is usually transferred through an emitter is great. Thanks to improvements in emitter technology over the years, the Company has developed smaller and more compact Wardens that move around more easily. This has led to the major cities on the eastern seaboard becoming close to futurists' predictions about "cities of tomorrow" where messy power lines are taken down, manufacturing can be done without creating smoke, and flying transports are common.

The only thing that limits the emitters is a combination of range and ability to supply the enormous power requirements they need. Smaller emitters have a shorter range, so to power a city the Company either needs to build multiple smaller emitters or a few large ones. While this does cut down on having to perform maintenance on power lines across the city, the Wardens must not only be guarded but serviced regularly. Furthermore, the power demands on this network of towers are enormous, with new towers being constructed all the time simply to keep pace with the needs of the population. While it can seamlessly power electronic devices within their range, the Company has had to invest in alternative methods of supplying power. While the Company's voltaic energy plants can draw power out of the aether, the United States is still largely reliant upon hydroelectric power and coal plants to provide the rest of

their electricity. Fortunately for the Company's bottom line, they purchased most of the existing coal and oil plants throughout the U.S. and have started to expand. A few scientists and engineers have speculated how long the Company can rely upon the overworked and outdated power plants that are starting to struggle due to old age and a growing scarcity of supplies, but the Company hopes to have completely transitioned to Wardenclyffe power generation before this becomes a noticeable issue.

The technology is not perfect, and the Company is continually funneling money into improving their designs. An unintended consequence of this research led to the Company's second greatest advancement, and arguably the one that has had a more direct impact on the world. While channeling power to devices wirelessly is perhaps Dennington's greatest achievement, his more infamous one was directing weapons that focused rays of energy on their targets, destroying them utterly.

Wardenclyffe Generators

The most tangible realization of the great American experiment the Dennington Corporation is undertaking is the prevalence of Wardenclyffe generators, named after the first experimental design from Nikola Tesla's Wardenclyffe research facility on Long Island. These mechanical marvels of voltaic science handle the capturing and gathering of electricity from the ionosphere and directing the energy to all sorts of machines to power them. Household lights and appliances, cars, weapons, and even the planes used for national defense are all powered at least in part by these wonders of voltaics.

Each one of these structures power entire city blocks, a fleet of small ships, or resupply an entire group of soldiers. Energy is siphoned from the ionosphere around the earth and invisibly transmitted to any piece of technology equipped with a receiver. When within range one of these towers, a device can be used without using any stored energy or battery power. Outside of the operating radius of one of these, a device must be hooked into an external power supply or rely on an internal charge, capacitor, or battery. Even if a device or battery is drained, just being within range will quickly and efficiently recharge it.

These towers, often called Wardens, since they stand as stalwart defenders and providers for the country, line the coasts, and can be found deep into the heartland. They consist of a large metal spherical orb, or caged dome that sits on a raised tower. They are an ever-present sight in American cities resting on rooftops and breaking the skyline, and can be found in developing towns, industrial sites, and farms throughout the country. Large towers can be shipped by train to large worksites to power all the industrial equipment and smaller ones have even been mounted on the back of flatbed trucks and military vehicles to power weapons and gear. The largest battleships and airships have been outfitted with these to provide electricity to other ships in the fleet, and power voltaic aircraft.

Special Wardens can also be configured to use blasts of pure voltaic energy as a weapon. This can turn heavy metal plating to slag in a few blasts, rip planes out of the sky, scorch enemy infantry, and can all be done with a flash of light, a clap of thunder, and pinpoint precision. These special Wardens are usually around military bases, harbors, and other locations of strategic importance. These towers can be newly constructed or can be built into existing structures, like the one in New York harbor which is built into the torch of the Statue of Liberty. Certain American military airships and aircraft have voltaic receiver units which convert these potentially destructive blasts into useful power for their internal batteries and capacitors, cutting recharge time down to seconds, and turning any military operation into a booming and spectacular thunderhead.

Voltaic Flight

With the prevalence of free and almost limitless electricity provided by the Wardenlyffe generators, aeronautical engineers and voltaic scientists set out to augment existing aeronautical designs by pairing internal combustion engines with electrical motors. Vrilium alloy and complete vrilium frames were already common, and many planes already carried small batteries to charge the materials and power internal systems. Scientists for the Dennington Corporation believed they

could increase the mobility and agility of their aircraft by maximizing the efficiency of vrilium power regulators, but little did they know how successful their initial experiments would be.

Using existing regulator technology, engineers were able to predict how light an airframe could become, which allowed them to increase fuel efficiency or their internal combustion engines. By adding larger power storage units in the plane, they were able to nullify the weight of the vrilium frames almost completely. At that point, the already powerful engines were producing significantly more horsepower than needed. Engineers saw a wealth of options open to them, including the addition of more armor, larger fuel capacity, more weapons, or simply reducing the size of the engines for cost savings. One scientist, Winston Nikola West saw beyond his first step, which was already being incorporated in many designs across Europe. He saw a way for this technology to be the primary propulsion source instead of simply an augment.

After hearing his first ideas, his superiors at the Dennington Corporation fully funded his experiments on potential alone. West believed and illustrated through several promising experiments, that leading edges of flight surfaces and other exterior surfaces of the aircraft could be electrified to ionize the air around an airplane, thus almost completely reducing drag. This reduction in drag needed to be off-set by longer flight surfaces on the wings and tails of aircraft, to make sure they could still navigate properly. In 1919, he put this theory into practice in a few small test platforms and eventually some military proof-of-concept planes to show it could be done and they could perform on par with existing designs. These early models still used propeller propulsion, and the Company has made dozens of vehicles based on this concept. Trainers, fighters, stunt planes, transports, and commercial aircraft have all been made using this technology, but West knew he was only scratching the surface of voltaic flight.

In 1922 he debuted his first voltaic engine. These devices have intakes that take in air, ionize it through similar means as the flight surface components, and eject the particles from small exhaust ports. This design allowed these planes to completely remove heavy fuel tanks and engines,

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instead replacing them with lighter engines, but heavy batteries. The heavy and expensive battery technology was considered a liability and was one of the only things holding development back. After a few months at the drawing board, West designed the voltaic receiver units which could not only slowly recharge batteries, allowing for smaller, lighter-weight components, but also convert blasts of voltaic energy from Wardens and recharge internal batteries and capacitors in an instant.

The Dennington Corporation has been using voltaic flight technology in all its offerings to the American military for the past decade. These advancements and the inclusion of directed energy weapons have kept the American forces supplied with technology far outpacing most of their adversaries, who mostly consists of pirates, raiders, and mercenary groups. The Company is slowly selling older bits of equipment to America's Hegemonic allies to test the effectiveness of the technology in combat scenarios, and there are even rumors of Dennington Security Forces overtly attacking mercenary groups with overwhelming force as they test innovative technology.

Directed Energy Weapons

Children across the world listening to their radios may encounter shows that feature daring space rangers facing off against intergalactic warlords. These heroes are frequently armed with ray guns and ships that can fire beams of light. What was once considered science fiction is now becoming closer to science fact with the invention of directed energy technology, and the Company has been quick to use this technology to publicly protect America and its borders and privately to intimidate their rivals into submission.

As conventional weapons technology continues to develop and improve, the Dennington Corporation continues to experiment with Directed Energy Weapons (DEW) technologies. These weapons are extremely rare in Europe, usually only found mounted on Hegemonic vessels or in the hands of the occasional pirate. Rifle-sized directed energy weapons, popularly known as Tesla Guns, can deliver an often-deadly shock at about half the range of a normal rifle. The result is like controlling a



Dearest Mary,

March 23, 1924

I'm sorry I'm working late again. The Warden in Phoenix is nearly live. We figured out how to couple its power with several of the local generators and now it can fire a beam of energy over five miles! I shouldn't be telling you this, but supposedly, Mr. Bishop, our local VP in charge of Company interests out here, is threatening to use it to atomize the few Indian airbases out near us. I hope it is all a misunderstanding, but after the protests in the streets outside the tower, I'm worried about what kind of thing I'm working on.

With all my love,

Paul

Mr. Bransen is talking too much. Arrange for the power coils to fire up next time he's performing maintenance on them. We'll just blame it on saboteurs living nearby and that will give us the leverage with the mayor to allow us to focus more power from the local grid into the Warden. Two birds, one stone.

lightning bolt. There is a wide array of directed energy weapons in development as well. Melee gauntlets, pistols, large assault weapons, and vehicle-mounted weapons are all in active use among American military, police, government agents, and Dennington security forces.

The major downside of these weapons is the fact they run on battery power and can only be used for a few shots in the field. This weakness is negated in the presence of Wardenclytte generators as they continuously recharge the weapons nearby, and some can even be used as directed energy weapons themselves. Some weapons have batteries that can be removed like a standard magazine and replaced with another, fully charged one, but this is more a feature of convenience and not necessity for most American troops. Even on the battlefield, a mobile Warden is likely generating power and charging the unit. In strenuous situations and heavy combat, the strains on the limits of the technology are most obvious. This is why most American military units use a combination of conventional weapons and DEW systems.

The newest American airplanes have heavy directed energy weapons incorporated into their designs, sometimes paired with a standard machine gun or an ordinance wrack or two as

a secondary weapon system. These weapons usually draw power from the main battery, though some may have independent power sources depending on expected use. Unlike the older generation of DEW systems used by the Hegemony, modern American systems have a more stable damage output, comparable range, and since power generation is not as large a hindrance, can be used more consistently as offensive weapons.

More effective heavy DEW systems are built into American airships. Numerous cannons are point defenses, and specially modified weapons can pummel ground forces, but all American airships are built around a single large DEW system which can be devastating to other airships, especially those of a smaller class. These cause tremendous damage, interfere with electrical and navigational systems, and can melt even the thickest armor to slag. The largest American ships even have their own Wardenclytte generators which can supply nearly limitless power to an entire group or fleet while also acting as a powerful directed energy system in a pinch.

Seeing the potential that directed energy weapons had, Dennington marketed them towards the President of the United States

to protect the country. Calling them Voltaic Cannons, these massive installations were installed along the coasts and the borders within a few years and though they have rarely been fired, when they are, they generate enough force that they sound like a volcano has erupted many miles away. The reactors powering these towers are immense and require constant maintenance, and by cutting the U.S. government a deal on their maintenance costs by letting the Company take care of them in perpetuity, the Company has managed to use the public's fears of invading fleets from Europe, Asia, and Mexico combined with the desperation of politicians trying to seem strong on defense to maintain influence inside the government. Though some politicians have argued that these towers are a great liability and drain on government spending, the Company's agents inside the government have managed to not only weather these politicians but to help finance their opposition when elections roll around.

Within recent years the Company has finally perfected applying directed energy technology to aircraft through advances in heat sinks built into the frame of the aircraft and on reducing the heat output of the generators. This has made the U.S. military feared by their rivals and even their nominal allies in Europe, and despite frequent requests for aid by the British and the French the U.S. has kept this technology to themselves. Some believe it is because the Company does not want its secrets to get out, but one of Ulysses Dennington's acts before he died was to instruct his son Elijah to not turn over these secrets for fear of starting an arms race across the Atlantic.

American Technological Developments

As the military arms race continued across Europe in the shadow of the Great War, the Americans were not content to rest on their laurels. The company had been hungrily devouring smaller companies and assembling the most brilliant minds America had to offer with the goal of remaining on the forefront of technological development. Industrial developments in manufacturing and agriculture caused the productivity of the American worker

to skyrocket. Exports of American goods increased, while state and federal contracts were awarded on a sustaining basis, assuring the continued operation of associated Dennington enterprises.

Wireless energy transfer and directed energy weaponry will likely remain the Company's major revenue streams for the next several decades, as their monopoly on the technology is overwhelming. As long as the United States has a need for energy and as long as they can keep leasing weapons to the military, the Company will always have sufficient resources to continue to dominate the United States and possibly even expand across the ocean someday. But that does not mean that the Board is sitting quietly and putting all their eggs in one basket. The Board has been hard at work commissioning new projects and expanding the Company's portfolio so that it cannot just dominate everything electrical but other industries as well.

Miracrops

Miracrops are one of the Company's major breakthroughs. These are massive field reclamation projects where farmlands that have been previously thought barren and unable to grow anything are seeded with special seeds that help restore essential nutrients and bacteria to the soil. Within a few weeks, the soil starts to show signs of fertility again. Farmers who agree to five-year contracts find they can grow bountiful crops of corn, soybeans, and wheat. What the farmers do not realize is that the Miracrops are indeed a wonderful design that can benefit humanity, but the Company controls their use by a trade secret known only to their agricultural engineers. That secret is that Miracrops are dependent upon a special fertilizer to keep the fields healthy, and the moment that the farmer stops using this fertilizer the fields become barren once again. This insures that farmers will have to rely upon the Company and their ever-increasing fertilizer costs to keep their farms alive. Company representatives argue that it is a simple compromise that farmers must make to help feed their fellow Americans, but protesters see them taking away the means of producing food from the people and putting it completely in the hands of a private corporation.

Scrapworks

For a company as powerful as DCT, it might seem bizarre that they are actively encouraging recycling throughout the United States. The Company runs several recycling warehouses and is particularly interested in recycling copper and steel. Those let go from the Company often find themselves having to pick through garbage and selling scraps back to the Company to survive, which the Company encourages because it just wants the material.

Some believe that this is because the Company is trying to regain spent material very cheaply, but the truth is that as the Company needs to manufacture more emitters it finds that it needs more and more supplies of copper and steel. Since the United States has become more secluded and xenophobic in its dealings with other countries, it finds itself cut off from foreign exports of industrial components and so it must rely upon itself to find them.

While the Scrapworks, as these home-grown recycling factories are commonly known, are helpful in providing money for the poor they often work in even more dangerous conditions than the factories that the Company owns. The so-called “Trash Barons” make large sums of money on selling recycled goods back to the Company while they exploit their workers to a larger degree than the unionized employees in the Company.

Aerofreight

Some, like Elijah Dennington, consider the Aerofreight wing of the Company to be an enormous waste of resources. He thinks that the company would be better off just scrapping their entire fleet of cargo planes and relying upon normal aircraft and ships to get their goods across the United States and through the world. But the Aerofreight wing has been his sister Cassidy’s brainchild for years, and when Ulysses Dennington died he is rumored to have passed along a notebook full of designs to her. These designs included the Chrome Condors, which have become one of the largest symbols of the Company’s expansion across the world for both positive and negative reasons.

The positive aspects of the fleet are their sheer size. At over 350,000 pounds, the Condor is the largest of its kind in the world next to dirigibles and the airborne battle platforms of Russia and Italy. It is capable of hauling hundreds of tons of equipment across the Atlantic, and its wingspan is easily recognizable by those on the ground. Though the U.S. military first refused to take on the project, thanks to the Company they are now essential for transporting tanks, troops, and supplies around the world. Several of the planes sport witty slogans on the bottom encouraging onlookers with binoculars to purchase other Company goods.

The negative aspects of the fleet are their cost and their flight records. Each aircraft costs over \$500,000 and the Company is the one footing the bill for their construction and their maintenance. They can handle themselves in inclement weather, but they require skilled mechanics and large flight teams to keep them operational, which most airports are not equipped to handle. They also require immense loads of fuel, which limits how much cargo they can carry, and many within the Company have questioned how cost effective they are. Many Condors wait on airstrips until they can be loaded with enough cargo to make their trips worthwhile; which in some cases can take a while.

There are rumors that the Company plans to debut a new line of Condors that will rival the aerial dirigibles and battleships of other nations, but whether these planes are a rumor spread by the Company’s public relations department or are in development is unknown at this time. Rumor has it that a fleet sailing from Japan was wiped out by a large aircraft that flew faster than any of its type and armed with powerful directed energy cannons but this could be a story that the Company carefully encourages people to spread to keep the United States feared and respected by its enemies.

American Vrillium

The company American Vrillium was founded in 1908 with mining interests throughout the country. It continued to grow for the next decade adding holdings in coal, steel, fabrication, and other industries. It was thought by some, to be an up and coming company that might one

day even rival the Dennington corporate giant. The leadership had the company on the path to start building commercial airships and aircraft, along with a slew of individual luxury models for a growing upper class. Those plans shifted in 1918 when The Dennington Corporation acquired American Vrilium in what was seen as one of the largest and most lucrative acquisitions during a period when the Company was purchasing the last of its competition at a furious pace.

Among the assets gained during the merger, the Company gained all rights to the vast mining operations of American Vrilium. The largest of these mines, the Boa Vista mine near the border between Guyana and Brazil remains one of the richest known vrilium veins in the world. The nearby town of the same name has seen a boom of growth in no small part because of the mining operations, and under the new owner this has continued. There are some rebel groups which see the presence of the Americans as problematic and are actively working to destabilize the area and operations, but the Dennington Corporation has a significant security presence backed by the American military to protect all assets held by the company and to secure American interests.

Domestic vrilium sources were also acquired as part of the arrangement. The Company now owns and operates multiple domestic mines. The three largest are the Mud Butte mine in South Dakota, the Pine Mountain mine in Eastern Kentucky, and the Klukwan mine in the Alaskan Territory. There are over three dozen other mines of significant size in operation with more resources being allocated to exploratory digs and development. These assets were added to the already sizeable portfolio of existing mining companies held by the Company, but the additions only served to reinforce their position at the top for the foreseeable future.

Under the American Vrilium umbrella, there has also been significant growth in the refinement of mined ores and minerals into the materials needed in the manufacturing processes. Everything from copper wiring and aluminum tubing to steel beams and vrilium alloy armor plates are made from refined material from AV smelters. Vrilium-steel alloys for airship and limited airplane manufacturing has increased remarkably over the past few years and there

doesn't seem to be any sign of slowing down. Since most aircraft do not have the capability to generate enough electricity to make full vrilium alloy frames worthwhile, those manufactured by one of the many Dennington design groups have an edge. With the incorporation of heavy capacitors, ambient energy collectors, and ionic energy receivers, American aircraft are the cream of the crop under the right circumstances.

Strategic Reserve System

Recognizing the dependency, the system of American commerce had on the certain natural resources, the Department of the Interior recommended the creation of multiple national reserve systems to prevent catastrophic impact of economic or military conflict. What started initially as the Helium Act of 1925 was expanded through further recommendation, committee, and amendments into the Strategic Reserve act of 1925. This officially created American reserve systems for helium, hydrogen, petroleum, and vrilium.

So far, there has been no need to access any of the reserves. The thresholds were met within the first year and have not been touched since. The reserves are a common political topic, since their preservation is a simple drain on the federal budget, especially when private companies can be utilized. Though denied by representatives of the company, it is widely assumed that the reserve system is the target of a Dennington acquisition movement using their financial, economic, and political influence to become the sole administrators and de facto owners of the massive and expansive system.

A Colossus on the Shore

Opportunity seemed to come knocking in 1898 with the destruction of a U.S. Navy ship in the harbor of Havana, Cuba. The incident might have been an accident, but those who favored an expansionist policy used the incident to spark war with Spain, then in possession of Cuba. The Spanish-American War saw American power projected for the first time to a global stage. The war happened simultaneously in Cuba, Puerto Rico, Guam, and the Philippines with American forces ending up in control of all



these far-flung islands. During the war, America also officially annexed Hawaii, then under the control of pro-American businesspeople. With their fledgling empire, America could justly argue they had joined the ranks of the Great Powers of Europe. This first taste of global power whetted the appetites of some. Why not Japan and Mexico and Panama next? For others this increase in territory and the calls of the military spending to defend it smacked of the death of the Roman Republic when it became an Empire. A successful anti-Imperialist movement was able to advocate for no more military than was needed for defense. These needs were met even more after the development of vrillium ships and particularly Tesla's power generation technology. The need for possession of the islands in the Pacific was to make them into coaling stations for the old-style navy ships. The new technology allowed ships to be more self-sufficient and the Wardenclyffe towers made coaling stations obsolete. The United States did not end up retaining territorial possessions, but they did keep their network of fortresses on

Guantanamo Bay, Cuba, and Subic Bay in the Philippines and largest of all at Pearl Harbor in Hawaii.

The wisdom of a policy of presence throughout the Caribbean and Pacific, but no further, was confirmed by America remaining neutral during the Great War. Americans watched from safety as Europe collapsed. Especially after the end of the fighting, America was well-suited to pick up the slack of Europe's broken manufacturing. American economic domination of the Americas was cemented by the final consolidation of all major industries under the Dennington Corporate Trust. The "Monroe Doctrine" which stated European powers should keep out of affairs in the Americas has become easier to enforce because of the relative strengths of American power compared to most European nations. Within the country the relative prosperity offered by the Great Trust's technical marvels has made life fairly good for almost everyone. The influence of the Company on all aspects of life has blunted the political machinations of those

who oppose the integration of native tribes and descendants those who were enslaved into the larger society. Managers are taught that talent can come from any sector of society and that different people have different talents which can be tapped to maximize the profitability of the Company. The government, another place where prejudices can become part of policy, can do little more than accept the methodology set by the Company.

With the new President Dennington-Musgrove taking office, she has established a cabinet with more sensitivity to the history of the United States and the way people have been stigmatized in the past. She feels her husband being a member of the Muscogee (Creek) Nation, one which was forcibly moved west during Jackson's administration, gives her more understanding than past presidents and she has committed her administration to bringing the issues faced by native tribes out of the shadows and addressing them. She has built her cabinet as well, after the style of Abraham Lincoln, as a "team of rivals." They all bring their own disparate experience to the Administration and she hopes, with each of them pushing her, she will move forward in a way which is true to America's history and positive for America's future.

Martha Jefferson Dennington-Musgrove
President of the United States

Career: Politician/Businessman

Animal Type: Raptor (Bald Eagle)

Size: Large

Abilities of Note: Plumage, Sharp Eyes

True North: Compassion

Tragedy has overshadowed Martha's life. All her brothers have died of childhood illness or in accidents connected to their work for the Trust. If even she, part of the most powerful family in the country, cannot be spared such sorrows; she wondered how callous life must seem to the millions of common workers. Later, when she met her husband's relatives in the Creek Nation her assumptions about prosperity were completely disrupted. Martha decided to enter politics to help ensure the best potential future for all Americans. She supports many of the same policies as the Progressives, without

identifying herself with their failed political party. While her famous surname is part of her success, Martha now finds herself at odds with her uncles and aunts who run the Board of the Dennington Trust. Martha uses her personal connections to Company employees to invoke shared history or threaten to expose secrets as needed to advance her policies. She has found her unique combination of insider knowledge and outsider status helps her position herself to work with a wide range of people. Though she is finding it harder than she expected to pressure the Company given how dependent the country is on its largest enterprise, she has begun to build trust and find opportunities by dealing clearly with Company employees and emphasizing those parts of the relationship which are mutually beneficial.

As the youngest person ever elected to the presidency, as someone whose choice of life partner turns heads, and as someone who is trying to step on a lot of toes; Martha finds she needs all the help she can get to maintain the respect and prestige of her office. Fortunately, she has a way with average people and offers a sympathetic ear to everyone. She has, so far, proved popular as she has energetically toured the country meeting workers and homemakers alike and inspecting the newest facilities being opening by the Company. She is used to opening doors with her money and has been enjoying how many more people willingly open their doors to meet her as President. Though she is unmistakably young next to most politicians and business executives, Martha favors an old-fashioned style of dress and is rarely seen without a hat, gloves, pearls, and a handbag full of most anything she might need.

"I need say no more about the material prosperity and the vigor of industry which characterize the present day. Money, we have, but I assert happiness lies not in simply possessing money or in the outward signs of wealth. Too often, the pursuit of ever more profit has led our money lenders and Board members alike to leave the high seat of our national temple unattended. We have self-seekers

enough, but few visionaries. When they do not have vision, the people wither into mediocrity and timid repetition of the familiar. We must now restore to the temple of civilization those ancient truths and social values which are more noble than monetary gain. The thrill of creation and the moral stimulation which accompanies hard work must become a reminder that our destiny is to minister not only to our own needs, but also to the needs of our fellow Americans.”

From Inaugural Address of Martha Dennington-Musgrove, March 4, 1933

The Dennington-Musgrove Cabinet

Vice President – Martin Aglate (Rabbit): Described by many as “weak” because he is not known as a leader in any particular area of public life. What he offers to the President is quiet moral strength and someone she can confide in. He advises her to take the long view and weather any opposition with patience.

Secretary of State – Marian Stonemeyer (Armadillo): As the daughter of a former ambassador to China, Stonemeyer is no stranger to the art of decorum in the harsh light of realpolitik. She is a strong proponent of conserving America’s strength by not spreading itself too thin.

Secretary of Treasury – Thadeus Arthur (Viper): While completely unknown to the public before his appointment to the cabinet, he has had a lengthy career at the department he now heads. He is an expert technocrat who can be trusted to nudge the economy exactly when and where is needed.

Secretary of War – Thomas Scipio Carell (Pig): Formerly with the Company, Carell oversaw fulfilling the military contract with the government. Both of his sons were killed on “adventures” in Europe and he is committed to keeping other young Americans off the front lines.

Attorney General – Jessica Gershwin (Woodpecker): The first in her family to go

to college, she strongly supports education as a pathway out of simple existence into the creative fields. Her goals include prison reform to encourage skills training and more community-based crime prevention efforts.

Postmaster General – Robert Abraham Prince (Gnu): A career postal worker, Prince has slowly risen higher and higher until now he runs the Post Office. He has always been detail-oriented and he likes nothing better than to be left alone with a complex task, so he can complete it to his high standard of perfection.

Secretary of the Navy – Jonas Bahan Tillerman (Seal): The only voice in the cabinet who argues for military expansion. Unchallenged in naval strategy, he seeks to expand American strength to the shores of Asia. He is also an advocate for the creation of a separate Air Corps cabinet position.

Secretary of the Interior – Walter Waggener (Bear): A conservationist and socialist who believes in the power of wilderness to make people healthier, engaged citizens. His goal is to get every young person into the National Parks as part of their education. Extremely cautious of further development of Federal lands.

Secretary of Agriculture – Lucy MacClark (Rodent): A mild-mannered older lady with no previous government experience, she was given her position due to her decades of experience with farmers as a seed salesperson. MacClark is an advocate for home industry and a high savings rate.

Secretary of Commerce – Anthony Yates (Opossum): A loud and forceful person with very strong opinions about fiscal policy. He was placed on the cabinet primarily to figure out how to encourage more new business creation, especially at the local and regional levels.

Secretary of Labor – Frances Perkins (Prairie Dog): A longtime advocate for worker’s rights and safer working conditions and unions. She hopes to use her position to push for laws to ensure the benefits currently offered by the Company are mandatory and not subject to future whims.

Naval and Aerial Superiority

The American military has long been developing and maintaining a strong surface Navy, primarily to defend international maritime commerce from the raiders who have historically plagued its coasts. From the pirates along the Carolina coast and those found in the Caribbean, to the historical attacks by the Barbary pirates, the U.S. Navy has been fighting the unlawful obstruction of commerce for centuries. During the American Civil War, blockades were used to prevent much needed supplies from entering Confederate ports. The most notable of these was issued by presidential decree in April of 1861 and required a complete blockade of 12 major ports and thousands of miles of coastline. It was during this time the United States Navy began to widely expand its use of contracted pirates and privateers to help maintain the blockade and capture or destroy any blockade runners. This action led to the development of specialized weapons of war used by both the Confederacy and the Union states: The Ironclads.

Up until this point, there had been limited development of ironclad warships, with most nations preferring wooden vessels. In 1859, the French launched their own ironclad, and the British had two in development. By 1861, their work was so promising they decided to move completely to an all-armored fleet. The Battle of Hampton Roads marked the first time two ironclads met in combat and would forever change the direction of naval and (by extension) airship combat. After this, the Americans continued armored warship development to protect mercantile fleets, important ports, and all American interests in the Western Hemisphere.

The American Navy became the premier maritime fighting force over half the planet, allowing the nation to project its power in both the Atlantic and Pacific, all the way to the tip of South America if needed. This helped America build and establish an expansive network of trade routes with little fear of pirates or political rivals. It was the stability of these routes which led to American companies being able to move goods and raw materials. Even with the development of vrillium airships and voltaic flight, the United States government continues to construct new ships for its growing Atlantic and Pacific fleets.

With the favorable and ever-expanding contract with the Dennington Corporation, ship-building for the Navy has been rolled into their growing defense contracts. The company has taken steps to ensure that not only are the naval vessels top of the line, equipped with fearsome weaponry as well as creature comforts of many civilian ships, but also has integrated Wardenclaffe generators into some of the designs to augment and support aerial support vessels, fighters, and fleet defense.

As aviation and aeronautical fleets became more prevalent, the Americans and their corporate partner made sure they were at the forefront of their development. American engineers considered it their rightful place as they claimed to be the birthplace of powered flight. The 1906 launch of the British HMS *Dreadnought* came as a bit of a surprise to the Americans since they were weeks away from unveiling their own ship, the USS *Constitution*. Ever since, the warhawks in Congress and the military developers have been determined to have the potential for complete air superiority in any theater in which they operate. This is a claim they make which is hard to substantiate, mainly because of the decades of relative isolationism on the part of the Americans which has limited their interactions with the European powers. However, with their sleek chrome fighters and airships crackling with voltaic energy, it is a claim only the most daring raiders try to dispute.

Through the recent use of Wardens along the coasts of America, Canada, Greenland, and even some in the Hegemony, as well as those on naval and aerial vessels the might of the American military has a reach previously unavailable to it. After spending decades developing and securing its infrastructure and homeland defenses, the full might of the military can be brought to bear on any enemy if needed. This thought has been very tempting to many bellicose members of the government, but so far, they have been satiated by flexing their muscle against resistance groups, pirates, brigands, and upstart warlords. This keeps the full force of the American military a sizeable unknown for any rival.

The two main branches of the American military are the Army and the Navy. Of the two, the Navy is the largest branch, recently taking

the spot from the Army after the Great War. The Navy consists of both seaborne and airborne vessels and all their support craft and personnel. These personnel include combat and support staff and includes the United States Marines. There are several naval bases along the coasts of the Americas and numerous others scattered throughout the world which have recently been constructed. These bases can support and resupply both surface vessels and airships and are home to Navy Aviation squadrons when not deployed among the many carriers of the American fleet.

The Army is primarily used for national defense and preserving the security of the United States but is occasionally deployed to foreign soil to resolve a dispute. Soldiers have also been sent to defend American interests in foreign countries during times of civil and political unrest in those countries. In addition to traditional tactics, as of the Great War the Army began using tanks and armored guns after seeing their success in Europe. The Dennington Corporation has recently been convincing Army leadership to adopt some other versatile vehicles based off the German walker designs. These innovative designs are a combination of the traditional tank and the walker, with two locomotive legs instead of the four used in German designs. This has allowed them to improve on the speed of traditional walkers while still maintaining their firepower.

One subset of the Army is the U.S. Army Air Corps which is the primary aerial defense force of the nation. Airbases are scattered throughout the country to defend against invasion, insurrection, and the increasing threat from mercenaries. The Air Corps is the primary aerial fighting force over U.S. soil. While the Naval Aviators might be stationed on American bases, their primary mission is defending American interests abroad, while the Army is tasked with defending interests at home. The Air Corps is deployed with Army troops when and if they are ever deployed abroad, but for the most part, they can operate out of any U.S. Army airbase across the nation with the proper authorization and orders.

American Political Relations

Native Tribes: The reservation system is the culmination of a centuries-long American effort to push native peoples out of their homelands with military might and sequester the survivors in less desirable places. At various times administered by the army and by the Department of the Interior, Americans have hardly ever lived up to the treaties under which individual reservations were created. Conditions vary wildly, with some communities doing alright for themselves, but under-employment, poverty, alcoholism, and abuse are a constant part of reservation life. Despite the unimaginable cultural assaults, they have endured, native peoples have survived and have maintained their identities.

Their special status as independent nations within the territory of the United States has given some native tribes the opportunity to escape from dire conditions in their own way. Some tribes have benefited from making their own deals with the Company which conform to their own local tribal laws. Tribes have turned to land use permits for Company equipment, resource extraction, and activities that are illegal elsewhere as sources of revenue beyond subsistence farming. These successes have given those Native Americans who have benefited a new measure of pride and a movement is growing, particularly among the young, to demand even more of the rights they are due by treaty law. Of course, not all Native Americans live on reservations and many have made a living for themselves within the broader culture. Georgia, Oklahoma, Kansas, New Mexico, Arizona, and Alaska all have areas where the Native population is much higher than the national average.

Hegemony: The relationship between the Americans and the Hegemony is special, considering the level of disinterest the American government and most of its citizens have with the affairs of Europe. The unique relationship is born of unique circumstances. Not only does the United States share political and cultural history with Britain itself, the two share 5,500 miles (8,800 km) of borders, where U.S. territory meets the Dominion of Canada. The main concern of the American government and the Dennington Corporation is trade, and the Hegemony has proven to be a lucrative

market and valuable partner. America exports food, mechanical goods and components, raw materials and refined vrillium, in exchange for certain valuable materials used in batteries and capacitors. Over the past five years, the Americans have started to trade some weapons technology, so the Royal Air Navy could use limited amounts of older directed-energy weapons. The Hegemony is the only nation in Europe to have such a deal with the Americans, and it seems to be growing as Dennington construction of Wardencllyffe towers along the coasts of Canada and Greenland has become a more frequent sight.

This cooperation is the basis of a mutual defense alliance between the two nations which is healthy and growing stronger as trade and mutual respect increase. As long as the Hegemony grants the Americans space for their Wardens to extend the range of military and commercial operations, the Americans will be happy. As long as Americans effectively pay for the protection of Canada, the Hegemony will be happy. The more operations go smoothly, the more trust builds. Not everyone is willing to take the current friendliness for granted, however. Plans have been drawn up on both sides detailing how to respond, with force if needed, should trust ever collapse.

“How is it possible some few thousand more troops posted to our borders will lead to breakdowns in the heart of the country? This makes no sense and to state such fever dream fictions as if they were established fact only proves the poverty of the argument of anyone who utters them. Our population is vigorous and can well supply the additional numbers. Technology continues to increase and the former endless need for new hands in our mills is a thing of past. The active life and mental challenge of military service must always be open to those who would otherwise draw only the basic living wage. More than all these other things, our borders need defending more than ever. The Hegemony in putting 500 thousands into uniform to counter the Kaiser, but

those troops need not stay in Europe. Imperial Japan’s Air Navy is adding ships to its fleets as fast as we add to ours, and nothing good will come of allowing them to gain numerical superiority. Our shore defenses must be increased now as the only sure deterrent to invasion. That is a sober fact and all who know it will vote with me for this appropriation.”

Address by Michael J. Shanton (R, NV), Deputy Chairman of House Military Working Group, September 21, 1931.

Republic of France: Americans have much in common with the French. Both celebrate the ideals of liberty and the possibilities of individual achievement. Most Americans who choose to fight in the Great War later sided with the Republic during the French civil war. These cultural links continue with occasional cultural missions exchanged between the two countries. Artists, musicians, writers, and other producers of culture such as fashion designers, architects and chefs spend time in each other’s countries; learning and spreading “good will.” Beyond these mostly symbolic efforts by a few enthusiastic participants, there is little contact between many Americans and the French. Official relations are polite, but no alliance exists. Americans have a healthy appetite for the agricultural products of the Republic, particularly for wines and cognac. In return, Republic of France buys American finished and semi-finished goods, as much as they can afford. Travel to Southern France is easy enough, but beyond business travelers, few make the journey.

French Social Republic: The only official understanding the United States has with the fascists of Northern France is a non-intervention treaty respecting French claims to territory in East Asia. Their respective embassies are tiny, as the French feel they have nothing to say to the Americans and the feeling is generally mutual. Despite divergent politics, the two countries are open to trade and the Social Republic buys foodstuffs and raw materials. Americans, as a rule, are less interested in any products the French have to sell, though they buy some specific metals and minerals.

Beyond the frosty government relations, certain Americans opposed to the status quo see the Social Republic as an inspiration. The story of how the current government seized power during the Christmas Eve coup is well-known to dissenters of all persuasions and more than a few would-be revolutionaries have gone to Paris to learn how to run their own revolution.

German Empire: There are no official agreements between governments, but relations are generally cordial. The Americans and Germans tend to respect each other as rivals for trade and in scientific advancement though sometimes view each other as potential opponents in some future conflict. Imperial Germany hosts the largest American diplomatic mission in Europe. On the surface, the embassy sees many American technical and scientific observers who come to study German mechanical advances and collaborate on emerging science. Only Switzerland holds more scientific conferences. Beneath the surface, America's presence in Berlin allows numerous covert intelligence-gathering operations against the other countries with embassies at the heart of the Empire. Little American-German trade exists because they directly compete in so many fields. Cultural products such as food and art are traded as there is always a market for exotic high-quality goods. The many Americans of German origin help keep this demand high.

Italy: There is a concerted effort by the Americans and Italians to court each other into better relations. Not only are the Italian Flying Fortresses something Company engineers would love to study in detail, the Italian government promotes the idea, through the thin connection of Christopher Columbus, of America as a distant relation in need of Italy's protection. The two maintain formal relations and the diplomats assigned by each side tend to be very enthusiastic about strengthening relations. However, most of the respective governments are unwilling to open to further cooperation. For now, trade is limited to cultural products, particularly food stuffs, and a few technical components while cultural exchange is mostly in the form of infrequent trips by dignitaries.

Russian Empire: The United States maintains its old embassy in St. Petersburg despite the battles

which sometimes rage just outside the city. The embassy is home to one of the longest-serving Americans in the Foreign Service, Ambassador Peter Malchus. While the U.S. is officially neutral in the conflict, Malchus is an unapologetic supporter of the Whites. He knew the Bear Tsar in the days before the revolution and maintains personal relations with the imperial family. He is certain Russia is key to American interests in Asia and he frequently makes the journey to the consulate in Vladivostok on the Russian Pacific coast to ensure America maintains a presence in the region. Other Americans take after Ambassador Malchus' example and maintain unofficial relations with the various Russian factions, either helping make one-off sales of Russian raw materials for American finished goods or promoting future plans for when their side is victorious.

Russia's diplomatic presence in America is almost pure farce with an ever-changing set of diplomats and spies advancing their particular faction's goals, whatever those are at the moment. Staffers in adjacent offices are sometimes working at cross purposes and frequent fights break out at the embassy. Most Americans have learned never to take anything these Russians say at face value, although useful information is often mixed in with the lies and half-truths.

Central America and the Caribbean: America's relations with Mexico, Cuba, and other Central American and Caribbean countries are decidedly one-directional. The U.S. is not looking for equal partners in the region but demands latitude for Company and military interests. Dennington fruit plantations in Honduras and sugarcane farms in Cuba are ruthlessly defended by American Marines; the U.S. dominates Panama from the Canal Zone, and similar examples can be found throughout the region. In terms of other Great Powers, the Americans enforce the so-called Roosevelt Corollary to the Monroe Doctrine; which means they discourage European warships from coming within range of America by offering to solve any problems in their island territories for them. Sometimes American interests run up against the idealism of young Iberians volunteering in Central America. There is also increasing conflict with the Bolivarians, a loose organization of Central and South

American activists who oppose imperialism and corruption in favor of socialist principles. These conflicts have tended to strengthen America's commitment to its policies, but President Dennington-Musgrove has mentioned her desire to be better neighbors. The individual countries of this region are described in more detail on page 60.

Empire of Japan: Following a massive modernization and industrialization project, Japan has become one of the most powerful nations in the world. The United States was instrumental in "opening up" Japan to trade and contact with the outside world in the nineteenth century, but has greeted its steady rise with less enthusiasm. Especially since large numbers of Japanese immigrated to the U.S. and the Spanish-American War brought U.S. forces into the same waters as Japanese forces, the two have experienced an increasingly strained relationship. Japanese-based dissidents in China threatened capital investments there by the Company. Japanese expansion into the islands of the western Pacific Ocean stirs up pirates and threatens the peaceful use of the sea by trade ships of all nations. The size, power and number of ships in Japan's air and surface fleets concerns all European powers with interests in Asia. These issues are, so far, still considered subjects for diplomacy and the respective ambassadorial staffs have constant policy conversations amid warm appreciation for each other's cultures.

In this climate of tense peace, Hawai'i has emerged as even more of a bulwark against potential aggression than those who pushed for annexation could have imagined. The island chain, and in particular the naval base at Pearl Harbor, is key to America's defense of its Pacific coast. From Pearl Harbor the Pacific Fleet patrols a wide arc of the open ocean. This seemingly unassailable defense has, so far, kept Japan focused instead on influencing events in Asia.

Republic of China: The Republic is more of a concept than a reality. The Kuomintang government in Nanjing lacks support from many rural areas and its efforts to reform centuries-old tradition and spread modernization rarely reach beyond the coastal cities. Warlords control much of the country, a problem made worse by the foreign backing some of these

groups receive. Germany, Russia and Japan are all believed to support several of the rival factions. America maintains polite relations with the Kuomintang and sends the government some financial support. The Company operates offices in most of China's large cities, including Shanghai and Hong Kong, where they mainly sell clothing and home goods. The Company has floated the idea of leasing an entire port city of its own, to see if the Dennington system can be exported, but so far the Chinese government has not been interested in such a deal.

Time Line

- 1854 – U.S. acquires Gadsden Purchase from Mexico.
- 1865 – End of American Civil War and official end of slavery.
- 1867 – U.S. acquires Alaska from Russia.
- 1869 – First trans-continental railroad completed.
- 1870 – Dennington Energy Company founded.
- 1872 – Yellowstone National Park created.
- 1888 – Tesla-Edison Company founded, bought by Dennington.
- 1889 – Dennington Commercial Trust established.
- 1890 – The Massacre at Wounded Knee effectively ends the Indian Wars.
- 1893 – World's Columbian Exposition in Chicago.
- April 1898 – Spanish-American War begins.
- June 1898 – U.S. acquires Hawai'i through annexation.
- 1901 – Theodore Roosevelt becomes president.
- 1902 – U.S. acquires Puerto Rico and Guantanamo Bay in Cuba from Spain.
- 1903 – Panama created with U.S. assistance.
- December 1903 – First controlled, powered flight achieved by Wright brothers.
- 1904 – Construction of Panama Canal and Isthmus Naval Fortress begins.

1906 – Nikola Tesla perfects Wardenclyffe technology.

1908 – American Vrilium founded.

1911 – *United States v. Dennington Corporate Trust*.

1912 – Elijah Dennington takes over as CEO of Dennington Trust.

1913 – Ulysses S. Dennington dies

1914 – Great War begins. U.S. declares neutrality.

1916 – U.S. acquires Danish West Indies from Denmark.

1916 – Woodrow Wilson re-elected with the slogan “He Kept Us Out of War”.

1918 – The Worker’s Rebellion. Helena Brandt becomes CEO.

1918 – Dennington Corporation consolidates all heavy industry.

1919 – First voltaic flight achieved.

1920 – The Montana Incident. Elijah Dennington returns as CEO.

1922 – U.S. acquires claims to Greenland from Denmark.

1928 – Last of the Banana Wars brakes organized labor in Honduras.

1929 – Sudden losses lead to purchase of New York Stock Exchange by Brandt Fidelity.

1931 – Thomas Edison dies.

March 1933 – Inauguration of Martha Dennington-Musgrove as 28th President.

The Great Trust and American Media

The Great Trust and the technological advances it has allowed have shaped the United States’ various entertainment industries into a cultural behemoth the likes of which the world has never seen. More than generous grants from the Trust bankroll a cornucopia of radio and radio-television programs ranging from opera to live music to detective serials and everything in between. American children from Chattanooga to Bakersfield listen to the *Adventures of Captain Utah and the Sky Pirates*, the *Lone Ranger*, and *Dick Tracy*. Meanwhile, Parents from Olympia

to Albany watch or listen to the Dennington Broadcasting System’s syndicated news hour for current events and weather courtesy of state-of-the-art Doppler radar. Music, both live and pre-recorded, is everywhere, delivered with crisp high-fidelity audio. In fact, special sound and visual effects devised often by accident from more practical advances by Trust scientists add a level of sparkle and realism to American media that other nations find impossible to compete with. One needs only to compare the works of Fritz Lang pre- and post- emigration to America. The visual effects of his German epic *Die Nibelungen* (1924) appear quaint when juxtaposed against the movie magic that brought airship chases to the silver screen in the film noir *Tomorrow in America* (1932).

Before, during, and after radio dramas and movies are the ubiquitous Company advertisements, polished 15-30 second spots extolling the virtues of the Great Trust and the American Way. The Company even goes so far as to advertise in a show through product placement both in the background and as an integral part of the plot. Likewise, print advertising, billboards, and neon signs are everywhere urging people to eat at Dennington-owned automats, buy Dennington-made cars, and fly on Dennington Skyliners. Prominent stars of vaudeville, Hollywood, and radio endorse Dennington products and Dennington businesses, a constant echo chamber evangelizing “the Dennington Trust: the name you can trust!” Some would call this propaganda, a charge that many would find hard to refute. The Great Trust for their part employs legions of graphic designers and advertisers, creating a bewildering amount of advertising content. Not all ads brandish the Dennington name either, with some commercials and public service announcements ran by third parties to distance the message from the Company. This includes political attack ads, an unfortunate side effect of this modern age.

New technological marvels like wireless electricity have led to a proliferation of electronically amplified instruments and even fully electronic instruments. One such pioneer in the latter, Raymond Scott, has revolutionized the big band genre with a line of electronic Dennington audio-synthesizers most notably used on his

hits *Reckless Night on Board a Sky Liner* (1931) and *Powerhouse* (1933). Scott has made quite a name for himself with backing from the Great Trust and assistance from protégés of Tesla and Edison. The son of Russian Jewish immigrants has mastered the art of audio recording and editing and is thus held up as an example of the American Dream in action. Not content to just upend the big band genre, Scott is also singlehandedly responsible for the popularity of electronic music or “electron pop.” Penny arcades, soda fountains, and diners from Atlanta to Las Angeles operate to a soundtrack of electronically generated music – most of it composed or produced by Raymond Scott himself.

The Great Trust’s propensity to dole out grants extends beyond the worlds of radio and radio-television, with the Trust also financing sculptural exhibitions, baking competitions, and nearly every kind of creative endeavor from sea to shining sea. Within the last twenty years, the generosity of the Great Trust has given birth to countless new theaters, stadiums, concert halls, zoos, museums, parks, and aerodromes. Comparisons to a “New Rome” are common as the average worker stands awed amongst the edifices of the New American Prosperity. The marble bedecked baseball stadiums and aerodromes invite allusions to a new age of classicism. Families, as if dressed for church, enjoy both ballgames and airshows with a similar mix of reverence and enthusiasm. American youth are just as likely to know the parts of an airship’s engines as they are to know the batting order of the San Francisco Senators or New York Highlanders. Just thirty years before families would have spent their Sundays after church in the park. Today they spend it in baseball stadiums or picnicking at the airport.

The Great Trust’s endless investment in media and the arts is not without its consequences though. No grant is without condition, rather all hinge almost completely on the grantee providing a product that is acceptable to the business interests of the Trust. This includes any art that might portray the Trust or its practices in a negative light including portrayals of poverty or of people being left behind by the New American Prosperity. In fact, any depiction of the poor that is outside of an historical context is forbidden

unless the depiction is part of a Horatio Alger-style rags-to-riches story. Likewise, intellectual properties that champion antitrust ideologies such as Socialism or Communism stand no chance of receiving funding or reaching an audience. The Great Trust’s market share of U.S. media outlets is so great that the few remaining independent arbiters of information that exist in America cannot hope to compete. If one is to reach an audience then he or she must play by the Dennington rulebook. Those who don’t play by these unwritten rules risk making it onto informal blacklists where they’ll languish in obscurity, unable to find work. Although underhanded, these measures are a remarkably effective way of clamping down on dissent and controlling the national conversation.

The Information Economy

The proliferation of art and knowledge during what Americans and already calling the American Century has led to the accumulation of a vast treasure trove in every town: the local public library. Booklenders have seen a boom in recent years thanks to, again, generous donations from the Great Trust, expanding their selections, hours, and community programs. While intellectualism may be looked down upon in Dennington’s America, an education (especially in a trade) is not, and moreover is still considered a valuable tool. “A library,” it is said, “is the drawing board for those aspiring to reinvent themselves as middle class,” and indeed the libraries of the nation are always filled with working-class men and women studying for a better tomorrow. The books and periodicals one can read at a library are truly a means of economic mobility whether it’s a do-it-yourself manual that teaches something practical or a faerie tale that teaches abstract thought. Even simple, salt-of-the-earth-types that turn up their noses at “book learning” can be found in the nation’s public libraries consulting the Farmers’ Almanac, crop duster service manuals, or a home remedy guide. For small town Americans across the country libraries, along with radio and film, are one of the few connections they have to the wider nation and to the wider world. In this way the local library, like the local post office, doubles as a community center and travel bureau.

The boom in libraries has led to what some are calling an “information economy,” as knowledge itself has become a form of capital moved from place-to-place as needed both literally and figuratively. With funding from the Dennington Charitable Trust, the libraries of the U.S. have organized into a single massive network known as the American Library Concern (ALC). Together they constitute the lobes of an immense brain: a super library where books ship from individual library to individual library by electric automobile, airship, or via a system of pneumatic tubes in large metropolitan areas like Los Angeles and Detroit. While not perfect, the network has provided men and women across the country with access to books far beyond the selection of their local library. If the local branch does not have the book a patron needs, then they can simply place themselves on the wait list and a copy ships as soon as possible. Those that don't feel like waiting can skip the line by making a nominal donation to the ALC and have the book expedited to their local branch. Those who object have the option of donating themselves or can otherwise wait their turn.

The American Library Concern has also started the mammoth process of converting all its books to microform, reproductions of books and periodicals on photographic film viewable with a magnifier. Thanks to microform, any citizen who can get over the hang-up of reading a book with a machine will be able to read their way through more books than their local library could possibly hope to hold. The film itself is easy to store and transport, while additional copies may be made at any time. The only drawback is that one must be physically present at the library to read the microform, one cannot bring the book back home with them to read at their leisure. Personal use microform machines are still in development and may take years before they're common in homes, with most units found in the hands of libraries, newspapers, and hospitals. Still, the benefits of every library in the ALC having a massive collection at their fingertips that can be stored in a small space cannot be understated.

Inevitably, with so many of the young and fashionable set in the same room, even though it was a sick room, a party

was soon in progress. Flasks appeared from several gentlemen's coat pockets and several ladies' clutches and one beau was greeted with cheers when he returned with a pitcher of pineapple juice he had nicked from the kitchens. Soon everyone had a passable punch who wanted one. Upon entering, a poor nurse was horrified to see the crowd of merry spirits, but her frantic finger wagging failed to dampen spirits, and no one paid her any mind. “I say, Gladys,” shouted Herbie above the general din, “you should run your auto off the road more often.” A hearty round of affirmation followed.

Lesley happened to be close to Gladys at that moment and when he saw she was saying something he bounced onto a chair and directed everyone's attention to their impromptu hostess. “...Too fast,” she mumbled.

No one seemed sure what Gladys meant until Lesley said, “My dear, that must be the first time you have ever said that to a man.” Then they laughed.

“No!” Her protest silenced them. She sat up, ears forward, searching. She began quietly, “...I think, no I am quite sure I got lost. I missed my turn somewhere. I really was going to meet him. It was so dark. Everything is so dark. I just keep on driving and driving and hoping I recognize something. But it's all too dark.” She groped in front of her blindly, searching still. “Too dark to see anything. Where does this road go? How long must we keep going?” She practically shouted this last phrase and collapsed back to her bed.

“Well, that's no way act at a party,” quipped Viv. General agreement followed.

From “The Rat Race” by G. Todd Edmund, 1920

The Charitable Trust has also begun work on a literal super library in Alexandria, Louisiana that when completed will dwarf the Library

of Congress in Washington. Dubbed “the New Library of Alexandria” the half-finished, Art Deco, marble and steel structure is already a bustling information and research hub and home to the largest trade school on the continent. The campus has housed the ALC’s central archives since 1932 and the Trust is currently in talks with the federal government to store facsimiles of various official documents in the library’s state of the art facilities. The library itself also doubles as an airship dock, while the grounds contains an already functioning but half completed commercial airport. Private security and local police patrol the library’s campus, although the Great Trust is currently engaged in lobbying the U.S. military to station some troops at or near the building. The entire complex is a monument to American prosperity and is said to be one of the wonders of the modern world.

The world of rumors and conspiracy theories aren’t kind to the puppet ALC or its master, the Trust though. The tales of chicanery and dishonest dealings by the American Library Concern are legion and do not capture the organization in a good light. Rumor has it that books the Trust doesn’t approve of have a habit of disappearing in transit between ALC member libraries. Others claim certain chronically borrowed books are purposefully not marked for additional reprinting to throttle the supply. Books on socialism, ecumenism, communism, and anything advocating for a more competitive free market are buried behind rolls upon rolls of red tape. If one can’t find a hard copy of these works at a local branch, then it is anyone’s guess as to whether they can get a copy through the ALC’s system. Officially, the ALC and the Trust disavow any such tomfoolery in the most empathic terms. According to spokespersons there are no limits on the free exchange of information by the American Library Concern. Still, the claims of misconduct persist.

The American Experience

What exactly it means to be an American is a debate that stretches back at least as far as 1776, if not before. Still, even today in the Age of the Airship the answer is far from clear. Sure, it’s true that life, liberty, and the pursuit of happiness are sacred writ to Americans, but these founding

principles barely scratch the surface. America, it is said, is not so much a place but an experience or series of experiences, constantly reinventing itself in an eternal revolution.

The Company, it’s said, touches nearly all aspects of life. Its influence on the American psyche, and likewise culture has been nothing short of profound. Many workers enjoy a level of comfort and security that their ancestors could only dream of. The men and women of yesteryear may have scrimped and saved and gotten by on starvation wages while wracked with anxiety, but this is a thing of the past. Instead, the men and women of today sleep soundly knowing that the Company will provide for them. No one worries about the rent in safe and affordable Trust subsidized housing. No one worries about paying the electric bill when the Dennington Trust pays a living wage and rates are kept low through the efficiency of wireless energy transfers and grid management. No one worries where their next meal will be coming from when community pantries are always overstocked, and workers enjoy the luxury of substantial discounts from Trust owned businesses and corporate partners alike. No one worries about the future when they have the option of taking out a loan with favorable rates from one of the Company backed credit unions. Some would even go so far as to say that no one worries at all.

America has long been a nation that has cherished a certain sense of rugged individualism even if it’s always been more of a national myth than an actual ethos. It is thus a credit to the stubbornness of Americans that this pretense is kept up even when cradled by the security granted to them by mere association with the Trust. To Americans it is their labor that purchases for them all the benefits afforded by the Company, or to put it another way: they have *earned* their lot in life. It’s one’s pluck, ingenuity, hard work, and the grace of God that has brought one this far and not the desire of a corporation to have a content (and thus loyal) workforce. It is also their labor that affords them the time and money to take their families on vacations across the continent by automobile or even airship. Many believe this as they are told as much in Company advertising (some would say

propaganda), that their work via the leadership of the Dennington Trust has singlehandedly opened the door unto a better tomorrow.

This New American Prosperity has allowed the average worker, whether employed directly by the Trust or not, more leisure time and pay. The American dollar in the hands of a Trust employee just seems to go further. The utter lack of competition allows the Dennington Trust to fix their rates and prices at reasonable levels for the average consumer, while their own workers enjoy steep discounts. Employees of the Trust and their families can purchase anything they need from Trust-owned businesses on credit, with payment garnished from future wages. A single paycheck can easily feed and house a whole family and still have money left over to spend or save as they so choose. Likewise, favorable mortgage rates (also fixed in place by the Great Trust) mean that homeownership is accessible to more Americans than ever before. The result is that the average American has more money to spend on appliances, automobiles, aircraft, the booming American entertainment industry, recreation, travel, and even the arts. Of course, almost all this money is pumped back into Dennington owned businesses, utilities, and banks, funneling employee wages back into the hands of the Trust.

Many an interested worker can be found in his or her free time learning to paint, sculpt, craft, sing, and/or dance. For some, these remain hobbies or even just passing interests. For others, these new passions can develop into a side hustle or second job. The Company vocally discourages moonlighting of any sort, citing health and safety reasons; “a tired worker is a hazard not just to themselves.” Enforcement of this policy is rare and only in extreme cases when it is clear the second job is interfering with Company work do they act: reprimands, loss of overtime, and eventually termination.

Others have come to use their “leisure pay” to indulge the artistic talents of their family, friends, and neighbors. Such side gigs are rarely necessary though and usually amount to little more than vanity projects. In fact, custom handmade goods aren’t even fashionable in Washington’s republic, the average consumer preferring the modern, mass produced products that the Great Trust provides.

Regionalism

Culturally, the United States has become a bit fractured in its isolation. Regional or even micro-regional cultures have developed independent of the cultures and advances in the Old World. To travel to a different region of America or even to another state is to step into a separate country. Customs, music, holidays, and observance of Daylight Time schemes vary from place to place much in the same way as the scenery. This is all starting to change though as radio and radio-television are quickly breaking down local barriers and cementing a national identity. The proliferation of both public transport and personal use airships have also lent a hand in stirring the American cultural gumbo as formerly isolated parts of the country are made widely accessible for the first time. People and goods that twenty years ago would be scarce outside of their home county are now only a plane ride away. Still, with all that being said, regionalism rules the day.

Traveling from state to state or region to region things seem the same as they’ve always been. Ostensibly, the chain grocers, restaurants and department stores change names as one makes their way across country just as the scenery does. Similarly, small businesses or “mom & pop” stores seem to be doing just fine. One would never know looking out a car or plane window that all these businesses large and small are owned by the Great Trust. One would never know that Dennington has effectively razed family-owned businesses, leasing the desiccated husks back to the original owners at a premium. One would never know that the Trust has eliminated much of its corporate competition. Those that look closer – the discerning customer – notice that a chain department store in Moscow, Idaho carries many of the same goods as a chain department store in St. Petersburg, Florida despite the name and branding. Stores carrying the Dennington name have the best selection and pricing, naturally, but whoever one shops with it is safe to assume that the money is going to the Great Trust.

The monopoly in many cases has opted to keep the regional company and small business names to stoke hometown pride (and thus commerce). The Dennington name is everywhere, certainly, but the old shops and names still cling on to

help give a sense of regional variation. In this way the Trust competes with itself. Granted, it is important to note that most Americans are okay with this arrangement when they are made aware of it. For many, they just don't care, a credit to the way the Dennington-owned media has been able to normalize what forty years ago would have seemed obscene. Ardent supporters of this status quo view the entanglements of the Great Trust to not only be an economic necessity but a moral one as well. Economies with more competitive markets have collapsed in South America and in Europe, and thus the choice is all too clear for most Americans. A life without the Great Trust is chaos and stagnation, they reason, so why would any sober person want to return to the old order of things?!

Beyond the shifting scenery and retail market the two most obvious changes as one moves from region to region are of course the lingering vestiges of temperance and Jim Crow. The Eighteenth Amendment to the United States Constitution forced a total prohibition on the manufacture sale, distribution, importation, and exportation of alcoholic beverages nationwide. The so-called Noble Experiment has since been viewed as an abject failure, the moratorium being both difficult to enforce and rife for exploitation by criminal elements. Organized crime blossomed in the shadow cast by the law and the federal government was all too happy to change policy by 1931 with the ratification of the Twenty-First Amendment. However, Temperance couldn't be killed so easily: several states have enshrined the ban on alcohol into their respective state constitutions. The sixteen "dry" states and commonwealths include: Arizona, Arkansas, Kansas, Maine, Missouri, New Hampshire, New Mexico, Nebraska, North Dakota, Oklahoma, South Dakota, Texas, Utah, Vermont, Virginia, and Wyoming. In addition, there are dry counties and parishes in all fifty states.

In dry states and counties, it is as if Prohibition had never ended. To even possess alcohol is a crime punishable by incarceration while manufacturing or distributing alcohol carries the death penalty in some jurisdictions. Yet, despite these deterrents alcohol is easily obtained on the flourishing black market. Men and women

from all walks of life congregate in speakeasies, clandestine bars hidden away inside other reputable establishments. Ne'er-do-wells of all stripes and spots bootleg their own liquor and brew their own beer, turning their bathtubs and basements into stills and breweries. Scoundrels also operate on an industrial scale, hiding whole distilleries deep in the woods or behind a mountain, accessible only by aircraft or with hiking boots. Rumrunners from bordering "wet" states as well as from Canada, Cuba, and Mexico fuel the illegal market, smuggling vast quantities of liquor into the dry states in exchange for delirious levels of profit. Controversially, the Supreme Court of the United States ruled in *Dennington v. the State of New Mexico* that the Great Trust is exempt from all state alcohol manufacturing bans. This means that while the Company cannot sell alcohol in dry jurisdictions they can, however, manufacture and transport alcoholic products with impunity. This has created a level of resentment toward the Trust that criminal types cannot help but exploit, even though it's rumored the Trust works with the Black Market behind the scenes.

The legacy of Jim Crow has left deep cuts across the nation. A system of laws and policies geared toward the oppression of non-European Americans, the legal apparatus that would become known as Jim Crow was formed in the years following the Civil War as a backlash against emancipation and enfranchisement of those formerly enslaved and their descendants. The exact collection of insidious laws varied from state to state, but social and economic segregation, poll taxes, literacy tests, and military recruitment bans were all common as well as more malignant but unofficial societal prejudices. Non-European-Americans were often required to use their own separate, substandard bathrooms and changing facilities when out in public, are *still* told to stay out of European-American exclusive areas and are barred from joining many universities and organizations. The Great Trust condemns such laws as regressive, preaches equality, and, whenever practical, lobbies for their repeal. Bigotry, they assert, is un-American and, more importantly, bad for business. The Company concedes that ending Jim Crow is technically



Police Run Right Out of Leads, Remaining Patience with Rumrunners

BURLINGTON, Vermont – Police have failed to catch the elusive rumrunners who are believed to be operating out of Lake Placid, New York. An anonymous source within the police department has said the months long investigation has turned up few leads and few evidences beyond eyewitness reports of seaplanes landing on Lake Champlain and discharging cargo to skiffs waiting along the shore. The gang is believed to be affiliated with the Saughskill crime syndicate based in Saranac Lake, New York, however police have no other leads and reportedly extraordinarily little patience. Officials from New York State have refused to cooperate saying the dispute is a federal matter as it crosses state lines. The governor has called on Albany to police its side of the lake following a series of daring A.M. smuggling raids that were successful in evading police capture. Burlington Mayor Sanders was glib when reached for comment, citing Plattsburgh's continued refusal to cooperate with Burlington authorities.

- Excerpt from *the Burlington Free Press*, December 3rd, 1933.

the individual states' responsibility but has nevertheless pressured many states to curtail their policies as a condition of doing business. As a result, Jim Crow laws have been officially removed in places, but personal attitudes change more slowly. Critics of the Trust are quick to point out the inconsistent application of Company ideals as much implementation is left to local managers. Dennington facilities in Jim Crow states are sometimes still segregated and that the Company readily profits off anti-African-American iconography sold in its stores. Thirty states and commonwealths had or have had Jim Crow laws, including Alabama, Arizona, Colorado, Connecticut, Florida, Georgia, Illinois, Indiana, Kansas, Kentucky, Louisiana, Maryland, Mississippi, Missouri, Montana, Nebraska, Nevada, New Mexico, North Carolina, Ohio, Oklahoma, Pennsylvania, Rhode Island, South Carolina, Tennessee, Texas, Utah, Virginia, West Virginia, and Wyoming. In addition, segregation and other Jim Crow laws and policies can be found in certain municipalities in all the states that are not listed.

Alongside Jim Crow are other regional prejudices worth noting. As stated previously,

Jim Crow has expanded in many places to include not just African-Americans but all non-European Americans. States with high Native American populations often have policies, laws, and institutions geared toward the oppression of aboriginal inhabitants. Many such laws are leftovers from when the West was wild and untamed, and thus are entrenched in ancient prejudices. In North and South Dakota, for example, it is still illegal for a gunsmith to work on a firearm owned by a Native American. In the same vein, Jewish Americans are barred from owning land in some southwestern towns both officially and unofficially, with many places across the country viewed as a no-go zones. Even supposedly safe locales like New York State harbor anti-Semites in places of power and out amongst the general populace. Outside of New York City and the Catskill Mountains the state is better left avoided by those of Jewish descent with the danger increasing the further north one gets from Kingston.

America by Region

As for the regions themselves, there are far too many to describe here even without getting into sub-regions or micro-regions. What follows is only a brief sampling. Game Masters should feel free to draw on the real world to further supplement the alternative world that is presented here. The regions presented here are not meant to be definitive. Definitions vary and overlap and it's not always easy to pinpoint where a region begins and ends. A state may be considered both part of the Midwest and the so-called Flyover Country at the same time.

The Northeast

States Included: Connecticut, Maine, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Rhode Island, and Vermont. Northerners and southerners alike will quibble over whether Delaware and Maryland are in the South or in the North, but they fit better in the South as far as the Company is concerned.

Sub-Regions of Note: *New England*, the *Hudson Valley*, the *Finger Lakes*, and the *Poconos*, among others. The Northeast is the most densely

populated region in the country yet is still home to large tracts of undeveloped wilderness (primarily in Pennsylvania and New York).

Largest City: New York, New York.

Settled by successive waves of European immigrants and African slaves, the densely populated Northeast is home to both great diversity and homogeneity. Population centers like Manhattan and Boston represent the cosmopolitan dream, with a variety of communities coexisting together; such as Protestant and Catholic neighborhoods bordering each other or Jewish, Syrian, and Caribbean immigrants each recreating a piece of their homelands for a few blocks. Away from the cities though – and indeed in the cities themselves – are countless ranks of European American Protestants that can trace their lineage back before the Revolution, all toiling away with a puritan work ethic in Dennington's factories, mills, and offices. While religion is central to the lives of most northeasterners, especially to immigrants, it is not the defining factor of the region. Instead, a certain secular streak runs through much of northeastern society that becomes more pronounced the further one goes into the cities. In cosmopolitan areas religion is relegated to whatever Sabbath day a person keeps holy and as a means to keep misbehaving children in line. Older generations and the devoutly religious of any age decry this move away from religion but are often regarded as old-fashioned or accused of getting worked up over nothing. Even so, the northeastern United States is a bit of a religious hub with the largest populations of Catholics and Jews in the country.

Northeastern society values efficiency, exceptionalism, and professionalism as important, favored traits that are apparent in the sky-high architecture of many an eastern city. Northeasterners also style themselves as forward thinkers and innovators, as the leaders of an American Renaissance. A strong emphasis is placed on tradition and what came before, but rarely at the expense of progress. This has all left the northeast swimming in anachronisms, the nineteenth and twentieth centuries colliding at street level via the rampant income inequality in the region. A cottage out in the country, for

example, may still lack electricity and running water while the mansion down the lane pulls electricity wirelessly from the air to power their brand new radio-television. Yet, despite these disparities all classes of northeastern society are seen to mix with one another in the density of urban spaces and particularly on public transport; the egalitarian ideal of Dennington propaganda made real. Also, rich and poor alike ski snow-covered mountains in the winter and play baseball or the regional favorite *lacrosse* in the summer. The Company remains popular, while the region is also home to some of the only national-level organized opposition to the Trust: progressive politicians and their families that cling to power by the slimmest of margins.

The Midwest

States Included: According to the United States Census Bureau the Midwest consists of the following twelve states: Illinois, Indiana, Iowa, Kansas, Michigan, Minnesota, Missouri, Nebraska, North Dakota, Ohio, South Dakota, and Wisconsin. The colloquial definition of what constitutes the Midwest varies quite a bit so that what a Michigander considers the Midwest might not be what a South Dakotan considers the Midwest.

Sub-Regions of Note: *The Great Lakes*, the nation's *Breadbasket*, and the *Industrial Belt* are all wholly or in part in the Midwest. The region contains the major metropolitan areas of Chicago, Detroit, Minneapolis, St. Louis, and Toledo, among others.

Largest City: Chicago, Illinois.

If there is an epicenter to the American Dream, to the New American Prosperity, and to the ideal of American Exceptionalism it is the Midwest. The Great Trust's area of greatest influence, the blue-collar workers that populate the Midwest have transformed the region into a facsimile of the workers' paradise spoken of in Dennington propaganda. Immigrants from Scandinavian and Eastern European countries and their descendants have joined forces with African-Americans emigrating from the South to fashion dozens of new Romes, dozens of cities on a hill. Private investment in public works has yielded public transit systems that are the envy

of the world, state of the art sporting facilities, stable energy grids, and ergonomically designed affordable housing blocks for the newcomers that continue to stream into the Midwest to work at the Company's numerous factories. Public officials tout full employment claiming that "everyone who wants a job has a job," that society runs like a well-oiled machine. The true story on the ground is of course a bit more complicated, but even anti-Trust types are doing quite well in the region. Trains and airships run on time, shelves are stocked with affordable food, and well-armed police departments patrol city streets.

Midwestern society values hard work, loyalty, tradition, and a merit-based approach to life. The prospect of pulling oneself up by one's bootstraps and working one's way into wealth and comfort is not just taken as a possibility but a certainty. The Company takes care of employees from cradle to grave and is seen as keeping society from collapsing as it has in certain parts of Europe. Opposition to the Dennington Trust is thus viewed as un-American, if not outright treasonous. Questioning the status quo is seen as disingenuous, disloyal, and most importantly ungrateful. There is no other way than the Dennington way. Progressive ideals and countercultures that doubt the Great Trust are met with hostility and thus operate under the radar, mainly at night. European boosterism is functionally absent from the region with "America First" (and only) being the public consensus. Religion remains integral in the lives of many Americans in the region but is slowly giving way to the tacit secularism that is all the rage in the Northeast. Hockey and curling are popular pastimes in the region, probably due to its proximity with Canada, while Belgian feather bowling and bowling in general are also enjoyed.

The South

States Included: Alabama, Arkansas, Delaware, District of Columbia (Washington, D.C.), Florida, Georgia, Kentucky, Louisiana, Maryland, Mississippi, North Carolina, South Carolina, Tennessee, Texas, Virginia, and West Virginia.

Sub-Regions of Note: *The Deep South* referring to the Gulf States, *Appalachia*, and the *Upland South* of Kentucky and Tennessee, among others.

Largest City: Baltimore, Maryland

The American South is a land of vast contradictions. Comprised mainly of former slave states that rebelled against the Republic during the Civil War, the wounds of war are still felt in many places like a nagging scar. To some Americans living in Dixie there is a belief in a “vanishing South,” the loss of the region’s antebellum glory because of the war and the subsequent period of Reconstruction. Many of these men and women consider themselves Confederates still, passively fighting a lost cause from over sixty years ago with their very existence. While subsequent conflicts like the Spanish-American War went a long way toward papering over of this divide through a veritable orgy of shared – North and South – American Nationalism, it is the Dennington Trust’s own private Reconstruction initiative that has been the most effective at consigning the Confederacy to the ash heap of history. Through private investment and community grants the Great Trust has succeeded where the federal government has failed: industrializing the South and thus lifting many disaffected southerners out of poverty (and out of the politics of resentment). Whereas the Federal government’s Reconstruction methods were deemed to be punitive and exclusionary by the average person, the privatized Dennington Reconstruction methods are seen as rehabilitative and inclusive, inviting the former Confederates back into society rather than shunning them. Civil War-based resentment still lingers, especially in rural areas, but the Company has done an expert job of tamping down on it.

Southerners are known for their hospitality and geniality, even if it’s sometimes tempered with passive aggression. Southern culture values tradition, family heritage, and honor more than anything else, occasionally to the point of pride. Despite what a Northerner might tell you, most Southerners are not racist bigots and are more likely to live and let live than discriminate. Part of this is the so-called “Southern Renaissance,” a result of Dennington Reconstruction placing the South back on the national stage with a new generation of dreamers, thinkers, and doers. A modern economic powerhouse with the soon to be completed New Library of Alexander and the

How’s the Weather Today?

North America contains every type of terrain and climate from icy tundra in Canada’s northeast to scorching deserts along the United States-Mexico border. The continent also contains rugged mountains, coastal swamps, vast planes, tropical forests and rolling hills. California is mild with dry summers and wet winters. The Pacific Northwest is cool and wet. The Great Planes are wet enough and warm enough for agriculture, but winter can be harsh. The northern coast of the Gulf of Mexico is hot and humid. The southern Gulf coast is tropical with wet and warm weather all year. Northern Mexico is hot and dry desert. The largest cities are on the east coast where summer is warm, winter is cold, and rain falls throughout the year. The average temperature range for these cities is 24-85 °F (-4-29 °C).

bustling airship docks of Kitty Hawk (America’s newest metropolis), poverty no longer acts as the great catalyst of racist scapegoating by dishonest politicians like it once did. To wit: no one blames another for having a job when they have one themselves. Hate groups like the Ku Klux Klan that half a generation ago marched in force in southern cities are now relegated to the fringes of society and roundly condemned in Trust media. Things are far from perfect, but the future for Dennington’s rebuilt South holds nothing but promise.

Flyover Country

States Included: Varies depending on who you ask. Most often includes Colorado, Idaho, Iowa, Kansas, Missouri, Montana, Nebraska, North Dakota, Oklahoma, South Dakota, Utah, and Wyoming.

Sub-Regions of Note: The ignobly named “Flyover Country” is home to the *Rocky Mountains* and *Great Plains*, as well as several large Native American reservations. Some of the most beautiful vistas in the country (if not the world) can be found in these regions.

Largest City: Denver, Colorado.

Not a name that any self-respecting local would dare use, Flyover Country is the term used by

outsiders from the more populated Midwest and coasts to refer to the vast swathe of the country that they flyover, often without a second thought. Consisting of a variety of environments ranging from scrublands and prairies to forests, deserts, and mountains, the people and culture are equally as varied. In general, though they tend to be salt of the earth, Christian-types that still subsist on an agrarian lifestyle. Except for Mormons in Utah, the people are predominately Protestant with little variation. The region is sparsely populated compared to the rest of the country and that isolation has sculpted cultures that value independence, family, loyalty, and religion primarily. These western lands have only been considered tamed for a little over three decades now and the people are still as appropriately rugged as one would expect. Hiking, hunting, and horseback riding are popular pastimes while skytripping is emerging in popularity amongst Flyover Country's youth. Foreign visitors and visitors from elsewhere in the country will be delighted to find that people still wear western style dress including cowboy hats and use cowboy slang in their day to day life. The locals, on the other hand, are not delighted by outsiders and are apt to view travelers as busybodies even as they're extending hospitality to them.

However, living in what many would consider the middle of nowhere has not done any favors for the relationship between the locals and the Dennington Trust. Out there the inadequacies of the New American Prosperity are laid bare as countless people too independent to play by the Dennington rulebook are left behind. Sure, the local mill is still running with Dennington support, but the fact remains: too many people are going hungry. The gap between the wealthier Trust supporters and the poorer Trust opponents is stark and continually exacerbated by the Great Trust using imminent domain and other underhanded tactics to part landowner from land. Land rights and other personal freedoms are paramount to the identity of many who live in the region, so the trespasses of the Company are not taken lightly. Dissent is common as are the new age religious cults that have risen in opposition to the Company in recent years. Ideas like Socialism and Communism that are deemed radical in the rest of the nation are considered by some to be

the only viable solution to the status quo. Isolated and flown over, the plight of the people of the region is overlooked by the rest of the country. To people from the more populated coasts the region, with its dry states and cowboy aesthetics, is viewed as a bit of a novelty.

The Southwest

States Included: Principally Arizona and New Mexico, some definitions go on to include California, Colorado, Nevada, Oklahoma, Texas, and Utah.

Sub-Regions of Note: A sparsely populated region to begin with, sub-regional variation is equally as sparse and tends to fall back primarily on geography: the *Colorado Plateau*, and the *Chihuahuan, Mojave, and Sonoran Deserts*, among others.

Largest City: Phoenix, Arizona.

Consisting of territory that was at separate times a part of the Spanish Empire and (more recently) Mexico, the American Southwest is nevertheless an iconic American region. The people and the land itself seem to treasure liberty, rugged individualism, and patriotism more than anything else. Many of the inhabitants are descendants of pioneers that settled the area during America's westward expansion in the nineteenth century or are otherwise descendants of Spanish settlers or of the aboriginal inhabitants. Self-reliance isn't so much an ideal to these men and women but rather a way of life. However, except for parts of New Mexico, large scale European American settlements have only existed in the area for less than one hundred years. The Age of the Airship has really opened up the Southwest to expansion as have the marvels of Tesla and Edison, turning the semi-habitable into habitable with the benefit of cutting-edge air-conditioning technology. The result has been a bit of a population boom, with the more recent transplants to the region including those fleeing asthma, arthritis, or similar ailments back in the damp eastern United States.

Renowned for its beauty, the Southwest contains such natural wonders as the Grand Canyon and Monument Valley that continue to awe locals and travelers alike. Manufactured wonders also abound in the region, a product of Dennington's



massive investment in infrastructure. The Grand Dennington Dam (popularly the “Grand Dam”) in the Black Canyon of the Colorado River has created the largest fresh water reservoir in the world and provides power to millions of homes, all while doubling as a massive airship dock. Many of the men and women that now inhabit the Southwest were employed or continue to be employed building such massive superstructures

for the Great Trust, and thus public opinion is strongly in favor of the Company as it remains one of the few viable employers in that part of the country. For most people, the Great Trust is the great savior that has delivered millions from a possible economic collapse. Public support for the Company wanes the more one moves away from population centers, but never approaches the level of dissent that can be found

Andrew,

We received your recent letter. Thank you for the money you included. It is too much. I worry you don't keep enough for you, but Uncle says city pay is more than I can imagine. When I try to imagine a city all I see is the trading post with trucks lined up and not enough pasture around for any sheep. I really can't imagine.

Uncle is done with planting for the season. The weather has been mild, so we have hope for a good harvest. What else can I write? Things are the same here as ever. The mountains, the rain, the eagle the same.

I wish you would come home for the running. Your mother will continue to frown until you run for her. I asked the Elder's sister if you would run this year. She said she could see you running. She was certain you will be running come winter. So now you have no reason to stay away another year. Come home for a visit. We miss you.

Keep yourself well no matter what you do.

Nan

Letter sent from Walatowa, New Mexico, 1933

in other regions. The Southwest is Dennington's Southwest.

The West

States Included: California, Nevada, Oregon, and Washington.

Sub-Regions of Note: *Central Valley*, the *Sierra Nevada*, and the *Pacific Northwest*, among others.

Largest City: Los Angeles, California.

The West is the ever-expanding engine of the American economy, a land of vast natural splendor that the Great Trust has helped develop into the new agriculture and industrial powerhouse that it is today. The men and women that work Dennington's various mills, factories, and offices are descendants of western settlers and Asian immigrants alike, with more people arriving every day from surrounding states. Styled in Trust propaganda as "the land of opportunity *within* the land of opportunity," it's said that there's a job for everyone that wants one. Dreamers and entrepreneurs of all stripes chase Hollywood stardom, while others are simply looking for a full-time job and a little plot of land to call their own – and others still are just looking for some sun. There is a vibrancy, a certain concentrated enthusiasm, that just seems to flow through the blood of westerners that squares remarkably well with the "can-do" attitude cultivated by the Great Trust. As a people they value freedom, imagination, and brotherhood most, with a secular streak not unlike the one found in the Northeast. The Great Trust is loved, but not revered, with dissent common outside of the region's numerous cities.

Consisting of varying geography from desert to coastal plains to snowcapped mountains to rainforests, the western states are best travelled by automobile or aircraft, with skytripping being a favored pastime amongst the region's youth. Sure, the region can be traveled by hiking great overland trails, but for ease of convenience nothing beats an engine and some diesel for crossing great swathes of western wilderness. Travelling for many is a way of life whether it is for work or simply for recreation. Whole businesses and subcultures have developed around the "roadside/skyside model," clustering near major routes across the West to cash

in on long-distance travelers. What may have been isolated communities twenty years ago are now just another stop one can make on various airship cruises up the coast. Even in rural regions the people consider themselves to be modern, industrious Americans, if not *the* prototypical Americans. As far as they are concerned, the West isn't just part of American it is *the* America.

The National Stage

As already noted, regionalism rules much from day to day. However, thanks to advances in radio and radio-television a national conversation and thus national culture has begun to coalesce. While who an American *is* remains a liquid definition, what it means to *be* American seems to be narrowing every day. Americans as a whole treasure liberty, prosperity, and peace, throwing their full weight and support behind the Great Trust and its technological advances. Americans delight in state-of-the-art frozen foods and mass-produced confections, the fruits of industry unleashed. Using such products is only sensible in this modern era when the technology is so easily available. Likewise, men and women enjoy the efficiency of wireless electronics that help ease toil of domestic living. The way Americans interact with their homes has undergone a radical shift, with convenience through practical design being paramount to the "Dennington aesthetic." Cutting-edge refrigerators have replaced conventional ice boxes, electric rotary washing machines have replaced conventional hand-cranked units, electric hair dryers have all but replaced the towel in the affections of young people, and a variety of electric sanders and buffers now make maintaining and sharpening horns, tusks, and claws a snap. Daily life has become saturated with gadgets, devices, and appliances, to the point that Dennington propaganda promises "The World of Tomorrow, TODAY!"

America has changed beyond the inclusion of wireless combination radio-toasters though, and one needs to look no further than the automat. A short-order restaurant much like a diner, all the food in an automat is pre-cooked by staff onsite and inserted into large, well-lit vending machines. To get a slice of pie one needs

only to insert some pennies into the machine and open the little glass door. Critics see these restaurants as the worst aspects of modern society exemplified, while most other Americans find them convenient and fun places to take a date or family. According to the Great Trust no jobs are lost as maintaining the machines at an automat are fulltime operations in themselves, and anyone that needs human contact can always go and eat elsewhere (there are plentiful options). Still, the automat does speak to the impersonal nature of high-tech progress during the Age of the Airship. Automats and other fast food restaurants offer cheap food on demand with a crisp level of anonymity that only a monolithic, faceless corporation can provide.

All this convenience has led to the stereotype of the coddled, impatient, and lazy American in the Old World and abroad. An American wants something yesterday, so how dare you not have it ready now!? An American needs an appliance to wipe his nose, how dare you not have one available!? While there may be some truth to the stereotype, Americans say they only “enjoy” the fruits of a technological Eden because of their own hard work. And there’s the rub: to the average Company employee America is Eden and he or she has had a hand in creating it. American Exceptionalism isn’t an aspirational ideal to these women and men but a hard truth. Americans *are* exceptional, and the rest of the world is outmoded and backward if they can’t realize that. Achievement is one of the many ways for Americans to demonstrate this “fact” to the world, whether it’s the A+ letter grade little Mortimer Rose received on his science fair project or the international seaplane races won by Elizabeth “Bessie” Coleman. American Exceptionalism isn’t just part of American culture, American Exceptionalism *is* American culture.

Despite these great leaps in technological convenience, everyday life still goes on much in the same way as it always has. Americans are simple, god-fearing folk that get up in the morning, go to work, and come home at night to the comfort of domestic life. On the weekends they attend baseball games and church or visit with family. The efficiency of the Great Trust’s employee scheduling is such that there is plenty

of leisure time to be had, at night and on the three-day weekend, striking an impressive work-life balance for all employees. Leisure time is spent in a myriad of ways such as seeing movies, listening to the radio, watching radio-television, exploring the great outdoors, and traveling the country. Children attend mandatory public schooling starting at the age of six, with early childhood education provided for the children of Company workers at Dennington funded daycare centers. Trade school or university typically follows most primary education, though it’s more than possible to land a job without even so much as a high school diploma. Especially enterprising students can even follow a preset education trajectory, guaranteeing themselves a future job as early as the fourth grade by meeting certain development goals on schedule.

Although great diversity exists and there is no official religion, most citizens (and the government) observe Christian holidays and festivals, principally Easter and Christmas, with the latter by far more popular. In the summer people celebrate American Independence Day on the fourth of July with parades, cookouts, bonfires, fireworks, and airplane races. In the autumn Americans celebrate Halloween, a nominally Christian but formerly pagan holiday that has morphed into a secular, cultural amalgam of varying customs including carving jack-o’-lanterns, masquerading as ghosts and monsters, “trick or treating” door to door, and releasing “ghost balloons” from airships. Every year on the last Thursday in November the nation observes Thanksgiving, a feast day commemorating the thanksgiving celebration held by the Plymouth colonists with Wampanoag guests in 1621. All these holidays, religious or secular, are cause for festive decorations and community events with local businesses offering special sales and seasonal goods.

The National Mirror

As previously mentioned, the various American entertainment industries are the envy of the world. The American cultural product is one of singular artisanship and fidelity, reportedly showcasing the best talents that America has to offer. Vaudeville, a type of variety theater ranging

from short plays to classical music, has reigned for several decades as America's entertainment of choice and is only now showing signs of a quick wane. Vaudevillians remain megastars in the age of radio and radio-television, even if their days in the cultural spotlight are numbered. There's never been such a thing as a typical vaudeville show, though a bill can contain acrobatics, live music, juggling, magic, stand-up or slapstick comedy, and even short films. A product of the increasingly diverse nature of urban life following the Civil War, the variety format has long been open to performers from the fringes and remains a place where Irish Americans, African-Americans and Jews flourish as both tastemakers and performers. The cosmopolitan nature of vaudeville is appealing to the Dennington Trust in their drive to create a diverse and inclusive capitalist utopia (even if that drive may not be on the up and up). Many suspect the genre has been granted greater longevity just by being favored by the Great Trust, an accusation supposedly proven by the unsinkable career of controversial dancer and songstress, Ethel Gumm.

Up on Broadway about year '58
You'll hear the girls all sighing
They'll turn you down for dates
No need for why, you already know
She's waiting on a call from Mars.
All the best and brightest fellas
They'll be up there building cogs
And what else they can sell ya
All their girls left behind below
Still waiting on their call from Mars.
So, mister, better start your engines
Take a ride on a shooting star
Dance your way 'round Venus
The gravity's not all that hard
You could be the one to call from Mars.

"Call from Mars" as sung by Jasmin Caiman, 1925

Waiting in the wings for vaudeville's inevitable collapse are the increasingly popular Broadway and Hollywood musicals, their original cast recordings that go on to sell thousands of records, and the big band and swing ensembles that are all the rage with the nation's youth. The popularity of musicals cannot be overstated, with enthusiasm quickly eclipsing that of vaudeville. In 1930, Americans of all ages watched Harry Richman sing *Puttin' On the Ritz* in the musical of the same name, a song written by Irving Berlin about the emerging middle class in Harlem. After the movie people rushed out to nearest department store and bought a copy of the single, making it one of the hit songs of that year. Also working with Irving Berlin, Fred Astaire danced into America's heart in several musicals starring opposite Ginger Rogers, including the 1933 smash hit *Vrillium Love*, a rags-to-riches story about a dancing airplane mechanic. Both musicals, with their rose-tinted views of capitalism and extravagant dance numbers, are typical of the modern American musical.

Hiring musicians has never been more affordable than it is today with Dennington cash saturating the industry, this has in turn led to bands with an ever-increasing number of members. The result is the formation of big band ensembles and big band music. Inspired by the fringe counterculture music known as jazz, these ensembles deliver a more commercially friendly (if not watered-down) interpretation of the style. Big-band music dominates radios from Tallahassee to San Bernardino with acts like Ziggy Elman and His Orchestra, the Charlie Ventura Band, and The Top Hatters. Similarly, big band ensembles have begun playing another commercially viable interpretation of jazz known as swing music which has also soared in popularity on Dennington owned radio and radio-television networks thanks to musicians like bandleader and "King of Swing" Cab Calloway, William "Count" Basie, and Jimmie Lunceford. While big band music is prevalent, it is the offbeat pulses and anchoring rhythms of swing specifically that seem most likely to dominate radio play for the rest of the decade and into the 1940s. The music is danceable, modern, and superficially wholesome, especially when paired

with the latest advancements in electronic instruments. There is even a wildly popular offshoot known as electron pop, pioneered by electronic instrument inventor Raymond Scott, and played exclusively on electronic Dennington synthesizers and theremins.

Hollywood movies remain wildly popular, both at home and abroad, with most critics acknowledging that Americans are living through a golden age of cinema. Attending movies is a popular diversion, with each showing containing a newsreel, a cartoon, and the feature presentation. The aforementioned musicals rule the day as the most watched movie format, although noir detective serials, cowboy westerns, and sky pirate movies also enjoy widespread popularity. Starting in 1931, the emerging monster movie genre has been delighting audiences from Peoria to Pawtucket with such instant classics as *Dracula* (1931), *Frankenstein* (1931), and *the Mummy* (1932). Real life monstrosities like the Great War in Europe rarely make it to the silver screen or find receptive audiences. American

The reader will be familiar with the legal battles which have tied up the courts over this film's script. Who could have missed the rumor this is the most expensive film ever made? The name of Howard Hughes alone attached to such a project will be enough to draw all attention to this latest screen spectacle. The deaths which accompanied filming are an open secret in Hollywood. So, at last, free from the storms created by its production, *Hell's Angels* itself has arrived and the question must now be asked; is it really worthy of so much trouble and anticipation? Nothing can prepare the viewer for what appears in this film. The story of British aviator brothers during the late war and the awkward fallout from their university friendship with a German pilot is competent, but wholly unremarkable. Instead, what amazes for every frame is the display of aerial combat in such real and gripping terms. Anyone who has been behind the yoke of one of those first flying machines will know the bravery such an effort requires. That sense of living close to edge of death is wonderfully translated to the screen. This film is the definitive answer to anyone who still wonders if we should have sent our own boys into that shattering conflict. A thousand times no.

"*Hell's Angels Arrives, Stuns*" by Jerry Humbolt, *Chicago Review*, 1930

children and adults alike dream of movie stardom and the socioeconomic mobility that comes with it. Hitting it big in Hollywood, California is the modern equivalent of a Horatio Alger "rags-to-riches" story and with the industry booming it has never seemed like a more realistic career path. Hollywood stars are household names in Dennington's America where one is as likely to hear the president's name as they are to hear the names Charlie Chaplin, Claudette Colbert, Errol Flynn, or Myrna Loy.

Likewise, Americans also hold a similar level of reverence for the worlds of radio and radio-television. Just as with motion pictures and Hollywood, aspiring radio and radio-television actors flock to New York, Chicago, and other big cities for a chance at "wireless stardom." Despite being a relatively recent technology, most American homes have a radio-television, while all American homes have at least one radio (even if it is just a hand-crank unit). Again, detective and sky pirate serials are popular programming that are watched/listened to by massive home audiences. Music, both live and prerecorded, is also quite popular with shows like John Jacob Niles *Ballads* and Lionel Hampton's *Live from the Rainbow Room* amassing large followings. Radio and radio-television are one of the main ways that Americans consume their news, second only to the venerable newspaper. Of course, journalistic standards are not as rigorous with these latest news formats, with the Dennington Trust exercising an outsized level of editorial control. As with most instances of Dennington censorship, most Americans remain blissfully unaware.

A Nation on the Move

For recreation, the average American has a seemingly endless supply of options at his or her beck and call. Rich and poor alike stroll city parks and hike state parks to be closer to the natural world, while others hunt, fish, or camp in the splendor of the American wilderness. Baseball reigns as the popular pastime on both the amateur and professional levels with seemingly every town and village with at least its own youth league. At the professional level, the Chicago Cubs are the team to beat, becoming in 1932 the first professional league baseball team

to win five consecutive World Series titles – only the New York Highlanders have come close with four consecutive wins in the late 1920s. Boxing, too, is a popular sport both professionally and on the amateur level, with recent boxing purses on the professional circuit exceeding one million American dollars. American boxers are some of the few cultural ambassadors that the isolationist republic sends out into the world, sending men like Jack Sharkey and Max Baer to literally beat the idea of American Exceptionalism into boxers from around the globe. Other popular sports pastimes include track and field, airship and airplane racing, bowling, and gridiron football (or just “football”) which is slowly growing in popularity through collegiate rivalries. Soccer, cricket, and hockey are all viewed as foreign sports and remain obscure.

No matter the sport though, it is a safe bet the Dennington Corporate Trust is involved. Three-quarters of all professional sports teams, and all sports teams in major markets, are at least partly owned by the Trust, often as majority partner. Many professional boxers are managed directly by the Great Trust and enjoy the security of Company furnished health insurance. Youth and amateur leagues that in older days would have to rely on community fundraising or sponsorship now subsist entirely on the sponsorship of the Trust. Even the few remaining independent professional sports teams rely on the largesse of the Great Trust to keep them in business through both employing the ticketholders that fund their team and spending generously on in-game advertising. Furthermore, employees of the Dennington Corporate Trust can easily purchase season ticket to any sports league they so choose through a Dennington line of credit. Dennington’s immersion into the world of sport is so extensive and so appreciated that mention of the Great Trust on stadium announcements is met with almost unanimous cheers and applause from Boston to the San Francisco Bay Area. Radio and radio-television announcers read off a variety of Dennington sponsored bumpers such as the “All American Minute,” a quick fun fact about American industry that coincidentally always reflects positively on the Trust. Stadiums and other sporting facilities bearing the Dennington name, such as St. Louis’s Dennington Arena or Philadelphia’s Dennington

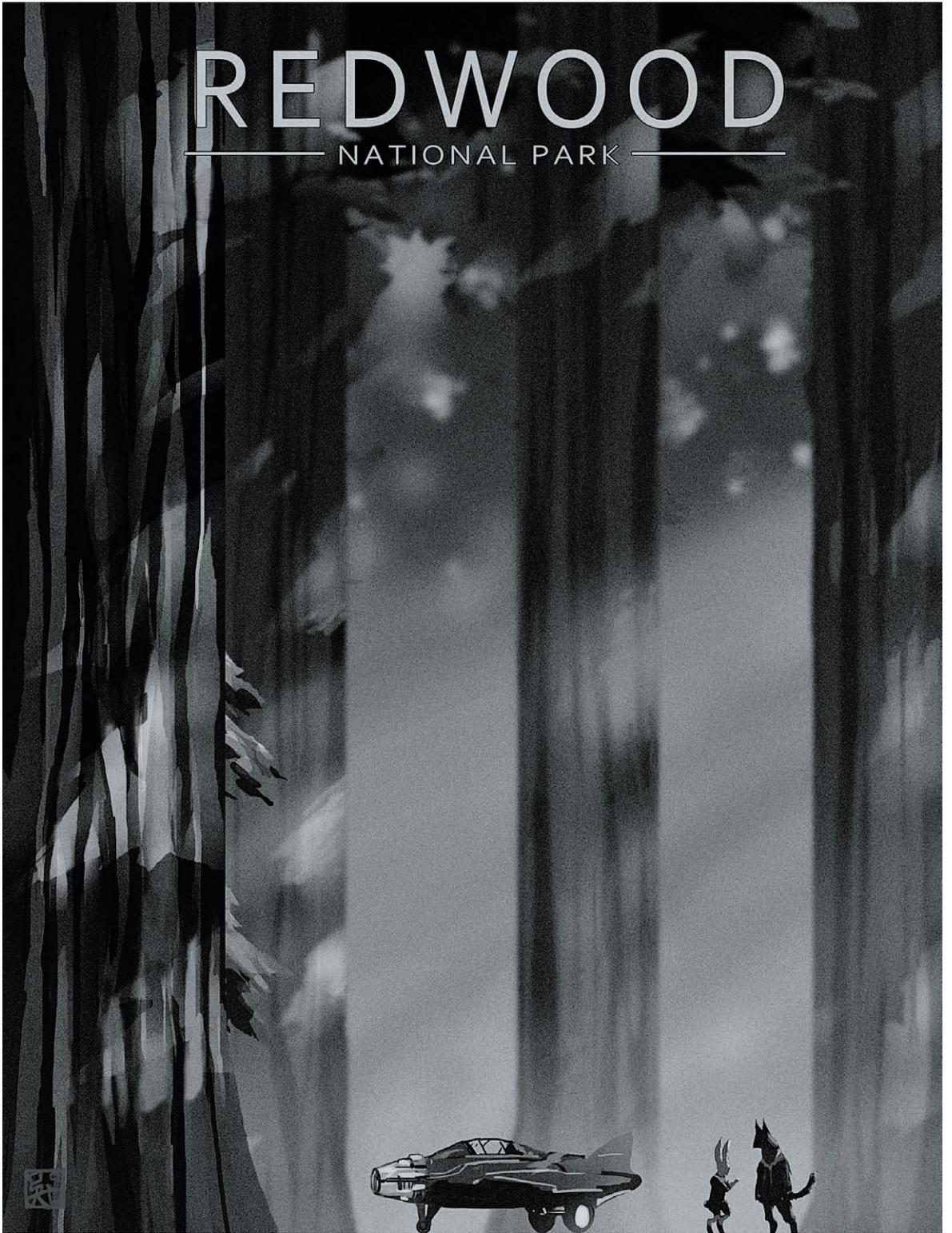
Stadium, are nothing short of ubiquitous.

As one might expect any professional athlete who speaks out against the Dennington monopoly, against American isolationism, against capitalism, or says or does anything else the Trust doesn’t like will find their career cut short even on the nominally independent teams. However, those making political statements the Trust agrees with – such as support for steep import tariffs on whole goods – will find a soapbox for their beliefs. The Company is all too willing to exploit an athlete protest they agree with, using their media empire as an echo chamber to sway public opinion and even effect government policy. In 1927, for example, the Boston Red Sox’s ace pitcher Babe Ruth spoke out against further government regulation of the Great Trust’s radio assets. The Bambino argued that the Company was capable of self-regulating and quipped that “you can trust the Trust” while talking to reporters postgame. By the next morning, every Dennington owned newspaper, radio station, and radio-television network proclaimed the headline: “Babe Says Trust the Trust.” Within days, the bill that would have been known as the Radio Act of 1927 was dead on the Senate floor.

However, one shouldn’t think that American are just geared toward sports for their recreational entertainment. For younger generations, a much more modern craze than baseball has caught on, a craze that could only exist in the Age of the Airship: skytripping. The cheap cost of air travel in America has opened formerly isolated regions to anyone that has access to a plane and the inclination to go. Up until recently America was not well connected with a system of highways like nations in Europe, and it’s only with the public-private partnerships between Dennington and the federal government that America has finally modernized its roads. The Dennington Highway system is unpopular though as toll free sections are often congested while the express tolled sections are too pricey for the average traveler. Traveling on the Denny (as it’s sometimes derisively referred to) is an exercise in frustration, but none of this is a problem in the sky. Every American kid who can sing his or her ABCs can tell you that “there are no tolls in the sky.”

REDWOOD

NATIONAL PARK



Young Americans not yet old enough to fly in small towns across the country dream of heading off into the open sky and over the distant horizon. The air, the sky, the wild blue yonder – whatever they may call it – it represents ultimate freedom and self-reliance, liberty in sparkling blue. Many learn to fly as soon as legally possible (if not before) and start with short regional jaunts: daytrips to sky houses and nearby natural wonders. Those that can't get ahold of their own aircraft book passage on one of the many Dennington skyliners that crisscross the nation. It's not just students either: young adults and not so young adults alike also pile into aircraft with their favorite companions and fly off to see America. Whole industries (some of them illicit) have blossomed to cater to these intrepid travelers, resulting in an informal collection of industries known as the skyside model. Some are straightforward: skyhouses, cantinas, and garages next to an accompanying airstrip, while others are less direct: the secondary industries that rise to service the skyhouse, cantina, and garage staff such as grocers, barbers, butchers, bakers, and candlestick makers. All thrive on the skyside model, doing business at major arteries of travel from people that are more than likely just passing through.

The Counterculture

Counterculture flourishes in the Republic despite the relative prosperity. Corporate and government propaganda both espouse that the Nation is fully employed, and discrimination is a shameful relic of the past, that the rising tide has indeed lifted all boats. Press releases and newspapers tout record homeownership across the board and the miracle of a stabilized rental market thanks to Trust subsidies. As one might expect this is not the exact truth as seemingly ancient prejudices continue to rear their ugly heads to exclude some from the American Dream. Relegated to low paying or part-time work, substandard housing, or otherwise cursed into poverty these disaffected have carved out their own societies within America. These so-called “subterranean cultures” developed in tandem with the mainstream of society, each a natural outgrowth of rejecting some aspect of mass culture. As different as they may all be

from one another the various subterraneans are all united in their denial of the Trust as the Great American Savior.

Rejecting what is marketed as progress, these subcultures have instead embraced handmade and do-it-yourself manufacturing as the bedrock of bohemian culture. Let other Americans consume goods and services that have been mass produced by the Dennington Trust, the subterraneans, swear by handcrafted, bespoke goods and seek to build an economy wholly independent from the Trust. Of course, this is nearly impossible as even an independent artisan winds up using materials or services that were at some point furnished by the Company. Purchasing a product that is fully disentangled from the Dennington name is not only difficult but also expensive, making economic independence more of an aspirational goal than an attainable reality. Still, despite the adversity of the task many do manage to lead lives independent or at least semi-independent from the Great Trust.

Descendants of former slaves and immigrants alike have eked out subcultures centered around their music: jazz and the blues. All but excluded from the mainstream of American society, these disaffected gather together in juke joints, coffee shops, and anywhere else that will have them to listen to music and talk politics as far from what is seen as the sterility of the Trust as possible. To polite society, these gatherings are seen as hedonistic and disrespectful to the giants of industry who have built modern America. While it is false that disrespect for the Trust is the driving force behind the jazz and blues subcultures, it is true however that subversive ideologies circulate at their gatherings. Jazz by its very nature provides each individual musician unlimited freedom via the framework of cooperation, while the blues turns the pain of the individual or of a group into cathartic action. Jazz and blues musicians alike are often sympathetic toward a more reigned in approach to capitalism or even plain socialism. Radical ideas like so-called “progressive” antitrust legislation espoused in the past by the likes of Theodore Roosevelt are not so radical at all in jazz and blues circles. In fact, they're quite standard. Roosevelt, in turn, is quite revered by these new bohemians as one of the last political

figures that really gave two shakes about the plight of the average person.

Fed by the migration of former slaves and their descendants from the rural South into the urban North, the growth of jazz and blues has slowly begun to influence the mainstream of society. Regarded as a distraction for the liberal European American intellectual the twin genres have seeped their way into the animus of college life. The big band and swing music ensembles that have been a popular part of American culture for the past two decades have their roots in jazz, even if only as a pale imitation. College students are of course sympathetic to the inherent dissent in jazz and blues music, championing the dissolution of the Dennington monopoly alongside the African-American and immigrant subcultures. To many, this is regarded as a phase: the cute ideological arguments of young minds – but the Trust takes these college intellectuals very seriously. Trust advertising (propaganda) has always had a bit of an anti-intellectual streak, favoring instead tradesman and thus trade schools. The importance of abstract thought is downplayed at every turn in these (Trust owned) trade schools while students of private universities are discredited as the stuffy elites of an older, less enlightened American order. From the point of view of the Great Trust those who advocate for greater competition in the market are outmoded and ensorcelled by the obtuse nature of their high-minded ideals. “Democracy,” they say, “is a political system, not an economic one.”

Another counterculture centered on music and the do-it-yourself aesthetic that has cropped up in the shadow of the Great Trust is folk culture. The acoustic music and traditional lyrics are seen as a much-needed counterpoint to the electron pop created by Dennington synthesizers. While jazz and blues are often thought of as African-American and immigrant experiences, folk culture has risen as the counterculture of choice for European Americans dissenting from the Great Trust. The folk music scene, like both jazz and blues music scenes, has long been a hotbed of subversive ideologies including attempts to organize trade unions, blatant Socialism, and even Communism. A common theme running through folk culture is ordinary people coming

together to face the world’s problems as one body. Also, much like the jazz and blues cultures the concept of a collective is central to their anti-Dennington view of the world. Moreover, it’s imperative that the collective acts in the interest of the common good against the interests of a few. The Great Trust in turn views this *Populism* with contempt. In their mind there are no disaffected who need to organize against privileged capital classes. They are quite capable of being stewards of the common man’s interest. Likewise, the folk culture’s strive toward authenticity is met with derision: what can be more authentic than a Dennington product? To the Trust that question is meant to be rhetorical. To the folkies the answer is simple: a product made by a tradesman independent of a monolithic capital concern.

Jazz, blues, and folk countercultures haven’t been completely excluded from the mainstream though, with several notable examples achieving crossover status and attracting a larger audience. Jazz acts, for example, have reached more ears through promotion by big band and swing acts that were inspired themselves by jazz. It was in this way that Raymond Scott introduced jazz pianist Duke Ellington to the world. Similarly, Gertrude “Ma” Rainey was already a well-established blues singer when she was catapulted into the national spotlight via an endorsement by admirer and vaudeville megastar Gus Visser. Ever savvy to pander to any audience, the Dennington Trust has recently begun funding through grants blues, jazz, and folk concerts and radio programs. Of course, the resulting product is usually sterilized with scarce few traces of dissent, but for some artists the tradeoff for wider acclaim is worth it. Kentucky native and dulcimer player John Jacob Niles has made quite a name for himself with his syndicated radio-television program *Ballads* which is funded exclusively by the Dennington Trust. Through his show Niles has in turn introduced the country to the folk music of Virgil Sturgil and Woody Guthrie, both of whom went on to wild but limited success before being blacklisted by Trust censors for spreading socialist propaganda. Despite such hiccoughs the Trust still continues to pander, underestimating just how much they are spreading the counterculture through half-authentic imitation.

Then of course you have the usual subterraneans: actors, artists, writers, musicians, cartoonists, and performers of all stripes. People that have had a complicated fringe role in society since before the rise of the ancient Roman Republic. While many, a majority even, can be placated by generous Dennington grants the artist is still acutely aware of his or her place in society. The grants are conditional and thus an artist that says or even implies things the Great Trust doesn't like isn't going to find creative work in a mainstream medium. Many Americans are in fact unaware that the Trust acts as such an arbiter of taste and entertainment, but to artists this censorship is as obvious as it is prolific. Countless careers have been sidelined or destroyed altogether in the past two decades for singing songs, drawing cartoons, telling jokes, or writing novels that the Great Trust simply does not approve of. Life on the Dennington blacklist relegates one's art to the few remaining independent radio stations, publishers, and theaters that still exist. While an artist can still speak his or her mind through these independent outlets they will not be reaching a large audience any time soon. As one might expect, this has led to artists like actress Greta Garbo and actor/director Orson Welles being cleverer and cleverer in their subversions, hiding dissent in plain sight and barely avoiding Company censors. Garbo skirts the censors with her various portrayals of persona non grata, imbuing any role she plays with a sardonicism that appears authentic (because it is).

Along with the artists and other subterraneans are the progressive elite who, despite being sidelined by history, are still a countering force, especially in northeastern states. The few who cling to power do so by only the slightest of margins, navigating the political minefield by never explicitly condemning the Trust itself. Men like New York Senator Franklin Delano Roosevelt have tried to instead reign in the Great Trust through policy – a mammoth task with so few allies in the legislative or executive branches. This progressive old guard is split on President Dennington-Musgrove. While she seems to some to be the president they were never able to put into office, others feel she is too much a Dennington herself to counter the Company's methods for silencing opposition. Progressives find themselves in the unenviable

position of knowing their cause is just without much means to prove it. Even with their voices muted and most of their actions blocked, they remain devoted to their dissent and committed to their cause of incremental legal reform. Few other Americans see any sense in attempting to reign in the Dennington machine with laws, yet few are as hopeful about the future as the progressives. They like to say there are a few others still are on the fence waiting to be persuaded.

It is only within these dissenting countercultures that anything resembling European boosterism can be found. The national attitude at the moment hovers somewhere around "America is doing fine, that's all that really matters." Sentiments that anti-isolationists find hard to counter even with a compassionate argument. To the average American the United States has not retreated from the world stage: it has withdrawn to safeguard its interests. The fact that the so-called subterraneans accuse America of abdicating authority amid its prosperity is of little consequence. What is there to be gained in embroiling the Republic in the endless wars

Ask yourselves, citizens of "the land of the free and the home of the brave," if you can live any longer with the blood of these heroes on your hands? Every day you deny them the assistance they deserve you spit in the eye of the Founding Fathers who pleaded their lives, fortunes, and sacred honor to the redress of wrongs perpetuated by the hateful crown of England. Many of our millions originate in that green island and so they are our cousins. Our family oppressed now by the same yoke which we have twice thrown off. You have read about these outrages before and you have thus far sat idle. You have read about them again today. Will you sit idle again? Will you let oppressors and murders win simply because there is enough cold water between yourselves and the dying that their screams do not trouble your afternoon? Or will you act?

Editorial "Remember Lexington, Remember The Alamo, Remember Dublin..." from The Orb, July 4, 1928.

of the Old World? America is self-sufficient and need not look beyond her borders for succor. In the same vein, America has no mandate to jeopardize her peace and security for the comfort of foreign nationals. Those opposed to European boosterism often go so far as to point out President George Washington's farewell address and the line "It is our true policy to steer clear of permanent alliance with any portion of the foreign world." While dissenters find George Washington difficult to argue with they nevertheless believe that the United States of America could and moreover should be doing more for the world. The U.S.A., in their mind, is a sleeping giant whose influence is being squandered for the profits of a few. From their point of view the nation is essentially navel-gazing when its eyes should be fixed on the distant horizon.

That Old Time Religion

The First Amendment to the United States Constitution ensures the nation embraces no particular religion officially, but religious life is still deeply important to the majority of Americans. While most religious Americans identify themselves as Christians, there are good numbers of Jews, Muslims, and Buddhists in the U.S. as well. For most people of faith, the expansive nature of the Company poses no challenge to their beliefs. Mainstream religion contends the Dennington Corporation is part of God's providence over his chosen people: Americans – that the New American Prosperity is proof of God's blessings. Some are only slightly less enthusiastic, praising the advancement of technology as an aspect of divine wisdom or at worst separating "what is Caesar's" from "what is God's." Even those who might be uncomfortable with the Company, usually find reasons to hold their tongue. The Dennington family is famed for charitable giving and the Dennington Trust, for its part, dumps tremendous loads of money into church coffers, preventing religious leaders from outright condemning the monopoly. Further complicating their opposition, their parishioners are almost entirely employed by the Company, making some theological arguments unpalatable to workers who feel gratitude for their job and no longer have to worry where their rent

money is coming from. A lot of people reason the churches wouldn't be able to help a tenth of the people they assist without Dennington money.

When opposition to the Company does arise in a religious person, it usually springs from within their own beliefs rather than from progressive ideals. There are plenty of levelheaded believers who take issue with the success and growing power of the "so-called Great Trust," as they put it. Catholics, in particular, are vocal in their misgivings, with a prominent archdiocese in the northeast leading in skepticism. "It is easier for a camel to pass through the eye of a needle than it is for a rich man to enter the Kingdom of Heaven" is a popular Bible quotation to base such opposition on and others pull similar lines from the Torah, Quran, or other wisdom literature. Without becoming a radical, a Christian can oppose the excesses of the Company in the name of charity: centralized wealth is wealth that isn't being shared with those who need it most. Going further, others say the success of the Great Trust is simply unnatural, a craven idol to the worship of Mammon, forsaking the true lord and savior Jesus Christ. Even further down the same path, the anti-trust stance of some religious groups becomes the pedantic ravings of religious fundamentalists, who seem to crave an end to America's prosperity. The fact some of these oppositional groups flirt with doomsday prophecies is confirmation for most Americans they are little more than cults. Led by charismatic figures like the self-proclaimed immortal Father Gordon Divine and recruiting the vulnerable to their sects, many such organizations do little to refute the comparison.

At the moment, such cults are of little concern to the Company and its interests as they are concentrated in remote rural areas where the failures of the Great Trust seem most are most spectacular. Without the moderating influence of conventional religion and the open marketplace of conventional capitalism, disgruntled workers out in the boondocks are more susceptible to extreme interpretations and so-called cults can take root. They should be concerned, though, as the problem is spreading out of the countryside and gaining a foothold in the cities, with Father Divine's "One World Congregation" in Harlem

only the tip of the proverbial spear. Divine and men like him preach Communism thinly disguised as Christianity, going so far as to quote Bolshevik intellectuals in their sermons. Though no one at the Company takes the threat seriously yet, it's the religious nature of Divine and his ilk that will make them so hard to deal with. Whereas jazz hounds can be portrayed as reefer maniacs and folkies as Socialist agitators, the First Amendment partially shields the One World Congregation and similar groups from such simplistic labeling as they are entitled to their religious beliefs – however wrong they may be. Nobody thinks twice if some supposedly well-meaning vigilantes rough up farm workers trying to organize into a Union. Societal outrage and government scrutiny will erupt, though, if those same goons are sent to break up a prayer vigil. Men like Divine are thus untouchable until they cross over into the realm of extremism. Unfortunately for the Great Trust, these self-styled Messiahs are experts at toeing that line.

“The reward for all people is not in the hereafter but here now on this Earth and we need only seize it. My Harlem flock, my One World Congregation, the heaven we seek is here on this very Earth. I am here today to tell you that there is a better way. A way that is righteous and holy and leads to heaven on Earth. The way is to cast off the feudal chains of your capitalist lords. To take those chains and cast them into the river where they may rust and be forgotten. We need only to come together with the Holy Spirit and use our God-granted powers to seize the apparatus of our oppression and turn it toward the betterment of people the world over. Let us be free like we once were, every worker the master of his or her destiny. Every cog in God's machine owns the whole of the machine. Remember that. Cherish it. For it is through God that we will again make everyone equal. For hear me now, my children, Dennington is not God and Dennington is not Satan. Dennington is mortal and thus we may beseech the Almighty to humble the

so-called Great Trust before our very eyes.”

From a sermon by Father Gordon Divine, broadcast on WNYC Independent Radio, April 25, 1932

The extremists are out there. Disavowed by cult leaders, these fundamentalists nevertheless commit acts of not so civil disobedience against Dennington interests in the name of religion. Disrupting the day to day functions of airports has been a popular tactic, with cultists praying en masse to halt the loading and unloading of cargo or simply harassing and haranguing port workers as they go about their day. Vandalism is another popular tactic, including stenciling bible verses onto the side of Dennington airships. Others pool their resources together to post bail for known sky pirates and other antitrust agitators or otherwise contribute to such criminals' legal defense funds. The most extreme intimidate or attack Company employees, make threatening phone calls, make bomb threats, and in a few startling cases commit actual bombings. Try as they might, the Trust and government authorities are never able to trace these bad actors back to Divine or other cult leaders. Nor are they able to make a credible case for incitement or radicalization. Of course, none of this stops the Dennington controlled media from painting anti-trust religious groups as violent extremists obsessed with watching the world burn.

The question is: are Divine and his brood really pulling the strings of any such extremists? Do they find the most radical among the radical in their congregation and nudge them over the line? The short answer, at least in Divine's case, is an unsurprising “yes.” Divine and his inner circle cultivate normal parishioners into Marxist anti-Trust agitators, if not outright terrorists. Within months of initial radicalization, the agitator is ready to sow dissent, intimidation, and anarchy on their own. Before launching their campaigns such extremists typically disassociate from the One World Congregation, keeping out of sight and out of mind for months or even years at a time. Then one day, like a gas bubble rising to the surface of a swamp, they pop, releasing their noxious fumes to soil the garden the Dennington Trust has cultivated. Whether they skirt the law

or break it is up to the individual and those he or she recruits to their cause, though Father Divine peppers his radio sermons with coded messages to nudge his followers in whatever direction he sees fit. It is unclear how many of these extremists Divine and others like him have recruited to their cause or for that matter how many other charismatic religious leaders bent on sowing discord like Divine there are.

There is No Wrong Way to Dissent

The Company and the United States oversee a massive empire of commerce and business while the rest of America tries to go about their day and try to be content with what they have. But not everyone is excited to be a part of the Company or even to have it affect their lives. Some protest, others go on strike, but the majority of U.S. citizens can only find small ways to influence or change Corporate Policy.

There are organizations that have the destruction of the Company at the forefront of their actions, and who have either spent years waiting for the right opportunity to strike or view the day of their ascension into a new order of controlling the U.S. to be at hand. Some want to restore the United States under the rule of the people, while others want to simply take down the Company and make off with as much profit as their planes can handle. Some want to be rulers, while others just want to not be ruled anymore. The Company is aware of these threats but, at the moment, lacks the capacity to see them thoroughly destroyed as these organizations have managed to survive everything from government raids to private enforcers paid for by the Company to bust up their operations.

A crucial element to these organizations surviving is their capacity to do everything to survive even at the costs of others. Some, like Red Star, have no end of martyrs and patriots willing to die on their feet rather than serve on their knees. Others, like the Hidden Empire, view each member of their group as expendable so long as the heads of the organization can

survive. Each group has had their morals and their philosophies tested by the Company on numerous occasions, and though some have found themselves changed by these encounters most of them are still as dedicated now as when their groups formed.

The Hidden Empire

Group Affiliation: Anarchists, Neo-Monarchists

Goals: The restoration of a reptilian empire governing countries across the globe and the infiltration and exploitation of the world's governments.

Strategies and Tactics: Manipulating others into doing their work for them while avoiding detection. Recruitment of non-reptilian operatives to serve as tools to carry out their plots.

The Hidden Empire is dedicated to a dream that the world was much better in the days of their ancient ancestors who ruled over the land through strength and fury. Each member of this group believes that reptiles and not mammals, avians, or any other kind of creature should rule the world because only they possess true nobility combined with the cold, calculating logic necessary for the world's survival. They are willing to do anything to advance their cause, and while they do not have the numbers to advance their goals by force, they have the strategy and the long-term planning that has begun to reap great rewards.

The leaders of each Empire cell style themselves after great reptilian monsters of old. The leader of the organization, a mysterious figure known as Draco after the mythical king whom the Empire believes first brought law to the world, manipulates each cell behind the scenes. No one knows who Draco is or even what species they are. What is known that the other Hidden leaders have developed a means of communicating with them through strange devices that send out coded messages across the airwaves and require a similar device to decipher them.

The Hidden Empire is spread out across the globe, but it is in the United States that they

have focused their resources in recent years. After the collapse of the Russian Empire into its numerous factions, the Empire has decided to try to overtake the Board of the Company and manipulate the employees to fall in line with its goals. They use a mixture of manipulating the upper management into enacting measures which hurt the Company and make them seem tyrannical and oppressive to the employees while simultaneously creating food shortages and disrupting payrolls so that employees feel the Company is trying to rip them off. The Company is aware that some foreign element is attempting to disrupt its operations, and several Hidden operatives have been arrested, but these operatives either escape through mysterious circumstances or end up murdered in their cells before any useful information can be extracted from them.

Though the Hidden Empire seeks the uplifting of reptiles to the role of the dominant species on Earth, their organization employs a wide variety of species to assist in their goals. Most are ignorant of the Empire's true nature; the group is able to convince others to do their work for them through the careful art of manipulation and subtlety, but also by paying operatives well for their efforts. Those that find out the truth behind the Empire are usually given two choices: they can live and continue to serve, or they can die. Very few people have managed to escape the group's clutches with any tangible evidence on the organization, and even those which have are often considered crackpots with delusions of a reptilian conspiracy taking over the world's governments.

Macedon (Braddigus Burns) **Baron of Chicago**

**(Head of Midwestern Regional Services,
Dennington Trust)**

Career: Politician/Company Man

Animal Type: Gila Monster

Size: Small

Abilities of Note: Claws, Pebbled Flesh,
Unafraid

True North: Deception

Braddigus Burns is one of the most well-known individuals in America while simultaneously being one of the least well-known crime lords

to plague the United States. The ranking member of the Hidden Empire in Chicago and a member of the Company Board of Directors, Braddigus is known as a champion of worker's rights, an innovator of the Company's latest inventions to the American lifestyle and rumored to be on his way to candidacy for the Presidency of the United States.

As Macedon, he is responsible for coordinating the Empire's efforts at destabilizing the Company's control of the United States. Though the name of the crime lord Macedon is well known throughout Chicago's underworld, no one would suspect the well-spoken politician originally hailing from Utah has his scaly hands tightly around the throat of American commerce. He champions increases in wages for Company employees while sabotaging the company's payroll offices to make sure employees are not paid on time. He then uses the ensuing strikes to get his rivals fired from the company while he swoops in and becomes a hero to the masses.

Macedon is brutal and is in every essence a predator hiding in plain sight. He is willing to see his endeavor fail and his minion's lives be lost to preserve the secrets of the Empire, and his brutality often puts other Hidden members who might dare challenge his authority in check. He is able to slip seamlessly between the personas of Braddigus Burns and Macedon and his cold, calculating demeanor has led some in the Hidden Empire to believe that he hopes to challenge Draco for control of the organization.

Red Star

Group Affiliation: Communists, Organized Crime

Goals: To see the rise of the people and equality among all classes and species.

Strategies and Tactics: Mobilizing workers, labor strikes, espionage, and sabotage.

No group is more controversial, nor as secretly accepted as Red Star. Taking their name after the Communist symbols displayed across Russia, Red Star attempted to do to America what Communist revolutionaries did to the Tsarist regime. Though they were much less successful than their forebears in Asia, Red Star has managed to survive despite the rapid turnover of members in the organization and the intensive

internal struggles and power plays that threaten to tear the organization apart.

Though many revolutionaries try to claim credit for establishing Red Star, their founding is owed to Baleg Dardan, an Albanian immigrant who had spent time serving along the Russian front. There he was exposed to the concept of communism and when he later immigrated to the United States to escape the war, he attempted to organize the many factions of anarchists, socialists, and communists across the country. By trying to unite the multiple groups behind one symbol, he hoped to gain the power needed to mobilize the proletariat and overthrow the bourgeois. Unfortunately, the Company managed severely crush the group during the July Demonstrations of 1918, when federal agents operating alongside Company union busters started fighting with demonstrators in an event that left over a dozen dead and hundreds of demonstrators in prison.

Despite this crushing defeat, Red Star still exists. Led by a revolutionary council, the group continues its crusade to help make life easier for the working class while diminishing the power of the Company's Board of Directors. Their private meetings have become extremely particular about who can attend, as they do not know who is a Company spy or simply someone who will rat out the group. The group is split among several faction lines now, and though each group is willing to lend aid to each other the internal power struggle for dominance in the organization means most groups are left on their own. Some advocate a peaceful way of protesting, while others believe that the group should give up on peace entirely and engage in full scale terrorism to bring down the Company.

Currently the Company is involved in numerous efforts to infiltrate Red Star and try to bring them down from the inside. Through some unknown means the clear majority of Company operatives are uncovered and either disappear without a trace or are left handcuffed in front of factories with Red Star's symbol and slogans painted across their body. There are rumors that several of the council members may even be working for the Company, but whether this is true or for what purpose the Company has in store for Red Star is unknown. Most members

of Red Star have become so radicalized that they will do anything to bring down the Company.

Dardan (Carmen Eccecante)
Chair of Revolutionary Council
(Deputy Personnel Manager, Northeast Region, Dennington Trust)

Career: Revolutionary/Paperpusher

Animal Type: Panther (Jaguar)

Size: Normal

Abilities of Note: Camouflage, Nightvision, Pounce

True North: Endurance

Opposing the Company can be a dangerous proposition for even the most established and wealthy individual. For Carmen's father, he was a proud champion of worker's rights while trying to be a fair and honest employer at a local rotor manufacturing firm. He stood against the Company's expansion and stood side by side with his employees when they protested the Company's expansion into U.S. politics. His brutal beatdown during the July Demonstration left him a shadow of what he once was, and Carmen will never forget what the Company did to her family.

Though she lost her inheritance and control of her family's factory, Carmen was brought into the Trust through the merger and is now a powerful voice for worker's rights within the Company. She has managed to survive by acquiring blackmail on one of the Board members and uses this to keep herself employed despite the fact that there are many in the Company that would prefer to see her fired or even killed. She is cagey and paranoid, and for good reason. To date she has survived two bombings and one attempted assassination by a Company-hired thug. Though some might consider fleeing the country or disappearing into a new life somewhere, Carmen refuses to be intimidated and keeps herself busy fighting for her fellow workers for as long as she is able.

Red Star leaders take on the name of their founder and now that Carmen has become the current Dardan some see her brand of radical communism as the next essential step for the organization's survival. Others see her as growing increasingly paranoid and fear that she will drag



the organization down the path of violence and sinister terrorism that has happened to previous communist groups within the United States. Carmen is committed to Red Star to the point she no longer thinks of herself as having free will; she will do what the movement requires. She knows that for Red Star to succeed it must be willing to engage in the same level of viciousness and brutality that the Company is willing to use against them while simultaneously holding onto the legitimacy of peaceful protest and the possibility of negotiations. Currently she is like a leaf caught in the wind, tossed between those who would keep her flying down the path she is on currently or try to spin her out of control into a maelstrom of chaos and uncertainty.

The Jansen Boys Aerogang

Group Affiliation: Sky piracy, thieves, extortion

Goals: To make as much money as fast as possible.

Strategies and Tactics: Smuggling Company technology, raiding commercial transport planes and semi-trucks, and intimidation

through coercive threats.

Pirates. Thieves. Smugglers. The Jansen Boys have been in business for almost as long as the Company has existed, and they have found their particular niche with regards to how they operate. They strike fast, they strike hard, and they go after the most plunder. The fact that they have managed to not only avoid being arrested but to thrive has only made them bolder in recent years, and with the acquisition of several disillusioned employees from the Company they have managed to dominate sky piracy in the United States.

Formed by Ol' Hoss Jansen, the Jansen Boys were among the first pirates to successfully arm their planes with the Company's signature directed energy weaponry. Ol' Hoss was a former engineer for the Company who felt that Dennington had stolen the majority of his designs and theories for himself. Defeated and humiliated in the courts, Ol' Hoss would have been homeless had he not turned to his cousins and decided to strike back at the Company that stole some of his ideas. Whether Ol' Hoss is

telling the truth about his designs being stolen or if Dennington had fired him for some other reason is unclear, but what is clear is that the Jansen Boys are a feared and pervasive threat to any shipping company trying to send their goods past the Appalachian Mountains.

The Jansen Boys claim that they are resisting corporate aggression and looking out for the little man, and to some extent, that is true. Some members of the family follow Ol' Hoss Jansen's example of making sure to toss a few wads of cash into the donation box at the church or to never rob from those who can't afford it. There are several members of the gang who are not so altruistic in their goals, and whose greed and villainy leads them to steal the purses from old ladies leaving church and leaving stranded passengers in the middle of nowhere while they make off with their plane.

Despite being called the Jansen Boys, the gang is willing to take in anyone willing to take the JB tattoo on their shoulder. Their motto is "Fly Free or Die Trying" and though numerous members of their extended family end in jail, the Company's policies of exploitation have made sure that there is no shortage of recruits for the gang. One problem the gang is facing now is making sure they can steal a steady supply of spare parts and components for the Company weaponry they have managed to steal. The Company, realizing that a gang of flying thieves wielding their signature weaponry is bad for their brand, has helped law enforcement detect gang hideouts and even aided the authorities in their arrest.

Dave Christenport Jansen

Mechanic, Short-order Cook, Air Pirate

Career: Mechanic/Pirate

Animal Type: Dog

Size: Large

Abilities of Note: Bark, Pack, Sharp Eyes

True North: Rest

Dave Jansen was born into the family but his grudge against the Company is very much his own. He tried to go legitimate and avoid getting called into the family's business but after a manager had him fired and his bank accounts

SUMMATION PART ONE : TO CONTINUE THE STATUS QUO IS DEATH NO PRODUCTS ARE FREE FROM MANIPULATION OF BUYER AND VIOLENCE TO LABORER NO RESPONSE OF VIOLENCE IS OUTSIDE STRAIGHTJACKET LAWS AND ENFORCER BATONS NONPARTICIPATION IS DEMONSTRATED AS THE ONLY WAY FORWARD AT THE PRESENT TIME THE ONLY ACTION NOT PLANNED FOR IS TURNING AWAY FROM EVERY SOLUTION ALREADY OFFERED TO PRESENT ILLS THE ONLY RESISTANCE IS NONPARTICIPATION NONPARTICIPATION IS THE ONLY RESISTANCE NEVER USE MONEY MAKE YOUR OWN CLOTHES GROW YOUR OWN FOOD MAKE ANYTHING YOU CAN TRADE YOUR EXCESS, YOUR SKILLS, YOUR TIME WITH YOUR NEIGHBORS FROM EACH ACCORDING TO ABILITY, ETC. AGAINST SUCH THERE IS NO LAW, ETC.

From "a manifesto for nonparticipants," author unknown.

seized to cover up her own incompetence, he was left with little choice but to move in with his folks. Now Dave serves as a mechanic for the Detroit Jansen Gang, where he works day and night to perfect the fuel needed to keep their planes in the air.

Though the Detroit crew are notorious brutal, Dave refuses to take part in any crimes he considers to be too brutal or villainous. He accepts that the Company is evil and wants to take them down as much as the next dog, but in his mind, he still dreams of retiring from a life of crime and opening his own air strip somewhere. Until then he maintains the grill at the Rusty Turbine, the gang's hide out in Detroit. He serves up a mean pepper steak while offering certain customers a taste of his moonshine he distills himself.

Recently Dave has gotten onto the bad side of the Detroit gang's leader, Baxter Crumley. The scarred ox has begun to make demands of Dave that he gets his hands as dirty as the rest of them, but Dave refuses to budge on the matter of killing indiscriminately. Some in the gang believe that Baxter is trying to pin the gang's crimes on Dave, and Dave has had to seek out his own allies outside of the gang to help him. As Baxter's paranoia worsens, Dave may soon find himself backed against the wall as he tries to find a way to avoid becoming as bad as Baxter is.

The Diggers

Group Affiliation: Farmers, free-thinkers, squatters, commune living

Goals: Pioneer a money-less, self-sustaining agricultural community free from Company marketing and government regulations.

Strategies and Tactics: Occupation of unused public land, subsistence agriculture, promotion of their ideals to the public.

Taking their name from a medieval English rebel movement, the Diggers just want to life free. They have taken up residence, without permission, on Federal lands in Idaho. The land was not being used by anyone else, so the community took over; linking their ownership rights to their use of the land, in the grand tradition of the western pioneers. The Diggers are a small community without formal law, and they like it that way. Their stated plan is to live by growing everything they need in the decent soil of Idaho's Snake River Plain.

Despite this agricultural focus, the Diggers are not primarily farmers. They majority are middle managers, teachers, retired soldiers and drop outs who felt ill at ease in Dennington's America. Each person in the community has their own story about how they reached the point of being fed up with the limits of society imposed upon them in the Northeast, South or Midwest. Only in the relatively empty land of the interior did they hope to find open space, freedom from technology, a lack of managers demanding they meet deadlines and government oversight and taxation. The Diggers are giving their "new" way a living a go with the gusto of people who have no idea how hard it will be. They are also sending the message back to the cities that they are having success. The Diggers publish a newsletter about their efforts and have begun to attract the attention of urbanites who share their ideals, if not their willingness to leave the comforts of society behind.

There is a split in the Diggers between those who are committed to a peaceful life, and those who know they will not simply be allowed to do whatever they want on the land forever. Everyone knows they need to defend themselves. For some this means leveraging their growing support within society to stand up for them. Others have a started to stockpile weapons,

even though the former soldiers know best they cannot withstand the full might of the Company-backed military for long. The debate within the community over their future and their proper defense continues. For now, they live and work, committed to peaceful coexistence, expecting anytime a conflict with a rancher or Federal official with a competing claim to the land.

The Diggers community is composed of perhaps 30 families, each assigned to a family farm. They grow primarily grain, apples, and feed for cattle. This subsistence agriculture supplies all wants and most needs of this small community. A few meeting buildings are centrally located in their valley and there the Diggers meet to affirm their commitments to non-ownership and non-control of anything beyond themselves. These affirmation meetings often take on a religious quality to them.

Patrick Maynard Locke

Community Elder, Diggers Commune

Career: Teacher/Handyman

Animal Type: Turkey

Size: Normal

Abilities of Note: Beak Attack, Snood, Herd

True North: Truth

A former college professor of economics, Locke was instrumental in establishing the flimsy legal basis of "ownership through use" which underpins the Diggers' experiment. His economic models always leaned toward socialism, but he combined it with a lesser-known French school of thought which advocated for the vigorous use of the land. Between these two, Locke ended up more in line with classical anarchist thought. The more he developed his ideas and expounded upon them to his classes, the more hollow his world felt. He decided he needed to live out his ideals, rather than merely talk about them to incredulous students. Identifying like-minded individuals through correspondence he began to promote the idea of a commune somewhere in Flyover Country.

Locke was among the first to move his family out to the site and has been a Community Elder there since the beginning. Along with Alice Fielding, a former Company botanist, and Marius Goodman, a former Air Marine, they



**YELLOWSTONE
NATIONAL PARK**



have all aspects of basic survival covered. Locke sees The Diggers as still partly an educational project. By living out his economic ideal, he has gathered additional insights into the strengths and weaknesses of his model. He passes this information on the outside world through *Soil Notes*, the community's monthly newsletter, where he writes more than half of the articles under various fanciful pseudonyms taken from both history and myth. He is also responsible for the basic education of many of the community's children.

Patrick Locke, sometimes called Professor Pat or even Farmer Pat, is just past middle age but looks and acts more like he is in the prime of his life. He attributes his vigor to getting out of the busy culture that was killing him and going back to the soil. He dresses plainly and treats everyone with respect. He speaks seldom, but when he does he is forceful, to the point and his words command the respect of the Diggers. He spends his time split between the needs of his land and his writing. His only known vice is a love of pulp novels, particularly salacious romances.

Places of Interest

The National Parks

The first National Park was Yellowstone, established in 1872 after decades of advocacy for the preservation of the scenic views the valley presented. Since then, more than a dozen other parks have been created and the Parks have become an important aspect of America's pride in itself. The phrase "See America First" has been used by the government to promote visiting the parks as something of a rite of passage for Americans before they travel outside the country. Rail lines, roads, accommodations and mooring towers have all been built on park lands to make it easy to get to and experience these "set aside" natural wonders.

Since the beginning of the Parks, people have been trying to decide exactly how protected these federally protected lands are. The Raker Act of 1913 allowed Hetch Hetchy Valley within Yosemite to be converted into a reservoir for the growing water needs of San Francisco. Despite efforts by environmental groups to halt the project before it began, construction of a

dam was completed in 1923 and the valley is now almost full. This project served as the beginning of the use of National Parks for the national good. Once the Great War erupted in Europe, people both for and against joining the conflict pushed for more productive use of all resources within the country for the defense of the nation. About the same time the Company was completing its consolidation of industry and its influence on the government was on the increase.

This led to the reapplication of the Raker Act as applicable to many other projects as long as they would benefit public good or national defense. Yellowstone, as the first National Park, has pride of place among the Park system and the joint effort between the government and the Company to develop its natural resources for industrial needs while preserving some of the best of nature's beauty for the ages has proven the point it can be done. A preserve for water fowl upstream of a hydro power plant inside the stabilized cliff face of Niagara Falls to several "strategic lumber reserves" in California just the most famous and most popular examples of how American Prosperity has come to the forests and parklands of the United States.

Kitty Hawk Airfield and Naval Station

Kitty Hawk is known as the location where the Wright Brothers first executed powered flight. The U.S. Army and the Navy both maintain a small presence just north of the historic site near the growing town of Kitty Hawk, from which the base derives its name. At any one time, the base houses 300 troops supporting the 342nd Fighter Squadron, part of the 4th Air Wing headquartered a few miles inland. Originally placed here to defend against coastal raiders, the 342nd regularly patrols North Carolina's Outer Banks. While the threat from pirates which had once called the sandbar islands home has long died down, smugglers and resistance fighters continue to use the small towns along the coast for their own purposes.

The Kitty Hawk Naval Installation was built up around the Kitty Hawk Life-Saving Station, established to rescue sailors from the notoriously rough waters along the Atlantic coast. This remains one of the core missions of the 12th Coast Guard Station which falls under

the purview of the Navy. The station houses two cutters primarily used in Search and Rescue operation along the coast, often supported by the Naval Aviators of the 33rd Fighter Wing. There is ample space for two runways, airplane hangars for Air Corps and Navy aircraft, and airship hangars for two small- to medium-sized airships, with additional moorings for others. In addition to the airfield, the station is home to fuel depots, barracks, an armory, Wardenclyffe blast tower, and a military hospital.

While not the largest military base along the coast, the Kitty Hawk Airfield and Naval Station is representative of the many small bases scattered across America. These small bases can be found near almost any major town or city and spread throughout the more rural areas of the nation to provide for the regional defense and security. Dennington Company security forces, representatives or engineers are also common sights at these facilities since these small, outlying bases are often home to experimental weapons, recent technology, or field tests.

The Island Prison of Alcatraz

The island of Alcatraz, positioned just off the coast of San Francisco, is home to one of the American military's largest mistakes. Alcatraz Island was originally inhabited by a military fort — one that did not see much combat action, as no war ever reached the country's western coast. When it came time to find a remote location, both isolated and secure, in which to house their prisoners, converting the fort into a prison became the priority task. By 1910 the prison was completed and ready to house the greatest enemies of democracy and the free world. These enemies consisted of spies, rebels, and other figures deemed to be social dangers, which included anyone that fought for a cause other than that of the United States government.

One of the most notable prisoners to be housed in Alcatraz was Rufford Alexander, the Wolf of the West, an infamous rebel leader that launched attacks against the corrupt establishment of the United States. His group of rebels, the Bad Beasts, were highly active during the early 1900s however, through the diligent efforts of the American military and intelligence agencies, Alexander was eventually apprehended. The

mistake made by the government was placing Alexander and his well-trained rebel allies in the same prison together. The group conducted a full takeover of the fortress prison and now hold it as an established micro-nation right in the heart of San Francisco Bay. For full details about Alexander and his Bad Beasts, see page number 124.

Other Nations of North America

Dominion of Canada

Canadians have been wary of their southern neighbor since American forces invaded Canada as part of their war of independence. Canada was elevated from a colony to a Dominion in 1867 partly to safeguard against further American expansion. If there is a feeling common to all Canadians about the United States, it is probably a sense of resignation to patient sufferance of American bluster. Canada relies on the U.S. for 75% of its exports, they know they are stuck with America. Though official relations can be cool, on a personal level Canadians understand Americans better than anyone else in the world because they have so much shared experience. Both nations are North American nations with a major British influence. They share the settler narrative which has created a similar sense of rugged individualism. Most Canadians live relatively close to the United States, contact between the two countries is frequent, and cross-border travel is easy. Only very recently, because of pressure from the rest of the Hegemony, have border controls become more strictly enforced.

With the U.S. acquisition of Greenland and the deals for more U.S. military flights along the coasts, the U.S. practically surrounds Canada and some Canadians are feeling besieged. More funding is being put toward training and supplying militias and air guards, especially in the west. In concert with these efforts, the Royal Canadian Mounted Police, long-time keepers of the peace in Canada's vast provinces, are expanding their operations to include more intelligence and counter-intelligence work. The U.S. is not the only thing which has military planners worries. There is a growing interest in the potential of Canada's far north as a staging ground for any

sort war with factions of the Russian Empire. Experience with conditions in the icy north give both Russians and Canadians, particularly their native populations, the ability to fight in this relatively inhospitable territory.

Behind the U.S., Canada's economy is certainly the most developed in North America. Extraction of timber, furs, oil, and non-ferrous metals form a large part of the economy, but skilled manufacturing, especially in southern cities close to U.S. markets, are increasingly important. The many rivers of Canada offer the potential to produce more hydro-electric power in the future, nearly all Canada's energy needs might be met in this way. Canada was once exclusively operated as a colony of the Hudson's Bay Company, and HBC remains an important retail company to this day. It is some large and has such diverse holdings it is sometimes called the "Other Company." Dennington products have limited penetration into Canadian markets, but their share is increasing as the Dennington Wardens intended primarily for military use now cover some of Canada's largest cities such as Toronto, Ottawa, and Montreal.

As a Dominion of the Hegemony, Canada mostly rules itself, though there is technically a power-sharing arrangement. The Governor General is appointed by the King on the advice of Parliament and the position is currently held by "Lady" Jane May, who claims a distant family link to the British Crown and is primarily in place to spy on Canada for Prime Minister Brockmore. More important to local politics is the Prime Minister, a locally elected position, currently filled by Humphrey "Huff" Howe. His major internal political challenge is to keep Québec in the federal system. The Québécois are descendants of French rather than British colonists and they frequently agitate over issues such as the use of the French language and autonomy for Québec. It is no small matter as the Québécois capital of Montreal is by far the largest city in the whole country.

Greenland

This large, ice-covered island in the North Atlantic was claimed by Denmark in 1814, belatedly following in the footsteps of medieval Norsemen who built towns alongside the Dorset culture already living there. Owing

to Denmark's awkward post-war position of forced neutrality, it has been forced to divest itself of all territorial claims in the Americas. Germany could not allow more strategic North Sea territory to go to the Hegemony, nor did the Hegemony want to allow the Empire to take control of the island. The United States was seen by both as reliably neutral in regard to Europe, so Denmark was strongly encouraged to sell its claim to the Americans, as they had already bought the Danish West Indies. In 1922, despite jokes about "another frozen folly," Greenland officially became a U.S. territory. At the insistence of the U.S. Navy, the Dennington Corporation immediately began construction on Greenland's southern coast of one of the largest Wardens ever built. After many delays in the harsh conditions, the Greenland Warden is now almost complete and promises to greatly extend the range of American military operation, much to the Hegemony's chagrin.

Republic of Cuba

When the Cuban War of Independence of the 1890s escalated to the point the United States intervened on Cuba's behalf, there was suddenly a chance the Cubans would simply exchange one oppressor for another. Though the U.S. did not take any Cuban territory beyond the naval station at Guantanamo Bay, in many ways the question of who really runs the island is still to be answered. American interests, particularly the interests of American business owners, are always part of the conversation. In the last decade, American investment has developed the sugar plantations of Cuba to almost their largest possible extent with 70% of productive land used in sugar production. Cuban leaders tend to succeed or fail based on how well they keep the labor-intensive plantation system going. Worker protest is common. A pattern has emerged of promised reforms never materializing, growing dissatisfaction leading to open dissent, leadership changes...and repeat.

The most recent coup d'état was in 1933, when a group of student activists and labor organizers forced the resignation of the previous president. With another new leader struggling to demonstrate effective leadership, it is clear to many the real power in Cuba is now army leader Colonel Rubén Zaldívar. For now, Zaldívar

is keeping out of the news, but he frequently consults with the fledgling government and he is known to have a close working relationship with the American ambassador to Cuba, Autumn Hill. Despite nagging questions, optimism is running high the new constitution currently in development in will lead to more equality between owners and workers, establish a public education system, and open opportunities for producing goods other than sugar.

Unlike most of the rest of the Caribbean, Havana is a place to visit. The capital city of Cuba is the island's largest and is within relatively easy flight from several southern American cities, especially New Orleans. While close, Cuba is beyond U.S. law, creating a wealth of opportunities for certain specialty businesses. The number of resident Americans flush with cash, or those in town for a weekend has fueled the creation of a city famous for its night life of bars, gambling clubs and music halls. Havana is one of the only places outside the U.S. where Wardens have been installed for open civilian use and wealthy Americans and Cubans alike can enjoy all the latest *máquina* imported from America. Many syndicates that used to smuggle rum into the U.S. have changed their business model to bringing customers over to the island. They are in conflict with pirates operating in the same waters who want to operate the old way. Cuba-Mexico relations are quite good, at the moment, and many of the same government, business, cultural and criminal figures can be seen in all three points of a new "triangle trade"; exchanging goods, favors, influence and information between New Orleans, Mexico City and Havana.

The Caribbean

The islands of the Caribbean Sea display a diverse mix of cultural influences and political organization. African, European, and Native American elements are blended and grafted into each other in stunning complexity. A few islands host independent counties, such as Haiti, which won independence from France in 1804. Most, however, are still possessed by their European colonizers, such as Jamaica (Hegemony), Martinique (Republic of France) and Aruba (Netherlands). Despite the attractive climate and coastal views, tourism is underdeveloped.

Airplane travel to most islands is relatively easy because most have landing strips and border controls are weak, but few accommodations are available and airship moorings are rare. Most of the islands have small economies based on selling limited agricultural products to their former, or current, controlling nation. Since the end of the Spanish-American War and their acquisition of Puerto Rico, the U.S. has been using its military strength to act as arbiters of all disputes in the region. So far, this policy has led to a "temporary" American occupation of the Dominican Republic, purchase of the Danish West Indies, and U.S. Navy involvement in on-going proxy wars between Martinique and Guadeloupe stemming from the French civil war.

United Mexican States

After the revolution and civil war of the 1910s and '20s, Mexico is beginning to establish itself as a stable country with investment opportunities and growth potentials to rival most other places in Latin America. There is a significant population of American ex-pats taking up residence in northern Mexico who both run and patronize much of the tourist stops in Tijuana, Ciudad Juárez and other northern towns. This low-grade Americanization of the north has minor impact on the heart of Mexico, which is centered much further south around the capital, Mexico City.

Mexico is keen to exploit its own natural resources and silver, vrellium, zinc and, increasingly, oil are all mined in the mountains or just off shore. These products of the land are, under current Mexican law, the property of all Mexicans and export duties on these natural resources collected by the government pay for public works and modernization of cities. Despite the overcrowding, limited levels of electrification, and widespread poverty, Mexico City is one of the largest cities in the Americas with over three million inhabitants, and it is still growing. The wave of construction in the capital has helped uncover a focus for Mexican pride, desperately needed in these times of rebuilding a national identity. The modern city is built on top of the old Aztec capital and as more ground is cleared to build the modern city, the more remains of the past are revealed. Mexicans have begun to take pride like never before in



this heritage and artistic motifs from Aztec and related cultures have begun to show up more and more in branding and advertising.

Plutarco Elías, one of the last surviving generals of the civil war and founder the National Party, perhaps deserves, but certainly takes the credit for, the current era of stability. The party is determined to make up for the many years Mexico spent at war. The boom in urbanization and a growing middle class has attracted attention from across Latin America, the Caribbean and beyond. The capital has become something of a world crossroads as Mexico has good relations with Brazil, Cuba, Germany, Iberia, Japan, Russia, and the United States. The embassies in the capital are an active source of espionage with each nation jockeying with all the others for the latest intelligence. Mexico City is sometimes called the “Spy Capital of the Americas.”

In addition to the infrastructure of the major cities, Mexico has invested in port construction at Salina Cruz on the Pacific Coast and is building a Pacific surface fleet to check the continued growth of Chile’s navy. The Mexican army is still rebuilding after the civil war and lacks experienced senior officers and much in the way of heavy material. Mexican generals are building their capability with an eye to replicating the Hegemony’s “lightning war” techniques.

Commonwealth of Guatemala

Almost all Guatemalans are Mayan, and they tend to be even more proud of their connection to the ancient Maya who built the now-famous jungle cities than their Maya neighbors in Mexico. A productive agricultural economy and coastlines on both the Gulf of Mexico and the Pacific Ocean give Guatemala a brisk trade in exports to most other Latin American countries. The trend since the nineteenth century has been toward increasing military control of politics. General Rafael Méndez is the current leader of Guatemala and under his rule most other countries, including the U.S., have cut their embassy staff or withdrawn ambassadors saying no one can work with Méndez on anything.

The biggest international issue for Guatemala is its refusal to recognize British Honduras as a neighbor to the east. They do not have the strength to mount an invasion, but Méndez

talks a bluster about Guatemala’s right to the area. In response, the Hegemony watches its territory closely. In the west, someone claiming to be defeated Mexican revolutionary, Emiliano Zapata, has begun building a following by talking about land redistribution. Mexico guards its borders very well to make sure any movement this Zapata does inspire cannot cross the border. Guatemala’s freedom of action is thus limited by its neighbors and trust is low, when tends to make the army even more paranoid and repressive.

British Honduras

The British Empire has controlled the territory around the Belize River since 1798 when British colonists drove off a Spanish invasion force. Most of the population counts either native Maya or enslaved Africans, as well as Europeans, among their ancestors. Despite its mixed ethnic heritage, British Honduras is still managed as a colony with most land devoted to agricultural estates worked by unskilled labor. Sugar and bananas are the most important commercial crops, but jungle hardwoods, especially mahogany, are also a valuable resource. Being one of the Dominions of the Hegemony has kept American influence to a minimum and allowed it to develop its own large companies after the American model. The largest of these is the Belize Produce Company, which accounts for 60% of total exports.

With the UWP in control of the Hegemony, imports of luxury goods to Britain are slow. The Belize Produce Company has instead turned to selling more hardwood to the United States, where new executive offices need furniture. Trade has been so good, despite the devastating hurricane of 1931, the company is beginning to invest in training workers and setting up factories to produce finished timber goods instead of just raw materials.

Honduras

A recurring theme throughout Central America is the presence of large firms owned by foreigners which control most of the business in the country. The most extreme example is the way Honduras is dominated by Consolidated Fruit, a division of the Dennington Corporation. Known variously as Consolidated, ConFruit or “the octopus,” the company owns 90% of the

countryside and uses almost all its holdings to grow bananas for export to the United States. The country is so dominated by ConFruit there are really only two jobs in the country; to work harvesting bananas or work as a politician. Among both groups, there are pro-American and anti-American elements. Occasional protests breaking out into full scale rebellion against the Company have happened periodically throughout the twentieth century.

The most recent wave of violence was in 1928 when Hondurans rose up against American managers and politicians who enabled the status quo. The U.S. Marines eventually intervened to preserve American lives and property. With the newest arms from Dennington labs, the Marines crushed the rebellion in what has come to be known as the Last Banana War. With this show of force the situation has stabilized and some changes have been implemented. Wages have gone up and more advancement opportunities are available to Hondurans. The country's military was disbanded, however, and the U.S. is responsible for the country's security and now effectively occupies Honduras. This has opened up space for the enterprising to earn a few dollars directly from the occupying troops by offering them entertainment and leisure opportunities. Even deep inland there are bars, nightclubs, and movie houses to draw off duty marines.

Iberian State of El Salvador

The small nation of El Salvador, unlike the rest of the nations of the Central America, has been drawn back into the orbit of Spain in the years since independence. While the Spanish-American War forced Spain to renounce all remaining territorial claims in the Americas, since the formation of the Iberian Confederation, El Salvador has petitioned to join. In part because of its own internal divisions and in part because of the 1902 treaty between America and Spain did not anticipate the formation of the Confederation, the Iberian government has refused to respond officially to the Salvadorian request. There are some in Iberia who would welcome a territorial union with the former colony and plenty others who would not stand for seeing a country in the Americas taking the presidency for Iberia for even one term.

In the meantime, El Salvador's oligarchs have

been conducting policy as if the union was already confirmed. The government pays into a fund it expects to eventually pay to Iberia and then pays itself from that fund any incentives it calculates would be due to any of the Iberian provinces. These manipulations of currency and all applicable laws are managed by the Salvadoran Office of Iberian Congruence. This out-sized branch of the government has a mix of board powers, including its own police force, and truly little oversight. Despite silence on the issue from the Confederation, enough individual Iberians love the idea of a little slice of their county being in Central America that a decent tourism trade has developed, which augments the largely agrarian economy. Iberians, and some other Europeans as well, who have already seen the Riviera and the Azores are beginning to enjoy the charm of El Salvador's "other Azure Coast."

Free Nicaragua

Conflicts between American adventurers and the British Crown over control of Nicaragua marked the period following independence. Anyone with an armed force could lay down the law for whatever territory they controlled and economic development was slow. In the first years of the century, out of this instability rose José Santos Zelaya, a Nicaraguan strongman who had learned how to play "the game" in the armies of the foreigners. With one of their own to support, Zelaya quickly united many Nicaraguans and pushed out all others. Proclaiming the country free at last, Zelaya set up a dynasty which outlived his death in 1907.

Arias Jesus Zelaya now rules and had continued his father's plans for establishing a ruthlessly independent country. Knowing they lack much beyond agricultural skills, Zelaya has opened Nicaragua to all skilled immigrants. He talks of a "giving economy," where elaborate barter schemes ensure everyone's basic needs are met. His talk of bootstrapping sounds too much like Communism for some people, but Zelaya says he simply wants Nicaragua to be an alternative to the way the moneyed powers of Europe, Asia and the Americans push others around. His newest plan is to build an alternative canal through the country, which will be built and no cost and will be free to all to use. Some

volunteer engineers and many willing workers have come to Nicaragua to begin work on what has already been labeled the Free Passage, Arias' Folly, the People's Canal, or the Communist Way depending on who is speaking. Excitement is high for the future.

Republic of Costa Rica

Costa Rica has been a republic since 1838 and has had a stable democracy for most of that time. The current president is Florence Granados and she shares power so fluidly with her business-trained Prime Minister, Hercule DeFoss, and Commander Jacinto Narvaéz of the armed forces, the three are popularly known as the "triumvirate." Granados is rumored to be the fiercest of the three and her presidency has the overwhelming support of the people. The triumvirate is focused on pushing the history of investment in Costa Rica in new directions and for the country's centennial hopes to expand from agriculture and cattle to business incorporation and bio-medical research. New construction has already started in the capital, San José, in anticipation of the city's growth.

Threatening Costa Rica's history of independent action is the increasing number of Panamanian Bolivarians who have taken up self-imposed exile there. Some of these activists regularly cross back into Panama to agitate, then retreat to the relative safety of Costa Rica to avoid the American authorities. Constantine Augusta, the U.S. ambassador, has so far been instrumental in preventing an American intervention by prevailing on the Costa Rican authorities and sometimes using his contacts to root out particularly wanted Bolivarians and handing them over.

Republic of Panama

The history of Panama as an independent country is connected to the canal which now crosses the isthmus. Panama was a part of Colombia in the 1880s when a French construction firm broke ground, but failed to build a canal. When the United States went to war with Spain in both the Gulf of Mexico and the Pacific, the lack of access between the seas was keenly felt by both sides. After the war, in 1903, the American government inspired and bankrolled an independence movement

in Panama and it successfully seceded from Columbia. In exchange for American protection, the fledgling country signed over a substantial right-of-way through the middle of the country to America in perpetuity. The Dennington Company employed hundreds of thousands of diggers, carpenters, machinists, and engineers to build the canal between 1906 and 1914. During construction, the project was enlarged to include airship refueling and docking facilities, Wardencllyffe towers along the length of the canal and naval defenses in both Colón at the Atlantic entrance and Panama City at the Pacific entrance. The Isthmus Battle Group, containing 3,000 to 6,000 American soldiers as well as 7 to 10 navy ships, is based in Panama City and constantly patrols the air and sea surrounding Panama.

Because of the Canal Zone and the heavy U.S. military presence which defends it, America's interests dominate Panama. After a series in military interventions, Panama is not even allowed an army of its own; the U.S. is wholly responsible for its defense. Military police are charged with protecting the canal and its operations and they have jurisdiction throughout Panama. There are plenty of Panamanians who live well enough by working in the large, cosmopolitan port cities which are supported by the international trade the canal brings. Others work for the canal company itself. Many more, however, are left to fend for themselves growing coffee, sugar, or other cash crops in the underdeveloped countryside. Though technically an ally, many Panamanians say America treats them more like an occupied country than a friend. The strained relations are ripe for dissent to slide toward revolution and a significant minority of the population support the efforts of an organization called the Bolivarians who want to cast off America's imperialism and nationalize the canal. Their efforts are mostly limited to speeches, opposition pamphlets and graffiti, though they are always looking for ways to harm American forces and damage infrastructure. Such agitators are sought by both the "lap dog" government of Martín Balboa and by Patrice Crosby, the military governor of the Canal Zone.

Equipment

Insulated Clothing

Electrocution is a constant worry when working on voltaic systems, so protection is of the utmost importance. Heavy insulated gloves, rubber boots and a thick insulated coat are all a part of this set. If wearing full gear, reduce any damage taken as a result of electrocution from a failed Voltaics skill or skill specialty roll by one to a minimum of one. This reduction is in addition to any reduction from Voltaics Tools.

Size: Medium

Cost: 12 dollars

Availability, new: This is a required purchase for anyone taking a Dennington Company voltaics repair course. They must be purchased new from the company.

Availability, used: Excellent. Excellent. Price is usually 75% of normal.

Voltaics Tools

When working on voltaic devices, having the right equipment is critical. This specialized tool set consists of pliers, screwdrivers, clamps, and other hand tools all with rubberized or thick leather and wood handles. There is also a good voltmeter and oscilloscope. If using these tools, reduce any damage taken as a result of electrocution from a failed Voltaics skill or skill specialty roll by one to a minimum of one. This reduction is in addition to any reduction from Insulated Clothing.

Size: Medium

Cost: 20 dollars

Availability, new: Good. This is a required purchase for anyone taking a Dennington Company voltaics repair course. They must be purchased new from the company.

Availability, used: Excellent. Price is usually 50% of normal.

What's the Value of a Dollar?

The American economy is the strongest in the world, and the strength of the dollar reflects that. When referencing the Exchange Rate table on page 243 of *Wild Skies: Europa Tempest*, the U.S. dollar should be listed as .25 UAC, or effectively four times as valuable. If your characters are using UAC to purchase any of the items in this book, where the prices are listed in dollars, simply multiple the price listed by four.

NEW FOR 1934!
POWER CAPACITOR BRT-009,
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NEVER GET CAUGHT BY
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FITS ALL NEW WAVE BRAND DEVICES.
ASK FOR DENNINGTON LUXURY LINE
PRODUCTS BY NAME.

"Dennington; The Name You Can Trust!"

From the 1933 Dennington Holiday Catalog

School Books

With the focus on continual education promoted by the Trust, there are lesson books for almost everything. There are self-instruction plans for everything from painting clouds to street car maintenance as well as text books to accompany classroom instruction at every level. A school book alone will not make anyone an expert, but it is a place to get started.

Size: Most are Small. A few text books are Normal.

Cost: 5-60 Dollars. Price varies wildly depending on the size and thoroughness of the instructions.

Availability, new: Fair everywhere. Even if a there isn't one for sale, there is the local library.

Availability, used: Poor. Usually at 25% cost. Knowledge is always developing and out of date information is of little value.

Weapons

Weapon Abilities

Critical Systems Damage: The target suffers a -1 Dice Pool penalty on all Pilot skill rolls until repaired. Repairing this damage takes twice as long.

Leap (x): Must immediately make a number of additional Ranged Hit actions equal to the number in parentheses. These attacks must be against consecutive targets in Near range of the initial target which have not already been the target of this Leap ability. This ability will affect

allies or the shooter if they are too close to the target. If there is no applicable target, the extra energy simply fizzles out. These additional attacks do not take additional ammunition.

Scorch (x): Adds heat damage equal to the number in parentheses to the listed damage of the weapon. Heat damage cannot be reduced by Natural Armor.

Stall: Target is moved to the bottom of the initiative order. The stalled target loses any additional actions they may have at the end of the initiative order. Has no effect on characters not in a vehicle.

Stun: Target is moved down one spot in initiative order, if possible. The stunned target loses any additional actions they may have at the end of the initiative order. Has no effect on vehicles.

Voltaic: Ammunition is effectively unlimited while within range of a Wardencylffe tower or limited to internal reserves when out of range. After depletion, it takes 1D6+4 minutes to recharge while in range of a Wardencylffe tower or when plugged into an external power source.

Melee Weapons



K-1 Grizzly Combat Knife

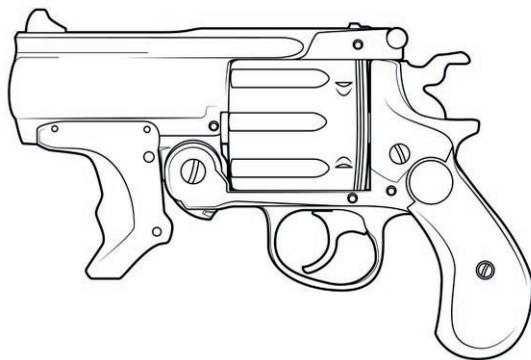
The standard issue K-1 combat knife was adopted by the American armed forces in 1923 and is issued to all branches. With a carbon steel blade, strong and resistant to dulling, all K-1s are a matte black. The main difference between those issued to the naval forces and the other branches is the inclusion of a textured plastic handle instead of the leather washers used by most forces.

Damage: 1

Resounding Success Bonus: +1 Damage, Armor Piercing (1)

Cost: 3 dollars

Ranged Weapons



Dennington DS-27 Service Revolver

The D27 service revolver is a hefty sidearm issued to soldiers requesting a little extra punch. It has become a favorite among members of the Air Corps who want a reliable traditional firearm instead of a directed energy weapon while flying over enemy territory. Due to the heavy ammunition used, the weapon has a removable foregrip which is mostly used by smaller soldiers.

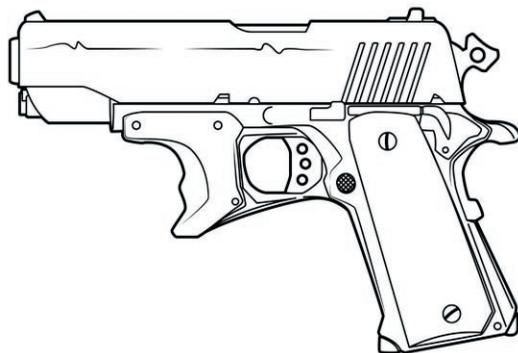
Range: Mid

Damage: 1D6

Ammunition: 6 rounds

Resounding Success Bonus: +3 Damage

Cost: 6 dollars



Dennington DS-45 Pistol

The D45 pistol is a recent conventional weapon offering of the Dennington Corporation. The U.S. Army made a large purchase order of these firearms which will be distributed to officers, walker and tank crews, and Special Forces. The weapon can fire single shots or be switched to a three round burst setting. This has become a favorite of smaller soldiers who want the option for a select fire weapon without having to use a submachinegun or rifle.

Range: Mid

Damage: 1D6+1

Ammunition: 15 rounds, can fire single shots or 3 round bursts.

Resounding Success Bonus: Spray, but only if using the burst fire option.

Cost: 10 dollars



Dennington DM-2 Carbine

The standard issue infantry rifle of the American armed forces. It is an exceptionally reliable weapon with consistent stopping power, good range, and has a selective fire option to allow for single shots or burst fire. The DM-2 was released in 1929 and phased out the earlier DM-1 rifle, some of which can still be found today.

Range: Far

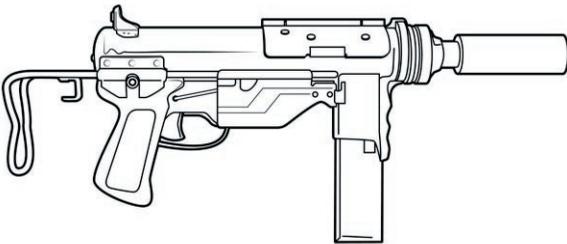
Damage: 3D6

Ammunition: 21 shots, can fire single shots or 3 round bursts.

Bonus: Accurate (5)

Resounding Success Bonus: +1 Damage, Spray, but only if using the burst fire option.

Cost: 15 dollars



Dennington DMG-3A1

This is the primary submachinegun used by American forces, though a sizable number still use the old but reliable Edison Gun (identical to the Badger submachine gun on page 136 of *Wild Skies: Europa Tempest*). It has a built-in suppression system, reducing muzzle flash and the sound of firing, which makes it appealing to use for clandestine operations. There is a version made without the suppressor (the DMG-3A2) which has a slightly higher muzzle velocity. This version is preferred for more traditional operations and often used by Dennington security forces.

Range: Mid

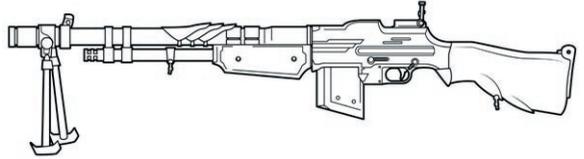
Damage: 2D6

Ammunition: 30 or 50 round magazines. Fires 5 round bursts.

Bonus: Suppressed. If using the DMG-3A2 variant, this is replaced with +2 Damage.

Resounding Success Bonus: +1D6 Damage, Spray

Cost: 15 dollars



Dennington DAR-1923

This heavy automatic rifle is used as an infantry light machinegun so standard infantry groups can have reliable heavy weapon. It has a standard 25 round magazine but is also capable of using a larger drum for sustaining and suppressing fire. The weapon comes with a standard bipod, which is used most often, but some larger troops use a shoulder sling to carry and use the DAR like an oversized assault weapon.

Range: Far

Damage: 3D6

Ammunition: 25 round magazine, or 50 and 100 round drums. Fires 5 round bursts.

Resounding Success Bonus: Spray, +3 Damage

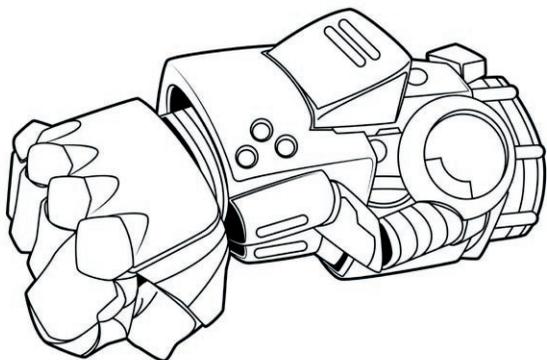
Cost: 25 dollars

Voltaic Weapons

Voltaic weapons are the most prominent form of directed energy weapons (DEW) currently produced by the Dennington Corporation. These weapons use an internal battery or capacitor to store a large electric charge, and through the use of regulators and complex circuitry can discharge this electricity in the form of dangerous, targeted electric bolts. These weapons operate almost exactly like their conventional counterparts and feel just like a firearm in the hand with the exception of a reduced recoil. They operate by pulling a trigger, but when fired they emit a bolt of pale blue energy which resembles a tiny lightning bolt from the arrangement of stacked disks on the business end. Instead of gunpowder, electric weapons leave behind a scent of ionized atmosphere or ozone.

What Skill Do I Use?

Since voltaic weapons are designed to operate just like their standard counterparts, players roll combat checks using the same skill and skill specialties they use for other weapons. Ranged is the main skill for all ranged weapons, and that is still the case for voltaic weapons. The main exception is the Power Fist voltaic gauntlet which uses the Melee skill, or the Brawl or Pugilism skill specialties.



DEF-5 "Power Fist" Voltaic Gauntlet

The DEF-5 Voltaic Gauntlet was designed to be an additional melee option for close combat fighters while also allowing them to have a limited use ranged weapon. The gauntlet fits over the user's hand, just like a glove, and is activated and deactivated through specific wrist motions. When active, the glove emits a low humming noise and crackles with energy. When used in melee combat, the discharge of the energy release makes a distinct zap or popping sound. The gauntlet can also release a short-ranged blast of voltaic energy simply by pointing the hand and flexing the fingers. This discharge uses some of the stored energy and has an extremely limited number of uses.

Range: Melee or Near

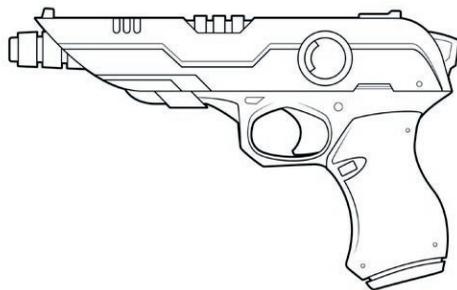
Damage: 2 for melee attacks or can fire a voltaic blast for 1D6.

Ammunition: 60 minutes of use. Each ranged blast consumes 10 minutes of use.

Bonus: Voltaic, Stun. If using the voltaic blast, the skill rolled is the standard Ranged skill.

Resounding Success Bonus: +2 Damage for melee combat, or Leap (1) if using the voltaic blast.

Cost: 50 dollars



DEP-03 "Swift" Voltaic Pistol

Significantly lighter than previous models, thanks to improved capacitor technology, the DEP-03 has become the standard-issue side arm for Company and military personnel. A series of lights along the top of the housing indicate the number of shots remaining. The stock color is gray or black, but weapons in the aftermarket tend to be painted bright, contrasting colors.

Range: Mid

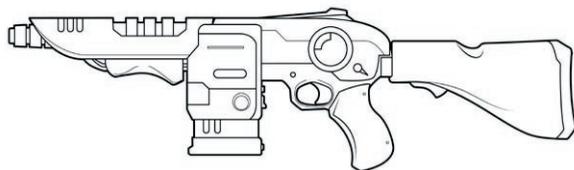
Damage: 1D6

Ammunition: 8 shots on a full charge when out of range of a Wardencllyffe tower.

Bonus: Voltaic, Stun

Resounding Success Bonus: Leap (1)

Cost: 50 dollars



DER-13 "Shrike" Voltaic Rifle

The Shrike is used as a replacement for infantry rifles and is quickly becoming one of the most issued weapons. The rifle is a few pounds heavier than most rifles due to the hefty materials used in the internal components, but this liability is offset by nearly limitless amount of ammunition when near a Wardencllyffe generator. This is the first voltaic rifle the Company has produced, and so far, it has been well received. Additional weapons in this line are using the DER-13 as the foundational platform with a few already in testing.

Range: Mid

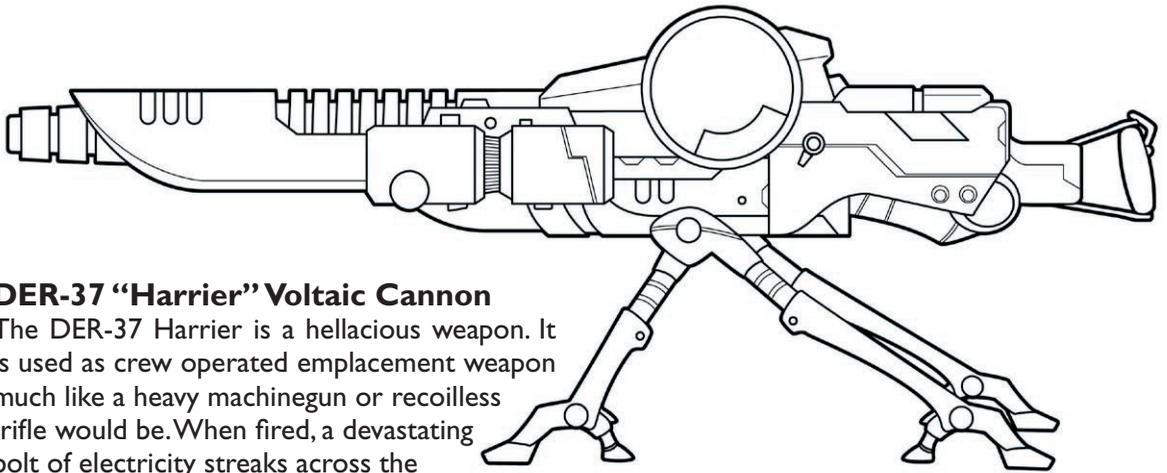
Damage: 2D6

Ammunition: 16 shots on a full charge when out of range of a Wardencllyffe tower.

Bonus: Voltaic, Stun

Resounding Success Bonus: Leap (2)

Cost: 90 dollars



DER-37 “Harrier” Voltaic Cannon

The DER-37 Harrier is a hellacious weapon. It is used as crew operated emplacement weapon much like a heavy machinegun or recoilless rifle would be. When fired, a devastating bolt of electricity streaks across the battlefield, leaving destruction in its wake. The electricity coursing through the bodies of soldiers is not only disorienting, but also burns with intense heat. The weapon comes with a tripod and is light enough for particularly strong individuals to carry it, however there is not yet a configuration which allows it to be fired from the hip, though one is in development.

Range: Far

Damage: 3D6

Ammunition: 50 shots on a full charge when out of range of a Wardencllyffe tower.

Bonus: Voltaic, Stun, Scorch (3)

Resounding Success Bonus: +1D6 Damage, Leap (2),

Cost: 500 dollars

Vehicles

Electric Truck

A standard work and delivery truck for use primarily in urban environments. An operator compartment at the front and a cargo compartment with doors on the rear or side of the vehicle. Mail delivery trucks, grocers’ vans, plumbers’ work trucks, dog catcher vans, even police wagons are almost all this type of vehicle. Some may be specialized with additional armor or enhancements. There are so many of these trucks on the road, they are a favorite choice for anyone trying to operate without being noticed.

Size Class: Normal

Crew: 4, two captain’s chairs in front and a passenger bench behind. Additional seating in the cargo area could comfortably seat ten.

Health: 45

Armor: 3

Combat Speed Class: 2

Top Speed: 45 mph (72 km/h)

Cost: 1,000 Dollars

Availability, new: Excellent in cities, Fair elsewhere. Expect delivery of custom orders in two or three weeks.

Availability, used: Fair. The market for outdated models is small. Prices are 50%-66% of new.

Tracked Tractor

Adapting the continuous tracking of the first tanks, tracked tractors have become standard heavy equipment for construction and earthwork projects. Most are equipped with either a bucket loader for scooping up enormous amounts of soil and debris or a bulldozer blade for moving material around. They can also tow equipment like a plow or simply a trailer of supplies. The sturdy machines require an industrial Wardencllyffe tower to do any work other than simply moving around.

Crew: 1

Size Class: Normal

Health: 40

Armor: 4

Combat Speed Class: 1

Top Speed: 35 mph (56 km/h) on a level surface with no load.

Cost: 4,000 Dollars

Availability, new: Good throughout the country. Sold by the Company. Expect 2-3 months for delivery of customized vehicles.

Availability, used: Fair. The durable machines usually are rebuilt until they completely fall apart. Prices are nearly that of new machines.

“United. Indivisible. One Country for All. Thanks to the Great Trust, America Will Never Falter. It Will Never Fail. It Will Never Fall”

Commercial Airship

Designed with the medium sized operator in mind, this is the civilian version of a transport ship fittest designed for military use. It is the largest commercial vehicle which operates under its own power. It generates enough power for itself using a warden induction coil, but it does not create an energy field other equipment can use. It is large enough to carry plenty of cargo, or the equipment of a small to medium sized operation with Spartan accommodations. A popular choice for large police forces or licensed security companies. Sometimes outfitted by wealthy buyers as sky yachts.

Size Class: Huge

Crew: 7; captain, pilot, navigator, radio operator, engineer, two mechanics.

Health: 150

Armor: 8

Combat Speed Class: 0 (Stationary relative to combat)

Top Speed: 100 mph (161 km/h) Cruising speed is 80 mph (130 km/h).

Cost: 5 million dollars

Availability, new: Good, with delivery to any mooring tower in the country. Delivery time is two months for a stock craft, three if customizing. Extensive luxury finishing could take an additional two to three months.

Availability, used: Fair most places. Cost is about half of new cargo plane.

Cutter Airship

Built for speed, these airships are popular status symbols among the upper classes as sky yachts. Both wealthy Company executives and government officials show up suddenly where ever they have work to do. Private cutters are usually outfitted for luxury travel while government and military vessels are optimized for utility. The other group who admires these fast ships are pirates who require their speed to both catch their pray and to escape from the scene after they have made their attack. Pirate cutters are typically Spartan, patched together and fitted with custom weapons. Most cutters

have a single hull, but some designs feature a catamaran-style double hull design.

Size Class: Huge

Crew: 3; captain, pilot, engineer. Most have 3-12 additional crew from pirates to wait staff depending on the use the ship.

Health: 120

Armor: 4

Combat Speed Class: 0 (Stationary relative to combat)

Top Speed: 200 mph (322 km/h) Cruising speed is 100 mph (161 km/h).

Cost: 12 million dollars

Availability, new: Fair. Delivery time is three months for a stock craft, four if customizing. Extensive luxury finishing could take up to an additional year.

Availability, used: Poor, few wish to sell their customized ships. Cost is about 75% of new.

Chrome Condor Transport Plane

One of the largest aircraft ever built, the Chrome Condor transport plane is a design of Ulysses Dennington himself. The plane transports company goods, cargo, and military materiel across the globe. These large transports require a large crew, specialized equipment to make sure they remain in peak operating conditions, and greedily consume fuel. There are discussions to replace the fuel-guzzling engines with voltaic replacements, but doing so would require design and construction of the largest voltaic engines to date.

Size Class: Huge

Crew: 15; pilot, navigator, radio operator, engineer, three mechanics, loadmaster, seven cargo workers.

Health: 100

Armor: 6

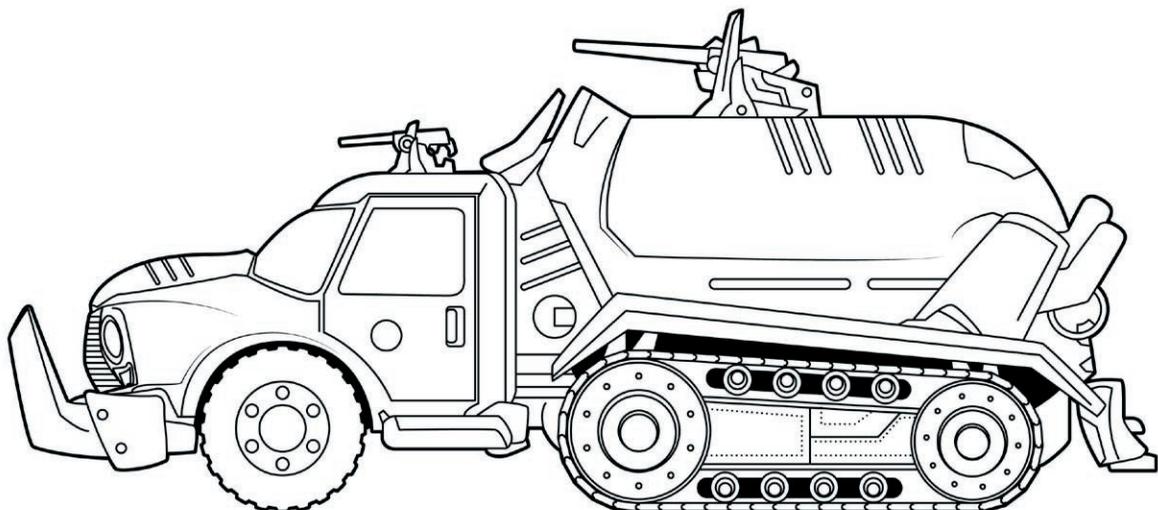
Combat Speed Class: 1

Top Speed: 300 mph (480 km/h).

Cost: 500,000 dollars

Availability, new: Not available to the general public, but the company occasionally makes them available as part of contract negotiations or as part of a security deal. The United States military and the Company are the two largest purchasers.

Availability, used: Unavailable.



Ground Vehicles

DMT-14A and B “Workhorse” Halftracks

The Workhorse is one of the most prevalent combat vehicles of the American military. Originally designed as a cargo and troop transport, the DMT-14 is also sports medium armor and can be fitted with numerous weapon systems. It is most often equipped with a heavy machinegun on the top of the cab which can be manned by one of the soldiers inside, and a. The rear of the halftrack is covered with an armored covering with two doors which open at the rear. Up to 12 troops can be carried inside on benches towards the sides of the cargo area, but these can be removed if solely transporting cargo.

The vehicle is seen all over the country and some have even been sold to the Hegemony to augment their traditional armor forces. With the development of the DMT-14B which mounts a Wardenclyyfe generator on the top of the vehicle, the usefulness of the vehicle cannot be overstated. Able to shoot voltaic blasts at enemy troops while keeping the weapons and vehicles powered and supplied is a logistics officer's dream. In this configuration the interior cargo/troop area is completely filled with the energy containment units and complex voltaic technological devices.

Crew: Two. One driver, one gunner. There

is room for up to 12 additional passengers, depending on size.

Size Class: Normal

Health: 65

Armor Score: 3

Combat Speed Class: 3

Top Speed: 50 mph (80 km/h)

Cost: 8,500 dollars for a DMT-14A. 18,000 dollars for a DMT-14B

Availability, new: Not available on the open market. Manufactured only for the American military with limited export to the Hegemony. New vehicles enter service every few months.

Availability, used: Extremely rare. Most of these are recycled by the Company and used to make new equipment. Any one of these on the open market can be presumed stolen. Price will be between 80% and 120% of the new cost depending on condition.

Typical Armament:

1)**DMG-M5 37mm Cannon:** Mounted in the main armored housing, this light cannon is capable of moving 45 degrees up and down, and in either direction. It is fired by the gunner.

Range: Far

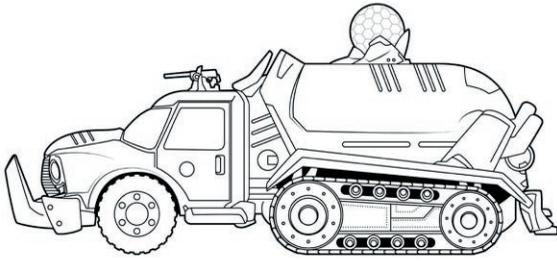
Damage: 4D6

Ammunition: 50 shots.

Bonus: Wreck (1)

Resounding Success Bonus: Blast (1)

2)**DMG-4201 Heavy Machinegun:** Mounted above the cab of the vehicle, this weapon is capable of moving 45 degrees up and down, and 360 degrees, though arc of fire is limited by the



armored canopy of the cargo area. It is fired by a gunner.

Range: Far

Damage: 3D6

Ammunition: 25 round magazine, or 50 and 100 round drums. Fires 5 round bursts.

Resounding Success Bonus: Spray, +3 Damage

3)DMW-G1 Light Wardencllyffe Generator (DMT-14B Only): Used to power equipment for nearby troops, this device replaces the DMG-M5 cannon.

Range: Far

Damage: 3D6

Ammunition: Unlimited

Bonus: Voltaic, Stall, Stun, Scorch (3)

Resounding Success Bonus: Critical Systems Damage, Leap (2)

DMT-60 Bison Combat Strider

The Bison Combat Strider is the latest armored gun developed by the Dennington Corporation. This vehicle combines the armor of a light tank with the mobility of a walker while improving on the straight-line speed of traditional walkers by making it bipedal. The strider has a crew of two and can be seen darting around the battlefield, quickly flanking opponents and targeting weak spots in side and rear armor. They are normally deployed in teams of two or three to maximize their mobility advantage. The armored turret and large cannon tend to make the Bison top heavy, making it a bit more difficult to drive than a traditional walker. Most drivers have learned to adjust to this difficulty and consider it an acceptable risk in exchange for the additional speed. The striders are small enough to be shipped via flatbed truck and can even be airdropped by the Air Corp or Navy where needed.

Crew: Two. One driver, one gunner. There is room for one additional passenger.

Size Class: Normal

Health: 65

Armor Score: 4

Combat Speed Class: 4

Top Speed: 60 mph (100 km/h)

Cost: 20,000 dollars.

Availability, new: Not available on the open market. Manufactured only for the American military with limited export to the Hegemony. New vehicles enter service every few months.

Availability, used: Extremely rare. Most of these are recycled by the Company and used to make new equipment. Any one of these on the open market can be presumed stolen. Price will be between 80% and 120% of the new cost depending on condition.

Typical Armament:

1)76 mm turret-mounted main cannon: Capable of rotating 45 degrees to either side, with a 35-degree arc of fire, the cannon is primarily aimed by adjusting the position of the waist of the strider to point the gun at the enemy. The heavier 76 mm cannon is an ideal anti-tank weapon, capable of penetrating medium armor at range.

Range: Far

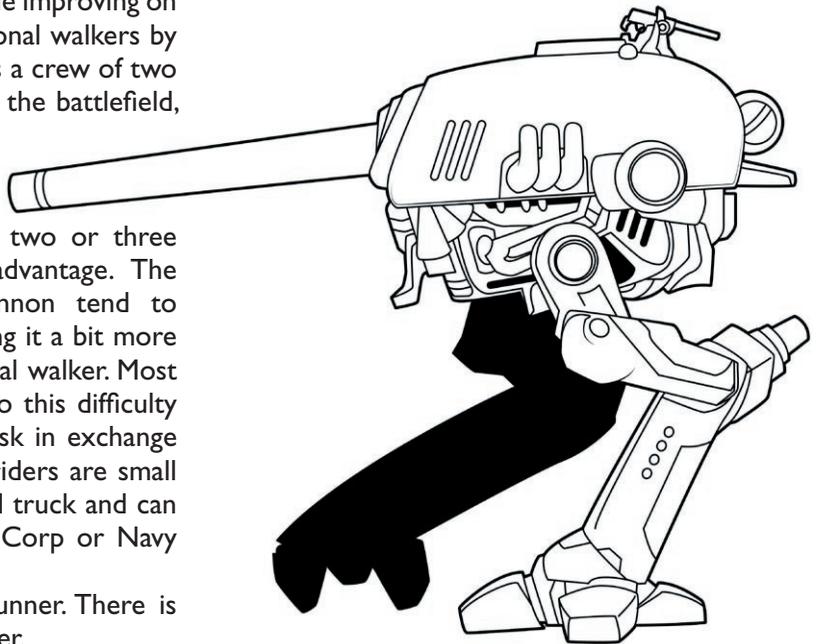
Damage: 4D6

Ammunition: 60 shots.

Bonus: Armor Piercing (1)

Resounding Success Bonus: Wreck (1)

2)DVM-1920 Machinegun: Mounted on





D. WALTON #13/fox 13

top of the turret, this machine gun is typically operated by a gunner at the top hatch.

Range: Far

Damage: 3D6

Ammunition: 50 bursts.

Resounding Success Bonus: Spray, +3 Damage

Wardenclyffe Blast Towers

Some Wardenclyffe generators are configured to be Blast Towers. The specialized units not only act as Wardens for power generation purposes but also have the capability to shoot voltaic blasts at targets designated by a gunner. This capability can be added to any existing Warden with the proper capacitor and regulator units, but certain towers are initially designed with the capability. These are mostly found on military bases, vehicles, or towers of high strategic importance.

Crew: One or two. Normally a targeting operator (Gunner) and a technician (Electrician)

Size Class: Normal for light and medium towers, and large for heavy blast towers.

Health: 60 for light, 80 for medium, and 120 for heavy.

Armor Score: 2 for light and medium, and 3 for heavy.

Combat Speed Class: 0

Top Speed: Stationary, unless mounted on a vehicle.

Cost: Varies. 30,000 dollars for light, 45,000 dollars for medium and 100,000 dollars for heavy.

Availability, new: Blast towers are not available to the general public, but the company occasionally makes them available as part of contract negotiations or as part of a security deal. The United States military and the Company are the two largest purchasers.

Availability, used: Extremely rare. Most of these are recycled by the Company and used to make new equipment. Any one of these on the open market can be presumed stolen. Price will be between 80% and 120% of the new cost depending on condition.

Typical Armament:

1) Light Blast Tower

Range: Far

Damage: 3D6

Ammunition: Unlimited

Bonus: Voltaic, Stall, Stun, Scorch (3)

Resounding Success Bonus: Critical Systems Damage, Leap (2)

2) Medium Blast Tower

Range: Far

Damage: 5D6

Ammunition: Unlimited

Bonus: Voltaic, Stall, Stun, Scorch (6), Critical Systems Damage

Resounding Success Bonus: Wreck (1), Leap (3)

3) Heavy Blast Tower

Range: Far

Damage: 1D10x10

Ammunition: Unlimited

Bonus: Voltaic, Stall, Stun, Scorch (10), Critical Systems Damage

Resounding Success Bonus: Wreck (2), Leap (3)

Aircraft

Dennington DT-37 Freedom Wing Fighter

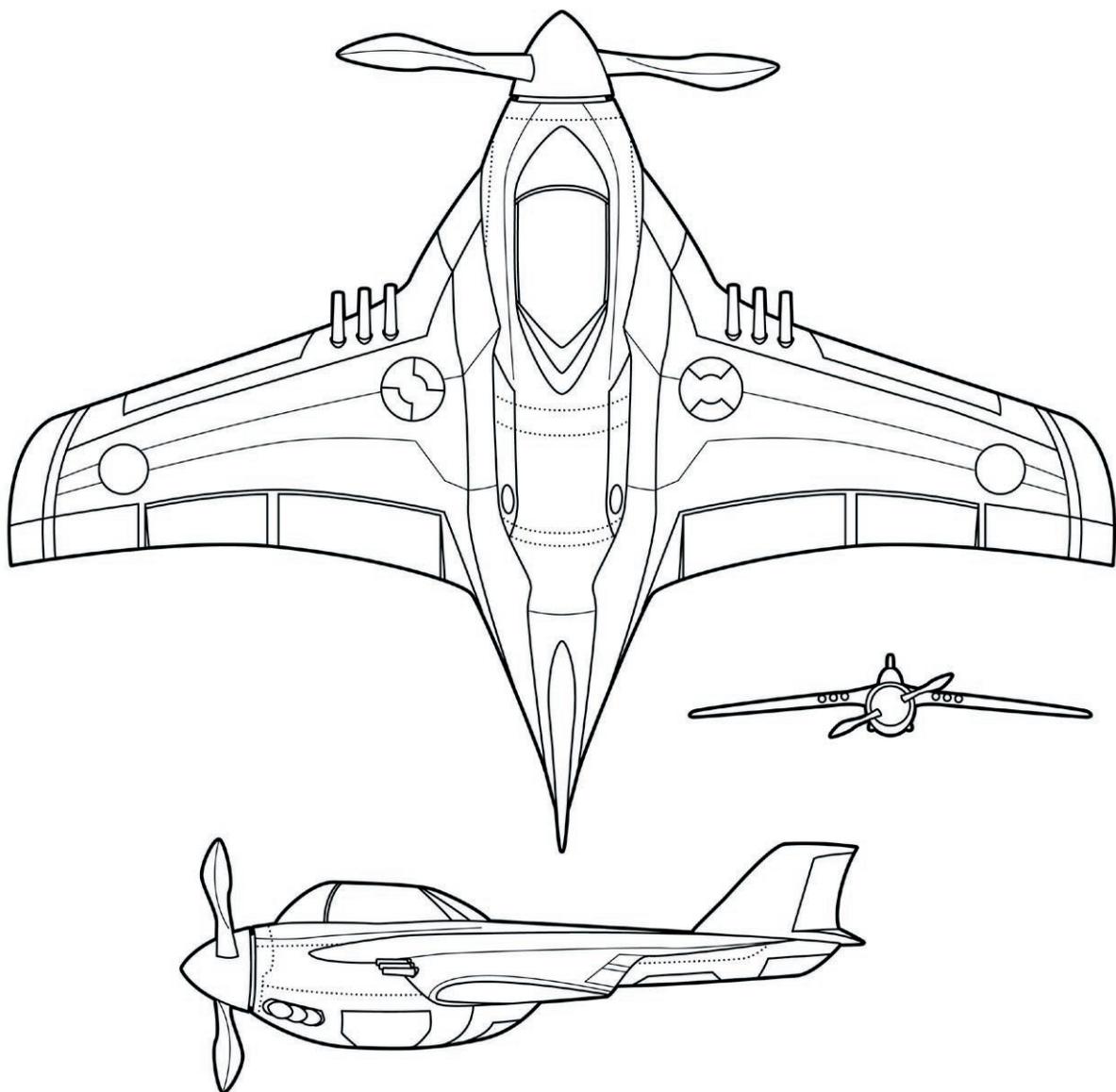
The Freedom Wing was the last propeller fighter the Dennington Corporation designed for the American military. It was first proposed in 1928 and entered operational service in 1930 after a full year of testing. The flying wing design and combined with the forward center of gravity allow for exceptional maneuverability. The single engine is larger than a comparable airframe would normally require, but the designers wanted to make sure the airplane had enough power to provide for good speed while carrying a heavy internal capacitor payload. The DT-37 is a hybrid design which merges the powerful diesel engine with a voltaic booster for startling straight-line speed. This booster can be activated for short, quick bursts of speed to reposition the aircraft or to make a quick escape. It is still in active service, especially in remote areas without constant coverage by a Wardenclyffe generator. There has been a dramatic increase in the amount sold to Dennington subcontractors and approved mercenary groups.

Crew: One pilot.

Size Class: Normal

Health: 50

Armor Score: 4



Combat Speed Class: 4. Once per combat, the pilot can activate the voltaic booster which allows them to take a Dive action immediately after taking their normal action of the turn.

Top Speed: 350 mph (563 km/h). When activated, the voltaic booster allows for bursts of up to 600 mph (965 km/h).

Cost: 4,500 dollars

Availability, new: Excellent in urban areas and fair everywhere. Expect delivery in 1 or 2 weeks from large companies but as much as 2 months from smaller operations.

Availability, used: Good everywhere. Prices are reduced to 80-50%, depending on the age and quality of the craft.

Typical Armament:

1)Dennington DVM-1930 Machineguns:

The Freedom Wing carries six of these weapons, three in the base of each wing near the fuselage.

Range: Far

Damage: 3D6

Ammunition: 50 bursts.

Bonus: Accurate (5)

Resounding Success Bonus: Armor Piercing (1), +3 Damage

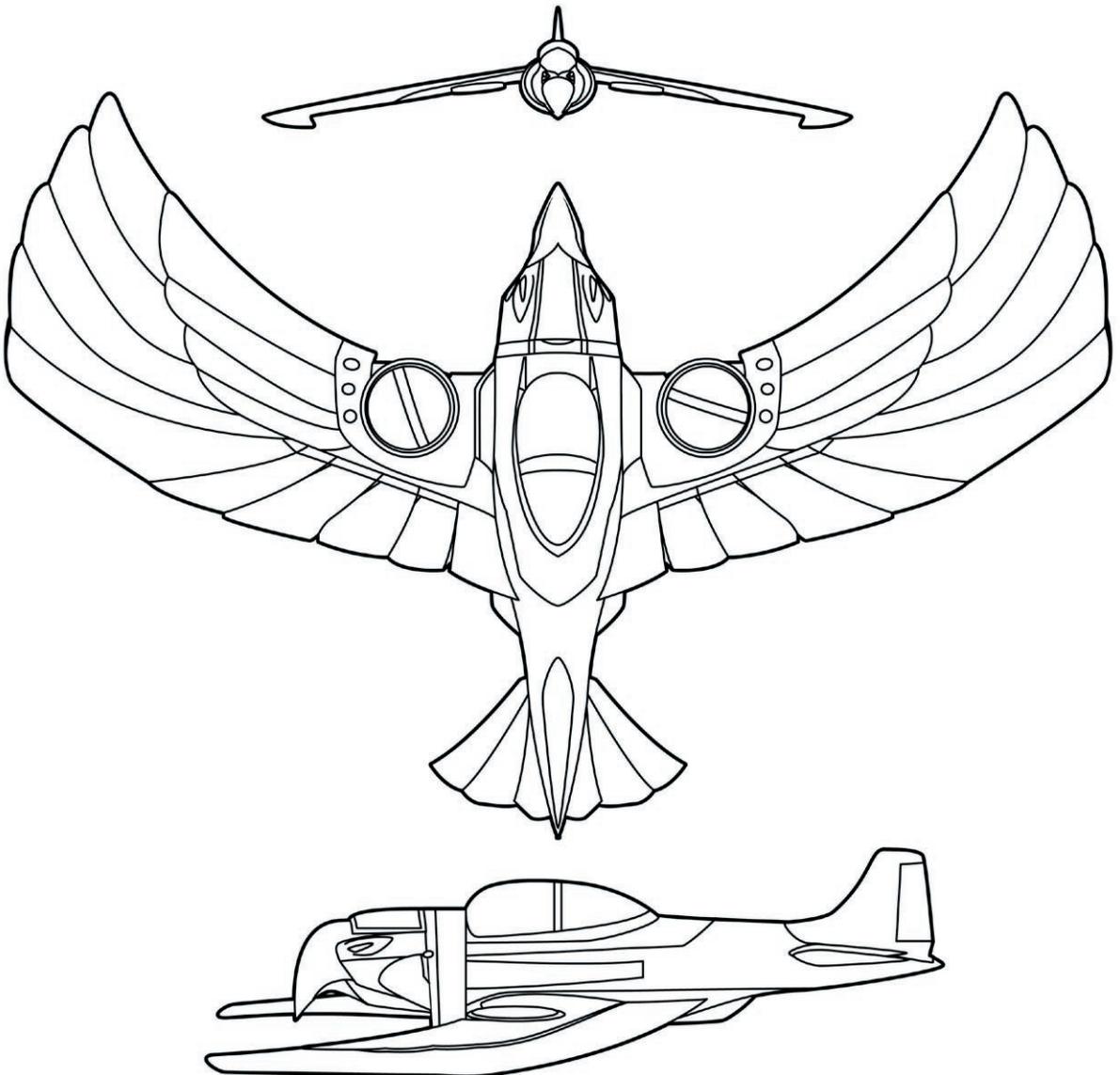
2)Ordinance Racks (2): Each can hold light or medium ordinance. Temporarily reduce Speed Class by one if used. Once all ordinance is expended, this penalty is negated.

Dennington DT-40A and B Warhawk and Seahawk

The DT-40 is the most advanced light fighter available to American pilots. Powered completely by voltaic energy, the sleek, silver plane with its forward-swept wings and iconic nose looks like a gliding eagle as it tears through the skies. The plane is one of the fastest planes available, but its lightweight, minimal armor, and somewhat fragile internal voltaic components means it must rely on speed and agility for its primary defense. For offensive capabilities, the DT-40 draws power from the internal power storage systems to release powerful voltaic blasts capable of burning enemies right out of the sky. Ordnance can be mounted to external wing

racks if needed, and the reduction of mobility is deemed worthwhile.

The U.S. Army Air Corps and the Dennington Security forces use the DT-40A Warhawk model with a slightly heavier frame, more armor, and added light machineguns, while the Naval Aviators use the DT-40 B Seahawk with a slenderer tail section, and no machineguns, which slightly cuts down on weight for the primarily carrier-based planes. With these exceptions, the two planes are effectively identical. All models can fold their wings along the flanks of the plane for storage in hangars or on flight decks. Pilots rave about these fast and nimble fighters which have quickly become a symbol for the might of American air power. The Company even manufactures and



heavily markets children's toys and model kits of the DT-40 which can be found all over the country.

Crew: One pilot.

Size Class: Normal

Health: 45

Armor Score: 4 (3 for the Seahawk)

Combat Speed Class: 5

Top Speed: 500 mph (800 km/h). Typical cruising speed is 300 mph (480 km/h).

Cost: 20,000 dollars

Availability, new: Not available on the open market. Presently only available to the U.S. Military. There are plans to sell some older models the Hegemony with modifications but plans and contracts have not been finalized. New vehicles enter service in batches of 15-25 every few months.

Availability, used: See above.

Typical Armament:

1)Dennington DAT-F2 Voltaic Cannon: Both versions of the DT-40 carry this devastating voltaic weapon. The first of its kind specifically designed for incorporation into an aerial platform, the DAT-F2 is meant to deliver voltaic blasts capable of turning armor plates and important interior components into useless slag. Knowing that aerial combatants are rarely close enough for the energy to effectively leap, like many voltaic weapons do, designers installed targeted refraction panels which concentrate the energy into the single, primary target.

Range: Far

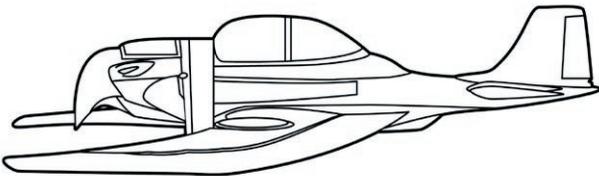
Damage: 3D6

Ammunition: 30 shots on a full charge when out of range of a Wardencliff tower.

Bonus: Voltaic, Stall, Stun, Scorch (3)

Resounding Success Bonus: Critical Systems Damage, Wreck (1)

Seahawk



2)Dennington DVM-1930 Machineguns (Optional): The Warhawk carries six of these weapons, three in the base of each wing near the fuselage. Ammunition is limited since they are primarily used as a secondary weapon. These are

Range: Far

Damage: 3D6

Ammunition: 20 bursts.

Bonus: Accurate (5)

Resounding Success Bonus: Armor Piercing (1), +3 Damage

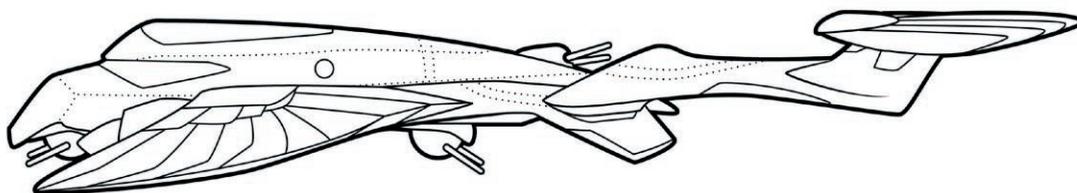
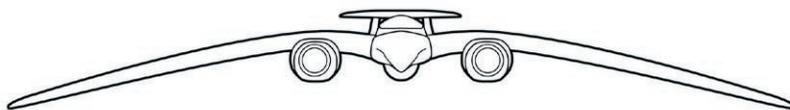
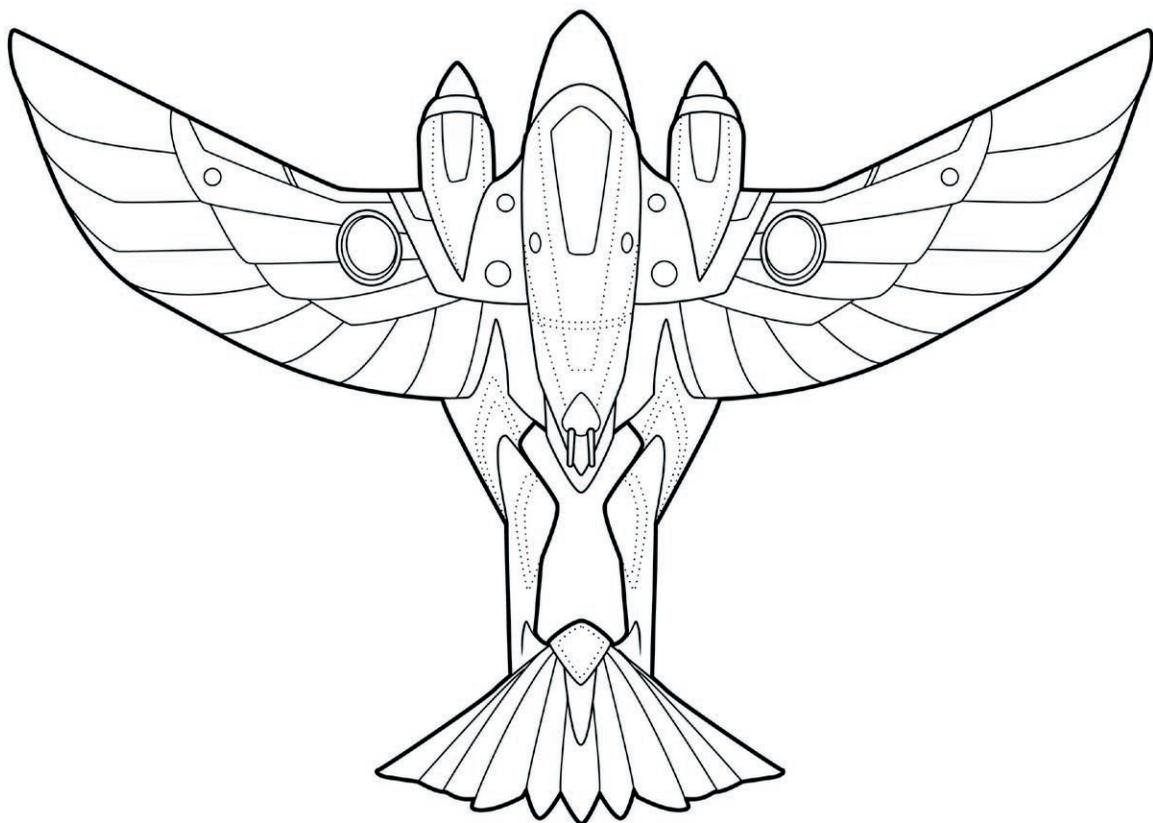
3)Ordinance Racks (3): There are three ordinance racks on the undercarriage. One on the centerline under the main body, and one under the base of each wing. Each can hold light or medium ordinance. Temporarily reduce Speed Class by one if used. Once all ordinance is expended, this penalty is negated.

Dennington DT-52 Thunderbird

The Thunderbird has the same eagle motif as the Warhawk, with two voltaic engines providing power for the wide frame. Bristling with voltaic weaponry, the aura of energy erupting from the plane in combat earned it its name. The pilot and co-pilot sit side by side, just above the cramped area of the nose turret. There is a small area with a couple jumpseats through the center of the fuselage, with a tail gunner and a lower ball turret towards the rear. Designed to fly into battle alongside the faster and more nimble DT-40 Warhawk, the Thunderbird has proven itself to be a fearsome and resilient combatant. It is most often deployed with a group of smaller, faster fighters which it can support with its numerous turrets, but the Navy has started deploying entire squadrons of these heavy fighters against well-equipped pirates. Like the DT-40, the Thunderbird can fold its wings for storage purposes.

Unlike the Warhawk, there are no production variants of the DT-52 that use conventional weapons. Instead, all the turrets on the heavy fighter mount voltaic weapons. The only weapon available to the pilot is a heavy voltaic cannon with limited charges. Using this weapon causes a temporary drain on the engines which slows the vehicle down temporarily, so it is used sparingly when speed is needed.

Crew: Five. One pilot, one co-pilot/communications officer, and three gunners.



Size Class: Normal

Health: 65

Armor Score: 6

Combat Speed Class: 4

Top Speed: 320 mph (515 km/h).

Cost: 32,000 dollars

Availability, new: Not available on the open market. Presently only available to the U.S. Military. There are plans to sell some older models the Hegemony with modifications but plans and contracts have not been finalized. New vehicles enter service in batches of 15-25 every few months.

Availability, used: See above.

Typical Armament:

1)Dennington DAT-F6 Voltaic Cannon: The Thunderbird has one of these weapons which fires from the nose of the plane. The powerful blasts are used against reinforced targets, heavy fighters, or airships.

Range: Far

Damage: 4D6

Ammunition: 30 shots on a full charge when out of range of a Wardencllyffe tower.

Bonus: Voltaic, Stall, Stun,

Penalty: When fired, reduce Speed Class by one a minimum of one.

Resounding Success Bonus: +1D6 Damage,

Critical Systems Damage, Wreck (1)

2)Dennington DVT-A8 Voltaic Blaster Turrets (3): Designed to operate similarly to other turret mounted machineguns, these weapons are used to defend the fighter from enemy aircraft. There is a lower nose turret, a belly turret, and a turret at the rear of the fuselage.

Range: Far

Damage: 3D6

Ammunition: 50 shots on a full charge when out of range of a Wardencliff tower.

Bonus: Voltaic, Stall, Stun

Resounding Success Bonus: Leap (2)

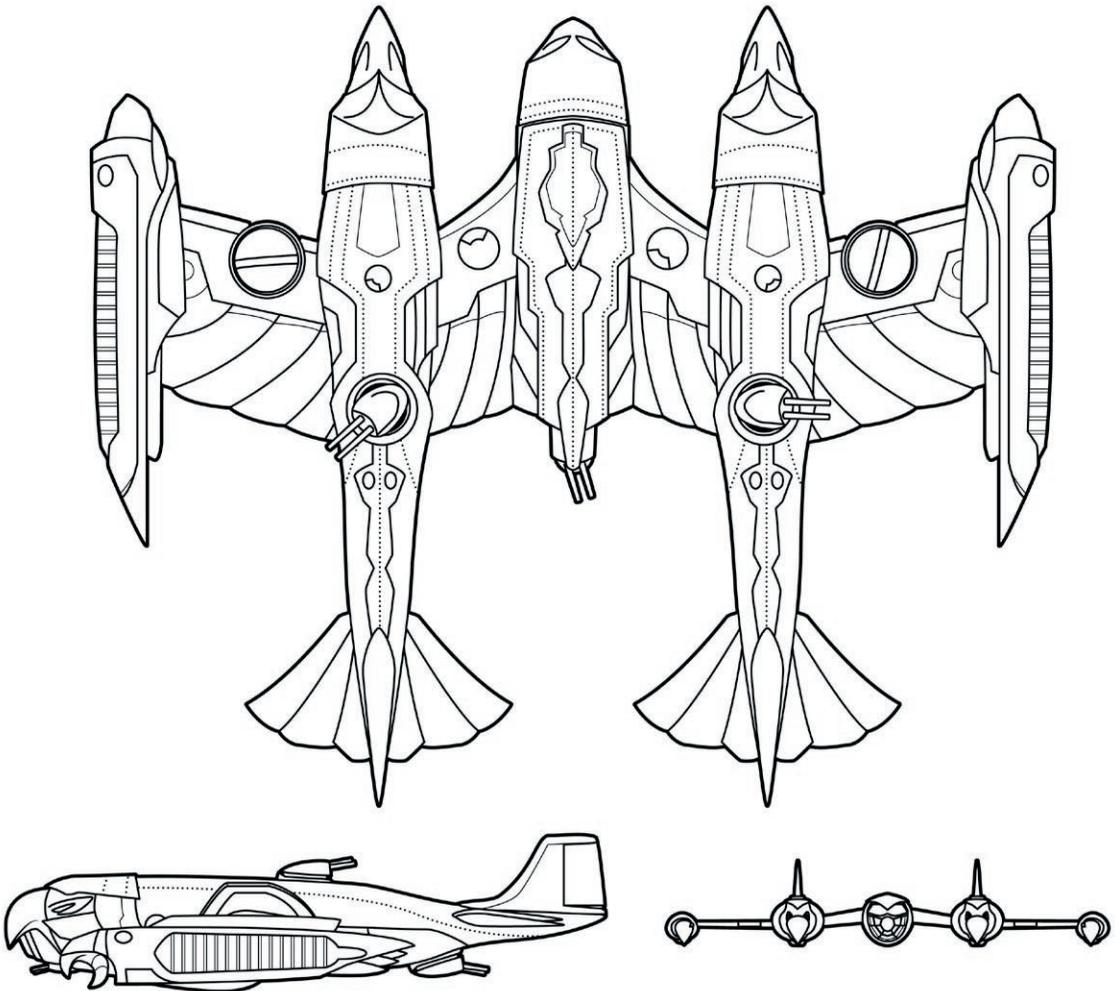
3)Ordinance Racks (2): Each can hold medium or heavy ordinance. Temporarily reduce Speed Class by one if used. Once all ordinance is expended, this penalty is negated.

Dennington DB-17 Thunderhead

The Thunderhead is the largest airplane fielded

by the U.S. military and is primarily used as a long-range bomber against known fortified positions, pirate havens, airfields, and airships. Most of these planes are operated by the U.S. Army Air Corps with a few dozen deployed among the largest ships of the Navy. The plane has three main fuselages connected by a single wing, ending in the powerful voltaic engine pylons. The central fuselage houses the main crew compartment and cargo areas, while the two others contain the large power cells for the engines, voltaic cannons, and the large bomb bays. The crew cannot move between the sections during flight, with the exception of very tight crawlspaces in the central wing. These are only accessible to characters of Small size.

The main weapons of the Thunderhead provide a much larger punch than most defensive turrets for a heavy fighter or bomber. The DB-17 was originally designed to be escorted by a swarm of fighters as an anti-airship weapon



against the large capital ships of established militaries. Though it has yet to be used in that capacity, the Thunderhead has been used to frightening effectiveness against the smaller and less heavily armored ships used by the pirates and mercenaries that are more common in the West.

Crew: 10. One pilot, one copilot, one navigator, one bombardier/nose gunner, six gunners.

Size Class: Large

Health: 100

Armor Score: 7

Combat Speed Class: 3

Top Speed: 287 mph (462 km/h).

Cost: 100,000 dollars

Availability, new: Not available on the open market. Presently only available to the U.S. Military. There are plans to sell some older models the Hegemony with modifications but plans and contracts have not been finalized. New vehicles enter service in batches of 7-15 every few months.

Availability, used: See above.

Typical Armament:

1)Dennington DAT-F9 Heavy Voltaic Cannon (2): The Thunderhead has two of these weapons, one each on the dorsal side of each of the outer fuselages. The powerful blasts are used against reinforced targets, heavy fighters, or airships.

Range: Far

Damage: 5D6

Ammunition: 30 shots on a full charge when out of range of a Wardencllyffe tower.

Bonus: Voltaic, Stall, Stun,

Resounding Success Bonus: Critical Systems Damage, Wreck (2)

2)Dennington DAT-F6 Voltaic Cannon: The Thunderhead has one of these weapons at the rear of the central fuselage. It is primarily used for defense against heavy fighters and pursuit planes.

Range: Far

Damage: 4D6

Ammunition: 30 shots on a full charge when out of range of a Wardencllyffe tower.

Bonus: Voltaic, Stall, Stun,

Resounding Success Bonus: +1D6 Damage, Critical Systems Damage, Wreck (1)

3)Dennington DVT-A9 Voltaic Blaster Turrets (3): Designed to operate similarly to

other turret mounted machineguns, these heavy weapons are used to defend the bomber from enemy aircraft. There is a lower nose turret and a turret at the rear of each of the outer fuselages.

Range: Far

Damage: 3D6

Ammunition: 50 shots on a full charge when out of range of a Wardencllyffe tower.

Bonus: Voltaic, Stall, Stun, Scorch (3)

Resounding Success Bonus: Critical Systems Damage, Wreck (1)

4)Internal Bomb Bay (10; Optional): A bomb payload can be carried in an internal bay in each of the exterior fuselages. The weapons are deployed by a bombardier. This can be medium or heavy gravity bombs. Temporarily reduce Speed Class by one if used. Once all ordinance is expended, this penalty is negated.

American Airships

Allegiance Class Corvette

The USS *Allegiance* launched in 1929 and was the first airship of a line still produced and regularly used both by the military and Dennington Security forces. The airship has two main armored gasbag structures connected by a deck and central control gondola. It is used to intercept other small, faster moving airships used by mercenaries, and can carry up to 50 Marines for boarding operations when on patrol. They are armed with a mixture of conventional and voltaic weapons and powered by a combination of diesel and voltaic engines for the versatility to operate away from the safety of the Wardens. This flexibility, their speed, and their more than adequate armament has made love Allegiance class corvettes the targets of pirates looking to capture one for their own fleets. Neither the government nor the company will disclose how many have been stolen or “acquired” in this manner, there are reports of pirates operating the ships under their own flags in the Caribbean, the Pacific, and the American Southwest.

Crew: 50 but can be operated by a skeleton crew of 12 if needed. Normally 8 Officers and 42 Enlisted.

Standard Flight Group: None, but the deck can accommodate two light fighters or one heavy fighter when clear.

Size Class: Huge

Health: 350

Armor Score: 9

Combat Speed Class: 0 (Stationary relative to combat)

Top Speed: 100 mph (161 km/h) Cruising speed is 80 mph (130 km/h).

Cost: 1 million dollars

Availability, new: Not available on the open market. Presently only available to the U.S. Military. There are plans to sell some older models the Hegemony with modifications but plans and contracts have not been finalized. A new ship enters service about once every six weeks.

Availability, used: Rare, but there have been reports of pirate groups getting their hands on these vehicles. They mostly keep them for their own uses, unless the attention they garner is too much, and then they will consider selling.

Typical Armament:

1)Dennington DAT-F9 Heavy Voltaic Cannon (2): The Allegiance has two of these weapons, one each on the dorsal side of each of the outer fuselages. The powerful blasts are used against reinforced targets, heavy fighters, or airships.

Range: Far

Damage: 5D6

Ammunition: 30 shots on a full charge when out of range of a Wardenclyyfe tower.

Bonus: Voltaic, Stall, Stun

Resounding Success Bonus: Critical Systems Damage, Wreck (2)

2)Dennington DE-6 Energy Turrets (2): Mounted in turrets on the fore and aft of the

main deck, these anti-aircraft weapons are the most recent development in close-in directed energy defense weapons. These turrets are operated by a two-person team.

Range: Mid

Damage: 4D6

Ammunition: 50 shots on a full charge when out of range of a Wardenclyyfe tower.

Bonus: Voltaic, Stall, Stun, Accurate (10)

Resounding Success Bonus: Scorch (3), Leap (2)

3)40mm 2-Pounder Anti-Aircraft Guns

(8): Mounted in turrets and gunnery stations spread on the flanks, belly front, and rear of the ship, these are the Allegiance's main anti-aircraft weapon. Operated by a single gunner.

Range: Mid

Damage: 3D6

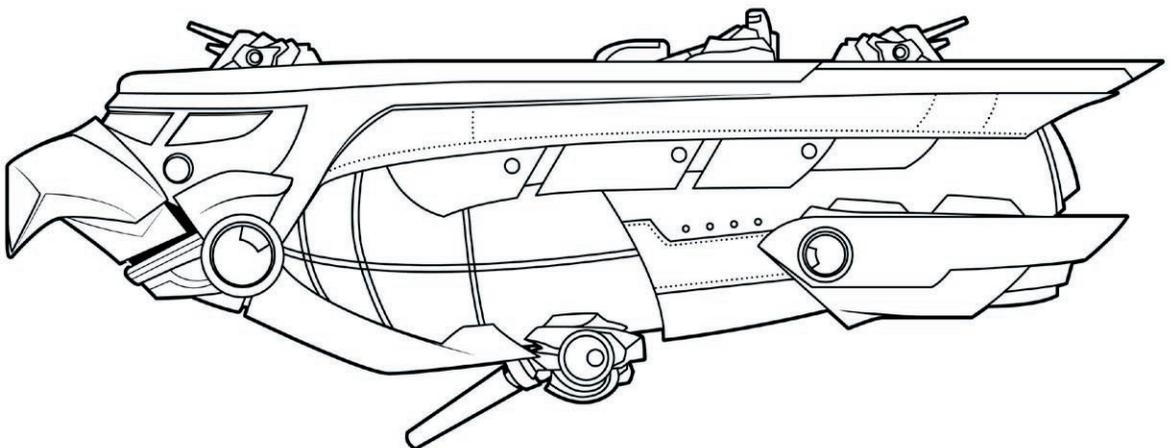
Ammunition: 50 bursts before reloading required. Reloading takes one combat round. Four reloads per gun available.

Bonus: Fragmentary (5)

Resounding Success Bonus: Fragmentary (5)

Justice Class Frigate

Designed as the primary carrier escort for the Liberty Class flagships of the American fleets, the Justice Class Frigate serves as a multi-role ship capable of performing many duties of some of the smaller and older airships it replaced. The USS *Justice* was launched in 1930 with great fanfare since it was touted as the new standard for military air power. It is one of the most common ships seen across the country. The American military uses groups of one or



two Justice class frigates accompanied by two to four Allegiance class corvettes to project power across the nation and abroad. The ship can be used to transport cargo, troops, materiel, or even as a light carrier with planes stowed on the deck to enhance the planes stored internally. A short, internal flight deck allows planes to exit through the opened beak of the airship, requiring them to make cable assisted landings on the short deck and lowered back into the interior through elevator platforms. The standard armaments include two deck-mounted cannons, numerous antiaircraft defenses, and a single heavy voltaic cannon for anti-ship and surface bombardment.

Crew: 412. 17 Officers and 395 Enlisted.

Standard Flight Group: 8 Warhawk or Seahawk Fighters, 4 Thunderbird Heavy Fighters

Size Class: Huge

Health: 700

Armor Score: 8

Combat Speed Class: 0 (Stationary relative to combat)

Top Speed: 90 mph (145 km/h). Cruising Speed is 60 mph (96 km/h)

Cost: 3.7 million dollars

Availability, new: Not available on the open market. Presently only available to the U.S. Military. There are plans to sell some older models the Hegemony with modifications but plans and contracts have not been finalized. A new ship enters service about once every six weeks.

Availability, used: See above.

Typical Armament:

1)Dennington DAT-FIX Heavy Voltaic Cannon (1): This large cannon is mounted in the main turret on the underside of the airship. It is primarily used against other ships, fortified positions, or to provide support fire for ground operations. The powerful blasts can melt stone and metal to slag while setting combustibles alight, making it especially dangerous in dense, urban settings.

Class: Capital Ship Weapon

Range: Far

Damage: 1D10x10 per blast.

Ammunition: 20 shots on a full charge when out of range of a Wardencllyffe tower.

Bonus: Voltaic, Scorch (6)

Resounding Success Bonus: Critical Systems

Damage, Wreck (2)

2)Dennington DBS-CI 14 in. Guns (2): The Justice has two of these weapons, one fore and one aft on the main deck. These conventional cannons are redesigned versions of the naval guns used on the battle ships of the surface fleets.

Range: Far

Damage: 5D6 per individual round.

Ammunition: 100 shots each cannon.

Bonus: None

Resounding Success Bonus: Blast (5), Wreck (1)

3)Dennington DE-6 Energy Turrets (10): Mounted in turrets and gunnery stations around the ship, these anti-aircraft weapons are the most recent development in close-in directed energy defense weapons. These turrets are operated by a two-person team.

Range: Mid

Damage: 4D6

Ammunition: 50 shots on a full charge when out of range of a Wardencllyffe tower.

Bonus: Voltaic, Stall, Stun, Accurate (10)

Resounding Success Bonus: Scorch (3), Leap (2)

4)40mm 2-Pounder Anti-Aircraft Guns (18): Mounted in turrets and gunnery stations spread on the flanks, fore and aft deck sections of the ship, these weapons provide additional cover against close enemy fighters. Operated by a single gunner.

Range: Mid

Damage: 3D6

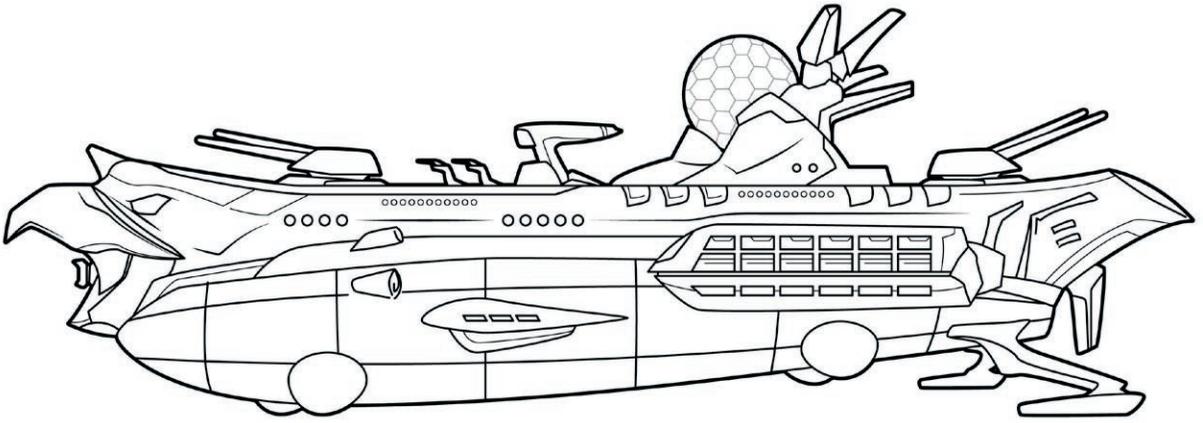
Ammunition: 50 bursts before reloading required. Reloading takes one combat round. Four reloads per gun available.

Bonus: Fragmentary (5)

Resounding Success Bonus: Fragmentary (5)

Liberty Class Dreadnaught

The USS *Liberty* is the largest and most advanced airship in the American arsenal. The Dennington Corporation completed construction nearly one year after the first of the Justice class airships and delivered her on July 4, 1931. The gigantic ship dominates the sky, as it brings with it the power of a full Wardencllyffe generator to supply an entire fleet. The *Justice* was the first of its class with five more currently in operation, and another ten under construction.



It was first delivered to the Navy where it can support both existing air and surface fleets with its power generation capabilities. Each of these Dreadnaughts brings over 60 planes to any theater or war, not including any carried by support vessels, meeting any resistance with overwhelming force of arms.

Larger than its English and German counterparts, the Liberty is a remarkable sight. Primary and secondary flight decks are relegated to port and starboard pods towards the rear of the airship. Fighters and bombers can launch directly from these pods and can then be shuttled to storage and maintenance bays towards the interior of the ship. This is done to free up space in the superstructure of the ship for the multiple batteries and capacitors required for the wide array of voltaic weapons and devices around the ship, including the Wardencllyffe generator itself. The majority of the weapons are directed energy, limiting any danger to the ship by potential magazine damage and reducing weight. The main cannon of the *Liberty* is the most advanced directed energy weapon ever deployed, known as the *Cry of Freedom*, capable of burning a hole right through smaller ships, and melting vrillium armor off of heavier ships. The Company has stated this is just a protective measure to be used as a deterrent against other nations, but many speculate this is a direct response to the armored Dreadnaughts of the German *Kaiserliche Luftmarine*.

Crew: 1,776. 78 Officers and 1,698 Enlisted.

Standard Flight Group: 48 Freedom Wing, Warhawk or Seahawk Fighters, 16 Thunderbird Fighters, 4 Thunderhead Bombers

Size Class: Huge

Health: 1,750

Armor Score: 10

Combat Speed Class: 0 (Stationary relative to combat)

Top Speed: 80 mph (130 km/h). Cruising Speed is 60 mph (96 km/h)

Cost: 14 million UAC

Availability, new: Not available on the open market. Presently only available to the U.S. Military. A new ship enters service about every 8 weeks.

Availability, used: See above.

Typical Armament:

1)Dennington DVC-CFX High Capacity

Voltaic Discharge: The main cannon of the Liberty class Dreadnaught is the *Cry of Freedom* cannon. This advanced voltaic weapon discharges a blinding white beam of energy out of a port in the stylized mouth at the bow of the airship, which requires the bow of the ship be directed at the target. After being fired, the weapon needs at least five rounds to recharge the discharge capacitors before firing again.

Class: Capital Ship Weapon

Range: Far

Damage: 1D10x10 per blast

Ammunition: Unlimited. Must be recharged at least five rounds to recharge.

Bonus: Voltaic, Scorch (20), Wreck (1), Critical Systems Damage

Resounding Success Bonus: Wreck (2), Scorch (30)

2)Dennington DBR-39 Broadside Cannon

Array (2 arrays; 9 guns each): There are nine voltaic cannon ports on each side on both the port and starboard sides of the ship, grouped in a set of four near the fore, and five at the midsection. These used in broadside actions against other airships. Each gun is operated by a

team of six crew and an officer, with broadsides being orchestrated by a gunnery captain.

Class: Capital Ship Weapon

Range: Mid

Damage: 1D10x10 per salvo. 5D6 per individual blast.

Ammunition: Unlimited

Bonus: Voltaic, Stall, Stun,

Resounding Success Bonus: Wreck (1)

3)Dennington DBS-C5 15 in. Guns (4; 2 per turret): The *Liberty* primarily relies on its powerful voltaic defenses, but engineers saw a need to keep some large conventional weapons in the design for shore bombardment and anti-ship purposes when the main gun was recharging. Each turret is operated by a team of 50 crew and one officer.

Class: Capital Ship Weapon

Range: Far

Damage: 1D10x10 per salvo from each turret. 5D6 per individual round.

Ammunition: 50 rounds per gun.

Bonus: Blast (5)

Resounding Success Bonus: Blast (5)

4)Heavy Wardencllyffe Blast Tower (1): The large Wardencllyffe generator sits atop the ship towards the aft section. Its primary purpose is to power the ship, its accompanying fleet, and any surface or support ships, but it is capable of delivering punishing blows to any ships or fighters in range.

Range: Far

Damage: 1D10x10

Ammunition: Unlimited

Bonus: Voltaic, Stall, Stun, Scorch (10), Critical Systems Damage

Resounding Success Bonus: Wreck (2), Leap (3)

5)Dennington DBB-A10 Energy Blisters

(4): Mounted along the bell of the airship on the fore and aft sections are hemispherical blisters capable of firing voltaic blasts on the surface below. These weapons are specifically designed for surface bombardment and cannot be trained on aerial targets.

Range: Far

Damage: 5D6

Ammunition: Unlimited

Bonus: Voltaic, Stall, Stun, Scorch (6), Critical Systems Damage

Resounding Success Bonus: Wreck (1), Leap

(3)

6)Dennington DE-6 Energy Turrets (10):

Mounted in turrets and gunnery stations around the ship, these anti-aircraft weapons are the most recent development in close-in directed energy defense weapons. These turrets are operated by a two-person team.

Range: Mid

Damage: 4D6

Ammunition: Unlimited

Bonus: Voltaic, Stall, Stun, Accurate (10)

Resounding Success Bonus: Scorch (3), Leap (2)

7)40mm 2-Pounder Anti-Aircraft Guns

(32): Mounted in turrets and gunnery stations spread on the flanks, fore and aft deck sections of the ship, these weapons provide additional cover against close enemy fighters. Operated by a single gunner.

Range: Mid

Damage: 3D6

Ammunition: 50 bursts before reloading required. Reloading takes one combat round. Four reloads per gun available.

Bonus: Fragmentary (5)

Resounding Success Bonus: Fragmentary (5)

American Character Creation

Character Creation Steps:

1. Design the Character Concept.

Describe the character in just a few words. Who is the protagonist of this adventure? Additional guidelines can be found on page 4 of *Wild Skies: Europa Tempest*.

2. Select Primary and Secondary Attributes.

Assign ten points to the three Primary Attributes; Brawn, Smarts and Guts. Assign eighteen points to the six Secondary Attributes; Strength, Fleetness, Know-How, Moxie, Valor and Grit. Each Attribute must have at least one point, and none can start higher than ten. Details about all the Attributes can be found on page 5 of *Wild Skies: Europa Tempest*.

3. Choose an Animal Type.

Choose one of the twenty American Animal

Types detailed on pages 88-91. Apply Attribute bonuses, note Uncapped Attribute, note starting Animal Ability and select two additional Animal Abilities. Forty additional Animal Types are detailed on pages 7-14 of *Wild Skies: Europa Tempest*.

4. Choose a Size.

Each Animal Type begins at a given size level; Small, Normal, Large or Huge. You may move up or down one level at no cost. You may change size level again at the cost of one starting Animal Ability. Additional details and penalties for size are found on page 27 of *Wild Skies: Europa Tempest*.

5. Choose Perks and Quirks.

Select one Perk. You may select up to two additional Perks by taking one Quirk to offset each. Characters may not start the game with more than three Perks but are never limited in



the number of Quirks they can have. Perks and Quirks specific to North America are described beginning on page 95. Descriptions of additional Perks and Quirks begin on page 29 of *Wild Skies: Europa Tempest*.

6. Choose a Nationality.

Where does your character come from? Select the United States any country in North America or develop a reason why your character is in the Americas. This may impact what Careers and skills are available. A few other ideas about Nationality can be found on page 34 of *Wild Skies: Europa Tempest*.

7. Choose Careers and Skills.

Select two of the Careers detailed on pages 99-104. Note the special career abilities granted by each Career. Each Career includes a table showing three Career Skills and the number of Skill Dice you will roll when your character uses that skill. If two Careers grant the same skill use the higher Skill Dice number. Select a starting Skill Specialty in each Career Skill. If two Careers grant the same skill, select two starting Specialties. Select additional Learned Skills equal to Know-How then assign an additional number of Skill Dice equal to Smarts to any of the skills the character knows. Lastly, for each Skill with three and five Skill Dice choose another Skill Specialty. A detailed description of all skills and Skill Specialties including prerequisites and resounding success bonuses can be found on pages 72-99 of *Wild Skies: Europa Tempest*. All Careers are intended to be compatible with each other. Feel free to choose one, or both Careers for American characters from those given on pages 35-45 of *Wild Skies: Europa Tempest*.

8. Build the Moral Compass.

Select four of the motivation Axes and place them on your character's Moral Compass. Place the main motivation of your character in the North position. Assign the eight Rewards to the eight points of the Moral Compass. You will gain these Rewards as your character follows the chosen motivations. Motivation Axes unique to America are given on pages 105. For complete details of the other Axes, Rewards and moving on the Moral Compass see pages 45-52 of *Wild Skies: Europa Tempest*.

9. Put on the Finishing Touches.

What else makes your character distinct? Choose something like a particular color scarf, a favorite weapon, a catch-phrase or a hairstyle with is your character's signature.

10. Choose an Affiliation.

Why is your character together with the other characters at the table? As a group of players, choose what type of team you all belong to. Also agree as a group to one of the sixteen motivations from the Moral Compass. What is the primary motivation for the group as a whole? Additional information and a few suggested affiliations can be found on pages 52-55 of *Wild Skies: Europa Tempest*.

3. Choose an Animal Type

Armadillo

Includes: Pink Fairy, Screaming Hairy, Nine-Banded

Starting Size: Normal

Attribute Bonuses: +1 Smarts, +1 Know-How, +1 Grit

Unique Abilities

When we first created *Wild Skies: Europa Tempest*, we had high hopes it would be just one of many books in a series expanding the world and setting. However, we developed it to be self-contained just in case there wasn't the interest to support the continuation of the line. One of the things we did was to give each Animal Type a unique ability which is only available to characters of that specific Type. As we continue to expand *Wild Skies*, we have noticed this might be limiting for new Animal Types in subsequent books.

Since we want all players to have fun and make the characters they want to create to tell the most enjoyable collective story they can, if you want to choose a unique Animal Ability for your character which is not technically allowed, but would still make sense for your character, go ahead. A Snapping Turtle selecting Defensive Tuck, or a Manatee selecting Leviathan would be totally acceptable. Make the game your own and have fun!

Uncapped Attribute: Grit
Starting Ability: Natural Armor
Unique Ability: Ball
Optional Abilities: Burrow, Sharp Nose, High Jump, Claws

Beaver

Includes: North American, Eurasian
Starting Size: Normal
Attribute Bonuses: +I Brawn, +I Know-How, +I Valor
Uncapped Attribute: Know-How
Starting Ability: Chew
Unique Ability: Building
Optional Abilities: Aquatic, Nocturnal, Teeth, Whiskers

Bison

Includes: Muskox, Wisent and Yak.
Starting Size: Large
Attribute Bonuses: +I Smarts, +I Strength, +I Grit
Uncapped Attribute: Grit
Starting Ability: Horns
Unique Ability: Stampede
Optional Abilities: Alpha, Forage, Pack, Resistance to Cold

Gila Monster

Includes: Gila Monster
Starting Size: Normal
Attribute Bonuses: +I Guts, +I Moxie, +I Grit
Uncapped Attribute: Guts
Starting Ability: Venom
Unique Ability: Pebbled Flesh
Optional Abilities: Claws, Regeneration, Resistance to Heat, Unafraid

Gnu

Includes: Topi, Kongoni and Bongo.
Starting Size: Large
Attribute Bonuses: +I Brawn, +I Know-How, +I Grit
Uncapped Attribute: Moxie
Starting Ability: Endurance
Unique Ability: Side Sight
Optional Abilities: Flanking, Flexible, Horns, Internal Compass

Hellbender

Includes: Giant Salamander and Mudpuppy.
Starting Size: Large

Attribute Bonuses: +I Brawn, +I Strength, +I Moxie

Uncapped Attribute: Strength
Starting Ability: Feat of Strength
Unique Ability: Slime Skin

Optional Abilities: Alpha, Aquatic, Claws, Home Range,

Hyena

Includes: Spotted, Brown, Striped and Aardwolf.
Starting Size: Normal
Attribute Bonuses: +I Smarts, +I Strength, +I Moxie
Uncapped Attribute: Brawn
Starting Ability: Margins
Unique Ability: Laugh
Optional Abilities: Eat Anything, Nocturnal, Predator, Teeth

Manatee

Includes: West Indian, Amazonian, West African
Starting Size: Large
Attribute Bonuses: +I Brawn, +I Strength, +I Know-How
Uncapped Attribute: Brawn
Starting Ability: Diving
Unique Ability: Curiosity
Optional Abilities: Aquatic, Feat of Strength, Home Range, Natural Armor

Moose

Includes: Caribou and Reindeer.
Starting Size: Huge
Attribute Bonuses: +I Guts, +I Strength, +I Moxie
Uncapped Attribute: Guts
Starting Ability: Home Range
Unique Ability: Giant Antlers
Optional Abilities: Diving, Endurance, Internal Compass, Resistance to Cold

Opossum

Includes: Opossum
Starting Size: Normal
Attribute Bonuses: +I Guts, +I Fleetness, +I Moxie
Uncapped Attribute: Moxie
Starting Ability: Climbing
Unique Ability: Play Dead
Optional Abilities: Margins, Nocturnal, Sharp Nose, Teeth

Prairie Dog

Includes: Woodchuck, White-tailed, Utah

Starting Size: Small

Attribute Bonuses: +1 Guts, +1 Fleetness, +1 Valor

Uncapped Attribute: Fleetness

Starting Ability: Burrow

Unique Ability: Clan

Optional Abilities: Flanking, Herd, Sharp Eyes, Teeth

Pronghorn

Includes: Sonoran and Baja California Pronghorn.

Starting Size: Normal

Attribute Bonuses: +1 Smarts, +1 Fleetness, +1 Valor

Uncapped Attribute: Fleetness

Starting Ability: Herd

Unique Ability: Looks Identical

Optional Abilities: Flexible, Forage, Horns, Resistance to Heat

Raccoon

Includes: Ringtail, Coati and Kinkajou.

Starting Size: Normal

Attribute Bonuses: +1 Smarts, +1 Moxie, +1 Grit

Uncapped Attribute: Smarts

Starting Ability: Nocturnal

Unique Ability: Branded

Optional Abilities: Eat Anything, Grip, Teeth, Whiskers

Raven

Includes: Common Raven, Australian Raven, Forest Raven

Starting Size: Small

Attribute Bonuses: +1 Smarts, +1 Moxie, +1 Valor

Uncapped Attribute: Smarts

Starting Ability: Fly

Unique Ability: Adaptable

Optional Abilities: Margins, Beak Attack, Flexible, Forage

Snapping Turtle

Includes: Common, South American, Alligator

Starting Size: Large

Attribute Bonuses: +1 Brawn, +1 Know-How, +1 Grit

Uncapped Attribute: Brawn

Starting Ability: Beak Attack

Unique Ability: Snap

Optional Abilities: Aquatic, Natural Armor, Surprise Attack, Predator

Note: Snapping Turtles get the same +2 bonus to Natural armor as Turtles if the Natural Armor Ability is selected.

Turkey

Includes: Wild, Ocellated

Starting Size: Large

Attribute Bonuses: +1 Guts, +1 Strength, +1 Know-How

Uncapped Attribute: Valor

Starting Ability: Strut

Unique Ability: Snood

Optional Abilities: Beak Attack, Burst of Speed, Herd, Plumage

Viper

Includes: Cobra, Copperhead, Rattlesnake and Mamba.

Starting Size: Normal

Attribute Bonuses: +1 Smarts, +1 Fleetness, +1 Valor

Uncapped Attribute: Valor

Starting Ability: Predator

Unique Ability: Fair Warning

Optional Abilities: Alpha, Flexible, Stubborn, Venom

Woodpecker

Includes: Pileated, Black, Cuban Green

Starting Size: Small

Attribute Bonuses: +1 Brawn, +1 Fleetness, +1 Grit

Uncapped Attribute: Moxie

Starting Ability: Beak Attack

Unique Ability: Peck

Optional Abilities: Fly, Sharp Ears, Sharp Eyes, Plumage

Woodfrog

Includes: Green Frog and Pond Frog.

Starting Size: Small

Attribute Bonuses: +1 Guts, +1 Know-How, +1 Valor

Uncapped Attribute: Know-How

Starting Ability: Internal Compass

Unique Ability: Freezer

Optional Abilities: Burrow, Hide, High Jump, Unafraid

Zebra

Includes: Plains, Mountain and Grévy's.

Starting Size: Normal

Attribute Bonuses: +1 Guts, +1 Fleetness, +1

Are all Zebras from Africa?

In *Wild Skies* all history up to the early twentieth century is the same as in the real world. This means the America Prosperity described in *Liberating Strife* benefited from genocide of American Indians and enslavement of Africans. Like other role playing games set in fictional versions of the past, we have attempted to minimize the impacts of racism and race-based policies within the setting so players who are part of racial and ethnic groups which have suffered these persecutions can play the game without having to role play exclusion, abuse and violence. However, we did not want to simply erase ethnic diversity from the setting. The Animal Types offered in this North America-based book include some animals native to Africa to acknowledge enslaved Africans were brought to North America almost as soon as European colonization began.

Although not every ethnic group present in North America has been represented in this direct way, in *Wild Skies* any character, from any place, can be any Animal Type. Individual Animal Types are not directly connected to specific racial or ethnic groups. We want players to play the character they want; from an Apache Hyena, to a German Armadillo, to a Guinean Bear, to a Mexican Tiger, to a Chinese Prairie Dog. Hopefully, the character creation process allows every player to see themselves represented and give their characters the backgrounds they find personally significant.

Valor

Uncapped Attribute: Valor

Starting Ability: Unafraid

Unique Ability: Stripes

Optional Abilities: Burst of Speed, Herd, Plumage, Teeth

Animal Ability Reference List

The following Animal Abilities are found on pages 12-27 of *Wild Skies: Europa Tempest*.

Aquatic: (Beaver, Hellbender, Manatee, Snapping Turtle,) Page 15

Beak Attack: (Raven, Snapping Turtle, Turkey, Woodpecker) Page 15

Burrow: (Armadillo, Prairie Dog, Woodfrog)

Page 15

Burst of Speed: (Turkey, Zebra) Page 15

Chew: (Beaver) Page 15

Claws: (Armadillo, Gila Monster, Hellbender) Page 15

Climbing: (Opossum) Page 15

Diving: (Manatee, Moose) Page 16

Eat Anything: (Hyena, Raccoon) Page 16

Endurance: (Gnu, Moose) Page 17

Feat of Strength: (Hellbender, Manatee) Page 17

Flexible: (Gnu, Pronghorn, Raven, Viper) Page 17

Fly: (Raven, Woodpecker) Page 17

Grip: (Raccoon) Page 19

High Jump: (Armadillo, Woodfrog) Page 19

Horns: (Bison, Gnu, Pronghorn) Page 20

Natural Armor: (Armadillo, Manatee, Snapping Turtle) Page 21

Pack: (Bison) Page 22

Plumage: (Turkey, Woodpecker, Zebra) Page 22

Regeneration: (Gila Monster) Page 23

Resistance to Cold: (Bison, Moose) Page 23

Resistance to Heat: (Gila Monster, Pronghorn) Page 23

Sharp Ears: (Woodpecker) Page 24

Sharp Eyes: (Prairie Dog, Woodpecker) Page 24

Sharp Nose: (Armadillo, Opossum) Page 24

Strut: (Turkey) Page 25

Stubborn: (Viper) Page 25

Surprise Attack: (Snapping Turtle) Page 25

Teeth: (Beaver, Hyena, Opossum, Prairie Dog, Raccoon, Zebra) Page 26

Venom: (Gila Monster, Viper) Page 26

Whiskers: (Beaver, Raccoon) Page 27

Animal Abilities

Adaptable: (Raven) Ravens have incredibly sharp minds and are capable of in-depth problem-solving skills. They approach problems from many different angles, often working out multiple complex scenarios in their heads and choosing the optimal solution. A character with this ability has five D6 each session which can be used as Bonus Dice for any skill roll. They can use any number of these dice on any roll in combination with normal Skill Dice and Bonus Dice from the GM.

Alpha: (Bison, Hellbender, Viper) Because of the character's impressive physical attributes, they are seen by others as a natural leader. Other characters will often be more inclined to listen to their opinions, orders, or directions, even if they may go against their better judgment. Add Strength to all Leadership skill and skill specialty rolls. **Prerequisite:** Must have a Strength of 5 or higher.

Ball: (Armadillo) This ability allows the character to hunch over and roll themselves into a tight ball roughly half to a third of their normal size. This can be done to hide, navigate small or narrow passages, or for defense. While in a ball, the character can roll around by shifting their weight, traveling at a Slow speed. Attempting to move any faster than this means the character becomes dizzy and disoriented and must release the ball to stand up and reorient. A character may not be knocked down or make most melee attacks when in a ball. They can only make a Melee Hit Action which will do damage equal to their Size – 1 to a minimum of 1. The ball also increases any Natural Armor Score by 1, but only if the character has an existing Natural Armor score.

Branded: (Raccoon) There is only one opportunity to make a first impression and Raccoons can make about any impression they choose. When meeting another character for the first time, a Raccoon may attempt to tailor the impression they leave with a success on a Difficult skill roll modified by several Additional Dice equal to the Raccoon's Smarts Attribute. If they succeed they can appear as whatever profession, class, education level, etc. they want. The performance is so convincing the targeted character will doubt anyone who tells them the truth. On a Resounding Success, clothes, gender and even Animal Type are remembered as the Raccoon chooses. On a Critical Failure the target realizes they are being manipulated.

Building: (Beaver) This ability grants characters an innate knowledge of building techniques and military fortifications. Any structure built by a team who all have this ability can be done in half the time and is almost always of amazing quality. Add Know-How to all Engineer skill and Skill Specialty rolls. The character automatically gets the Tradesman skill and the Carpenter Skill

Specialty as Learned Skills.

Clan: (Prairie Dog) Characters with the Clan ability are members of a group, biologically or otherwise, and they are very protective of their group. The character should select a group they identify as their "clan" when this Animal Ability is selected. They will usually take a protective overseer role when out on a mission, in battle, or in a risky situation. A character with this ability can take one of the GM's Bonus Dice at any time and add it to any Search skill or Skill Specialty roll regarding their clan.

Curiosity: (Manatee) Manatees with this ability are especially inquisitive and love trying new things. This desire to readily jump headlong into a task without concern for repercussions translates to them being particularly adept at Unskilled rolls and makes them interesting business partners and entrepreneurs. A character with this ability can take one of the GM's Bonus Dice at any time and add it to any Unskilled skill roll. Unlike other Unskilled rolls, those made with the Curiosity Animal Ability can score a Resounding Success.

Fair Warning: (Viper) Vipers have the venom to back up their threats, but they don't all want to use it if they don't have to. A Fair Warning is a visceral threat of danger to their opponents, such as a buzzing rattle tail or a flared neck hood which can sometimes be enough to prevent a physical confrontation. The character may use their Fair Warning to make an Intimidate Skill Specialty roll even if they do not have the Specialty. The roll uses a number of Additional Dice equal to the character's Valor or Grit (choose one when the ability is selected).

Flanking: (Gnu, Prairie Dog) Characters have developed an instinctual sense of how to best position themselves to work with their allies to coordinate an attack. A character with Flanking receives +1 Additional Die on Attack Actions when with two or more allies who also have Flanking.

Forage: (Bison, Pronghorn, Raven) The character is always able to find food and water while in the wilderness. They instinctively know where to find food and water even when they appear to be scarce. The character gets the Knowledge skill and the Survival skill specialty

as learned skills and can add Grit a second time to all Survival skill specialty rolls.

Freezer: (Woodfrog) The character is immune to most effects of the cold. Special compounds in the blood allow the body to function at temperatures which would kill others and reduce the damage from being frozen. Woodfrogs do not suffer normal penalties from cold (see page 114 of *Wild Skies: Europa Tempest*). Instead, when exposed to temperatures below 14°F (-10°C) for 20 minutes, they begin to freeze. At that point, the character can no longer make any actions and will freeze solid in a number of minutes equal to the character's normal maximum Health. Woodfrogs can survive being frozen solid with few ill effects; they simply wake up, as from a dream, when they are thawed. They have a -1 Dice Pool penalty on all rolls for 12 hours after thawing but suffer no lasting damage.

Giant Antlers: (Moose) Commonly (but not only) seen in male moose, antlers serve as indications of an animal's fitness. A character who makes a successful Science or Knowledge skill roll can determine how healthy a moose is just by looking at the antlers. Moose are famous for settling their disputes with their antlers. The antlers count as a melee weapon (3 Damage; Brawl). They also provide a +3% bonus when making Parry and Entangle Defensive Actions.

Herd: (Prairie Dog, Pronghorn, Turkey, Zebra) Characters have developed an instinctual sense of how to best position themselves to work with their allies to coordinate a defense. A character with Herd receives +1 Additional Die on Defensive Actions when with two or more allies who also have Herd.

Home Range: (Hellbender, Manatee, Moose) Characters have a specific territory they claim for themselves. A character's home range can be a certain stretch of river, a valley, a neighborhood; any area which can be patrolled in a single day. While in their Home Range, characters receive +1 Additional Die on all skill rolls (including in combat).

Internal Compass: (Gnu, Moose, Woodfrog) Through some internal instinct or sensitivity, like magnetoreception, the character is always aware of the direction they are travelling, general

location, and altitude. Add Grit to all Navigation skill and skill specialty rolls.

Laugh: (Hyena) A Hyena makes a distinctive call, like a sinister chuckle. The Laugh is not a unique language but can be used by the Hyena to make any Social Skill Specialty roll even if they do not have the Specialty. The roll uses the standard Governing Attribute of the Skill Specialty. The Laugh can also be used to frighten a single opponent within 50 feet (15 m) into inaction. Use an Attribute Comparison between the two character's Guts, if the Hyena wins, the other character forfeits their action; paralyzed with fear. The Hyena cannot do anything else while using their Laugh.

Looks Identical: (Pronghorn) Sometimes people confuse one character for another, especially when they do not know either. Pronghorn can use this natural confusion to their advantage. All Pronghorns with Looks Identical really do look alike. There no way to tell any of them apart by sight, smell or the sound of their voice. Only careful questioning, or some other distinguishing feature such as clothes or scars, will reveal the character's true identity.

Margins: (Hyena, Opossum) Needs very little food and water to survive. Additionally, the food can be of extremely poor quality. The character need only eat once every other day. When the character eats so little they suffer a -1 Dice Pool penalty on all rolls but suffer no other ill effect from hunger or thirst. Calculate death from starvation normally (page 117 of *Wild Skies: Europa Tempest*), but do not actually apply any penalties until the character suddenly dies.

Nocturnal: (Beaver, Hyena, Opossum, Raccoon) The character is more active at night, and generally sleeps during the day. This may have earned them a reputation for being a "night owl" or a lay-about but is innately tied to their physiology. When operating at night, the character is sharper and alert but working during the daylight hours means the character is drowsy and unfocused. Working at night comes naturally to the character. When working at night, after a full day of rest (at least 10 hours), they receive a +1 Skill Die bonus to all skill rolls. If forced to do a job or work during the day, the character suffers a -1 Skill Die penalty to all rolls.

Pebbled Flesh: (Gila Monster) The lumpy, pebbled skin of the Gila Monster is thick and durable, granting limited protection from the elements and attacks. This ability gives a Natural Armor score of 2, regardless of size, and they can resist heat for twice as long.

Peck: (Woodpecker) Extra musculature in the shoulders and neck allow the character to rapidly strike at targets with their Beak Attack. When attacking with a Beak Attack, the character can immediately make a second attack at the same target. The target can still defend normally. The beaks of Woodpeckers with this ability gain AP (1) on their Beak Attacks but lose the ability to be used as scissors or shears like the beaks of other characters.

Play Dead: (Opossum) This ability allows characters to control their heart rate and certain muscle groups making them appear dead as a method to avoid a threat. Through exaggerated facial features, stiff limbs, foaming from the mouth, and the release of a particularly pungent stench, the character appears dead to the casual observer. The character is still aware of what is going on nearby but can't risk moving or the illusion is broken. They can remain in this state indefinitely, but normally will go back to normal when a threat is cleared.

Predator: (Hyena, Snapping Turtle, Viper) The character is driven and singularly focused when their sights are set on a specific individual. At the beginning of combat, before initiative is rolled, the character may select one opponent. For the duration of that combat, the only actions the character can take are Melee Hit actions against the selected target. Any Defensive actions are done at a -1 Skill Die penalty, as long as the target is still in the fight. So long as the target is the focus of the character, the predator can make one additional Melee Hit action against the target at the bottom of the Initiative Order. This additional attack is a straight roll, receiving no modifiers from the Dice Pool or other sources.

Side Sight: (Gnu) Because the character's eyes are positioned far to the side of the head, the character suffers a -1 Dice Pool penalty on all Ranged Hit Actions but gains the ability to see in all directions around themselves.

Slime Skin: (Hellbender) The many folds of

loose skin on a Hellbender's body and their soft and slippery texture makes them extremely hard to grab and grapple. An opponent must succeed twice at any roll to restrain or hold a Hellbender in combat and for all grapple maneuvers. A failure on either roll means the Hellbender is still free or escapes.

Snap: (Snapping Turtle) Snapping Turtles are known for their lightning quick snaps of their beaks which can leave permanent scarring, amputate digits or limbs, and rip large chunks out of their prey. If the Snapping Turtle is the first to attack in a round and attacks with a Beak Attack, it becomes a Snap (Damage is equal to 2 + Size; Blade).

Snood: (Turkey) The snood is a fleshy protuberance which loosely hangs from the forehead of Turkeys. When a character is aggravated, strutting, getting ready to fight, or angry, the snood becomes engorged with blood and hangs down past the beak. This is a disturbing sight, causing those attacking the Turkey with a Melee Hit Action to suffer a one Skill Die penalty. When encountering other characters with a snood, a Turkey will tend to defer to another Turkey with a larger snood. Compare Brawn + Valor of the characters, and the one with the higher result has the larger snood.

Stampede: (Bison) Given at least 10 feet (3 m), a Bison can initiate a charge-like attack with any melee weapon as a Slug action. If the Slug action is successful, the total damage is doubled instead of simply adding the character's strength a second time. Allies of the Bison who have not yet acted for the round may join in the Stampede as their Action and immediately get to make a Slug action against the Bison's target or another target in Near range. The allies apply Slug damage as normal. A Bison may initiate a number of Stampedes per session equal to half their Grit Attribute, rounded down.

Stripes: (Zebra) Unlike camouflage, the Zebra is not hard to spot, but the stripes can make it hard to see where the Zebra starts, and the background begins. Ranged Hit Actions against a Zebra with Stripes are made with a -1 Dice Pool penalty. If the Zebra is moving the penalty increases to -2 and when multiple Zebras with Stripes are moving together (in Near range) the penalty is -3. Melee Hit Actions are not affected



by Stripes.

Unafraid: (Gila Monster, Woodfrog, Zebra) Any character can act bravely, but a character with Unafraid can suppress their natural fear response to get a job done despite the threats against them. Unafraid can be activated a number of times per session equal to the character's Valor Attribute, whenever a threatening opponent or dangerous situation arises. Once declared, the fearless state lasts for a number of rounds equal to the character's Guts. During this period, the character is immune to all Social skill rolls, rolls +1 Additional Dice on all skill rolls (including in combat) and receives +2 to initiative.

5. Choose Perks and Quirks

Perks

Cant: Like learning a language, the character knows a secret language of code words, symbols and hand signs to communicate secretly with a particular group of people. Cants develop naturally in many sub cultures from thieves to

tramps to Citizen's Band users. They may also be developed by secret societies or revolutionary movements to conceal what they are doing. Knowing a cant implies a familiarity with the group which created it, but it is not always a guarantee of trust between strangers.

First People: There are hundreds of tribes across the nation recognized by the Federal Government, and this character is a member of one. The character has access to all tribal rights, lands and automatically knows the language of whichever tribe they belong to in addition to other languages.

Float Like a Butterfly: The character is especially quick and agile in a fight, always bouncing on their toes and able to quickly change directions. Once per session, the character can automatically succeed at a Dodge Defensive Action. If the character also has the Sting Like a Bee Perk, they get one additional action at the bottom of the Initiative Order when this ability is used.

Good Family: The character comes from a family held in high regard. Whether known for wealth, influence, generosity, or just for being famous, the character's family name carries weight and will be recognized. They may be able to extract favors from people they have never met but may also bear the consequences of things they never did.

Graceful: The character seems to move with an almost effortless ease regardless of what they are wearing or carrying. In non-vehicle combat, their movements appear dance-like. Once per session, the character can reroll any Melee Hit roll, parry, or dodge Defensive Action. If the character also has the Nimble Perk, the character's Fleetness is also added to this reroll attempt.

Grounded: Many people constantly exposed to the energy from voltaic weapons and equipment handling have developed a certain resistance to random discharges and accidental static shocks. A character with this perk reduces all damage from directed energy weapons, electricity, and other energy blasts by one to a minimum of zero. Additionally, once per session the character can ignore the Stun weapon effect.

Of the People: Born in humble circumstances and can easily relate to others from a similar background. The character knows the right slang and the right jokes to make ordinary folks feel at ease. May instead have studied very carefully to appear of humble background. Receives +1 Additional Die on appropriate non-combat skill rolls when with the people.

Outdoorsman: Has spent time in the great outdoors enough to learn the basics of the natural environment. The character can spot signs of wild animals, follow terrain features to keep from getting lost and gather food to help them survive. The character gains an Additional Die to non-combat skill rolls in wilderness environments. **Note:** This perk may be selected more than once. Each selection beyond the first grants a second Additional Die to a different specific environment; such as mountains, forest, or desert.

Rugged: The character is especially tough due to living a hard life, working themselves to the bone, or scrapping with anyone who looks at

them sideways. The character increases health recovered from the Walk It Off Attack Action by one and increases amount of reduced damage from Tough It Out Defensive actions by one.

Silver Spoon: Born into a well-to-do family and can easily relate to others from a similar class. The character knows the proper etiquette and the right jokes to make fancy people feel at ease. May instead have studied very carefully to appear of some means. Receives +1 Additional Die on appropriate non-combat skill rolls when with the elites.

Silver-tongued: The character is a smooth talker and is always using their gift of gab to charm others, make friends, or get their way. The character adds their Moxie to all Social skill rolls. If the character also has the Witty Perk, once per session they can reroll this skill roll and not have it count as a Fumble roll.

Slugger: The character is especially skilled at using blunt weapons like clubs, saps, and bats. When using them in combat, they're always "swingin' for the fences" trying to hit as hard as possible. Add the character's Brawn to all Resounding Successes for Blunt or Club Skill Specialty rolls. Once per session, the character may "call their shot" and name a number in the Success or Resounding Success range. If the roll is within three (over or under) of the stated number once all adjustments have been made, add the character's Strength to this damage as well.

Sparky: A character with this ability builds up an unusual amount of static electricity over time and has grown adept at knowing when and how to discharge it. This energy could be the result of an experiment gone wrong, over exposure to voltaic components, or being struck by lightning sometime in the past. Once per session, the character can increase damage from a successful Melee Hit Action by one and add the Stun weapon ability.

Sting Like a Bee: The character can quickly adjust their weight behind punches to deliver a quick blow at just the right time. Add the character's Brawn to all Resounding Successes for Brawl or Pugilism Skill Specialty rolls. Once per session, the character may instead add the character's Strength to this damage.

Totem: A sacred object has been given to the character which represents some ancestor, animal guide, or divine connection. This totem is normally a small item, heirloom, handcrafted symbol, or other important object to a particular group. Each totem is tied to a specific skill when the Perk is selected. Once per session, when the character has the totem with them, they can reroll a skill roll and not have it count as a Fumble roll. If the character also has the First People Perk, the totem allows them to also add one Bonus Die from the GM's reserve to the reroll attempt, if available. **Note:** This Perk can be selected multiple times.

Quirks

Albino: The character has a complete reduction of specific pigments resulting in white fur, hair, feathers, skin, and a pinkish hue to the eyes. They are more susceptible to sunburns and skin diseases and are prone to significant problems with their eye-sight. Their condition means they stand out in a crowd and are memorable. Any skill roll to avoid notice, detection, or to hide is done so at a one skill dice penalty.

Bad Family: The reputation of the character's family hangs over them like a cloud of shame. Whether known for crime, begging, a particular disaster or just for being a mess, the character's family name carries weight and will be recognized. People may away turn them they have never met but may also bear the consequences of things they never did.

Blue Blood: The character is from the upper crust and proud of the fact. They find it impossible not to look down on people who come from "the wrong side of the tracks." They can cover their disdain for one interaction with any successful Social skill roll, but their sentiments will never leave them, and the character suffers a -1 Skill Die penalty on appropriate non-combat skill rolls while in mixed company. **Note:** Blue Blood and Red Neck cannot both be selected by the same character.

Braggart: The character is loud and boastful, willing to tell others just how great they are. This could be about certain skills, hobbies, sports, combat prowess, wooing women and the like. This habit can often help build a rapport with soldiers and thugs who barely

know the character but is usually annoying in social situations. Add Valor to all skill rolls for one Leadership Skill Specialty selected with this quirk is taken and subtract Valor from all Social skill rolls.

Clumsy: The character is always off balance, dropping things, or running into people when in close quarters. Regardless of how many Skill Dice a character might have, they can never roll more than three Skill Dice for any skill requiring coordination. For combat skills, this means they can hold dice back for further adjustment of rolls, but the initial roll is limited to three Skill Dice. Bonus Dice assigned by the GM are not subject to this limitation.

Colorblind: The ability to differentiate between specific colors for the character is limited in some way. This can be red-green colorblindness, blue-yellow colorblindness, or complete colorblindness where all vision is monochromatic (black and white). Characters must succeed twice on any Search skill rolls to notice anything by sight.

Family Secret: Someone in the character's close family has a secret which the family wants kept private. It could be a mental illness, a child born of scandal, a murder, or unsavory connections. The secret is something which represents a threat to the family's public reputation. The character must be careful in social situations to keep the matter secret. With the GM's permission, the character may alternately be the secret the rest of the family doesn't want disclosed.

Fainting: The character is prone to fainting spells. These can be caused by physical exertion, the sight of blood, the discussion of medical procedures, a sudden fright, or the like. Whenever a faint is triggered, the character will collapse and be unresponsive for a brief period, rarely lasting more than one minute.

Flee: The character isn't necessarily a coward but is often prone to giving into the flight reflex during combat. Sudden noises, a wound, seeing a fallen friend, or even just a strong threat of violence can be enough to send the character scurrying away. When confronted by a combat situation, they must immediately make a success on a special Moderate skill roll with a number

of Additional Dice equal to the character's Valor. If the result is any failure character will run away from the source of the threat for a number of rounds equal to 10 minus Valor to a minimum of 1 round.

Glass Jaw: Even if the character is a skilled fighter, they've never really been able to take a hit. When a character is hit by a Resounding Success on a Melee Hit Action from a character using Melee, Brawl, or Pugilism, they are knocked unconscious for a number of rounds equal to the Brawn of the attacker minus the Brawn of the defender, to a minimum of one. When they regain consciousness, they are moved to the bottom of the initiative order.

Red Neck: The character has had no favors in life and is enormously proud of the fact they have survived anyway. They find it impossible not to sneer at anyone who comes from privilege or had it easy. They can cover their disdain for one interaction with any successful Social skill roll, but their sentiments will never leave them, and the character suffers a -1 Skill Die penalty on appropriate non-combat skill rolls while in mixed company. **Note:** Blue Blood and Red Neck cannot both be selected by the same character.

Runs in the Family: The character is at risk of a serious illness because of their medical history. Be it Father's weak heart, Gran's arthritis, or great uncle Chester's madness, it's only a matter of time. The threat could be something elaborate and specific created with the GM. Otherwise, simply roll D% each time a Reward is gained on the Moral Compass. If the result is 15% or less, roll on the Serious Injury table and apply the penalty. Re-roll any result which doesn't make sense.

Spiteful: For whatever reason, the character is simply mad and acts out in malicious ways to a group or person. The character could hate the military of a certain nation for how they acted during the Great War, adherents of a specific faith group for how they were treated, or simply be mad at the world for a perceived slight or injustice towards them. For whatever reason, their actions towards this group always seems to toe the line of what is acceptable, if not cross it outright, which could cause trouble with local authorities or even friends and team members.

Tone Deaf: Be it the national anthem, hymns or just "Good Morning to You," the character cannot carry a tune to save a life. This might not come into play very often, but when it does, there will be no doubt the character is a terrible singer.

Twitchy: The character has a noticeable twitch which can make fine tasks, games of skill, shooting a gun, and other skills that require a delicate touch difficult. This can mostly be controlled by the character but can become more prominent in stressful situations. Whenever the GM assigns a Dice Pool penalty to this character, it is increased by one die.

Unemployable: The character has no job at the Company and cannot get one. Perhaps a substandard performance review, or a poor aptitude test, or a clerical error is to blame. Whatever the reason, without employment not only can cash flow be an issue, but access to certain Company facilities and services is restricted. The character may be working for themselves, but they'll have to do it all by themselves.

Wanderlust: The character is never happy in one place for long. Every (Valor + Know-How) weeks, the character must make a skill roll using no Skill Dice. If the roll is a success, the character holds off their craving to move on to somewhere new. The first roll is Easy. Each failure moves the difficulty to the next highest level. If the character fails a Difficult skill roll they can no longer resist their wanderlust and must travel to somewhere new. Sometimes a vacation or traveling together with the party is enough, but it usually means the character moves on to unfamiliar places and new friends entirely (create a new character.) **Note:** This selection counts as two.

Wild: The character was born and raised in one of the great wildernesses, be it the Great Plains, tucked into the hollers of Appalachia, the Australian outback, or others. They haven't really been around people all that frequently and find the customs and trappings of polite culture to be frustrating, confusing, or simply unnecessary. Add Grit to all Athletics rolls but subtract Grit from all Social rolls.



7. Choose Careers and Skills

American Careers:

Actor

Actors are in high demand in the New American Prosperity, whether it is on the radio, on stage, on the silver screen, or in the new medium of radio-television. Exactly how many actors there are in the United States isn't officially known, though if one included aspiring actors the number would easily be in the millions. Whole generations of Americans are being brought up revering, if not idolizing, actors and acting in a way that society hasn't seen before. High school and college theater programs are flourishing in Dennington's America, with interest in the profession at an all-time high. Actors, both male and female, find plentiful employment in an industry that has grown fat from a steady diet of Trust grants and investment. Jobs are so plentiful that the old cliché of the starving actor waiting tables while waiting for their big break is largely outdated. Only those that are too picky or that have been blacklisted by the Great Trust find it

hard to land a job, and there's always community theater for those that can't find paying work.

Found across America, from small towns to the big cities, actors are capable of mixing with all rungs of society with ease (or are at least able to fake it) and often do so. An Actor character will thus be able to navigate/fake their way through nearly any conceivable social interaction. Actors are also able to inspire or intimidate their audiences, crafting the truth and lies into a believable ruse (for the moment anyways). An Actor/Revolutionary character can play both sides of the fence: working for the Great Trust but sowing dissent just the same. An Actor/Radioman will be an expert on the production of radio or radio-television content and will likely have connections at stations near and far. An Actor/Soldier may serve in the defense of the nation while dreaming of Hollywood stardom. An Actor character may come from any social class as the profession is viewed as a means of social mobility by all.

Restrictions: Moxie or Grit of 3 or better.

Starting Equipment: Dress clothes for auditions, stage makeup, tools of the trade.

Career Ability: During a performance only, an Actor may declare a Fumble on an Art or Radio skill rolls a number of times equal to Moxie.

Career Skills:

Skill	Skill Dice
Art or Radio	● ● ● ○ ○
Social	○ ○ ○ ○ ○
Knowledge	○ ○ ○ ○ ○

Company Man

One need not be a Company Man to work for the Dennington Trust. In fact, characters of all professions work under the Dennington banner. No, a Company Man is something special. Employees, after all, are a dime a dozen, a Company Man is priceless. The so-called “Company Man” is an employee singularly devoted to the Dennington Trust, a “lifer” that has aligned his own goals with those of the Company. Protecting the Great Trust, its interests, and even just its good name is paramount to a Company Man and is his or her very compulsion. Part-fixer and part-spokesman, they are dispatched to smooth over customer relations at ground level, cleaning up messes left behind by less capable employees. More than just a devoted toady, a Company Man is a capable administrator that is an expert at manipulating corporate bureaucracy to get results. As one would expect, a Company Man has a head for numbers and data, acting like living repositories of corporate bylaws and applicable state and federal regulations.

While not necessarily the most appetizing option at first blush, a Company Man character allows for well-connected characters with great variety. A Company Man/Thug is the prototypical union-busting corporate goon, a henchman with seemingly endless resources. A Company Man/Paperpusher is an expert in corporate bureaucracy that will always know what internal form needs to be filed and how to best circumvent Company and government red tape. A Company Man/Officer will command Company Men and other underlings, be a master of networking, and be considered a

trusted member of the largest corporation that the world has ever seen. A Company Man/Pirate might be a privateer hired to harass the shipping of Trust competitors or help create artificial scarcity by staging mock attacks against Trust shipping lines. The Company Man/Businessman is the ultimate Company Man, navigating the massive corporate bureaucracy with practiced ease and a knowledge of the American markets that is simply unparalleled.

Restrictions: Unflinching loyalty to the Dennington Trust.

Starting Equipment: Fancy Threads, luggage, and Company identification.

Career Ability: Once per session, a Company Man can automatically succeed with a Resounding Success on a single Business skill or skill specialty roll.

Career Skills:

Skill	Skill Dice
Social	● ● ○ ○ ○
Business	● ○ ○ ○ ○
Knowledge	○ ○ ○ ○ ○

Electrician

The various electronic and voltaic systems used in almost every facet of American life are the peak of industrial engineering. Voltaics are among the most complex and helpful technologies ever developed, but their destructive potential can become evident in an instant if not properly maintained. Keeping them safe and operational requires an understanding of voltaic principles, proper training, and the time to adequately maintain them.

The Dennington Corporation trains hundreds of Electricians and voltaics experts and offers monthly trainings on any new products they release. This allows anyone working for the Company or any of its subcontractors to stay at the forefront of any new development and means that those not affiliated with the company are immediately at a disadvantage. Those trained as part of the United States military are more than likely educated by Dennington engineers and staff to know the ins and outs of military equipment, but the foundations of this knowledge can help soldiers transition into jobs

if they decide to enter the civilian workforce.

An Electrician/Scientist is one who might be obsessed with seeing how far the boundaries of the technology can be pushed, helping to develop new uses for the energy source or even a mad scientist. The Electrician/Soldier combination could be a highly skilled weapons specialist, or an anti-company saboteur.

Restrictions: Smarts 2 or better.

Starting Equipment: Voltaic Tools, Mechanics Tools, Insulated Clothing

Career Ability: The character can add their Know-How Attribute to any Voltatics or Mechanics skill rolls. Pick either Civilian or Military. When working on equipment of that type, the Resounding Success range is increased by 10%, to 110% not counting any additional bonuses.

Career Skills:

Skill	Skill Dice
Voltaics	● ● ○ ○ ○
Mechanics	● ○ ○ ○ ○
Pilot or Drive	○ ○ ○ ○ ○

Journalist

It is the job of a journalist to tell others something worth knowing. There are as many shades of journalism as there are journalists; with some offering factual descriptions of noteworthy events, some interested in influencing public opinion on particular topics and still others making wry commentary on the daily irrelevancies of celebrity. Whatever beat they choose to cover; successful journalists reach an audience and their words inform and shape the opinion of that audience. This is no small power in a world which is too large and complex for anyone to personally know everything of importance.

A Journalist/Businessman is interested in the side of reporting the news which makes money. They may be the one running a newspaper or the one putting themselves in the places where they can learn the most valuable information. A Journalist/Soldier or Journalist/Revolutionary is in the perfect position to turn their writing into propaganda. A journalist with a specific area of technical training such as a Journalist/Scientist or

a Journalist/Pilot will likely report on the newest developments within their own field.

Restrictions: None

Starting Equipment: Pen and Paper, Protective Gear

Career Ability: A journalist works for some sort of news organization and must file regular stories. Stories are not usually works of fine art, so they can be written in a few hours' time. A journalist usually draws a weekly or monthly salary for their work, about 5 to 10 dollars (20 to 40 UAC) per story depending on the prestige of the publication or program they work for. Journalists can also usually have their company pay for expenses (meals, hotels, travel) while working on a story. More important than the money, however, is that the journalist is broadcasting their perspective and their opinion to the world.

Career Skills:

Skill	Skill Dice
Knowledge	● ○ ○ ○ ○
Leadership	● ○ ○ ○ ○
Search	● ○ ○ ○ ○

Magnetizer

The Magnetizer is an expert in a particular branch of mental training focused on slipping past the mental barriers of others and altering their behavior by suggestion. The early scientific theories of "vital energies" and "animal magnetism" upon which the Magnetizer's abilities are built may have been replaced by better observation of nerve structure and brain anatomy, but Magnetizers still lay claim to the fact they can influence minds with their methods. Hypnotic suggestion, trance healing and simple talk therapy are all applications of the Magnetizer's skill at getting someone else to "open up." Many Magnetizers cultivate a certain air of mystery around themselves and their training even if they are using their skills publicly.

While Magnetizers can be good at using their skills on the fly, they are at their best when they influence people repeatedly over time. A Magnetizer/Doctor would likely be working as a psycho-therapist, helping people work through traumas and move toward healing.

A Magnetizer/Thug might be terrorizing a victim into compliance with repeated appeals to their deepest inner fears and weaknesses. A Magnetizer/Officer could have developed a group of fanatical followers based on personal charisma and magnetic influence.

Restrictions: Smarts 5 or Guts 4

Starting Equipment: Books, Fancy Threads

Career Ability: The character may make a special Skill Specialty roll called a hypnotize roll. Choose one of the character's Career Skills from either Career. Use the Skill Dice and Secondary Attribute of the chosen skill whenever a hypnotize roll is made. Treat a hypnotize roll as an opposed Social skill roll. If the Magnetizer fails, nothing happens. If the Magnetizer wins the target feels relaxed and the Magnetizer gains an Additional Die on their next roll to interact with their target (i.e., Medicine, Leadership, Persuasion, etc.). If the result is a Resounding Success the Magnetizer gains 5 Additional Dice on the roll!

Career Skills:

Skill	Skill Dice
Social	● ● ○ ○ ○ ○
Knowledge	● ○ ○ ○ ○ ○
Search	○ ○ ○ ○ ○ ○

American Pilots

In the *Wild Skies: Europa Tempest* book, those characters selecting the Pilot career are required to select a school of training illustrating where and how they learned to fly. Though it can be assumed some American characters may have trained with European instructors, these additional options are available for those trained on the American side of the pond. These three schools of training are now available to any character selecting the Pilot career.

- **U.S. Army Air Corps:** Once per combat, after all dice are rolled, the pilot can change a Success on one of their Ranged Hit actions to a Resounding Success.
- **Naval Aviators:** Once per combat, after all dice are rolled, the pilot can change a Failure on one of their Ranged Hit actions to a Success.
- **Dennington Security Forces:** Once per combat, the pilot may perform one Pursue action for free immediately after taking their normal, selected action.

Politician

The Politician is the one who engages with the system internally. Not content to sit and follow the rules others dictate to them, they want to be involved in the process. They want power, and they want to use that power to affect great change. Some want to use that power to uplift their fellows and to make the world a better place; the most devious among them want to uplift only themselves and to sit at the top of the pile. The Politician knows the inner workings of their level of government and when to follow proper procedure and when to avoid it entirely.

In America, not every Politician is owned by the Company, but only the most cunning and ruthless of these Politicians can survive for long. A Politician/Company Man can acquire power quickly by working the status quo from both sides. A Politician/Thug may rely on dangerous bedfellows who ask more than the Politician is willing to give. The Politician/Scientist would enact policy related to their own area of expertise.

Restrictions: Must have a Moxie of 3 or better

Starting Equipment: Fancy Threads, Books

Career Ability: The character can add their Moxie to any Leadership or Knowledge skill roll.

Career Skills:

Skill	Skill Dice
Leadership	● ● ○ ○ ○ ○
Business	● ○ ○ ○ ○ ○
Knowledge	○ ○ ○ ○ ○ ○

Saboteur

The Saboteur is a consummate professional who excels at their craft, which is knowing how things work and then how to make them break down. More than just someone who engineers an accident or who breaks something simple, the Saboteur can range from removing a key gear so that a machine breaks down after an hour to being someone who knows how to cause a critical failure and a violent explosion. Whether setting up a minor nuisance or creating a full-scale catastrophe, the Saboteur excels at going about their business without anyone noticing something has gone wrong.

Though personal motivations vary, all Saboteurs see and exploit weak points in machines or systems which are not readily apparent. A Saboteur/Revolutionary can be a radical who wants to bring a factory to a halt in order to slow down the Company's progress. The Saboteur/Mechanic could prevent certain hangar doors from opening up so that their friends can escape after a heist. A Saboteur/Soldier might be willing to sacrifice innocent lives by rigging explosions that can bring an entire building to its knees so long as the pay is right.

Restrictions: Must have a Moxie of 3 or better and a Know-How of 3 or better.

Starting Equipment: Crack Kit, Mechanics Tools.

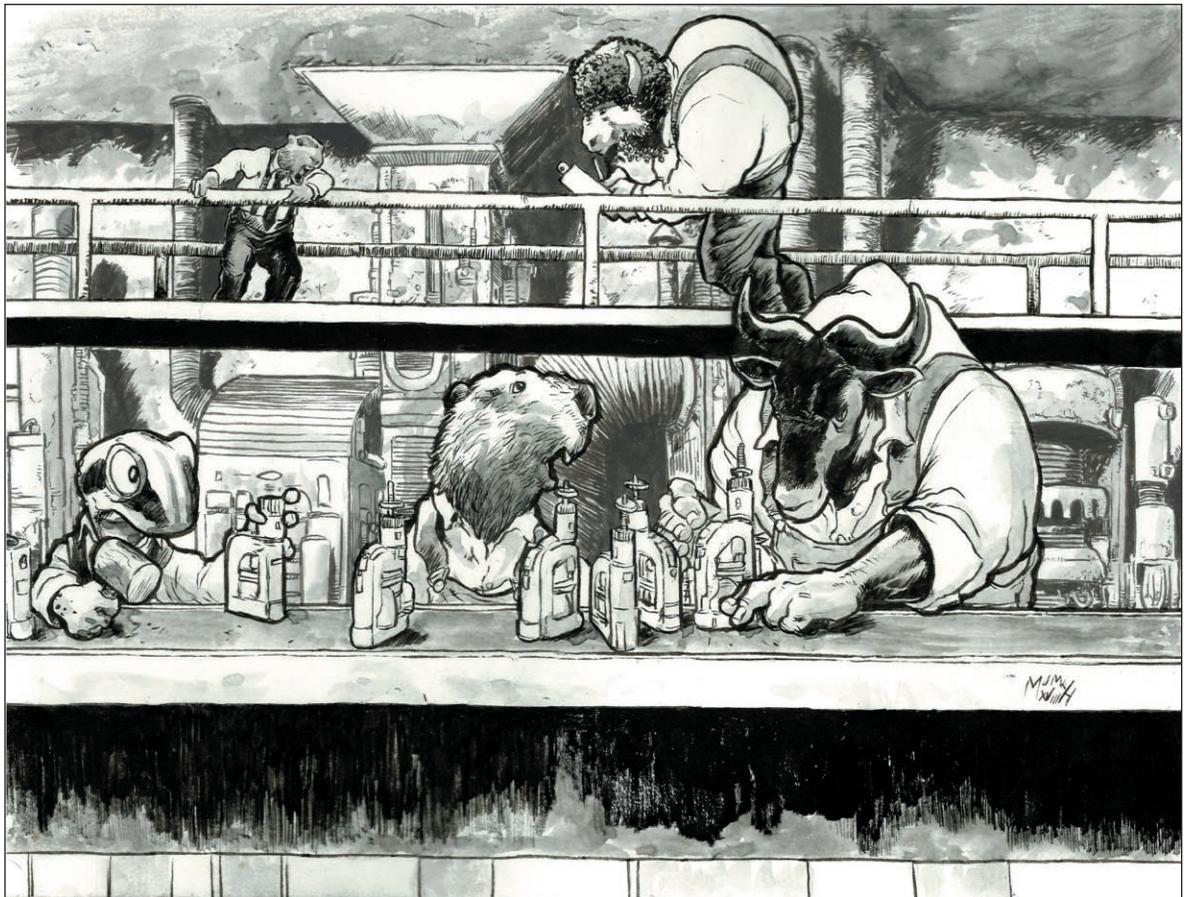
Career Ability: During a sabotage attempt only, a Saboteur may declare a Fumble on Mechanics or Science skill rolls a number of times equal to Moxie.

Career Skills:

Skill	Skill Dice
Sneak	● ○ ○ ○ ○
Science or Mechanics	● ○ ○ ○ ○
Tradesman	● ○ ○ ○ ○

Teacher

Whether introducing children to basic life skills, instructing academics in advanced topics or training professionals on the latest equipment, a good teacher is an essential part of learning anything. Few people can learn everything they need without a teacher to show them the way. Teachers can work as tutors helping individuals with specific areas of knowledge or they can speak to dozens, or even hundreds, of students at a time about simple or complex topics. Because scientific knowledge and technological developments are advancing so fast, there is a constant need for retraining programs which means teachers are always in demand. Teachers are always giving people, they give what they know away to anyone who is interested.



Having a teacher as part of a group always means there is something to learn. A Teacher/Soldier or a Teacher/Officer would usually be an expert in a specific discipline such as marksmanship or battlefield tactics who is leading the group in a practical component of their education. On the other hand, a Teacher/Artist or Teacher/Scholar who is out in the world is most likely trying to learn something from firsthand experience which they can take back to their school and pass on to others.

Restrictions: None

Starting Equipment: Fancy Threads, School Books

Career Ability: A Teacher can teach any skill they know to others who wish to learn it. They can also teach Skill Specialties they know to others who have the proper Base Skill. First, there must be a quiet moment for some instruction. Then, the Teacher makes a skill roll of normal difficulty for the skill they are teaching. Any failure means no progress is made. A Success means the student may make a skill roll of the same difficulty. If the Teacher rolls a Resounding Success, the student may roll at one difficulty level less (the Teacher can reduce the roll to a Simple Task). If the student also rolls any success, the student begins to learn the skill; just as if they had received the first partial Reward on the Moral Compass. The teaching and learning moments can be repeated twice more until the student has fully learned the skill by gaining the other partial Rewards.

Career Skills:

Skill	Skill Dice
Knowledge	● ● ○ ○ ○
Any Non-Combat Skill	● ○ ○ ○ ○
Social	○ ○ ○ ○ ○

American Skills

Voltaics

Basic understanding of electrical principles, components, and repair. This includes simple circuits, wiring, domestic power generation and storage cells like capacitors and batteries. A character can assess damaged or malfunctioning parts and systems and is usually able to identify if a malfunction is due to a specific part, or if there

is an imbalance in the system. Voltaic systems are not repaired in the same way mechanical systems are. Instead of repairing Health, the skill roll is used to identify any errors in a malfunctioning system, and how to circumvent or repair the error. The skill can also be used in the opposite manner to cause a malfunction, as one might do in an electric fence, generator, or security system. On a successful Voltaics skill roll, the system has been assessed and can be repaired or manipulated as needed. Repairs normally take a number of hours equal to 10 – Skill Dice, to a minimum of one hour. Sabotage and damage to a system is a lot quicker and can be done in a number of minutes equal to Know-How – Skill Dice.

Governing Attribute: None

Skill Range: Difficult

Prerequisite: None

Critical Failure Penalty: The next Voltaics skill roll receives a -1 Dice Pool penalty. If the Electrician was manually working in the system, they also take one point of damage from electrocution.

Resounding Success Bonus: Reduce the difficulty of the next Voltaics skill roll by one.

Voltaics Skill Specialties

Personal Voltaics

Small tools, personal devices and domestic appliances powered by electricity all fall under the Personal Voltaics Skill Specialty. Characters can repair and tinker with these independent devices, but can also apply these skills to sensors, radios, gauges, and other elements built into vehicles. On a successful Voltaics skill roll, the system has been assessed and can be repaired or manipulated as needed. Repairs normally take a number of hours equal to 10 – Know-How – Skill Dice, to a minimum of one hour, but only when working on these kinds of small devices. Sabotage and damage to a system is a lot quicker and takes virtually no time at all. A successful Skill Specialty roll is still needed to prevent electrocution. A careless character or one who fails a roll when working on a system while not properly equipped will take one point of damage on a failure.

Governing Attribute: Know-How

Skill Range: Difficult

Prerequisite: None

Critical Failure Penalty: The next Voltaics skill roll receives a -1 Dice Pool penalty. If the Electrician was manually working in the system, they also take 1D6 points of damage from electrocution.

Resounding Success Bonus: Reduce the difficulty of the next Personal Voltaics Skill Specialty roll by one.

Vehicle Voltaics

Most of the power systems for airplanes and other vehicles with voltaic propulsion are similar. They all have a battery or capacitor of some sort with a voltaic receiver. Voltaic weapon systems built into small vehicles also fall into this category. A character with this specialty can completely rebuild, repair, maintain and assemble these systems given they have access to the right parts and enough time. On a successful Vehicle Voltaics Skill Specialty roll, the system has been assessed and can be repaired or manipulated as needed. Repairs normally take a number of days equal to 10 – Know-How – Skill Dice, to a minimum of one day, but only when working on small vehicle and weapon systems. Sabotage and damage to a system is a lot quicker and takes virtually no time at all. A successful Skill Specialty roll is still needed to prevent electrocution. A careless character or one who fails a roll when working on a system while not properly equipped will take 1D6 damage on a failure.

Note: Vehicle maintenance and repair can take quite a while. This is why there are often teams of electricians working together to complete the repairs and rebuilds more quickly.

Governing Attribute: Know-How/Valor

Skill Range: Difficult

Prerequisite: None

Critical Failure Penalty: The next Voltaics skill roll receives a -1 Dice Pool penalty. If the Electrician was manually working in the system, they also take 2D6 points of damage from electrocution.

Resounding Success Bonus: Reduce the difficulty of the next Vehicle Voltaics Skill Specialty roll by one.

Voltaic Systems

Wardencylffe towers, large hydroelectric systems, airship generators, capital ship weapons all fall under the Voltaic Systems Skill Specialty. These are massive systems requiring large teams of highly skilled mechanics, engineers, and electricians to operate effectively, let alone actually build them. On a successful Voltaics Systems Skill Specialty roll, the system has been assessed and can be repaired or manipulated as needed. Repairing or building a new system normally take a number of weeks equal to 10 – Know-How – Skill Dice, to a minimum of one week, but only when working on these large and complex systems. Sabotage and damage to a system is a lot quicker and takes virtually no time at all. A successful Skill Specialty roll is still needed to prevent electrocution. A careless character or one who fails a roll when working on a system while not properly equipped will take 1D6 damage on a failure.

Note: System repairs can take quite a while. This is why there are often teams of electricians working together to complete the repairs and rebuilds more quickly.

Governing Attribute: Know-How/Grit

Skill Range: Difficult

Prerequisite: None

Critical Failure Penalty: The next Voltaics skill roll receives a -1 Dice Pool penalty. If the Electrician was manually working in the system, they also take 3D6 points of damage from electrocution.

Resounding Success Bonus: Reduce the difficulty of the next Voltaics System Skill Specialty roll by one.

8. Build the Moral Compass

Boost to Naysay

Boosting is unwavering support for a person or project. A character may be committed to boosting up support for their community, raising the morale of their particular department within a larger group, organizing fun activities for their family, or inspiring patriotism for their nation. The key part of this motivation is a focus on the positives and a willingness to work to support what has captured the character's attention.

Boosters volunteer their time, talk about what they support to others and put their money where their mouth is.

A naysayer has a deeply ingrained sense of opposition to a person or organization. A character may be an advocate against a certain government policy, opposed to alcohol, unable to forgive a family member or think the country is headed in the wrong direction. The key part of this motivation is a focus on the negatives and a willingness to work against whatever has offended them. Naysayers show up to express their opposition, will not let a kind word pass without sharing their own alternate view and will put their money where their mouth is.

Independent to Gregarious

Independent means the character is focused on their own needs and wishes and wants to achieve things without the assistance of others for whatever reason. They could feel help will dilute their own achievement, they may think others will always ask too high a price for assistance, or they may just not know how to ask for what they need. Independent characters are looking to take care of themselves all by themselves.

Gregarious means the character is focused on their own need to be with others and their wish to work with others in most parts of their life. They might admire the strengths of others they lack themselves, they might hope to ride other peoples' coat tails to success or they may just like to have other people to talk to. Gregarious characters are looking for others to share their every waking moment with.

Average to Exceptional

An Average character is one who feels "good enough is good enough." The character may simply have little ambition or direction and be content with getting by. The character may instead have some personal reason why they do not want to push themselves; such as seeing the strain ambition put on their own father. Whatever the reason, a character with Average as a Motivation is trying not to stand out in a crowd.

An Exceptional character is not happy unless they are striving to be the best in their chosen field. The character may have been raised

to believe they must demonstrate worldly success to prove their inner virtue. Instead, the character may be motivated by their own inner drive to achieve whatever they want. Whatever the reason, a character with Exceptional as a Motivation is trying to stand out in the crowd.

Other Characters of Note

John P. Dennington

"Businessman by Day, Playboy (and Hero) by Night"

John P. Dennington is by all accounts a rich, socialite and playboy, completely out of touch with the struggles of the working class. He is always seen at the ritziest gallery opening, the shows with tickets that are almost impossible to get, and every charity gala covered by all the papers, each time flanked by some famous actress, model or other arm candy. At every event he is decked out in the finest suits and fashion, always pausing for the cameras and rubbing elbows with the other social elites. Being the son of Margaretta Dennington, the Vice President of Corporate Security for the Company sure comes with its privileges. One of which is a job.

Officially, John serves as a Director of Loss Prevention and Recovery at General Propulsion Laboratories, a role at which he excels. Among his responsibilities is organizing the Dennington Security teams sent to recover lost or stolen technology, be it from piracy, thieves, industrial espionage, or simply items lost in the shuffle in the corporate giant. He travels all over the country working with security in regional offices, and sets his own schedule, allowing him to attend social functions as he sees fit. This level of autonomy has served him well both in his social life and in his other personal endeavors.

Though he appears well entrenched into the ranks of the corporate and social elites, John has seen the corruption in the Company at all levels, and has dedicated his life to reforming it, either from within the system, or if necessary, by exposing all its dirty secrets to the world as an outsider. John uses his considerable resources, current position, and considerable unquestioned spare time to do what he is unable to do within the bounds of the law. He works with a pair

of close allies and personal friends who have helped him create and take up the mantle of The Patriot, a real-world crime fighter and defender of the people.

After secretly stealing a prototype design of a personal voltaic pulse engine, John and his team were able to modify it into a personal propulsion device, granting him controlled flight when paired with his natural ability. This engine and a stylized mask which hides his true identity have allowed him to be a thorn in sides of all members of the company he sees as exploiting the people or not actively working for the common good. This includes his peers, friends, company allies and even his own mother who has instructed him to find and kill The Patriot before he can cause any more damage to the assets and reputation of the Company. For the masses, The Patriot has become a symbol of the greatness America represents, and Dennington will continue to don the mask as long as required to bring about an America and a Company that is truly for the people.

Patriot Voltaic Pulse Engine

Crew: 1

Size Class: Small

Health: 20

Armor Score: 2

Combat Speed Class: 2, but only if the wearer has the Fly Animal Ability to control movement. Otherwise, control is impossible and attempted flight will result in great personal injury.

Top Speed: 150 mph (240 km/h).

Cost: Not available for sale. The raw materials cost about 2,000 dollars.

Availability, new: Unavailable. Stolen prototype.

Availability, used: Unavailable.

Note: Requires Ace skill specialty

Optional Armament:

1) Hand Weapons: The pilot may use hand-held weapons when using the pulse engine. All Combat Hit Actions made while in flight suffer a -2 Dice Pool penalty.





Name **James Dennington** Player Name _____
 Age 30 Sex Male Size Large Height 6'2" Weight 210 pounds
 Animal Type Raptor (Bald Eagle) Nationality American
 Careers Pilot/Companyman Affiliation The Company/The Patriot
 Character Concept Playboy, businessman, and stalwart defender of America

CHARACTER SHEET

Attributes		Uncap
Brawn	4	<input checked="" type="checkbox"/>
Strength	4	<input type="checkbox"/>
Fleetness	6	<input type="checkbox"/>
Smarts	3	<input type="checkbox"/>
Know-How	2	<input type="checkbox"/>
Moxie	2	<input type="checkbox"/>
Guts	4	<input type="checkbox"/>
Valor	5	<input checked="" type="checkbox"/>
Grit	1	<input type="checkbox"/>

Perks	
Daredevil	
Charismatic	
Witty	
Quirks	
Color Variant (Black feathers)	
Lightweight	

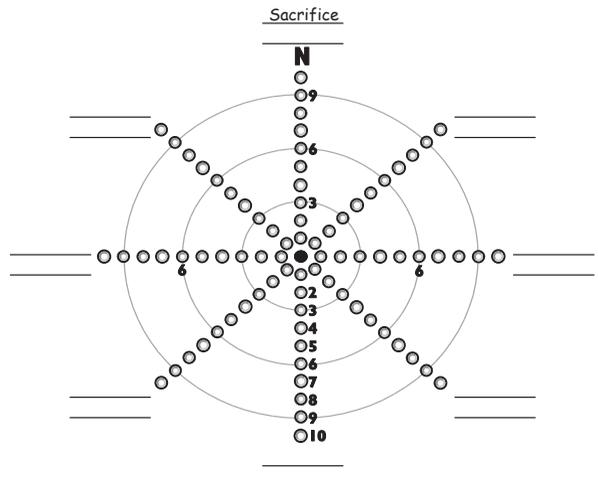
Abilities	
Sharp Eyes	
Claws	
Fly	
Pilot: Once per combat, perform one Pursue action immediately after normal, selected action.	
Companyman: Once per session, get a resounding success on any Business	

Skills and Specialties	Difficulty	Skill Dice
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Charm (Valor)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Business	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Negotiation (Valor)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Knowledge	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Politics (Valor)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Pilot	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Fighter (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Ace (Fleetness)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Navigation	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Astronomical (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Pistol (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
DEP-03 Pistol	Mid	1D6	Leap (1) Voltaic, Stun
Health		Armor	
/16		Patriot Armored Jacket (2)	

Languages
English, German, Russian

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%



Kenneth Orr Akhenaten “Unconventional Field Archaeologist”

Kenneth Orr Akhenaten is an experienced explorer and scholar in the mold of his grandfather, the famed Egyptologist Matthias Orr, who took the surname “Akhenaten” late in life in honor of the pharaoh of the same name. Kenneth was never drawn to the Nile in the same way that his grandfather was, though; instead he was fascinated by the archaeological sites of pre-Colonial North America. A bit of a maverick, he has bucked conventional archaeology through his controversial method of talking to local Native populations about their own ancestors. He is most famous for his discovery of trace amounts of vrilium in several Native American sites. His detractors have spun these simple findings into outrageous claims of Indian airships made of vrilium, erecting a straw man that they can easily knock down.

Of course, Kenneth doesn’t see himself as

such a maverick and doesn’t understand the controversy. He presents himself as a man of science; a scholar and intellectual who backs up his findings with corroborating evidence. The identification of vrilium in Connecticut’s Gungywamp and the pueblos of the Southwest is not his invention, the evidence speaks for itself. He does not claim the native peoples used vrilium for flying machines as modern industry does, but it is clear various people groups valued vrilium ore for its natural qualities or because it was rare and traded it across wide distances. He’s not one for wild speculation or lackadaisical claims, and has searched the country diligently for additional sites, always parsing his findings carefully. Unlike his grandfather Matthias, who made a small fortune from his highly-embellished written accounts of his adventures in exoticized locales, Kenneth is exact and meticulous in his descriptions of his excavation sites and his findings. The evidence he has uncovered so far is all there in his published academic papers for anyone interested in the facts of the past.

In addition to the pressures of raising funds for future expeditions, maintaining contacts with tribal leaders, and getting his work into print, Kenneth must also meet the demands of a full teaching schedule at University of Michigan. His summer field studies at various sites across America and Mexico are staffed mainly with students, but he is always willing to welcome interested members of the public along. When expeditions take the digs to hostile terrain or near known pirate havens, expertise and firepower beyond what Kenneth can provide himself becomes absolutely necessary. Kenneth remains an adventurer at heart with a child-like sense of wonder; he is driven by an underlying need to understand the world. If danger is close or conventional knowledge is upended in the process, then so be it.





Name **Kenneth Akhenaten** Player Name _____
 Age 52 Sex Male Size Small Height 4'2" Weight 90 pounds
 Animal Type Owl Nationality American
 Careers Paperpusher/Teacher Affiliation _____
 Character Concept Unconventional field archeologist

CHARACTER SHEET

Attributes	Uncap
Brawn	3 <input type="checkbox"/>
Strength	2 <input type="checkbox"/>
Fleetness	3 <input checked="" type="checkbox"/>
Smarts	4 <input type="checkbox"/>
Know-How	7 <input type="checkbox"/>
Moxie	3 <input type="checkbox"/>
Guts	4 <input checked="" type="checkbox"/>
Valor	3 <input type="checkbox"/>
Grit	2 <input type="checkbox"/>

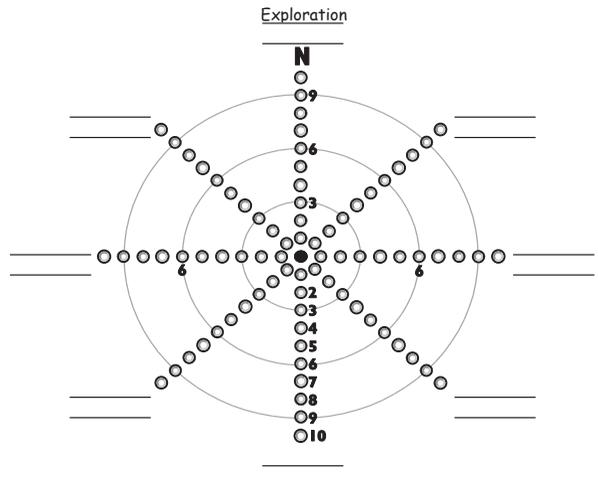
Perks	
Rugged	
Polyglot	
Witty (Smarts+Know-How to Social)	
Quirks	
Fainting (Sight of blood)	
Honest	

Abilities
Grip
Fly
Sharp Ears
Small: 2D6 to Dodge
Paperpusher: Add Kno-How to Business and Knowledge skill rolls
Teacher: With success of teacher and student, student earns skill's next partial reward.

Skills and Specialties	Difficulty	Skill Dice
Business	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Barter (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Knowledge	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- World History (KnowHow)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Interpreter (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Survival (Grit)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Assess (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Science	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Chemistry (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Persuade (Valor)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Athletics	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Art	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Cook	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Drive	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Navigation	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Radio	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
DS-45 Pistol	Mid	1D6+1	Spray, but only if using burst
Health		Armor	
/12			

Languages
English, Navajo, Cherokee, Pequot, Hebrew, 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%

Jeremiah Dufresne “Freelance Pirate Hunter”

For the first several years of his life, Jeremiah Dufresne lived a privileged and sheltered New England existence, the youngest son of an aristocratic Newport shipping magnate. As is often the case in such arrangements his father and mother had little to do with the actual raising of young Jeremiah, the task falling instead to his nurse maids. However, by chance or design, the impressionable youth wound up spending much of his time in the company of his uncle the distinguished Captain Fabian Dufresne, formerly of the U.S. Navy. His uncle imparted on him a sense of nobility, valor, and duty that stuck with the boy even as he washed out of the Naval Academy for being too headstrong and too outspoken.

Undeterred by his lack of official titles, Jeremiah instead practiced with his pistols and his favorite shivona sword while half-heartedly attending Harvard and Yale. As soon as he completed college and came into possession of his trust fund he took to calling himself captain, bought an airship, hired a crew, and launched a successful bounty-hunting operation specializing in hunting down sky pirates. He recruited other listless college graduates from East Coast schools as well as experienced airmen and dock workers he had known as a child to join his Lucky Stars. Jeremiah keeps the disparate aspirations of his crew focused into one fighting force through the power of his personality and promises of continuing payouts. A consummate hunter, he relishes the chase as much as the inevitable battle for supremacy which follows. Captain Jeremiah has quick wits and even quicker reflexes, leading his fighters to victory with feats of athleticism and swordplay over and over again. Although he often looks before he leaps, his stubbornness and tenacity always seem to pull him through.

Jeremiah and the Lucky Stars usually work for individual citizens, providing private security for the pleasure cruises and vacations of New England elites. He shies away from cooperating directly with the U.S. military or the Dennington Security Forces. His father's shipping business is incorporated into the Great Trust and he still carries some resentment of the Denningtons. Jeremiah is currently keeping close watch on

the succession of power currently brewing within that part of United Sea and Air Transport which used to be his family's business. If his older brother takes over, options might become more limited since Jeremiah's brother despises everything Jeremiah has done with his life. Jeremiah's relationship with his older sister is much better and if she succeeds their father, the Lucky Stars have a chance to land easy work guarding Dennington convoys. Whomever rises in the Company, Jeremiah's future prospects will soon change.





Name Jeremiah Dufresne Player Name _____
 Age 32 Sex Male Size Large Height 6'8" Weight 215 pounds
 Animal Type Fox Nationality American
 Careers Officer/Gunner Affiliation Lucky Stars
 Character Concept Freelance Pirate Hunter

CHARACTER SHEET

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

Perks
Cant (Dockworkers)
Fast Draw
Good Family
Quirks
Braggart (Command)
Tell (Tail Swish)
Unemployable

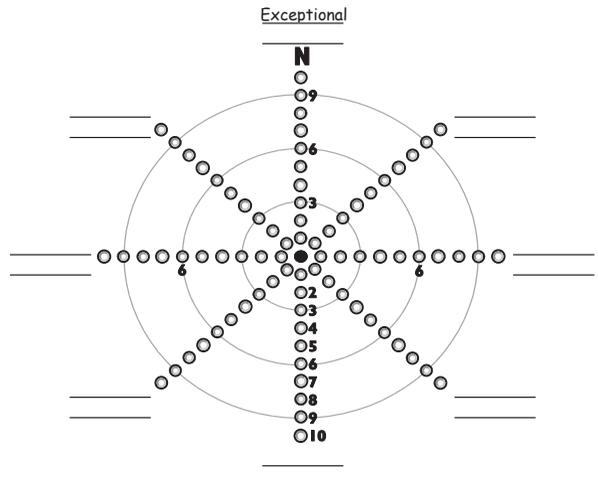
Abilities
Camouflage
Float
Teeth
Officer: Gives double bonus for Command and Motivate
Gunner: May score a Resounding Success beyond weapon's range

Skills and Specialties	Difficulty	Skill Dice
Leadership	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Command (Valor)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Navigation	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Charts (Know-How)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Blade (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Fencing (Valor)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Ordinance (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Mechanics	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Airship Mechanics (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Athletics	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Wrestling (Valor)	Varies	⊙ ⊙ ⊙ ⊙ ⊙
Pilot	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
S1927 Sabre	Melee	2	+2 Damage
DS-27 Pistol	Mid	1D6	+3 Damage
Health		Armor	
/12			

Languages
English, French, Dutch, Italian
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%



Alicia Femmegrise “A Journalist with a Secret”

Alicia Femmegrise, or “Mousie” to her friends, is an up-and-coming journalist writing for various newspapers owned by the Dennington Trust. Shy by nature, she is nevertheless naturally curious and inquisitive - two traits which make her a natural reporter. She also has a knack for belonging, no matter where she finds herself. Alicia blends into almost any background with practiced ease as if she had always been there. A consummate traveler, her work has sent her to most states and major U.S. territories in pursuit of her stories. The former upstate New York farm girl has come a long way from her humble roots to claim a place on the national stage. Alicia has achieved all of this while still quite young, barely out of college. While not a household name yet, she is celebrated in journalism circles as a young woman with a finger on the pulse of the United States, destined for greatness.

However, Mousie leads a double life. Jaded by the Great Trust’s stranglehold on media and their proclivity to squash any truths they don’t like, the feline journalist is a part-time revolutionary. She uses her freedom as a member of the press to assist a variety of resistance movements in

Dennington’s America simply by telling their stories. Many of her articles present herself as a naive outsider seeking to learn why anyone would be opposed to the status quo. She profiles a group or cause by describing her visits to leading opposition figures and recording their conversation, presenting them in the most sympathetic light possible while still maintaining support for the establishment. Going beyond publicity, Alicia has made herself available to channel messages, make introductions and occasionally to funnel assets between groups or between groups and their supporters. She makes great use of her shy demeanor and investigative skills to act as a freelance intelligence agent (some would say “spy”) everywhere she goes. Her work for Dennington newspapers has placed a vast information gathering apparatus at her fingertips that she uses without fear or hesitation. Her bosses don’t expect a thing, and why would they? It’s just “Little Mousie,” the quiet reporter from a New York farm town.

Alicia is still young and still building a network of contacts for the important revolutionary work she has in mind for the future. While most of her stories take a neutral tone with her subjects, her anti-Dennington leanings are already suspected by those within the Company whose job it is to notice. Friends have even warned her to be more careful. She’s not one to be put off easily. She has youthful determination, but not the wisdom of experience.





Name Alicia Femmegrise Player Name _____
 Age 24 Sex Female Size Normal Height 5'1" Weight 100 pounds
 Animal Type Cat (Russian Blue) Nationality American
 Careers Journalist/Revolutionary Affiliation Multiple resistance groups
 Character Concept A journalist with a secret

CHARACTER SHEET

Attributes		Uncap
Brawn	3	<input type="checkbox"/>
Strength	1	<input type="checkbox"/>
Fleetness	3	<input checked="" type="checkbox"/>
Smarts	5	<input checked="" type="checkbox"/>
Know-How	3	<input type="checkbox"/>
Moxie	7	<input type="checkbox"/>
Guts	3	<input type="checkbox"/>
Valor	4	<input type="checkbox"/>
Grit	2	<input type="checkbox"/>

Perks
Silver Spoon
Of the People
Quirks
Clumsy

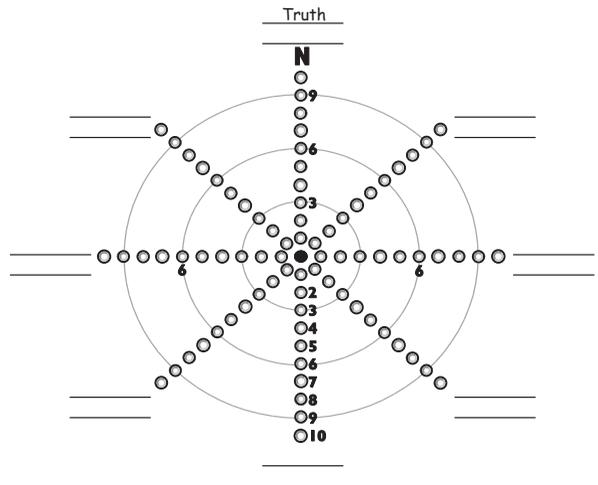
Abilities
Claws (retractable)
Land Upright
Whiskers
Journalist: Draws salary of 20-40 UAC so long as they write.
Revolutionary: Gives double bonus for Aggravate and Motivate skill rolls.

Skills and Specialties	Difficulty	Skill Dice
Knowledge	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Politics (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Leadership	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Aggravate (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Command (Valor)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Motivate (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Notice (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Sneak	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Bluff (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Charm (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Business	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Pilot	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Radio	Easy	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
Claws	Melee	2	
Health		Armor	
/12			

Languages
English, Spanish, German, Russian, Filipino
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%



Barnabus “Barnie” Rex “Freelance Inventor”

Barnabus “Barnie” Rex is an inventor by trade, but not everyone completely understands him when he talks about his latest invention. Obsessed since he was a little kid with designs he found in his uncle’s notebook, Barnie has had a vision of a perfect machine in his head that will be able to compute hundreds of computations simultaneously and ease everyone’s life. His quest has led him to explore forgotten junkyards and clues to similar computational engines with the hope that someday he can make his dream a reality.

He’s normally a quiet individual who left to his own devices is perfectly content with sipping a cup of tea or cold lager on a rainy day. He is missing his ring finger on his left hand, which he claims was lost in the gears of one of his engines but which some believe was bitten off

by a former lover driven to a frenzy by a strange device they encountered once. He refuses to talk about it, or anything else about his past, but when talk of engineering or machinery comes up it is almost impossible to get him to be quiet.

Barnie views the Company as a mixed bag. He believes that it can lead to a whole new generation of innovation and design but he feels that it has lost too much of its humanity in the process. He eagerly consumes any literature on their latest advances. He used to work for the Company, and he suspects that the strange people spying on his apartment from afar may be working for them in order to see what latest advancements he’s come up with. Either way, he’s careful to keep his notebooks written in a mathematical cypher only he knows the clue to.

The closest Barnie has come to seeing his machine come to life was a strange incident that happened a few years ago. While exploring a submerged cavern in South America he came across a crashed Company ship that was found in a sunken cavern. The ship’s name had been scratched off but he was able to find files onboard hinting that it was called the Argo and that it was attempting to use Company technology to develop a faster means of travel. Although he is working on his computational engine first, he is also keeping an ear out for any information relating to the Argo and how it arrived at its current destination.





Name **Barnabus "Barnie" Rex** Player Name _____
 Age 45 Sex Male Size Normal Height 6'0" Weight 185 pounds
 Animal Type Dog (Basset Hound) Nationality American
 Careers Mechanic/Electrician Affiliation Freelance
 Character Concept Freelance Inventor, always carries a notebook full of designs

CHARACTER SHEET

Attributes		Uncap
Brawn	2	<input type="checkbox"/>
Strength	2	<input type="checkbox"/>
Fleetness	5	<input checked="" type="checkbox"/>
Smarts	5	<input type="checkbox"/>
Know-How	6	<input type="checkbox"/>
Moxie	3	<input type="checkbox"/>
Guts	4	<input checked="" type="checkbox"/>
Valor	1	<input type="checkbox"/>
Grit	3	<input type="checkbox"/>

Perks
Bookish (Clockwork)
Grounded
Quirks
Paranoid

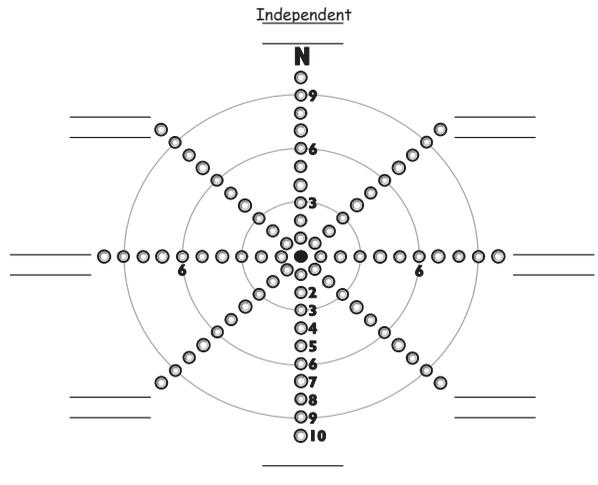
Abilities
Teeth
Sharp Eyes
Hide
Mechanic: Add Know-How to any Mechanics of Engineer skill roll.
Electrician: Add Know-How to any Mechanics or Voltaics skill roll.

Skills and Specialties	Difficulty	Skill Dice
Mechanics	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Aircraft Mechanics (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Airship Mechanics (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Engineer	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Inventor (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Machinist (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Drive	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Wheelman (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Voltaics	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Personal Voltaics (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Pilot	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Fighter (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Knowledge	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Navigation	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Radio	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Sneak	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
DEP-03 Pistol	Mid	1D6	Leap (1)
Health		Armor	
/8			

Languages
English, Spanish, Greek, Latin, Chinese
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%



Christine “0xKitty” Watson “Anarchist Cat Burglar”

If you are in the know about reliable operatives who can break into places covertly and steal away top secret plans or valuable gems, then you have heard about the thief known as 0xKitty. Known as Christine, the very helpful flower shop attendant on Chicago’s North side, she spends her day carefully arranging flowers while secretly formulating plans on how to sneak into impenetrable places and escaping without anyone noticing she was there.

Christine is half anarchist, half thrill junky. She wants to help out her fellow neighbors as best she can, and she knows the money she funnels back into her neighborhood goes a long way to feeding the numerous stray orphans living nearby, but if the prize is something truly difficult to claim then all the better. She is not reckless, however. She will carefully analyze the problem and do a proper risk assessment before proceeding with all her skill, dedication, and daring. She’s a quick thinker and knows when discretion is the better part of valor, although she finds the best way to avoid a fight is not to let others know you were even there in the first place.

Christine had a brother, Claudius, who disappeared several years ago while working at a Company lab. Claudius was more career oriented than she was but used to design several gadgets she used on her heists. Unfortunately, all she learned about his fate came from a Company telegram that informed her family that he had

perished in a lab accident and they would receive a paltry sum to cover his funeral expenses. Since then, she has used all her resources to try to find out what happened to Claudius, but the only clues she has is that one of the Board members is actively covering up what happened. She will not stop until she discovers what happened to her brother.

In her free time, she loves growing flowers, playing cards with her friends, and is known to cook a mean brisket. Her close friends have no idea where she gets her money from besides working in a flower shop but they do not suspect much as she lives simply but comfortably. Her only vice is purchasing rare seeds to grow in the shop, and she is always willing to listen to her friends vent their frustrations to her while simultaneously working out solutions on how to help them. If it involves stealing from a corrupt boss or stealing food in order to feed their family, then all the better.





Name Christine Watson Player Name _____
 Age 28 Sex Female Size Large Height 6'4" Weight 180 pounds
 Animal Type Cat (Siamese) Nationality American
 Careers Sneakthief/Revolutionary Affiliation None
 Character Concept Anarchist Cat Burglar

CHARACTER SHEET

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

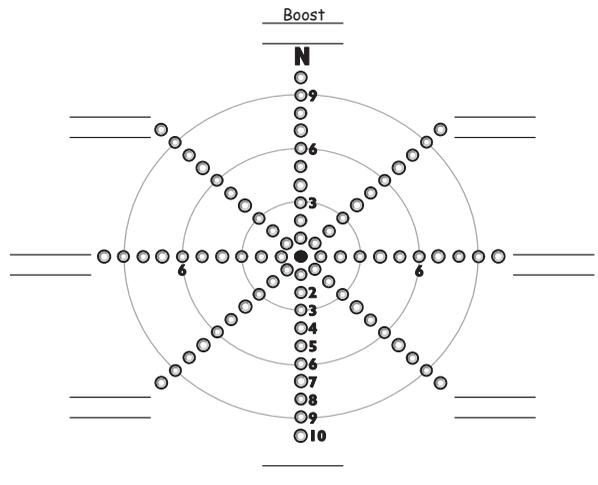
Perks
Daredevil
Quirks

Abilities
Claws
Surefooted
Whiskers
Sneakthief: Add Fleetness to Sneak or Search skill rolls.
Revolutionary: Gives double bonus for Aggravate and Motivate skill rolls.

Skills and Specialties	Difficulty	Skill Dice
Sneak	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Hoist (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Stealth (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Notice (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Blade (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Bluff (Valor)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Leadership	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Motivate	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Art	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Business	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
Shashka	Melee	2	+1 Damage
Health		Armor	
/12			

Languages
English, Spanish, French
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%

Jacques “Teeth” Francois “Tough Smuggler”

Born in the Louisiana bayou, Jacque grew up being ridiculed for the way he talked. From his teeth that never seemed to grow in right, to his Cajun slang, to his need to always talk with his jaw shut, Jacque sounds funny to most others. But what most didn't know is that tight-lipped jaw held a secret. That secret was of his family and their “job”. As a child, Jacque grew up learning how to smuggle. As such he knew how to get things from one place to another without getting caught. From moonshine, to catnip, he would move anything that would make him a buck. And when things went south, he learned it's better to get them before they get you. His best weapon is the one thing most don't expect, his crushing jaws. He tended to bite down on anything he could fit between his teeth, hence the nickname.

When he was a kid, he tended to get into fights with anyone who bullied him. His preferred method is targeting the biggest guy and clamping his jaws around the guy's head. It doesn't matter how big a guy is, everyone panics when they think they're about to get eaten. And in a move he calls “the Death Roll”, Jacque clamps his jaws on his victim's head while pinning their arms so they can't fight back. As an Adult, most find the only way to get him to let go is to give him twice the amount he's being paid on the spot, or he doesn't open his jaws.

His only loyalty is to the money others are willing to pay him. There was once a time when he got hired to be a train engineer. When the business was short on money and decided not to pay him, he kept on driving that train...right to his family's neck of the woods. After they



emptied the train of cargo, he kept on driving it, and sold the train to the competition for everything they would give him.

When it comes to Brawn, he has the lions share, yet he could always use some more. He may not be the smartest croc in the water, but he will know if you try to double cross him. And if you do, you will learn why you should never smile at a Crocodile.

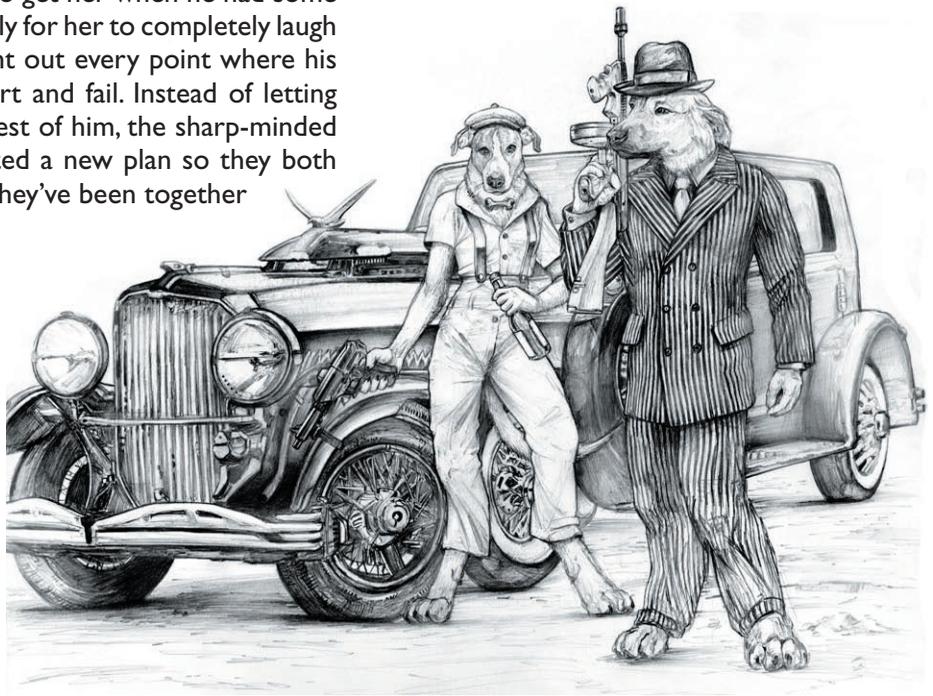
Roi “The King” Debucher and Bella Valentine “Entrepreneurial Spirits”

Roi and Bella are among the most reliable street-level distributors of illicit alcohol for the Seidt crime family. The pair has been running booze from the syndicate-run distilleries in areas where alcohol consumption is legal, to secret drop-off points or individual points of sale in dry areas of the country. Though they have known each other for most of their adult lives, the two have only been working together for about five years, when they both rose from their positions as street-level soldiers to pick up the slack in the expanded distribution networks as demand for the product increased.

Both Roi and Bella were bounced around between foster homes and orphanages for much of their childhoods, until they met each other in the St. Ingrid Home for Wayward Children, where they became close friends. Being two years older than Bella, Roi (pronounced Roy), took her under his wing and made sure she was always protected from some of the other children, and even some adults, who would try to abuse or harm the kids. When Roi was 15, he hatched a plan to escape the perpetually corrupt system and set out to find his own way in the world. He told Bella of his plan, telling her he would come back to get her when he had some more resources, only for her to completely laugh in his face and point out every point where his plan would fall apart and fail. Instead of letting his heart get the best of him, the sharp-minded youngster formulated a new plan so they both could escape, and they’ve been together ever since.

After a few years pulling small-time jobs, and staying one step ahead of local law enforcement while working in a garage in exchange for a roof over their heads, the two caught the eye of some of the members of the Seidt family. The two were taken in, used as messengers, thieves and the occasional muscle, and were able to make a pretty good living, or at least one much better than sleeping on the floor of a mechanics shop. Whereas Roi spends some money on a few finer things, like suits, booze, and quality weapons in his effort to move up the ranks of the family, most of his money goes to take care of the two. Bella spent her initial earnings on an old QB-1 Terror automobile, purchased from the mechanic they used to live with. Often called the “Terrier” for its reputation of being completely unreliable and focusing more on style than mechanical dependability, Bella has turned hers into a roaring beast with a loving wrench and a stubborn dedication.

Now the two roar along city streets and country back roads running from law enforcement out to make a big catch. Based out of Louisville, Kentucky the two run bourbon and other spirits all over the Midwest and upper South, climbing up the Most Wanted lists with each run.



The Bad Beasts of Alcatraz Mercenary Group

Rufford Alexander's father fought for the North during the Civil War, and continued to serve as an officer in the American West. As America expanded, it fell on the soldiers to clear the native populations off of the lands, an effort that usually ended in war with the native tribes. Alexander couldn't stand idly by and watch while his country murdered innocent natives, especially after falling in love with a Lakota woman himself. When the soldiers came to his new tribe, Alexander quit the army and took up arms against them, eventually marrying that young woman and giving birth to Rufford Alexander a short time later.

Rufford Alexander grew up with a soldier's skills and a distaste for the American establishment, both honed to near perfection by his diligent father. They lived off the land, traveling with their nomadic tribe as it moved through the West. But one day, the American army caught up to them, springing an ambush on the tribe. Rufford managed to survive, but his mother and father were both gunned down by the American soldiers. Rufford was on his own, forced to rely on the survival training he had learned from his father. In an effort to sustain himself and strike back against the government he hated, he started his own criminal organization, the Bad Beasts, who would go on to compete with other gangs of the West, such as the Dalton gang and The Wild Bunch.

The American West was a notorious breeding ground for crime, with most gangs setting their sights set on booze, riches, and women, Rufford Alexander set his sights a little higher — building an army that could destabilize the government. To this end, he recruited a highly skilled team of ex-soldiers, rebels, and genius experts that also shared his distrust of the establishment. Also unlike the other gangs, the Bad Beasts were careful to only strike against government facilities, trains, and carriages; they did their best to make sure no civilians would suffer during their crusade.

The capture and imprisonment of the Bad Beasts became the government's top priority. They assigned some of their best Marshalls

to take down the gang before they became stabilized enough to strike at the heart of the U.S. Working together with a team of Pinkertons, U.S. Marshall Henry Woodard was finally able to infiltrate the Bad Beasts and bring Rufford Alexander to justice.

Woodard became heavily embedded in the organization, and grew to earn Alexander's trust. By secretly communicating with his agency through a handler, Woodard was able to orchestrate a raid of one of Alexander's many camps, right at the moment he knew Alexander would be there. Alexander never trusted anyone enough to fully let his guard down, and so if the ambush caught him by surprise he certainly didn't show it. The raid turned into a gunfight as the Bad Beasts fought to keep their freedom.

In the chaos that followed the raid on the Bad Beast's camp, most of the gang scattered, with the Marshalls focusing only on bringing Alexander to justice. He was captured, tried, and found guilty of insurgency, sentenced to life in prison to be carried out on Alcatraz Island. Marshall Woodard was proud to walk Alexander into his cell, and lock the doors behind him.

Over the next few months, the U.S. Marshalls found Alexander surprisingly willing to talk. In exchange for a lessened sentence, he was willing to give up the locations of many of the Bad Beast's hideouts, leading to the subsequent arrest and imprisonment of many of the Bad Beasts' prominent leaders including Alec Hayes and Isaac Sims. Within a few years, the majority of the Bad Beasts followed in Alexander's footsteps, finding new homes behind the bars of Alcatraz. Marshall Woodard received award after award for his exemplary service in dismantling the Bad Beasts, ensuring that every member had a cell waiting for them on Alcatraz Island. But this was only the beginning.

The Breakout

The raid on the Bad Beasts by Marshal Woodard, Alexander's imprisonment in Alcatraz, the subsequent capture of the Bad Beasts themselves were all part of General Rufford Alexander's master plan. There were reasons that Woodard pushed for incarceration

in Alcatraz. It just so happened to be the home of Marvin “The Wrench” McCarthy, one of the most infamous mechanical geniuses of all time. Alexander had been trying to get close to McCarthy for years, to gain access to blueprints of an advanced fighter prototype that existed only in McCarthy’s head.

Once his team was in place, the moment they had all been preparing for had finally come. No one suspected Marshal Woodard of turning traitor until he cut power to the prison and freed the Bad Beasts from their cells. After that, it was quick. Alexander’s plan, perfected over years of study within the prison, went off without a hitch. He had spent the last few years of his internment sussing out those who were amicable to his plan and giving them key tasks to perform. Those who were hesitant to join were left behind in their cells.

Within twenty minutes the cell block belonged to the Bad Beasts, the guards and wardens imprisoned in their stead. With the power cut, the guards outside the cell block didn’t even know what was happening until it was too late. By the time they tried to coordinate a lockdown, General Alexander’s assassin had cleared the way for the Bad Beasts to occupy the Warden’s House with a force led by Alexander himself, taking the head warden hostage in the process and turning the house into his own private command center.

Meanwhile, Alexander’s men stormed the Officer’s Quarters and Building 64, which served as the residential building for the facility. The Beasts were under strict orders not to hurt innocents who did not fight back, but many of the guards lost their lives trying to defend the island from these attackers. With the element of surprise on their side, the Bad Beasts covered the entire island with ease.

The entire affair was over in just a few short hours. By the time the power had been restored, the Bad Beasts were in control of Alcatraz. The arms and defenses of the island now belonged to the Bad Beasts, and they quickly turned the prison’s defenses towards the outside, usually their newly-freed labor force to move anti-air weapons and Gatling turrets to key positions on the island.

By the time the U.S. Army could launch an offensive to take back the island, General Alexander’s defenses were in place. Wave after wave of attacks fell to the island defenses, as the impenetrable island held to its reputation. Alcatraz already held a small contingent of fighter planes, to be used in defense of the island, and the prison’s machine shops were turning out upgraded armor and alterations, fulfilling McCarthy’s vision of the perfect fighter plane. The Bad Beasts were heavily embedded behind their fortifications, and they showed no sign of breaking.

Seeing no other options available, and with the Bad Beast’s ability to hold the imprisoned guards and their families as hostages, the United States was forced to meet Alexander’s terms. The island of Alcatraz was ceded over to the Bad Beasts and declared a sovereign nation-state. General Alexander was named as Governor, while Henry Woodard, the ex-U.S. Marshal, was named Secretary of State, acting as ambassador to the U.S. and other countries. An exchange of prisoners was organized, and the former guards of Alcatraz were returned to the mainland with no issue.

As its own nation-state, Alcatraz was able to negotiate their own trade deals with other world governments, and supply them with whatever goods could be manufactured on the island. McCarthy oversaw the conversion of the Model Industries building into a shipyard, where new fighters and airships could be assembled and sold. Behind this facade, Alexander operates a small mercenary team, sending units to assist the highest bidder while publically staying out of the world’s wars. His mission, to destabilize the United States government, still stands, and he is considered to be their number one most wanted. He does what he can to support the war effort against the United States from within his fortified bunker.

The Bad Beasts

General Rufford Alexander

Career: Officer/Revolutionary

Animal Type: Wolf

Size: Large

Abilities of Note: Pack, Sharp Nose

True North: Defense

General Alexander is a cunning wolf, perhaps one of the greatest masterminds alive today. The takeover of Alcatraz was his idea, and he suffered through years in the prison while his plan slowly took form. He is a man of action, and dedication, and little will waver him from his goal. He was trained to be a soldier by his father, and learned to fight for his right to survive from a young age. After the death of his parents, he was forced to live alone, adapting to new circumstances as they occurred, finding new ways to survive and keep moving forward. He was twenty-two years old when he formed the Bad Beasts alongside longtime partner-in-crime Alec Hayes, who he met during a stint in a local El Paso jail. Alec shared Alexander's hatred for the establishment, and their time in prison together helped them lay the groundwork for what the Bad Beasts would become. When Alexander left that jail, he did so with a purpose: to round up the greatest team of rebels the United States had ever seen. He traveled across the American West in secret, chasing rumors of dastardly minds, incredible reflexes, and accurate shots until the Bad Beasts were formed.

Alec Hayes, Second-in-Command

Career: Thug/ Handyman

Animal Type: Crocodile (Aligator)

Size: Large

Abilities of Note: Surprise Attack, Scutes,

True North: Revenge

Alec, an alligator from the swamps of French Louisiana, has never faired on the right side of the law, finding himself in trouble with the authorities from a young age. Alec was never one to back down from a fight, which got him into more than a few scrapes, which is how he found himself locked up in a jail cell in El Paso. The American West promised the chance of a new life, a way to be your own man and take what belongs to you, so Alec packed his bags and stowed away on the next train west. Unfortunately, the promise of the West was a false one, and Alec was forced to work at a company town run by the government. He saw, up close, the way the establishment treated those who had little in the world, and when he was finally sick of being a cog in that machine he returned to a life of crime. It wasn't until he met Rufford Alexander, who would grow to become his closest friend, that his life had purpose again.

He dedicated himself wholly to Alexander, and to the Bad Beasts.

Isaac Sims, Master-of-Arms

Career: Businessman/Gunner

Animal Type: Pig (Boar)

Size: Normal

Abilities of Note: Head Butt, Tusks

True North: Growth

Isaac Sims ran a profitable business in Boston, selling firearms and other weapons to the locals. His weapons were meant for hunting and self-defense, but when his wares were used to commit a crime, the local establishment shut him down and confiscated everything in his shop. Isaac fought back, earning him a warrant for his arrest, but he managed to escape with his two favorite six-shooters, each with a handle carved from the tusks of his deceased parents. With a chip on his shoulder, and nowhere left to turn, Isaac headed west. He was too paranoid to start another business, afraid the government would interfere once again, so he performed with the traveling gun shows instead, showing off his accuracy with a series of trick shots. The money he made was spent on booze and women, trying to fill the hole in his heart. This is how Rufford Alexander found him: drunk and passed out at high noon, stripped to the waist inside a nameless brothel. Despite his condition, Isaac was still considered one of the best gunmen in the West, and Alexander was glad to have him in the gang. Now, Isaac acts as Master-of-Arms for Alcatraz, overseeing the armory and keeping the troops well supplied.

Marvin "The Wrench" McCarthy

Career: Mechanic/Electrician

Animal Type: Badger

Size: Normal

Abilities of Note: Stubborn, Musk

True North: Exceptional

Perhaps the most esteemed genius of his time, this badger put his mechanical mind to diabolical uses, crafting machines and gadgets that would help him perform great heists, robbing banks and federal mints across the U.S. landscape. He was able to outwit the Pinkerton detectives who were always a few steps behind him, but a jealous rival ratted out McCarthy and he was apprehended and sentenced to life in Alcatraz. His genius mind went to waste in the prison, with

his greatest invention, an advanced prototype fighter plane never seeing the light of day. Even after his apprehension, talk of “The Wrench” continued to spread, and rumor of his many secret inventions reached General Alexander’s ears. After the liberation of Alcatraz, McCarthy became the island’s top engineer, seeing to the retrofit of the Model Industries building and repairing and upgrading the island’s aerial fleet.

Henry Woodard, The Ambassador

Career: Soldier/Paperpusher

Animal Type: Woodpecker

Size: Normal

Abilities of Note: Peck, Plumage

True North: Falsehood

Henry was once a revered U.S. Marshal, but his time with the Company exposed him to the ugly truths about the establishment: the system needed a major overhaul, and no one was willing to do what it would take to bring it down and start new. Most were content to let the “for-profit” system live on as the rich politicians got richer off the backs of the prison system. Woodard had had enough, but found no allies within the Marshal’s office. It wasn’t until he went undercover, infiltrating the Bad Beasts as a new recruit, that he met someone who supported that cause. Originally, he joined the Bad Beasts to bring them down, but as he learned more about Alexander, and the cause, he became swept up in their ideals, and so found himself supporting them. He came clean to General Alexander, expecting the worse, but Alexander recognized Woodard’s merit, both in infiltrating the organization undetected, and in having a friend inside the Marshal’s office. Together the pair fleshed out Alexander’s plans to infiltrate and take over Alcatraz, and Woodard played a key role in carrying out that plan. As a reward for service, and since Woodard has an insider’s background within the government, he was named Secretary of State and official ambassador to the United States.

Sophia “The Eagle” Sharpe, Ace Pilot

Career: Pilot/Pirate

Animal Type: Snapping Turtle

Size: Large

Abilities of Note: Natural Armor, Snap

True North: Gregarious

Turtles aren’t usually known for their reflexes,

but Sophia has never fit the stereotypes of her gender or species. She dreamed of being a driver from a young age and was skilled behind the wheel of an automobile. As the technology advanced and new methods of travel became available, Sophia was the first to offer her services as a test driver. When the first airplanes began to fly, she swore she would one day pilot one, and she honed her skills to this sole purpose. The first time she flew, it was like a missing puzzle piece had fallen into place; she had a natural intuition about flight. Her reputation as an ace pilot grew, earning her the nickname “The Eagle.” Although the United States didn’t fight in the Great War, Sophia flew overseas to offer her services to the English forces, fighting for what she believed to be a good cause. But when the war was done, she had nothing. She returned to the United States with nothing to her name but the memories of a war well-fought. She was attracted to the Bad Beasts not because she shared their ideals or crusade, but because they were looking for the best of the best, and Sophia was happy to deliver. Alexander gave her fast planes to fly, and paid her to fly them, and that was all she needed to be happy. On Alcatraz, she leads the island’s aerial force and has become something of a legend within mercenary circles.

Hannah Higgins, The Assassin

Career: Sneakthief./Mesmerist

Animal Type: Fox

Size: Small

Abilities of Note: Double Back, Camouflage

True North: Power

This fox had very little to do with the Bad Beasts and, in fact, hardly knew of their existence. She worked as an assassin for hire, performing jobs for vested interests across the world. Some even accused her of coordinating the assassination that began the Great War, but no one has ever proved it. The majority of her work was performed for the government, but when a mission went bad and her team was killed, Hannah was disavowed and cast out of the American government’s ranks. Having nowhere else to turn, she turned to crime, taking assassination contracts as a professional hitman. It was this very activity that landed her in Alcatraz, where she served almost a decade before meeting Rufford Alexander. She respected Alexander, though she had little

interest in being a part of something as official as the Bad Beasts. However, anything was better than serving time in prison, so she was more than willing to pledge loyalty to Alexander in exchange for her freedom. She was the one who infiltrated the Warden's House, disarming the locks from inside so Alexander could take the building quickly. After the liberation, she decided to stay on and offer her services as a mercenary for the Bad Beasts. She often travels with them on contracts, using her abilities to take down high-value targets.

Sam Sparks, The Tactician

Career: Revolutionary/Politician

Animal Type: Hyena

Size: Normal

Abilities of Note: Predator, Laugh

True North: Exploration

Another prisoner within Alcatraz, Sam Sparks was once the leader of his own insurgency, a rebel gang called "The Free People Uprising," which conducted business up and down the East Coast. Sam has a brilliant mind, and his guerilla tactics allowed the Uprising to operate fairly freely during the height of its power. If it wasn't for internal squabbling, the Uprising would probably have continued to this day, but even Sam's brilliant mind couldn't predict his team would fall apart over a lover's quarrel, leaving him high and dry with no support. Sam was captured on the spot, and found a cold cell waiting for him, thrown into Alcatraz with the rest of the rebels. Sam's brilliant mind never shut off, and he spent years figuring out the many flaws within Alcatraz's layout and security. He had determined no less than a dozen ways to escape the prison, but there were too many variables, and he wasn't confident enough in any of the methods to guarantee a 100% success rate. And so he bided his time, waiting for the opportunity. That opportunity came when he found himself sitting across the mess hall table from Rufford Alexander, and the two most brilliant minds in Alcatraz put their heads together and orchestrated one of the greatest prison breaks of all time. Sam was granted a position of power within the new organization, making tactical decisions on behalf of the island's defense, shipping structure, and mercenary activities.

Notable Locations:

Parade Grounds: The parade grounds were once used as a playground for the children of the soldiers stationed at the military fort. When the fort was converted to a prison, the parade grounds were used by the families of the prison staff, both as a park, and as a garden, as decorative landscapes were installed around the grounds.

Now, the parade ground is where General Alexander hosts his drills, a show of military strength that can be seen and heard from miles away. The parade ground holds two large tanks, as well as four anti-aircraft guns to keep the island safe from bombers and spy planes. General Alexander has a shoot-first-ask-later policy when it comes to unidentified aircraft flying too close to his island.

The Captain's House: The Warden's house was an elegant mansion designed to house the warden and his family. Now, the mansion is used to keep General Alexander and his closest comrades safe. The building has been reinforced to withstand bomb blasts, and a secret passage beneath the mansion leads into the core of the island, where General Alexander will take shelter in the case of an attack. The many rooms of the mansion have been turned into war rooms, and that is where the Bad Beasts do their strategic planning. Every hallway of the mansion is patrolled by the General's hand-picked guards. The windows are bullet-proof, and there are barricades blocking every entrance but one, and that entrance is heavily guarded. The house is like a fortress within a fortress, basically impenetrable even once one is on the island.

The Lighthouse: The Lighthouse helps direct airships to the landing dock on the island, but it has been converted to a guard post as well. The top of the lighthouse doesn't only house a light, it also houses two anti-aircraft guns that can also be pointed down at the island itself in case of an invasion. There are two guards stationed in the lighthouse at all times.

The Cells: The Bad Beasts have turned the cells into their own personal jail, holding their former captors hostage as both a negotiating chip and a deterrent to keep America from launching an attack on the island. Many of their prisoners are the innocent family members of

the guards and prison staff, but any prisoner who refused to pledge allegiance to the Bad Beasts was left behind in their cells as well. The Beasts treat the cells like any normal prison, ensuring the prisoners are kept fed and given exercise.

The Yard: The Yard, where prisoners once spent their free time working out and relaxing has been turned into a gym and practice field for the Bad Beast's soldiers. General Alexander keeps his soldiers alert and ready at all times, always expecting an invasion. Meanwhile, the practice and preparation will only pay off when it comes time for the Bad Beasts to join in the Great War.

The New Industries Warehouse: When Alcatraz was operational, the New Industries building was used as a textiles factory where the inmates could contribute their time to something productive, making uniforms and accessories for the U.S. Army. The inmates were paid for their work, and it allowed them to have a meager savings ready when they were released from prison. The factory is still operational, however it is being used to produce clothing and gear for the Bad Beasts and their army. The majority of the factory floor has been converted into a warehouse, where the Beasts store their ill-gotten gains, as well as the food and water they have received as payment for their mercenary services. The Warehouse is well guarded, with anti-aircraft guns installed on each corner of the roof.

The Model Industries Shipyard: The Model Industries building once held workshops that inmates used to forge weapons and ammunition for the army and for use around the prison. General Alexander has had the building repurposed as a forge and shipyard, put under the command of "The Wrench", chief mechanic of the Bad Beasts. The Shipyard is used to construct and store the Bad Beast's air force, allowing them to both defend their island and carry out missions abroad.

The Armory: General Alexander repurposed one of the equipment rooms to serve as the island's armory. All prison weapons, including those developed within the Model Industries building, are kept under lock and key within the vault. Only Alexander and a few trusted lieutenants have access to the armory, which has

been bolstered with concrete walls and state-of-the-art locking mechanisms.

The Power House: This is one of the newest buildings on the island, which delivers electric power to the rest of the facilities. The generators within the power house are powered with coal, and a team of engineers operates the generators day-in and day-out, making sure that the much-needed electricity is constant. This structure is one of the island's vulnerabilities, and if anything happened to it, the prison island might be plunged into chaos.

The Officer's Quarters: These quarters, where the guards of Alcatraz and their families used to make their home, have been taken over by the Bad Beast's top officials. The building has been fortified, and contains its own secondary generator and small armory. If needed, the Bad Beast's lieutenants could retreat to the fortified building, if ever an invasion force managed to touch ground on the island.

The Workshop: A smaller version of the Model Industries Shipyard, the workshop is a machine shop and factory that is used to make repairs on the island, fabricating the plastics and metals used in those repairs. The workshop can also be used to forge weapons in case something happens to the Shipyard, and it is the primary source of the island's ammunition, with munitions being produced in the workshop almost twenty four hours a day. These munitions are used to replenish the stock of returning aircraft, and to keep mercenary teams well supplied during their deployments.

The Guard Tower: This building retains its original use, but instead of monitoring the island for dangerous activity, it monitors the seas and skies. Large telescopes have been installed on each corner of the tower, allowing the posted guard miles of visibility, enough to see the entire bay and well out to sea. A fresh anti-aircraft gun, forged with the most cutting-edge technology, was placed on the guard house's roof, ready to strike down incoming fighters.

Building 64 (The Barracks): This building housed the majority of Alcatraz island's blue collar workers, from the janitors, to the landscapers, to the cooks. The former residents were ousted during the liberation of the island,

and most of them were sent back to the States as a result of the negotiated hostage release. The buildings have retained their original use, but instead house the inmates who have now taken over the jobs that keep the island functioning.

The Wharf: The Wharf is one of the most closely guarded and well defended areas on the islands. Alcatraz relies on outside trade to keep its stores replenished and its citizens fed. The island trades in manufactured goods, which go out on the boats, and accepts produce and livestock in return. The Bad Beasts have made a small fortune through their mercenary work, and use that money to help keep the island supplied. Container ships on their way to the island are succulent targets, so the Beasts do their best to protect them, sending their fighters to patrol the airspace near their shipping routes.

Using the Bad Beasts of Alcatraz

The Bad Beasts can serve as either an antagonist or protagonist, depending on which factions the campaign is allied with. Players could play as members of the Bad Beasts, stationed on Alcatraz and carrying out mercenary missions for their General. This would allow flexibility within the campaign, and would offer a variety of different missions around the globe. In this case, the notable characters within the Bad Beasts would serve as mentors, allies, and NPCs that can be used to drive the storyline forward. The ultimate goal of the Bad Beasts is to destabilize and eventually topple the government, so there is a clear end to the campaign in mind. The missions the Bad Beasts take, especially those that require action against the United States, will help drive them closer to that goal.

The Bad Beasts can also be an active antagonist, either as another mercenary force constantly butting heads with the players, or, if the players are working for an active government, as a target to be hunted. In this scenario, the objective would be to somehow infiltrate or destroy Alcatraz, and bring an end to the Bad Beasts once and for all. Infiltrating Alcatraz, the impenetrable island, is no easy task, but the fight to reclaim the island would make for a memorable moment within the campaign.

The Bad Beasts fight in small units, usually lead by one of Alexander's lieutenants or a seasoned mercenary veterans. The Beasts are active on both land and in the air, but their sea presence is very small. The island lacks a real navy, and so naval battles are out of the question. However, the Beasts use their fighters to keep the shipping lanes clear, shooting enemy boats out of the air with heat-seeking missiles and gunfire.