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Character Information:

Page 2 Creating characters

Page 4: Arriving in the HH.

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Page 56 Flight and learning to be a pilot

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Focus Character story

Page 3 Russ Edwards story

HH Setting information

Page 7 Sea Travel and Carna Whales

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Page 11 Health, aging, and languages

Pages 12-13 Calendar and holidays

Pages 16-18 Shrooms and vegetable oddities.

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Environ information

Page 5 Map guide & background info.

Page 6 Air layers & other info.

Page 8 Environ map

Page 9 Short Environ descriptions

Pages 19-50 Individual Environ pages

Gear and Money Related

Pages 14-15 Trade and commerce

Page 112 Banks (Lower right hand column)

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Pages 67-68 Cargo & the mail

Pages 68-69 Trade & Salvage

Pages 70-74 Finds & Finds in Magicaust

Aircraft

Page 82 Hinterland Aeronautica magazine cover page
Page 55 Science of navigating (Bottom of page)
Pages 57-58 "Lightning" crystals (should be lightening crystals)
Pages 59-60 History of DC3 and the Ai' Ai' Garnosh
Page 51 Fuel dumps (Left hand column)
Page 60 Fuel (Upper right hand column)
Page 65 Fuel use (Mid-right hand column)
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Pages 64-65 Air Combat
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Pages 96-99 Planes for Sale
Pages 100-111 Known aircraft
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Game-like rules

Page 69 Gambling
Pages 83-87 Skills (Consider dropping them, as most games have their own skill rules.)
Pages 88-91 Magic (Again, consider dropping. Magic in most games is very specific and you can't just tack on new spells without a lot of work.
Pages 91-92 Psi powers (like above about Magic)

NPCs

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Scenarios

Pages 93-95 Scenario One: Pig in the Pokey
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