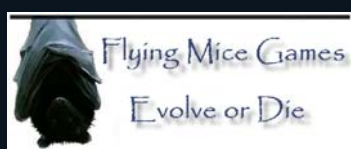


In Harm's Way: Wild Blue

A ROLEPLAYING GAME



Designed, Written, and Illustrated by



clash bowley and Michael Scott

In Harm's Way: Wild Blue

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

Captain John Paul Jones, American Continental Navy

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An Imprint of Better Mousetrap Games

Designed and written by clash bowley & Michael Scott

Cover & Illustrations by clash bowley & Michael Scott

Michael Scott has been designing games since the early seventies. His body of work includes Star Patrol, MiG KILLERS, Star Trek Adventuring on the Final Frontier, Strike Team Alpha, and Star Guard. Scotty served in the USAF from 1970 to 1974. He currently works as a Paraprofessional at a local high school. Scotty resides in Baton Rouge, Louisiana with his wife of thirty years, Jessica Scott, a dog named Darwin and three cats named Electra, Hopi and Bagheera. He especially dotes on his granddaughter, Lucy Marie, who he expects to be an actress, a fighter pilot, a veterinarian and the first person on Mars.

Special Thanks to David Johansen

for the concept of trading chance of success

for quality of success

From his excellent RPG "Galactic Adventures"

Used here with his permission

And a huge Thank You goes to our playtesters!

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Glenn "Tora" Francis II, gripnick, and gundamzerofreak**

Without them, In Harm's Way: Wild Blue

Would never have reached fruition.

clash bowley, 2008

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From Better Mousetrap Games

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INTRODUCTION



In Harm's Way: Wild Blue Role Playing Game

From 2004 to 2006, a small group of gamers participated in a PBEM (Play By Email) game called Wild Blue. The premise of the game was mercenaries fighting in a civil war-torn, small middle-eastern country similar to Kuwait. The players' characters were fighter pilots and commandos operating out of an old airbase on the edge of the desert. Their opponents were a well-funded and equipped fundamentalist rebel group striking out of the desert to capture the oil fields and destabilize the existing secular government. With a wide variety of aircraft and arms the characters went to war with the rebels, defending the oil fields of Bashan. In the course of a two day battle (played over six months of emails), the players lost 26 aircraft and a number of men, but emerged victorious, stopping the rebels cold at the battle of the desert pumping station.

The Roots of Wild Blue

The interest and enjoyment the player's had in the Wild Blue game led to discussions with clash bowley of Flying Mice Games and the decision was made to release a modern mercenary game based on the Wild Blue adventures. Flying Mice Games made Wild Blue a new volume of the very successful In Harm's Way series of role-playing adventure games and the results you now hold in your hands.

Mercenaries are soldiers for hire, paid to fight for another country. Mercenaries are an old tradition, going back thousands of years. In Harm's Way: Wild Blue takes place in our own modern world. It assumes that the tradition of mercenary forces continues in much the same way that fighting men from all over the world traveled to Spain in the 1930's to fight in the Spanish Civil War and Americans went to China as the American Volunteer Group (better known as the Flying Tigers) under General Claire Chennault. Mercenary groups still exist today, but there are many laws and restrictions concerning them. During the Cold War, agencies like the CIA hired soldiers and pilots for covert missions in Southeast Asia, South America, and Africa versus Cuban and Eastern Bloc "volunteers". To this day, mercenary companies such as Blackwater are employed in hotspots like Iraq to protect diplomatic personnel and other workers.

In Harm's Way: Wild Blue is all about combat aircraft and Airborne forces hired to train native troops and fight in brushfire conflicts around the globe. This game provides all the tools for the Game Master and Players to assemble their own mercenary company and have adventures, in the air and on the ground, anywhere in the world. Welcome to the world of Wild Blue!

The Modern Mercenary

The basic character concept for In Harm's Way: Wild Blue is that of a person who has served in the armed forces of whatever nation he or she grew up in. Now the character has left the service and decided to become a mercenary; that is a professional warrior for hire. Whatever background the player chooses- whatever service branch- this is a very important decision- one that could have legal and political repercussions on the character's life.

With that in mind, the player needs to describe why the character chose to be a mercenary. What event in their life led to joining a company of people who fight for money as opposed to ideals (though those could certainly play a part as well). Is it a thirst for adventure? Is it an attempt to find success as a soldier after having it denied in regular service? Is it just plain greed for the big bucks that a mercenary can earn? Is the character fleeing a romantic or criminal situation back home? Or is it the striving to be the best of the best in an international arena?

According to international law, a mercenary is not a proper combatant in a conflict, unless the character has actually enlisted in a foreign service (in which case they may be in violation of their native country's laws). Because of this, mercenaries may be treated as common criminals, instead of prisoners of war, and may be tried and executed for their "crimes". These details should be in the back of the minds of the GM and the players when they set out to play a Wild Blue campaign.

The Lingo

In order to keep the feel of modern air and ground combat alive in a game, it is a good idea for the Game Master and the Players to absorb as much of the language as possible. We have included a glossary with these rules and any number of detailed examples, but the gamer should go even further. Watching such movies as Top Gun, Stealth, or Iron Eagle will give you a very good idea of how fighter pilots talk. Reading adventures about special forces and aviation will also help you get a feel for the way these people sound.

Military-type people have a unique language and way of speaking that's all their own and the gamer would do well to learn some of it. Also, it helps maintain the suspension of disbelief when playing a scenario. Here are some hints:

When your character is asked to report to a superior officer, don't say, "Sgt. Bill shows up at Capt. Smith's desk and asks, 'What's Up?'" Instead, say, "My character raps on the door sharply. When told to come in, he opens the door, advances to just in front of the man's desk, comes to attention and says, 'Sgt Bill reporting as ordered, sir!'"

When your pilot is talking on the radio, don't say, "I listen on the radio and ask the GCI where the bandits are." Say, "Homeplate, this is Hammer Lead. Can you give me a vector for the bandits?" Use call-signs and the International Phonetic Alphabet. Keep radio communications terse and to the point. This isn't a sewing circle; this is life and death! Don't say, "I launch a Sidewinder." Say, "Fox Two!"

In Harm's Way: Wild Blue Role Playing Game

Special Forces types in a combat situation often don't speak at all! They are more likely to use hand-signs and pre-arranged signals rather than betray their positions with chatter.

SpecFors

This doesn't mean you can't speak normally at times. Your characters are not always in combat. Sometimes they may be taking it easy; kicking back at the Officer's Club and shooting pool. But when it gets serious, try to get into the feel of things by using as military a feel as possible.

This is a good point to mention rank and the table of organization. Just because your character is a Major and Walter's character is just a Captain, it doesn't mean that your character lords it over Walter's character. If you want to cause friction within your gaming group, just go ahead and try ranking your friends! Instead, treat your character and the other player characters as part of a team. Don't use the rank card except on non-player characters; and then, only when the NPC is within your chain of command! GMs; don't try to use your high-ranking NPC's to bully the players into doing what you want. Instead, use your GM skills to make the situation right and the players will follow along with you; sometimes surprising you with their decisions and insights.

Remember, In Harm's Way: Wild Blue is a game. Game's are supposed to be fun. If it's not fun, why the heck are you playing it?



Creating your Mercenary Company



In Harm's Way: Wild Blue Role Playing Game

Staff Characters are different from regular characters in that they will not be going in harm's way. They are the planners and decision-makers, who have the power to accept and negotiate contracts for the mercenary company. Each player has a Staff Character as a member of his troupe. The GM is always the Operations chief, an NPC who coordinates the other Staff Characters. This way the players and GM all have input on the major decisions the company must make.

The player chooses 20 ranks (points) of General Staff Skills, and two appropriate Skills packages. Staff Characters don't have Attributes, but do have personality Traits.

Logistics, Strategy, Tactics, Analyze, Evaluate, Instruct, Law, Negotiate, Leadership, Organize, Psychology, Research, Linguistics

Logistics+3, Organize+3, Weather+3, Linguistics+5, Intimidate+2, Convince+4, Mathematics+4, Stash+5, Evaluate+3, Negotiate+3

Aeronautical Engineering+5, Analyze+2, Electronics+5, Mathematics+2, Mechanics+5, Repair+5, Research+3

Treatment+5, Surgery+5, Electronics+2, Observe+2, Psychology+3, Research+2, Drug+5, Analyze+2, Biology+3, Chemistry+3, Assessment+2

Leadership+3, Discipline+3, Analyze+3, Convince+2, Endear+3, Goad+5, Instruct+2, Linguistics+2, Observe+5, Tactics+3

Tactics+2, Strategy+2, Leadership+3, Overdo+4, Analyze+2, Firearms+5, Focus+3, Gunnery+5, Intimidate+5, Instruct+5

Adapt+3, Blade+2, Navigation+2, Survival+5, Demolition+5, Firearms+5, Gunnery+3, Instruct+5, Observe+2, Overdo+5, Sneak+5

Gunnery+5, Bombing+5, Tactics+3, Observe+3, Weather+3, Organize+3, Instruct+2, Navigation+5, Demolition+3, Alert+2, React+2

Pilot+5, Navigation+5, Leadership+2, Electronics+2, Evaluate+2, Instruct+3, Linguistics+2, Tactics+2, Gunnery+5, Observe+5, Alert+5, React+2

Helo Pilot+5, Navigation+5, Leadership+2, Mechanics+2, Weather+2, React+3, Tactics+3, Instruct+3, Gunnery+5, Observe+5, Alert+5

Pilot+3, Logistics+3, Organize+3, Analyze+3, Navigation+3, Evaluate+3, Forgery+2, Goad+2, Linguistics+3, Psychology+3

Driving+5, Weather+2, Gunnery+5, Mechanics+5, Organize+2, Alert+2, Observe+2, Leadership+2, Tactics+3

Small Boats+5, Gunnery+5, Damage Control+5, Navigation+5, Weather+2, Tactics+3, Analyze+3, Leadership+2, Organize+2

Analyze+5, Observe+2, Cryptography+5, Communications+2, Computers+3, Electronics+2, Evaluate+2, Organize+3, Psychology+2, Linguistics+5, Research+2, Law+2

Staff Character Generation

General Staff Skills

Skill Package - Supply

Skill Package - Repair and Maintenance

Skill Package - Medical

Skill Package - Command

Skill Package - Infantry

Skill Package - SpecOps

Skill Package - Ground Support

Skill Package - Fixed Wing

Skill Package - Helicopters

Skill Package - Airlift

Skill Package - Ground Vehicles

Skill Package - Naval/Littoral

Skill Package - Intelligence

Staff Character Generation (Alternate)

This is an alternate, faster method of generating Staff Characters. This method also tends to enforce the idea that Staff Characters should stay at HQ, not upstaging the regular PCs with their combat skills.

Staff Characters are different from regular characters in that they will not be going in harm's way. They are the planners and decision-makers, who have the power to accept and negotiate contracts for the mercenary company.

Each player has a Staff Character as a member of his troupe. The GM is always the Operations chief, an NPC who coordinates the other Staff Characters based on the recommendations of the Staff. This way the players and GM all have input on the major decisions the company must make.

The player chooses 20 General Staff Skills, and two appropriate Areas of Expertise. Staff Characters don't have Attributes, but do have personality Traits. Each Staff Character is in charge of at least one Company Department.

General Staff Skills

Logistics, Strategy, Tactics, Analyze, Evaluate, Instruct, Law, Negotiate, Leadership, Organize, Psychology, Research

Areas of Expertise

Infantry, Airlift, Fighter Combat, Sealift, Ground Support, SpecOps, Repair and Maintenance, Medical, Command, Helicopters, Ground Vehicles, Security, Littoral Warfare, Riverine Warfare, Intelligence

Departments

Fighters
Attack Planes
Helos
Light/Mechanized Infantry
SpecOps
Logistics/Supply
Maintenance
Base Operations
Brown/Green Water Navy
Security
Medical
Intelligence
Base Operations
Ordnance

The next step is to create your Mercenary Company.

In Harm's Way: Wild Blue Role Playing Game

The first step is to find out the resources available to the Mercenary Company. Your financial backers will want to see returns on their investment, but you have some time before that becomes important. Right now, you need to assess your capital.

Resources

Capital Determination

Roll d% or GM choice	Available Capital
N/A	Meager (1)
N/A	Poor (4)
01-45	Scraping By (16)
46-70	Moderate (64)
70-93	Profitable (256)
94-98	Well-to-Do (1024)
98-99	Wealthy (4096)
100	Free-Spending (16384)
N/A	Rich (65536)
N/A	Lavish (262144)

Roll or choose from the table above. GMs - try not to oversupply your player's company. It's usually more fun in the long run to build the company up from a smaller beginning. The Company will also have to pay that investment back!

Each ranking can be broken up into four of the next-lower ranking. For example, A Profitable Company can apportion four blocks of Moderate funding, each of which can be broken into 4 Scraping By blocks, etc.

Apportion the Capital

Home Base

You now need to allot some of your funding to secure a home base, where you recruit, train, and equip, and to and from which you go out to fulfil your Contracts. You can go without a Home Base, but that may make things difficult in the future.

Some possible Home Bases and their costs are listed in the table below

Base	Description	Third World	First/Second World
Carrier	Conventionally powered Aircraft Carrier sold off as surplus - all planes need to be carrier qualified.	Moderate (64)	Well-to-Do (1024)
Small Carrier	Conventionally powered Aircraft Carrier sold off as surplus - all planes need to be carrier qualified.	Poor (4)	Scraping By (16)
Small Air Base	Single Strip air base with Barracks and Tower	Poor (4)	Moderate (64)
Medium Air Base	Two Strip air base with Tower, two Hangers, Barracks, and Shelters	Scraping By (16)	Profitable (256)
Large Air Base	Three Strip air base with Barracks, Tower, and Hangars	Moderate (64)	Well-to-Do (1024)
Fighter Strip	Short strip with Tower	Meager (1)	Poor (4)
Army Camp	Barracks, Garages and Offices	Meager (1)	Poor (4)

Funding Departments

Funding any one department will necessarily reduce the funding available to the others. Your Staff Characters should argue their case, each one attempting to maximize his own area, but realizing the benefit of the others. When the Staff Characters come to agreement, apportion their allotments as agreed. The possible divisions are:

Departments

Fighters
Attack Planes
Helos
Light/Mechanized Infantry
SpecOps
Logistics and Maintenance
Intelligence
Security
Surface Navy
Medical
Ordnance

Logistics and Maintenance each need one eighth the amount allotted to all the other Departments, and should get 1/4 the total allotment.

Prices given are for a Flight of aircraft. There are six aircraft in a Flight, Three Flights in a Squadron, Three Squadrons in a Wing.

Aircraft Prices

Aircraft	Type	Price
F-7M	F	Meager (1)
Mirage III	F/S	Poor (4)
Mirage F1	F	Poor (4)
Mirage 2000	F/S	Moderate (64)
A-7H*	S	Meager (1)
C-7 Kfir	F/S	Moderate (64)
F-16C	F/S	Moderate (64)
A-4M*	S	Meager (1)
F-4E*	F/S	Poor (4)
MiG-29	F/S	Scraping By (16)
Su-27	F	Scraping By (16)
F-5E	F/S	Poor (4)
Su-22M	S	Poor (4)
F-8H*	F	Meager (1)
Hawk T.Mk1	T/S	Poor (4)
F-104	F/S	Poor (4)
A-37B	S	Poor (4)
OV-1	O	Meager (1)
OV-10	C/S	Meager (1)
MiG-23	F	Poor (4)
MiG-27	S	Scraping By (16)
MiG-25	F	Scraping By (16)
Jaguar A	S	Meager (1)
F-8 Finback	F	Poor (4)
BAC Lightning	F	Meager (1)
F-2 Sea Harrier*	F/S	Scraping By (16)

Aircraft	Type	Price
AV-8B Harrier II	F/S	Moderate (64)
A-5 Fantan	S	Meagre (1)
J-35F Draken	F	Meagre (1)
A-29 Super Tucano	C	Meagre (1)
PA-48 Enforcer	C	Meagre (1)

* Carrier Qualified

F = Fighter, S= Strike, C = COIN, O = Observation, T = Trainer

Cargo/Transport Aircraft Prices

Prices given are for a **single aircraft**.

Aircraft	Type	Price
AN-124	TC	Moderate (64)
V-22	TC	Scraping By (16)
C-21	TC	Meager (1)
C-130H	TC	Scraping By (16)
C-123K	TC	2 X Meager (2)

TC= Transport/Cargo

Surface Navy Prices

Prices given are for a **Squadron of 6**.

Ship	Type	Price
SURC	RPC	Poor (4)
CB90	RPC	Poor (4)
Borghammar	RPC	Meager (1)
Pibber	RPC	Meager (1)
LCVP	LC	Meager (1)
LCM-8	LC	2 X Meager (2)
PTF	PT	Poor (4)
PPC	PT	Scraping By (16)

RPC = Riverine Patrol Craft, LC = Landing Craft, PT = Patrol Boat

Prices given are for a Flight of helos. There are six helos in a Flight, Three Flights in a Squadron, Three Squadrons in a Wing.

Helicopter Prices

Helicopter	Type	Price
AH-1S	G	Scraping By (16)
AH-1W	G	Moderate (64)
UH-1	S	Poor (4)
CH-47	S	Moderate (64)
AH-64D	G	Moderate (64)
Mi-8	S	Poor (4)
Mi-24	G/S	Scraping By (16)
Ka-52	G	Moderate (64)
UH-60L	S	Moderate (64)
CH-46	S	Scraping By (16)
CH-53	S	Moderate (64)
Super Puma	S	Scraping By (16)
Tiger	G	Scraping By (16)

Prices given are for a Company of men. There are 100-200 men in a Company, three to six Companies in a Battalion, Two or more Battalions in a Regiment, Two or more Regiments in a Brigade.

Ground-Pounder Prices

Type	Price
Security	Meager (1)
Light Infantry	Meager (1)
Combat Engineer	Poor (4)
Mechanized Infantry	Poor (4)
Special Forces	Scraping By (16)
Light Armor*	Poor (4)

* Light Armor is a platoon of six Light Tanks, not a Company.

Ordnance Prices

Prices given are for a Flight of aircraft for a normal year, except for the HARM and Shrike anti-radar missiles, priced for 6 or 12 missiles.

Type	Price
Dumb Bombs/Rockets	Meager (1)
Smart Bombs	Poor (4)
AIM-9B/D	Meager (1)
AIM-9L/M	Poor (4)
AIM-7	Meager (1)
AIM-54	Poor (4)
AIM-120/132	Moderate (64)
TOW	Poor (4)
R-13	Meager (1)
R-60	Poor (4)
R-73	Scraping By (16)
R-27	Poor (4)
R-77	Moderate (64)
Shafrir	Poor (4)
Python	Scraping By (16)
R-550	Scraping By (16)
R-530	Meager (1)
SR-530	Poor (4)
MICA	Moderate (64)
Meteor	Moderate (64)
PL-8	Poor (4)
PL-11	Poor (4)
Maverick/Karen	Scraping By (16)
Brimstone/Hellfire	Scraping By (16)
Kedge	Moderate (64)
HARM X 6 or Shrike X 12	Meager (1)

Medical Options

Type	Price
Field Trauma Team	Meager (1)
Field Surgical Unit	Poor (4)
Field Surgical Hospital	Scraping By (16)
Surgical Unit	Meager (1)
Trauma/Surgical Hospital	Poor (4)
Hospital	Scraping By (16)
Diagnostic Unit	Poor (4)

Intelligence Options

Type	Price
Photo Recon	Meager (1)
Satellite Recon (Share)	Poor (4)
Crypto/Codebreaking Unit	Scraping By (16)
Humint (Bribes)	Meager (1)
ROV Recon	Poor (4)
Humint (Agents)	Poor (4)

Sealift costs a Meager (1) per 8 points on this table

Sealift Costs

Company Type	Equals
Infantry/SpecOps/Security	1
Engineer	2
Mechanized	2
Armor Squadron	3
Planes Flight	3
Hospital/Intelligence	2



In Harm's Way: Wild Blue Role Playing Game

Haversham's Raiders rolled a Capital of "Profitable." (64)

Logistics and Maintenance split one Moderate, therefore both are funded at 2 Scraping By (64)

The Home Base is chosen - a Large Air Base in a 3rd World country - Kiribi Air Base, a former USN station in Micronesia. This eats up another Moderate, with two to go. (64)

The Fighter and Strike staff split one Moderate, (64)

4 Flights of F-4s - 4 Poores (16)

2 Flights of F-8s - 2 Meagers (2)

6 AIM-9B/D - 6 Meagers (6)

4 AIM-7 - 4 Meagers (4)

2 Dumb Bomb/Rocket - 2 Meagers (2)

2 Smart Bombs - 2 Poores (8)

Two Flights of A-37s - 2 Poores (8)

Four Flights of A-7s - 4 Meagers (4)

6 Dumb Bomb/Rockets - 6 Meagers (6)

2 Smart Bombs - 2 Poor (8)

The Ground-Pounders and Helos split the last Moderate (64)

I SpecFor Company:- 1 Scraping By (16)

3 Mechanized Infantry Companies - 3 Poor (12)

3 Light Infantry Companies - 3 Meager (3)

1 Security Company - 1 Meager (1)

1 Flight of AH-1 - 1 Scraping By (16)

3 Flights of UH-1s 2 Poor (12)

1 Tow Missiles - 1 Poor (4)

Sample Company 1 - Haversham's Raiders

Fighter Wing buys:

Strike Wing buys:

The Ground Pounders buy

The Helo Guys buy

In Harm's Way: Wild Blue Role Playing Game

Sample Company 2 - Blue Hammer Air Wing

Home Base

Blue Hammer chose a Capital Base of Well-To-Do (1026)

They have been in existence one year, and earned 1 Poor. 2 Meagers were spent on C-21 Learjets, and two banked.

El Khabar ("K-Bar") Medium Air Base – Profitable (256)

2 Strips with Tower, 2 Hangars, Barracks and Shelters

Tiger Squadron

Flanker Flight

Su-27 Scraping By (16)

Fulcrum Flight

MiG-29 Scraping By (16)

Viper Flight

F-16 Moderate (64)

Phantom Flight

F-4 Poor (4)

Ordnance

2 Bombs & Rockets 2xMeager (2)

2 R-60 2xPoor (8)

2 AIM-9L/M 2xPoor (8)

2 AIM-7 2xMeager (2)

2 R-27 2xPoor (8)

Bear Squadron:

Scooter Flight

A-4 Meager (1)

Fitter Flight

Su-22 Poor (4)

Hog Flight

A-10 Moderate (64)

SLUF Flight

A-7 Meager (1)

Ordnance

4 Bombs & Rockets 4xMeager (4)

1 R-60 Poor (4)

3 AIM-9L/M 3xPoor (12)

Cobra Squadron

Hind Flight

Mi-24 Scraping By (16)

A-D Teams

Special Forces 1/2xScraping By (8)

Ordnance

4 TOW- 4xPoor (16)

Condor Squadron:

An-124 Profitable (64)

4xC-130 Scraping By (16) X 4 = Profitable (64)

2xC-21- Meager (1) X2 = Meager X2 (2)

Logistics & Maintenance

Profitable (256)

In Harm's Way: Wild Blue Role Playing Game

A Subsidiary of Twilight Solutions, Limited, Corporate Headquarters: London, England

Current Capital: Moderate (64)

Kalumbani Air Base (ex-French Naval Air Station); Republic of Moranda - Small Air Base - Single Strip air base with Barracks and Tower - Poor (4)

N/A

1 Flights, OV-10 Bronco (6 A/C) - Meager (1)

1 Flight, MI-8 (6 A/C) Poor (4)

N/A

1 Company Spec Ops - Scraping By (16)

Scraping By (16)

Scraping By (16)

N/A

3 Rocket Pods, 4 Dumb Bombs 7 Meagers (7)

64

Sample Company 3: Wild Geese Defense Systems

Home Base

Departments

Fighters

Attack Planes

Helos

Light/Mechanized Infantry

SpecOps

Logistics:

Maintenance:

Security

Ordnance

TOTAL

Company Design Worksheet

Company Name:

Corporate Headquarters

Home Base:

Capital

Departments

Fighters:

Attack Planes:

Helos:

Light/Mechanized Infantry:

SpecOps:

Logistics:

Maintenance:

Security:

Ordnance:

Surface Navy:

Times of departure & return

In Harm's Way: Wild Blue Role Playing Game

Formations and order of movement

Route, primary and alternate

Passage of friendly front lines - out/in

Rally Points and actions at rally points

Actions on enemy contact

Actions at danger areas

Actions on objective

Fire Support (if not in it's own annex)

Rehearsals and inspections

Debriefings - time, place, uniform, format

Annexes - mini OPORDs that cover specialty items

Service & Support

Supply

Rations

Uniforms & Equipment

Arms & Ammunition

Captured Material

Transportation - may be annexed

Medical Evacuation - may be annexed

Personnel

Prisoners of War

Command & Signal

Signal

Frequencies & Call signs

Pyrotechnics & Signals

In Harm's Way: Wild Blue Role Playing Game

**Challenge and password
(sign/countersign)**

Code words

Command

Commander/leader location

Chain of Command

Contracts

A Mercenary Company without a contract is worse than useless - it's like pouring money into a hole and setting it on fire. Long before the current contract is finished, the Staff are looking for new contracts. The Mercenary company must decide whether to extend the current contract, if possible, and/or to accept (an)other contract(s).

New Contracts

Roll d%. If the result is 65 or less, there are only two new contracts available. If the result is 66-95, there are three contracts tendered. If the result is above 95, then four contracts are tendered. The GM creates these contracts, using the following tables if needed, and submits them to the Staff Officers, who must decide which is the best course of action. GMs, please remember, you rule the dice, the dice do not rule you! If you get a totally inappropriate result, drop it and roll again, or chose from the list.

The Customer

The first thing to determine is the customer - the entity offering the contract.

d% Roll	Customer
01-06	United Nations Peacekeeping Authority
07-12	United States
13-19	Commonwealth Nation
20-25	Russia
26-31	Former Communist Country
32-37	China
38-43	Dictatorial Regime
44-49	Corrupt Authoritarian Regime
50-55	Third World Junta
56-61	Revolutionary Council
62-67	Third World Kingdom
68-73	Oil Rich State
74-79	Breakaway Province
80-85	Multinational Corporation
86-91	Ethnic Separatists
92-97	Religious Establishment
98--00	Asian Powerhouse

In Harm's Way: Wild Blue Role Playing Game

The task may be inherent in the Customer - A Breakaway Province will want the Company's aid in their war of independence. Other results are not so informative. If you need it, use the following table.

Task

d% Roll	Task
01-06	Counter-Insurgency
07-12	Insurgency
13-19	War of Independence
20-25	Civil War
26-31	Peacekeeping
32-37	Civil War
38-43	Anti-terrorism
44-49	Police Action/Undeclared War
50-55	Civil War
56-61	Two-Nation War
62-67	Police Action/Undeclared War
68-73	Counter-Insurgency
74-79	Multi-Nation War
80-85	Cadre/Training
86-91	Protection of Neutrals in War
92-97	Military Engineering
98--00	Protection of Assets/Resources

In Harm's Way: Wild Blue Role Playing Game

Place

Like the Task, the Place may be inherent in the Customer, But if not, this may help.

d% Roll	Task
01-06	Middle East
07-12	North Africa
13-19	Micronesia
20-25	Arctic
26-31	South America
32-37	Central America
38-43	Central Africa
44-49	East Africa
50-55	Southeast Asia
56-61	Central Asia
62-67	Balkans
68-73	Southern Africa
74-79	South Asia
80-85	Indian Ocean
86-91	Melanesia
92-97	Near Antarctic
98--00	West Africa

In Harm's Way: Wild Blue Role Playing Game

This is how much the Company stands to gain by completing the contract after salaries and costs are paid **Value**

d% Roll	Profit
01-50	Meager (1)
50-73	Poor (4)
74-91	2 Poor (8)
92-97	Scraping By (16)
98--00	Scraping By + 2 Poor (20)

You can bank it, buy more equipment, hire more men, and/or pay out a dividend.

Your backers will want to be paid dividends. If the Company does not pay dividends every year after the first two years - the grace period - the Company will be dismantled and sold off. **Dividends**

Original Capital	Dividend Required
Scraping By (16)	Meager (1)
Moderate (64)	2 Meager (2)
Profitable (256)	Poor (4)
Well-to-Do (1024)	Poor + 2 Meager (6)
Wealthy (4096)	2 Poor (8)
Free-Spending (16384)	2 Poor + 2 Meager (10)

In Harm's Way: Wild Blue Role Playing Game

Sweeteners

Sweeteners are the little things thrown in to sweeten the price. In negotiation, these things may be requested or offered. They may also be included in the original offer before negotiations begin.

Sweetener
Death Benefits
Bounties
Local Base
Liaison with Local Unit
Transportation Costs
Extra Meager in Profit
Local Servants
Sweet R&R
Free Fuel
Token Enlistment for POW Status
Portion ($d\%/2$) Paid in Advance

The GM should adjust the profit when negotiations are done, with a best estimate of the worth of these Sweeteners. In no case would a single sweetener be worth more than a Meager in Profit, and usually less.

Example Contracts

An **Oil Rich State** in **South America** offers a Contract to the Company to assist them in their **Civil War** worth **2 Poor**.

A **Religious Establishment** offers a Contract to the Company to **Protect their Assets** in **Southern Africa** worth **1 Poor**.

A **Breakaway Province** in **East Africa** offers a Contract to the Company to assist in their **War of Liberation** worth **1 Poor**, with a **Local Base**, and **Local Servants**.

China offers a Contract to the Company to assist in their **Undeclared War** in **Central Asia** worth **2 Poor**, plus **Death Benefits** and **Bounties**.



Bonuses

Bonuses are the money given out to mercenaries for achieving certain verified goals. These goals varied from nation to nation and situation to situation, and are defined in the contract. We give some example bonuses below, an though they are not exhaustive, they will give you an idea of the type of things bonuses were paid for.

Use of Bonuses in the Game

In the game, PCs don't use money, instead they have wealth which supports a lifestyle. In a wealth system, such as used in this game, there are no hard and fast dollar amounts used. It simplifies book-keeping for the players and GM, but it sometimes entails complication in what would otherwise be a straightforward notation. For example, say the Republic of Bashan gives a bonus of \$7500 to pilots who shoot down an enemy fighter. That's easy, but - what does \$7500 mean in a Wealth system? We therefore had to create a system to translate this into terms the Wealth system can deal with. Bonus money can change a character's wealth category, depending on the amount of bonus money gained.

Bonuses

Here are the classes of Bonuses used in the game: Quantity can make up for lack of quality - four of any given category equals one of the next higher category.

Bonus	Approximate Value in \$US
Poor	\$7,500
Fair	\$30,000
Moderate	\$120,000
Excellent	\$500,000
Rich	\$2,000,000

Wealth Category Change	Bonus Needed
WC -> Lower Middle Class	Poor
LMC -> Middle Class	Fair
MC -> Upper Middle Class	Moderate
UMC -> Wealthy	Excellent
Wealthy -> Rich	Rich
Rich -> Extremely Rich	4 X Rich
Ex. Rich -> Plutocrat	16 X Rich

Suggested Bonuses

Goal	Suggested Bonus
Shoot down Enemy Fighter	Poor
Shoot down Enemy Strike	Poor
Shoot down Enemy AWAC	Moderate
Capture Enemy Junior Officer	Poor
Capture Enemy Field Officer	Fair
Capture Enemy General Officer	Moderate
Capture Enemy General Staff Officer	Excellent
Capture Enemy Politician	Fair
Capture Important Enemy Pol.	Excellent
Capture Enemy Chief Pol.	Rich
Capture Enemy Vehicle	Poor
Capture Enemy Armor	Fair
Destroy Enemy Vehicle	Poor
Destroy Enemy Armor	Poor
Take Small Arms Cache	Poor
Take Moderate Arms Cache	Fair
Take Large Arms Cache	Moderate

Wild Blue Character Generation



In Harm's Way: Wild Blue Role Playing Game

This is an outline of the steps to create a regular (non-Staff) character.

Come up with a character concept. This could be “dashing fighter jock” or “rugged paratrooper” or any other simple description of what sort of character you have in mind. Get a quick picture in your mind of who this person is and where they come from-“Dimitri is a tough, ex-Spetznaz trooper from the farmlands of Mother Russia,” for example. Also, decide why they became a Mercenary.

Select 12 levels/ranks of Background Skills using either the quick Template method, or the more involved Directed method.

Divide 46 points between Strength, Coordination, Agility, Endurance and Charisma.

Divide 165 points between IQ, Luck, and Family Lifestyle, using the table. INT is derived from IQ by subtracting 50, dividing by 10, and rounding up. An IQ of 127 gives an INT of 8. Gaining INT raises IQ at a rate of 1 INT=10 IQ.

At this point you have an 18 year-old character. You must now decide if the character goes for a higher education (qualifying for officer rank) or enlists immediately in the military service of choice. If you choose to go for a higher education, select the college of your choice and choose 6 levels/ranks of Skills from among those offered by that institution.

Now choose which military service your character had prior service in. These are generically Army, Navy, Air Force, and Marines, but characters can come from any part of the world and the player should welcome the chance to do a little research for their character's chosen background. Enlistment is for a minimum of four years. For each year of Prior Service, the character chooses 1 Skill level from the list of Prior Service Skills. This means your character will have at least 4 military-related Skill levels before play begins.

However, you may also choose to attend a Specialist School for every two years of normal Prior Service. Making sure that your character has the proper prerequisites, you may select from the list of Specialist Schools available to the service your character joined. Each School has a Package of Skills, Edges, and sometimes enhancements to attributes. The character receives all of these for attending the Specialist School. Furthermore, the Skills available from a chosen Specialist School may now become part of the Skills that character can choose for the yearly skill mentioned in Step 6 above. You may only attend any particular Specialist School once.

Also, you may select an Avocation for your character. This represents hobbies, sports, and the arts. When you have selected an Avocation your character gets two ranks of skills, and may also choose levels of Skill from that list when choosing your yearly Skill.

Character Generation Outline

1. Character Concept

2. Background Skills

3. Decide Physical Attributes

4. Decide non-Physical Attributes

5. College or not?

6 Decide Branch of Service

7. Specialist Schools

8 Avocations

In Harm's Way: Wild Blue Role Playing Game

9. Advancement in Prior Service	Every two years of Prior Service, the character has a chance of advancing one step up in Rank. This is determined by rolling d% to get 35 or less. With increase in Rank level you get an increase in Life-style level.
10. Traits	Choose 7 levels/ranks from the list of Traits, or make up your own Traits. Choose at least three Traits.
11. Record your Character	Record all the above information on the Character Record Sheet.
11a. Constitution	Calculate Full Constitution by adding together STR, COOR, AGY, and END and multiplying the result times 10. Hindered is 75% of that amount. Stunned is 50% and Critical is 25%.
11b. INT	INT is determined by subtracting 50 from IQ and dividing by 10 (rounded up.). An IQ of 127, $-50 = 67$, divided by 10 = 6.7, rounds up to 7.
11c. Attribute Bonuses	Bonuses are plus 5% for every 2 full levels over 7 in any attribute. For example, a STR of 10 is a +5% ($10-7=3$) and a COOR of 11 is a +10%
11d. Skill Chance - Target Numbers	The base chance for any Skill is 45% plus the appropriate attribute bonus, plus 5% for each Skill level past the first (for example, Fire-arms Skill of 5 would be a +20%).
11e. Attribute Multipliers	Multiply the base Attribute by the amount shown to get the values for 2X, 3X, etc. A STR of 7 would yield multipliers of X2=14, X3=21, X4=28, X5=35
12. Equip your Character	Select appropriate gear for your character and fill in background notes that will help assist you during play. Don't forget to describe the appearance and general demeanor of your character.
Finish!	There, you are done. You have a character ready for a game of In Harm's Way: Wild Blue. You should repeat this process at least one more time for Troupe play, allowing you to play a character no matter what the current situation may be.

The players may have one other troupe character from each Operational Company department. Possibilities are:

- Fighters
- Attack Planes
- Helos
- Light/Mechanized Infantry
- Security
- SpecOps

The first thing to determine is the character's culture. Select the culture most appropriate to the character you want to play. Choose 12 Background Skills from the Culture your character comes from. These are skills your character has learned before going to College. Always keep in mind that the purpose of Background skills is to round out characters. Background Skills should therefore always be appropriate to a person from that culture.

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

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

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

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

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

Regular Character Generation Procedure

Culture

Selecting the Character's Background Skills.

In Harm's Way: Wild Blue Role Playing Game

Using the Tables

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

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

Actions and Character Progression After Play

An Action is a half-year - six months - long. During that time there may be one or many important encounters, battles, or interesting opportunities. These should be played out, along with enough non-action time to allow the characters to interact on a social level, to your group's taste. The concept is to skip the boring stuff, so if your group is having fun, don't skip it! When the six months is up, the Action is over. At this point, characters can advance skills or Edges, and if necessary take care of Aging losses. Throughout the Action, you should be handing out Notice. A good rule of thumb is to "Give Notice Each Debriefing," since characters are debriefed after every mission. If enough Notice is accumulated, the characters are promoted, no matter what point in the Action it may be, or even multiple times during an action! Remember Eisenhower went from Lt. Colonel to five star General in less than three years in the real world. Every two Actions, that is each year, Contracts are sent out, and the profits from the last Contract are spent or banked. This is basically when Companies advance, like characters. The Company gains new abilities or improves old ones or gets richer, just as a character does. As the company grows and adds assets, it may be able to take on multiple Contracts simultaneously. This can be tricky to manage, but if the Group decides it can do it, it may be a good idea.

Generating Characters

There are two different ways to create a standard character, Directed and Template. Template Characters are 18 year olds, with all their background skills given by their Template. They are much faster to create than standard characters, but are necessarily somewhat less individual. Directed Characters take more time, and are a lot more individualistic than Template Characters.

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

In Harm's Way: Wild Blue Role Playing Game

Your character is a soldier of fortune, so how much does he or she get paid?

Payday

The designers of Wild Blue do not want the players to get bogged down in the financial details of paychecks, bonuses, and bounties. That being said, that fact that this is a game about mercenaries means that some notice must be made about money.

The characters earn a paycheck which is sufficient to provide them with the Lifestyle listed on their character sheet. They may use that Lifestyle to purchase most anything that they can afford at that level and transport to their base or to their home address. As the characters gain promotions, their Lifestyle will rise accordingly, indicative of their higher paycheck.

During WWII, the American Volunteer Group (also known as the Flying Tigers) used a bounty system to award pilots for Japanese aircraft confirmed shot down. This was payable in gold and was one of the reasons some of these pilots enlisted in the AVG. Game Masters may introduce a similar enticement for the players in the form of a bounty. This would be an award of money for the confirmed shooting down of an enemy aircraft, the destruction of any enemy armored vehicle or installation, or significant personal action. These bounties would be the mercenary equivalent of medals and honors which the character could use to get a special piece of gear or to just lay up in an offshore bank until the merc retires.

This is a good time to mention that mercenary soldiers are very hard to insure. A good piece of GM campaign background would be the arrangement of the current contract to cover the death and/or injury of the character. If you check your own life insurance policy, you will see that it definitely does not pay in the event of an Act of War.

Money is not always the reason a merc chooses to be a merc. This is reflected in the way the player chooses to play her character. Characters become mercs for a variety of reasons - excitement, age, professional fulfillment, adventure, challenge, altruism, machismo, and defense of liberty, as well as the money - but the money doesn't hurt.

Money vs Honor

Characters have a Family Lifestyle, generated as part of the character's past, as well as a Professional Lifestyle reflecting pay and benefits. A character may choose to use either Family or Professional Lifestyle to limit purchases.

Lifestyles

A Lifestyle's function is to limit purchases to what would be appropriate for the character. A character may purchase any reasonable number of items which are within - that is, at or under - his chosen lifestyle. A character may choose to purchase one item in the next higher lifestyle if wished. Anything else requires the GM's active consent.

Character Attributes

Place initial characteristics and resources

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

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

STR

Strength is the character's muscular prowess. Strength is used in Melee, Blade, and Brawl combat.

COOR

Coordination is the linking of see, will, and do, quickness and deftness in fine motor skills. Coordination is used in Firearms combat.

AGY

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

END

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

IQ

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

INT

Intelligence is the game expression of the character's IQ. INT is derived by subtracting 50 from the character's IQ and dividing by 10 - an IQ of 120 is an INT of 7.

LUCK

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

CHAR

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

Family Lifestyle

Family Lifestyle is what your family background is, and what resources it can provide.

Constitution

Constitution is STR+COOR+AGY+END multiplied by 10. Hindered level is Constitution *.75, Stunned level is Constitution *.5, and Critical level is Constitution *.25.

Honor and Practicality

Honor and Practicality always start at 10. Honor + Practicality must add up to 20. Raising Honor lowers Practicality by the same amount, and vice versa.

IQ and LUCK Table

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

Background Skills

Skill Sets - American

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

Appropriate Skill Sets by character background

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

In Harm's Way: Wild Blue Role Playing Game

Background Skills

Skill Sets - ex-Warsaw Pact

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

Appropriate Skill Sets by character background

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

In Harm's Way: Wild Blue Role Playing Game

Background Skills

Skill Sets - European

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

Appropriate Skill Sets by character background

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

In Harm's Way: Wild Blue Role Playing Game

Background Skills

Skill Sets - Third World

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

Appropriate Skill Sets by character background

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

Template Characters

A way of speeding up character creation is to use pregenerated Template characters. This gives the Background Skills for a typical pre-training/College character at the age of 18. The player or GM should then modify this with training and subsequent years of skill acquisition, and add the attributes. The GM is encouraged to create more templates as needed. Skills listed without ranks (i.e. Firearms) should be understood to be ranked at +1 (i.e. Firearms+1).

The Cowboy

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

The Professor

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

The Mechanic

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

The Intellectual

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

The Farmboy

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

The Playboy

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

The Adventurer

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

The Soldier

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

The Musician

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

The Socialite

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

The Charmer

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

The Crook

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

The Button-Pusher

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

The Hunter

Skills: Firearms+3, Snare+2, Sneaking+2, Survival+2, Weather, Navigation+2

The Artist

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

The Writer

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

Adult Life

The character may choose a College, and select six skill ranks worth of skills from the list supplied. The character graduates at age 22. If a college is chosen, the character may choose to become an officer when entering the Service.

College

The character selects a military Service Branch, and the player selects one skill rank per year spent in the profession. The character must spend at least four years in the profession.

Service Branch

Specialist Schools are one year in-military training in the Service Branch. The player takes all the skill ranks, stat increases, and edges given as a package. For every Specialist School attended during the first 12 years in service, the character must spend 2 years in normal Service, and may attend a maximum of two Specialist Schools per 4 year term. For every Specialist School attended after the first 12 years in service, the character must spend 5 years in normal Prior Service. Once the character has attended a Specialist School, all the skills and Edges of the school are open to selection as alternatives to the standard Service Branch Prior Service skills.

Specialist Schools

The character may leave the service and become a mercenary - that is enter play - when all obligations are completed.

Leaving the Service

Roll every 2 years in profession for promotion. The TN for promotion is 35. Roll the TN or under on %d for a promotion. With each promotion, your character's level within that profession increases. Note: the first year in a profession is always level one. The second year is also always at level one. At the end of the second year in the profession, roll for promotion. Note the promotion under "promotions" on the worksheet with a "yes."

Promotions

Your Lifestyle is increased by promotion. For each promotion, increase the character's Lifestyle down one row on the Lifestyle table from the Base Lifestyle listed in the Profession. Your character's family's Lifestyle may be higher than the character's professional Lifestyle. You may - if you choose - use the higher of the two Lifestyles for the character.

Lifestyles in Prior Service

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

Aging and Physical Deterioration

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

Navy pilots and helo pilots are automatically carrier qualified. Air Force and Marine pilots and helo pilots - including Army helo pilots - can become carrier qualified at the expense of 2 Edges. US Marines, RAF/RNAA, and certain other using Harriers are automatically VTOL qualified. Others can become so at the expense of 2 Edges.

Carrier and VTOL Qualifications

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LUCK

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

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

Good Examples of LUCK

"Luckily, the enemy's gun jams."

"Luckily, there's a cloud over the moon and the patrol doesn't see me."

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

Bad Examples of LUCK

"Luckily, the shot I fired and missed with ricochets and hits the enemy in the back of the head"

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

"Luckily, Nate and Monica's characters see the enemy patrol and get a clear shot."

Advancement in the Company

In the standard game, Player Characters start off as new recruits to the Mercenary Company. Players advance by accumulating Notice. Notice is gained - and lost - through the character's actions. Notice is his reputation as an officer and leader or as a private or Non-Com. Notice is also a broad indicator of the character's fame. The character's starting rank should be between the character's final service rank and up to two levels lower, as determined by the GM.

Players need to gain 200 points of Notice + Interest to gain promotion to the level of Lieutenant/Private 1st Class. They can gain this in a variety of ways. Once the promotion is gained, all current notice is discarded, and the process begins anew. Each promotion requires more Notice than the last, so promotion to Captain requires 400 more points, promotion to Major requires another 800 points, and so on, as this table indicates.

Lifestyles in the Company

Your Lifestyle is increased by promotion. For each promotion, note the Base Lifestyle listed in the Company Rank Table. Your character's family's Lifestyle may be higher than the character's professional Lifestyle. You may - if you choose - use the higher of the two Lifestyles for the character.

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Select a college, and choose six ranks of skills from the skill list given.

A 4 year school where the student learns important scholastic skills.

Lifestyle Needed: Upper Middle Class

Skills available: Convince, Goad, Entice, Endear, Engrace, Operate, Overdo, Drugs, Mathematics, Business, Writing, Chemistry, Biology, Research, History, INT, Driving, Drinking, Gymnastics, Focus

A 4 year school where the student learns scholastic and artistic skills.

Lifestyle Needed: Upper Middle Class

Skills available: Convince, Goad, Entice, Endear, Engrace, Adapt, Computer, Mechanics, INT, Observe, Graphics, Sculpture, Music, COOR, Taste, AGY, Writing, Focus

A 4 year school where the student learns scholastic and military skills to prepare for a military career.

Lifestyle Needed: Any

Skills available: Convince, Goad, React, Adapt, Operate, Overdo, History, Strategy, Tactics, Firearms, Unarmed, Leadership, END, INT, Survival, Cryptography, Demolition, Focus

A 4 year school where the student learns scholastic skills from the best teachers money can buy.

Lifestyle Needed: Wealthy

Skills available: Convince, Goad, Entice, Endear, Engrace, Operate, INT, Analyze, Chemistry, Business, Linguistics, History, Psychology, Biology, Mathematics, Astronomy, Drinking, Gymnastics, Focus

A 4 year school where the student learns advanced technical and scholastic skills.

Lifestyle Needed: Middle Class

Skills available: Convince, Goad, React, Adapt, Operate, Overdo, Repair, Focus, Analyze, Electronics, Physics, Mechanics, Mathematics, Computers, Observe, Construction, INT, Gymnastics, Focus

A 4 year school where the student learns military, mechanical, and farming skills.

Lifestyle Needed: Middle Class

Skills available: Goad, Endear, React, Adapt, Operate, Overdo, Tactics, Driving, Leadership, Firearms, Organize, Observe, Husbandry, Biology, Herbalism, Computers, Geology, Mechanics, Focus

A 4 year school where the student learns advanced scientific skills.

Lifestyle Needed: Middle Class

Skills available: Convince, React, Adapt, Operate, Overdo, Focus, Weather, Chemistry, Analyze, Physics, Mathematics, Research, Biology, Computers, Zoology, Observe, Focus

Colleges

Liberal Arts College

Arts College

Military Academy

Exclusive College

Engineering (Tech) College

Agricultural & Mechanical (A&M) College

Science College



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Select your character's Branch of Service below. Choose one skill rank from the Prior Service Skills (or from any Specialist School previously attended) for each year spent in the service except those years spent in Specialist Schools. Specialist Schools available to each Service Branch are listed below the Service.

Member of the armed services

Base Lifestyle: Lower Middle Class

Skills available: Goad, React, Adapt, Operate, Overdo, Electronics, Mechanics, Driving, Survival, Alertness, Tactics, Strategy, Gunnery, Psychology, Leadership, Firearm, Unarmed, Melee, Discipline, Small Boats, Damage Control

Following are the Specialist Schools available to the Army:

Airborne, Gunship Pilot, Helo Pilot, Ranger, Special Forces, Transport Pilot, Military Police, Air Defence, Armor, Signals, Infantry, Combat Engineer/Pioneer, Delta Force, Gurkhas, Spetsnaz Alfa, GROM, Sayeret Matkal, Oketz, Alpine Troops, Ordnance Disposal, Sniper, SERE, SAS, Medic, Gunner

Following are the Specialist Schools available to the Navy:

Fighter Pilot, Helo Pilot, BUD/S, SEALs, Transport Pilot, Attack Pilot, Military Police, Air Defence, Signals, UDT/Diver, Riverine, Corpsman, SERE, Sniper, Gunner

Following are the Specialist Schools available to the Air Force:

Fighter Pilot, Pararescue, Transport Pilot, Attack Pilot, Bomber Pilot, Military Police, Air Defence, Spetsnaz Vympel, Signals, Ordnance Disposal, Medic, SERE, Gunner

Following are the Specialist Schools available to the Marines:

Fighter Pilot, Helo Pilot, Recon, Attack Pilot, Gunship Pilot, Air Defence, Armor, Signals, Infantry, Combat Engineer/Pioneer, SBS, Fleet Protection, SERE, Sniper, Gunner

Service Branch

Prior Service Skills

Army Specialist Schools

Navy Specialist Schools

Air Force Specialist Schools

Marines Specialist Schools

Army Specialist Schools

Following are the Specialist Schools available to the Army:

Airborne, Gunship Pilot, Helo Pilot, Ranger, Special Forces, Transport Pilot, Military Police, Air Defence, Armor, Signals, Infantry, Combat Engineer/Pioneer. Delta Force, Gurkhas, Spetsnaz Alfa, GROM, Sayeret Matkal, Oketz, Alpine Troops, Ordnance Disposal, Sniper, SERE, SAS, Medic

Prior Service Skills

Member of the armed services

Base Lifestyle: Lower Middle Class

Skills available: Goad, React, Adapt, Operate, Overdo, Electronics, Mechanics, Driving, Survival, Alertness, Tactics, Strategy, Gunnery, Psychology, Leadership, Firearm, Unarmed, Melee, Discipline, Small Boats, Damage Control

Airborne

Stats: STR+1, END+1

Skills: Insertion+3, Firearms+2, Blade+1, Demolition+2, Gunnery+2, Navigation+2, Unarmed+1

Edges: Parachute 2, Night 2, Platoon 2

Gunship Pilot - prereq Helo Pilot

Skills: Helo Pilot+2, Navigation+1, Leadership, Alert+1, Observation+1, Gunnery+3, Bombing, Tactics, Acquisition+2, Weather+1

Edges: Nap-Of-The-Earth 2

Helo Pilot

Skills: Helo Pilot+3, Navigation+1, Alert+1, Observe+1, Overdo+1, Weather+1

Edges: Touch-and-go 2

Ranger - prereq Airborne

Skills: Alert+1, Observe+2, Insertion+2, Firearms+2, Dive+1, Demolition+2, Climb+3, Swim+1, Unarmed+2

Edges: Mountain 2, Parachute 2, Teamwork 1

Special Forces (Green Berets)

Stats: STR+1, END+1

Skills: Tactics+2, Instruct+3, Linguistics+2, Gunnery+2, Insertion+1, Sneak+2, Snare+2, Firearms+3, Strategy+2, Tracking+2, Observe+2, Survival+3, Unarmed+2, Cryptography+1, Bow+1

Edges: Ambush 2, Night 2, Interrogate 2

Transport Pilot

Skills: Pilot+2, Navigation+3, Alert+2, Observation+2, Overdo+1, Tactics+1, Weather+1

Edges: Escape 2

Military Police

Skills: Unarmed+2, Law+2, Firearms+1, Psychology+2, Observe+1, Overdo+2

Edges: Crowd Control 2, Prisoner 2

Air Defence

Skills: Alert+2, Observation+2, Gunnery+3, Acquisition+3, Computers+2

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Edges: Protect 2

Skills: Driving+2, Gunnery+2, Mechanics+2, Electronics+2, Computers+1, Acquisition+2, Communications+1, Tactics+2, Observe+2

Armor

Edges: Teamwork 2, Vehicles 2

Skills: Communications+3, Electronics+3, Acquisition+3, Observe+3, Alert +2,, Cryptography+3

Signals

Edges: Interpretation 2

Stats: END+1

Infantry

Skills: Firearms+3, Communications+1, Leadership+1, Observation+2, React+2, Tactics+2, Mechanics+2, Overdo+2

Edges: Holding Ground 2, Platoon 2

Stats: INT+1

***Combat Engineer/Pioneer
Prereq Infantry***

Skills: Analyze+2, Mechanics+2, Demolitions+3, Snare+2, Construction+3, Operate+2, Organize+2, Repair+2, Evaluate+2

Edges: Holding Ground 1, Dig-in 3

Stats: AGY+1, END+1

***Delta Force - prereq Special
Forces***

Skills: Tactics+1, Instruct+1, Linguistics+2, Insertion+2, Sneak+2, Snare+2, Firearms+1, Strategy+1, Tracking+1, Observe+1, Survival+2, Unarmed+2, Communications+2, Cryptography+1

Edges: Ambush 2, Night 2, Sniping 2

Stats: END+2, AGY+1

Gurkhas

Skills: Alert+1, Observe+2, Firearms+4, Overdo+2, Demolition+2, Climb+3, Swim+1, Unarmed+2, Discipline+3, Dash+2, Blade+2

Edges: Mountain 2, Platoon 2, Do-or-Die 2

Stats: END+1

Spetsnaz Alfa

Skills: Diving+2, Swim+2, Firearms+3, Alert+2, Observe+3, Insertion+2, Demolition+3, Survival+2, Unarmed+3, Cryptography+2, Overdo+2, Climbing+2, Operate+2

Edges: Terror 2, Hiding 2

Stats: END+2, STR+2

GROM

Skills: Diving+3, Swim+2, Firearms+3, Alert+2, Observe+3, Insertion+2, Gunnery+2, Demolition+3, Instruct+2, Survival+2, Unarmed+3, Cryptography+1, Linguistics+2, Surgery+1, Treatment+1, Overdo+2

Edges: Night 2, Sniping 2

Skills: Observe+3, Analyze+3, Operate+2, Communications+2, Insertion+2, Evaluate+2, Firearms+2

Sayeret Matkal

Edges: Night 2, Desert 2

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Oketz (K-9)

Training+3, Husbandry+2, Observe+2, Evaluate+2, Tracking+2, Survival+2, Stash+2, React+2

Edges: Animal 2, Ordnance 2

Alpine Troops

Skills: Climb+3, Observe+2, Tactics+2, Insertion+2, React+2, Firearms+3, Gunnery+2, Survival+2, Weather+2

Edges: Mountain 2, Snow 2

Ordnance Disposal

Skills: Alert+1, Observation+2, Demolition+3, Organize+2, Communications+2, Instruct+2

Edges: Bomb 2

Sniper

Skills: Alert +2, Survival +2, Observation +3, Navigation +2, Sneak +3, Track +3, Snare +2, Communication +1, Firearms +2

Edges: Sniping 3

SERE (Survival Evasion Resistance Escape)

Skills: Survival +2, Treatment +1, Navigation +2, Sneak +2, Track +2, Snare +2, Communication +1, Firearms +2

Edges: Escape 2

SAS

Stats: STR+1, AGY+1, END+1

Skills: Tactics+2, Instruct+3, Linguistics+2, Insertion+2, Sneak+3, Snare+2, Firearms+3, Strategy+2, Tracking+2, Observe+2, Survival+3, Unarmed+2, Communications+2, Cryptography+1

Edges: Ambush 2, Night 2, Interrogate 2

Medic

Skills: Firearms+1, Operate+1, Tracking+2, Treatment+2, Surgery+1, Drugs+2, Assessment+2

Edges: Split Second 2, Platoon 2

Gunner

Skills: Alert+3, Observation+3, Gunnery+3, Acquisition+3, Operate+2, Navigation+2

Edges: Teamwork

In Harm's Way: Wild Blue Role Playing Game

Following are the Specialist Schools available to the Navy:

Fighter Pilot, Helo Pilot, BUD/S, SEALs, Transport Pilot, Attack Pilot, Military Police, Air Defence, Signals, UDT/Diver, Riverine, Corpsman, SERE, Sniper

Member of the armed services

Base Lifestyle: Lower Middle Class

Skills available: Goad, React, Adapt, Operate, Overdo, Electronics, Mechanics, Driving, Survival, Alertness, Tactics, Strategy, Gunnery, Psychology, Leadership, Firearm, Unarmed, Melee, Discipline, Small Boats, Damage Control

Skills: Pilot+3, Navigation+2, Leadership, Alert+2, Observation+2, Overdo+1, Gunnery+2, Bombing+1, Tactics+1, Acquisition+2, Weather+1

Edges: Split-second 2

Skills: Helo Pilot+3, Navigation+1, Alert+1, Observe+1, Overdo+1, Weather+1

Edges: Touch-and-go 2

Stats: END+2, STR+2

Skills: Alert+2, Overdo+3, Organize+2, Swim+2, Dive+2, Small Boat+2

Edges: Water 2, Exhausted 2, Teamwork 2

Skills: Alert+1, Observe+2, Insertion+2, Gunnery+2, Firearms+3, Swim+2, Dive+2, Demolition+2, Climb+2, Instruct+2, Survival+2, Unarmed+2, Cryptography+1, Bow+1, Sneak+2, Small Boat+2

Edges: Water 1, Teamwork 1, Night 2, Sniping 2

Skills: Pilot+2, Navigation+3, Alert+2, Observation+2, Overdo+1, Tactics+1, Weather+1

Edges: Escape 2

Skills: Pilot+2, Navigation+3, Leadership, Alert+2, Observation+2, Overdo+1, Gunnery+1, Bombing+3, Tactics, Acquisition+2, Weather+1

Edges: Nap-of-the-Earth 2

Skills: Unarmed+2, Law+2, Firearms+1, Psychology+2, Observe+1, Overdo+2

Edges: Crowd Control 2, Prisoner 2

Skills: Alert+2, Observation+2, Gunnery+3, Acquisition+3, Computers+2

Edges: Protect 2

Navy Specialist Schools

Prior Service Skills

Fighter Pilot

Helo Pilot

BUD/S

SEALs - prereq BUD/S

Transport Pilot

Attack Pilot

Military Police

Air Defence

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<i>Signals</i>	Skills: Communications+3, Electronics+3, Acquisition+3, Observe+3, Alert +2,, Cryptography+3 Edges: Interpretation 2
<i>UDT/Diver- prereq BUD/S</i>	Skills: Alert+1, Observe+2, Insertion+2, Firearms+2, Swim+2, Dive+2, Demolition+3, Instruct+2, Survival+2, Unarmed+2, Cryptography+1 Edges: Water 1, Teamwork 1, Night 2, Obstacle 2
<i>Riverine</i>	Skills: Small Boat +3, Navigation +3, Rope +1, Weather +2, Mechanics +2, Tactics +2, Acquisition +2, Damage Control+3, Gunnery+2, Operate +2, Repair+2 Edges: Night 2, River 2
<i>Corpsman</i>	Skills: Firearms+1, Operate+1, Tracking+2, Treatment+2, Surgery+1, Drugs+2, Assessment+2 Edges: Split Second 2, Platoon 2
<i>SERE (Survival Evasion Resistance Escape)</i>	Skills: Survival +2, Treatment +1, Navigation +2, Sneak +2, Track +2, Snare +2, Communication +1, Firearms +2 Edges: Escape 2
<i>Sniper</i>	Skills: Alert +2, Survival +2, Observation +3, Navigation +2, Sneak +3, Track +3, Snare +2, Communication +1, Firearms +2 Edges: Sniping 3
<i>Gunner</i>	Skills: Alert+3, Observation+3, Gunnery+3, Acquisition+3, Operate+2, Navigation+2 Edges: Teamwork

In Harm's Way: Wild Blue Role Playing Game

Following are the Specialist Schools available to the Air Force:

Fighter Pilot, Pararescue, Transport Pilot, Attack Pilot, Bomber Pilot, Military Police, Air Defence, Spetsnaz Vympel, Signals, Ordnance Disposal, Medic

Member of the armed services

Base Lifestyle: Lower Middle Class

Skills available: Goad, React, Adapt, Operate, Overdo, Electronics, Mechanics, Driving, Survival, Alertness, Tactics, Strategy, Gunnery, Psychology, Leadership, Firearm, Unarmed, Melee, Discipline, Small Boats, Damage Control

Skills: Pilot+3, Navigation+2, Leadership, Alert+2, Observation+2, Overdo+1, Gunnery+2, Bombing+1, Tactics+1, Acquisition+2, Weather+1

Edges: Split-second 2

Stats: END+1

Skills: Insertion+2, Firearms+2, Climbing+2, Tracking+2, Treatment+2, Surgery+1, Drugs+2, Survival+1, Assessment+2

Edges: Medical 2, Parachute 2, Night 1

Skills: Pilot+2, Navigation+3, Alert+2, Observation+2, Overdo+1, Tactics+1, Weather+1

Edges: Escape 2

Skills: Pilot+2, Navigation+3, Leadership, Alert+2, Observation+2, Overdo+1, Gunnery+1, Bombing+3, Tactics, Acquisition+2, Weather+1

Edges: Nap-of-the-Earth 2

Skills: Pilot+2, Navigation+4, Leadership, Alert+2, Observation+2, Overdo+1, Bombing+4, Tactics+1, Acquisition+3, Weather+1

Edges: Precision 2

Skills: Unarmed+2, Law+2, Firearms+1, Psychology+2, Observe+1, Overdo+2

Edges: Crowd Control 2, Prisoner 2

Skills: Alert+2, Observation+2, Gunnery+3, Acquisition+3, Computers+2

Edges: Protect 2

Stats: END+1, INT+1

Skills: Driving+2, Pilot+2, Helo Pilot+1, Insertion+2, Firearms+4, Gunnery+2, Demolition+2, Observe+2, React+2, Dash+2, Sneak+3, Unarmed+3, Linguistics+2, Analyze+2, Evaluate+2, Operate+3

Edges: Vehicle 2, Infiltrate 2

Air Force Specialist Schools

Prior Service Skills

Fighter Pilot

Pararescue

Transport Pilot

Attack Pilot

Bomber Pilot

Military Police

Air Defence

Spetsnaz Vympel

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Signals

Skills: Communications+3, Electronics+3, Acquisition+3, Observe+3, Alert +2,, Cryptography+3

Edges: Interpretation 2

Ordnance Disposal

Skills: Alert+1, Observation+2, Demolition+3, Organize+2, Communications+2, Instruct+2

Edges: Bomb 2

Medic

Skills: Firearms+1, Operate+1, Tracking+2, Treatment+2, Surgery+1, Drugs+2, Assessment+2

Edges: Split Second 2, Platoon 2

SERE (Survival Evasion Resistance Escape)

Skills: Survival +2, Treatment +1, Navigation +2, Sneak +2, Track +2, Snare +2, Communication +1, Firearms +2

Edges: Escape 2

Gunner

Skills: Alert+3, Observation+3, Gunnery+3, Acquisition+3, Operate+2, Navigation+2

Edges: Teamwork

In Harm's Way: Wild Blue Role Playing Game

Following are the Specialist Schools available to the Marines:

Fighter Pilot, Helo Pilot, Recon, Attack Pilot, Gunship Pilot, Air Defence, Armor, Signals, Infantry, Combat Engineer/Pioneer, SBS, Fleet Protection, SERE, Sniper

Member of the armed services

Base Lifestyle: Lower Middle Class

Skills available: Goad, React, Adapt, Operate, Overdo, Electronics, Mechanics, Driving, Survival, Alertness, Tactics, Strategy, Gunnery, Psychology, Leadership, Firearm, Unarmed, Melee, Discipline, Small Boats, Damage Control

Skills: Pilot+3, Navigation+2, Leadership, Alert+2, Observation+2, Overdo+1, Gunnery+2, Bombing+1, Tactics+1, Acquisition+2, Weather+1

Edges: Split-second 2

Skills: Helo Pilot+3, Navigation+1, Alert+1, Observe+1, Overdo+1, Weather+1

Edges: Touch-and-go 2

Stats: AGY+1, END+1

Skills: Observe+3, Alert+2, Sneak+2, Firearms+3, Blade+2, Tactics+2, Computers+1, Communications+2, Unarmed+2, Cryptography+1, Bow+1

Edges: Night 3, Cover 2, Sniping 2, Ambush 1

Skills: Pilot+2, Navigation+3, Leadership, Alert+2, Observation+2, Overdo+1, Gunnery+1, Bombing+3, Tactics, Acquisition+2, Weather+1

Edges: Nap-of-the-Earth 2

Skills: Helo Pilot+2, Navigation+1, Leadership, Alert+1, Observation+1, Gunnery+3, Bombing, Tactics, Acquisition+2, Weather+1

Edges: Nap-Of-The-Earth 2

Skills: Alert+2, Observation+2, Gunnery+3, Acquisition+3, Computers+2

Edges: Protect 2

Skills: Driving+2, Gunnery+2, Mechanics+2, Electronics+2, Computers+1, Acquisition+2, Communications+1, Tactics+2, Observe+2

Edges: Teamwork 2, Vehicles 2

Skills: Communications+3, Electronics+3, Acquisition+3, Observe+3, Alert +2,, Cryptography+3

Edges: Interpretation 2

Marines Specialist Schools

Prior Service Skills

Fighter Pilot

Helo Pilot

Recon

Attack Pilot

Gunship Pilot - prereq Helo Pilot

Air Defence

Armor

Signals

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Infantry

Stats: END+1

Skills: Firearms+3, Communications+1, Leadership+1, Observation+2, React+2, Tactics+2, Mechanics+2, Overdo+2

Edges: Holding Ground 2, Platoon 2

Combat Engineer/Pioneer Prereq Infantry

Stats: INT+1

Skills: Analyze+2, Mechanics+2, Demolitions+3, Snare+2, Construction+3, Operate+2, Organize+2, Repair+2, Evaluate+2

Edges: Holding Ground 1, Dig-in 3

SBS

Stats: END+2

Swim +3, Dive +4, Tactics+2, Instruct+3, Linguistics+2, Insertion+3, Sneak+3, Snare+2, Firearms+3, Strategy+2, Tracking+2, Observe+2, Survival+3, Small Boats+2

Edges: Water 2, Night 2

Fleet Protection

Swim +2, Dive +2, Tactics+2, Instruct+3, Linguistics+2, Insertion+3, Sneak+3, Snare+2, Firearms+3, Strategy+2, Tracking+2, Observe+2, Survival+3, Unarmed+2, Communications+2, Cryptography+1, Small Boat +3

Edges: Fleet 3

SERE (Survival Evasion Resistance Escape)

Skills: Survival +2, Treatment +1, Navigation +2, Sneak +2, Track +2, Snare +2, Communication +1, Firearms +2

Edges: Escape 2

Sniper

Skills: Alert +2, Survival +2, Observation +3, Navigation +2, Sneak +3, Track +3, Snare +2, Communication +1, Firearms +2

Edges: Sniping 3

Gunner

Skills: Alert+3, Observation+3, Gunnery+3, Acquisition+3, Operate+2, Navigation+2

Edges: Teamwork



Note on SpecOps Schools:

SpecOps (Special Operations) forces vary greatly from country to country. We have selected both representative and unusual SpecOps Specialist Schools for Wild Blue. There are many variations on Airborne or Alpine or UDT schools. These should be taken as representative of many different SecOps schools in many different nations. Others, like SEALs or GROM or Spetsnaz Vypel are specific schools which are representative of only a very few schools at most, only itself at least.

Cross-Training

Most SpecOps forces encourage cross-training of individuals or small groups with SpecOps schools in different countries. If a player wants his character to attend a school from a different country, this can usually be accommodated under cross-training.

SpecOps Forces

Below is a listing of various SpecOps forces whose schools are available in Wild Blue, along with whether they are Representative (widely available) Semi-Representative (narrowly available) or Singular (available one place.) We've also listed a bit of information about each one.

SpecOps Listing

Name	Type	Nation of Origin	Description
Airborne	Representative	US	Elite air-dropped/air transported light infantry
Ranger	Representative	US	As Airborne, but specialized for harsh environments and smaller units
BUD/S	Representative	US	Intense physical training for UDT and SEALs
SEALs	Semi-Representative	US	Elite Naval forces intensively trained in small unit, high powered, multi-insertion combat
UDT	Representative	US	Frogmen. Elite combat divers trained in recon, demolition, and underwater insertion
Recon	Representative	UK	Light, fast, forces often deployed far behind enemy lines
Pararescue	Semi-Representative	US	Combat medics trained in parachute insertion
SAS (Special Air Service)	Semi-Representative	UK	Elite commandos trained in small-unit combat tactis and multi-insertion

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Name	Type	Nation of Origin	Description
Special Forces	Representative	US	Air-deployed Elite counter-insurgency troops specializing in training indigenous forces
Delta Force	Singular	US	Elite multi-insertion small unit commando force
Alpine	Representative	Germany	Elite mountain troops trained in unorthodox high altitude and cold weather insertion techniques
Sayeret Matkal	Singular	Israel	Elite counter-terrorist, deep recon intelligence gathering unit
Oketz (K-9)	Representative	Israel	Dog-training and handling unit where each dog has a trained specialty
GROM	Singular	Poland	Elite Counter-terrorism and unconventional warfare specialists
Spetsnaz Vypel	Singular	Russia	Elite Counter-terrorism and deep penetration force trained in all types of vehicle use
Spetsnaz Alfa	Singular	Russia	Urban Counter-terrorism force specializing in SWAT-type interventions
SBS (Special Boat Service)	Semi-Representative	UK	Elite Naval/Marine recon and commando assault unit specializing in maritime insertion
Gurkhas	Singular	India/UK	Elite Nepalese light mountain infantry serving as mercenaries in UK and Indian armies
Fleet Protection	Representative	UK	Marine security and Counter-terrorism unit specializing in protecting fleet and offshore assets

Avocations: Hobbies and Interests

Musicians

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

Amateur music was a very popular avocation in the game era. Pilots would get together in the evening to sing and play popular music - most every squadron had a piano, tuning optional, while the ground crew would sing popular music in their gatherings. Singing, both solo and in groups was also very popular. There is no limit to how many amateur musicians a squadron can contain, nor is there any cost beyond the cost of the instruments. The character gains the Music and Taste skills immediately, and has access to the Musician Skill Set along with the normal skill set when choosing skills each year.

The Musician Skill Set:

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

Gamblers

Gambling was a way of life, no matter the social class of the gambler. What changed was the object of the gamble, not the fact of gambling. Men bet on anything - athletic contests, pure random occurrences, horse and auto racing, cards, dice, drinking contests, and anything in between. Some popular card games were Bridge, Poker, Blackjack and Baccarat; while popular dice games were Craps, Backgammon, Liar's Dice, and Crown and Anchor, with sometimes enormous sums riding on the outcome of the turn of a card or throw of the dice. There is no limit to how many gamblers a squadron may contain, but gamblers wanting to take either the Sleight or Stash skills from gambling must pay two Honor points, as these skills are only learned from cheating. The character gains the Evaluate and Entice skills immediately, and has access to the Gambler Skill Set along with the normal skill set when choosing skills each year

The Gambler Skill Set:

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

Sportsmen

Sports in the 20th century varied enormously - fox hunting, boxing, wrestling, fencing, croquet, polo, tennis, cricket, baseball, and many other sports were played. Sports were vigorous and hard, and extremely competitive - especially as wagers were often openly placed. Many physical skills were developed, the particular skill depending on the sport itself. Let the choice of skill determine the sport played - Riding could be gained from either polo or fox hunting, for example. There is no limit to how many sportsmen a ship may contain, nor is there any cost beyond the time and effort required. The character gains two skills of his choice immediately, and has access to the Sportsmen Skill Set along with the normal skill set when choosing skills each year

The Sportsman Skill Set:

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

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Many servicemen are highly educated, and keen observers. This is a combination ripe for writers. There is no limit to the number of Writers in a squadron, and costs are negligible. The character gets Writing and another skill of his choice immediately, and has access to the Writer Skill Set along with the normal skill set when choosing skills each year.

Writers

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

The Writer Skill Set:

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

Artists

Convince. Evaluate, Observe, Taste, Operate, Goad, Graphics, Sculpture

The Artist Skill Set:



Example Character: Shannon Powers

Scotty decides to create the character Shannon Powers. The character concept is that of a girl who decides to become a fighter pilot. She goes to a military academy and joins the Air Force after graduation. After six years in the service, Shannon resigns and signs up with a mercenary company.

Scotty chooses to have Shannon grow up in an Urban Middle Class lifestyle in America. He chooses the Urban, Psychology, and Criminal Skill Sets. From these, he picks Goad +2, Mechanics +1, Streetwise +1, Brawl +2, and Alert +2. This is to reflect that Shannon Powers was an adventurous "tomboy" who had all sorts of hair-raising exploits while she was growing up.

Scotty now decides on Shannon's attributes, dividing 46 points up between STR, COOR, AGY, END, and CHAR. He chooses STR-7, COOR-11, AGY-10, END-8, and CHAR-12. Further Scotty now divides 165 points between IQ, Luck, and Family Lifestyle. Having already decided that Shannon came from an Urban Middle Class family, he spends 31 points on Lower Middle Class. He wants her to be relatively smart, so he spends 84 points to get an IQ of 127. The remaining 50 points gives Shannon a Luck of 1. An IQ of 127 gives her an INT of 8 ($127-50=77$). Shannon Powers is now 18 years old.

Since Shannon is to be a fighter pilot, she needs to attend college. Scotty decides that Shannon will attend a Military Academy for four years. While attending the Sierra Military Academy, Shannon acquires Adapt +1, Tactics +1, Unarmed +1, Firearms +1, and adds +1 to END (making it now a 9) and +1 to INT (making it a 9 and makes IQ a 137). Shannon Powers is now 22 years old and has been commissioned in the USAF as a 2nd Lieutenant.

Shannon goes to Fighter Pilot Specialist School and gains the following skills: Pilot +3, Navigation +2, Leadership +1, Alert +2, Observe +2, Overdo +1, Gunnery +2, Bombing +1, Tactics +1, Acquisition +2, and Weather+1. She also gains the Edge of Split-Second 2.

For an Avocation, Shannon takes up Swimming and gains +2 ranks.

Shannon spends the next two years flying for Air Force and gains +2 ranks of Pilot; 1 for each of the two years. She also gets promoted and attains the rank of 1st Lieutenant and a Middle Class Lifestyle. She is now 25 years old.

Scotty decides that Shannon needs more combat pilot skills and she attends Attack Pilot Specialist School. There she gains the following skills: Pilot +2, Navigation +3, Leadership +1, Alert +2, Observe +2, Overdo +1, Gunnery +1, Bombing +3, Tactics +1, Acquisition +2,, and Weather+1. She also gains the Edge of Nap-of-the-Earth 2.

Shannon now spends two more years in the USAF and gains the skills of Firearms +1 and Unarmed +1.

Scotty thinks about Shannon's nature and gives her Hot-Tempered 2, Sleazy 1, Loyal 2, and Audacious 2 for Traits.

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Shannon Powers is now 28 years old. She resigns her commission and signs on with the Blue Hammer Air Wing to fly combat in the Middle East.

Her Constitution is: Full- 370, Hindered- 277, Stunned- 185, and Critical 92. Her Honor and Practicality are 10 and 10, respectively.

STR-7, COOR-11, AGY-10, END-9, CHAR-12, IQ-137, INT-9, LUCK-1

Goad +2, Mechanics +1, Streetwise +1, Brawl +2, Alert +6, Adapt +1, Tactics +3, Unarmed +2, Firearms +2, Pilot +7, Navigation +5, Leadership +2, Observe +4, Overdo +2, Gunnery +3, Bombing +4, Acquisition +4, Weather+2, Swimming +2.

Split-Second 2, Nap-of-the-Earth 2

Hot-Tempered 2, Sleazy 1, Loyal 2, Audacious 2

Scotty is now ready to equip Shannon with her basic gear and start playing Wild Blue.

Shannon Powers

Attributes:

Skills:

Edges:

Traits:



Company Rank

A character joins the company at a rank determined by the GM, based on the needs of the Company and the character's service record. The GM may assign a rank up to two levels lower, but never higher, than the character's final service rank.

Rank Level	Off. Rank	Comparative Rank	Enl. Rank	Comparative Rank	Notice to Advance	Base Lifestyle
1	O1	2nd Lieutenant	E1	Private	200	Lower Middle Class
2	O2	Lieutenant	E2	Private First Class	400	Middle Class
3	O3	Captain	E3	Lance Corporal	800	Middle Class
4	O4	Major	E4	Corporal	1200	Upper Middle Class
5	O5	Lt. Colonel	E5	Sergeant	1600	Upper Middle Class
6	O6	Colonel	E6	Staff Sergeant	2400	Upper Middle Class
7	O7	Brig. General	E7	Gunnery Sergeant	5000	Wealthy
8	O8	Major General	E8	Master Sergeant	10000	Wealthy
9	O9	Lieut. General	E9	Master Gunnery Sergeant	15000	Wealthy
10	O10	General	E10	Sergeant Major	20000	Rich
11	O11	Field Marshal	E11	Company Sergeant Major	25000	Rich

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Mercenary characters gain skills at the rate of one skill rank per six months, at the end of each Action. Choose the skill rank from either the general Mercenary skill list, or from the character's Specialty List.

Skills available: Goad, React, Adapt, Operate, Overdo, Electronics, Mechanics, Driving, Survival, Alertness, Tactics, Strategy, Gunnery, Psychology, Leadership, Firearm, Unarmed, Melee, Discipline, Alert, Linguistics, Weather

2 Edges can be taken instead of one skill rank.

Skills: Insertion, Firearms, Blade, Demolition, Gunnery, Navigation, Unarmed, Driving, Gunnery, Operate

Edges: Parachute, Night, Platoon, Vehicle

Skills: Alert, Observe, Insertion, Firearms, Dive, Demolition, Climb, Swim, Unarmed, Gunnery, Instruct, Survival, Cryptography, Bow, Computers, Communications, Tactics, Sneak, Snare, Tracking

Edges: Mountain, Parachute, Teamwork, Ambush, Water, Sniping

Skills: Helo, Navigation, Leadership, Alert, Observation, Gunnery, Bombing, Tactics, Acquisition

Edges: Nap-Of-The-Earth, Touch-and-Go

Skills: Pilot, Navigation, Leadership, Alert, Observation, Overdo, Gunnery, Bombing, Tactics, Acquisition

Edges: Split-second 2

Skills: Insertion, Firearms, Climbing, Tracking, Treatment, Surgery, Drugs, Survival

Edges: Medical, Parachute, Night

Skills: Pilot, Navigation, Leadership, Alert, Observation. Overdo, Gunnery, Bombing, Tactics, Acquisition

Edges: Nap-of-the-Earth

Skills: Pilot, Navigation, Alert, Observation. Overdo, Tactics

Edges: Escape

Skills: Unarmed, Law, Firearms, Psychology, Observe, Overdo

Edges: Crowd Control, Prisoner

Skills: Communications, Electronics, Acquisition, Observe, Alert,, Cryptography

Edges: Interpretation

Acquiring skills as a Mercenary

General Mercenary Skill List

Specialty Lists

Light/Mechanized Infantry

SpecFor

Gunship Pilot

Fighter Pilot

Medical

Attack Pilot

Transport Pilot

Security

Signals

Guide to Skills, Edges, and Traits



Each skill has a characteristic which modifies it's chance of success - either a physical characteristic such as STR, COOR, AGY, END, or CHAR - or INT. Skills may be used at +0 - no skill - by rolling the modifying stat or lower on d%. Example: Climb+0. Modifying stat is AGY. Character has an AGY of 11 so the character can climb with a roll of 11 or less on a d%. Example: Biology+0. Modifying stat is INT. Character has INT of 9, so the character can succeed on a roll of 9 or less on a d%.

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

For every 5 levels of skill the character possesses, the character has one Level of Mastery. In other words, a character with a skill level of 3 has 0 Levels of Mastery, while a character with a skill level of 5 has one Level of Mastery. Characters gain Levels of Mastery at skill levels 5, 10, 15, etc. Each Level of Mastery the character possesses in that skill allows a reroll if the initial attempt fails. For example: Bill, with chemistry+11 (2 Levels of Mastery) attempts to identify a chemical. If the first attempt fails, the character has 2 more attempts to identify the chemical.

Edges are free floating bonuses, worth 10% per unit - i.e. an Edge of 2 is worth either two 10% bonuses or a single 20% bonus. To use an Edge, the GM has to agree with the player that the Edge is appropriate. Edges can be used after the skill check in order to make a failed check succeed, or they can be used to increase damage/Quality of success.

"Crackerjack" is flying a gunship in NOE (Nap-Of-the Earth) mode - that is, his Cobra is following the land's contours at a very low altitude, skimming just above the ground. He comes upon two trucks carrying infantry. He attempts to use the chin turret gun to shred a truck, but fails his gunnery check by 12. Crackerjack's player asks the GM if he can use his Nap-of-the-Earth Edges to raise his skill target number by 20, thus making the miss into a hit. Since his Cobra has come into the combat in NOE mode, the GM agrees that his Edge is valid, and Crackerjack hits the truck.

Jigger is an ex-SEAL on patrol in a rainforest. Jigger fails to see a tripwire - that is fails his Alert check - because he is walking while drinking from his canteen. He fails by only four points, so his player asks the GM if he can use his Water Edge, because he was drinking water while it happened. The GM rules that the Water Edge refers to bodies of water, which SEALs use as highways when others see them as roadblocks. A better Edge to use would be his Teamwork Edge, as one of his team could see the tripwire and call out a warning.

Skills and Edges

When to use skills

Skills and Levels of Mastery

Edges

Examples of using an Edge

Traits

You can choose various personality traits to further define your character, and to help your character out when they are called upon. Traits can be picked from the example list or crafted by the player to fit the character. The player can modify the character's traits after play, but these changes should be reflected, and should reflect changes in the personality of the character.

How many traits for a character?

Each character has seven trait points. These are divided up into at least 3 traits, with a maximum of 4 points in any one trait.

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

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

How to use traits

Traits give a bonus to any other action when used, so long as the Trait could believably be of value in that situation. Traits are worth 10% per unit - i.e. a Trait of 2 is worth either two 10% bonuses or a single 20% bonus. As with Edges, the GM is the sole arbiter of whether a trait is applicable to the situation. Each trait point used adds 10 to the skill check Target Number. Traits are a resource which are used up in play, and are refreshed at the beginning of every game session

Example: Jamaal uses his Goad+2 skill on the guard, adding in one point from his trait of Foul-Mouthed to provoke the guard into action. He has a new Target Number of 60 rather than his standard 50.

Example: Owen uses his Demolition+3 skill to set the charges on the pillbox door, and adds three points from his trait of Meticulous to the roll. He has a new Target Number of 85 rather than his standard 55.

Example Traits

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



Skill Table

Skill	Modified by	Description
Acquisition	END	The ability use electronics to find and lock onto a target. A modified Quality of Success roll of 70 or greater will get a LOCK.
Adapt	INT	Ability to fit in to social organizations and novel situations
Aeronautical Engineering	INT	Ability to make serious changes in an aircraft without compromising its integrity
Alert	END	The ability to stay alert without sleep, and the ability to notice things previously un-noticed.
Analyze	INT	The ability to figure out components, processes, or structure
Assessment	INT	The ability to identify an injury or disease before attempting a cure
Astronomy	INT	The study of stars, planets, and other gravitational wells in space
Biology	INT	The study of plants and animals and their effects on mankind
Blade	STR	The ability to effectively use cutting weapons in combat
Bombing	END	The ability to release guided and unguided munitions so as to hit a target.
Bow	COOR	The ability to effectively use bow weapons in combat
Brawl	STR	Fighting without weapons in an undisciplined manner. Damage equals d% plus 1 per level of skill, plus 5 for every 2 points of STR above 7. For example a character with brawl+4 and STR 11 would have a damage of 4+10 or d% +14
Business	CHAR	The ability to bargain, buy, sell, inventory, bribe, and otherwise use money effectively
Chemistry	INT	The study of how molecules interact and their properties
Climb	AGY	The ability to climb walls, cliffs, and trees
Communications	CHAR	The ability to use electronic messaging and communications devices.

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Computers	INT	The ability to create and decode programs to make computer-type devices do what one wants them to do, within the limits of the device
Construction	END	The ability to build structures from available components
Convince	CHAR	The ability to persuade others
Cooking	INT	The ability to cook nutritious and tasty food
Cryptography	INT	The ability to encrypt and decrypt data
Damage Control	END	The ability to fight fires, contain explosions, and limit damage caused by munitions.
Dash	AGY	The ability to perform marvellous feats of physical prowess. A successful Dash check at the beginning of combat gives cover while in the open, with a base of 15% cover, plus 5% per rank of Dash skill. A Dash check during initiative allows the character to perform wire-fu style stunts.
Demolition	INT	The ability to effectively set and use explosives
Dive	AGY	The ability to use underwater breathing apparatus to swim underwater.
Drinking	END	The ability to consume large quantities of alcohol
Driving	COOR	The ability to direct the movement of a ground vehicle
Drug	INT	The ability to use and make drugs to cause and cure injury or sensory abnormalities
Electronics	COOR	The ability to work with electronic or electrical equipment
Endear	CHAR	The ability to make yourself liked and wanted
Engrace	AGY	The ability to move with grace and style
Entice	CHAR	The ability to trick others into a course of action
Evaluate	INT	The ability to quickly assess the value of something
Firearms	COOR	The ability to effectively aim direct -fire missile weapons
Focus	CHAR	The ability to concentrate on one thing despite distractions. Grants a +10% to TN of the next skill check.

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Forgery	COOR	The ability to convincingly write documents which appear to be genuine, but are not
Geology	INT	The study of minerals and metals
Goad	CHAR	The ability to force another into action by insults. The course of the action is not in the goader's control
Gunnery	COOR	The ability to effectively use cannon and other large guns
Gymnastics	AGY	The ability to make leaps, somersaults and other such moves
Helo Pilot	COOR	The ability to pilot rotary wing craft.
Herbalism	INT	The ability to use plants as medicines and poisons
History	INT	Knowledge of past events
Husbandry	INT	The ability to care for plants and animals
Insertion	AGY	The techniques of getting a person into and out of enemy-held territory, by various means.
Instruct	CHAR	The ability to teach others effectively
Intimidate	CHAR	The ability to use bluff and appearance to subdue another's willpower and resistance.
Law	INT	The ability to use, circumvent, and deal with law, and project an entire system from a few examples
Leadership	CHAR	The ability to take command of others, to have others do what you want them to do by making them want to do it for you
Linguistics	INT	The ability to speak & comprehend languages from basic principles
Logistics	INT	Knowledge and techniques on supplying military units with the supplies they need, when they need it
Mathemat-ics	INT	The ability to manipulate numbers including but not limited to operations, formulae, and calculus
Mechanics	COOR	The ability to work with machines and other mechanical devices
Melee	STR	The ability to efficiently use bashing weapons in combat
Music	CHAR	The ability to express oneself in sound
Navigation	INT	The ability to locate one's position and plot courses to a destination.

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Negotiate	CHAR	The ability to gain some advantage in negotiations
Observe	END	The ability to watch people, data, and objects and notice small discrepancies
Operate	INT	The ability to operate machinery and devices normal to your tech level
Organize	INT	The ability to optimize groups, objects, and work for greatest efficiency
Overdo	END	The ability to go past your normal limits
Graphics	COOR	The ability to express oneself in pictures
Physics	INT	The study of the fundamental rules governing the Universe
Picking	COOR	The ability to open locked doors using simple metal tools
Pilot	COOR	The ability to fly airplanes and other flying craft
Psychology	CHAR	The ability to understand the hidden drives behind people's actions
React	AGY	The ability to avoid a bad situation using physical reflexes
Repair	COOR	The ability to fix broken or damaged objects and devices
Research	END	The ability to find out known information on a given subject
Riding	AGY	The ability to ride creatures and open vehicles like motorcycles.
Rope	COOR	The ability to tie knots and use ropes in imaginative ways
Sculpture	COOR	The ability to express oneself with 3 dimensional objects
Sleight	COOR	The ability to use sleight-of-hand tricks
Small Boat	COOR	The ability to control, steer, otherwise handle small boats.
Snare	COOR	The ability to create, set, and disable traps, including mines
Sneak	AGY	The ability to move quietly and unseen
Stash	AGY	The ability to hide things in nooks and crannies or in plain sight
Strategy	INT	The ability to dispose of large forces and plan long range
Streetwise	CHAR	The ability to find connections, rumors, and general urban survival

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Surgery	COOR	The ability to cure wounds and other medical problems by operating
Survival	END	The ability to live off the land
Swim	AGY	The ability to swim
Tactics	INT	The ability to use personnel on hand to best effect
Taste	CHAR	The ability to discern quality in an object
Tracking	AGY	The ability to follow a creature or object by noticing signs of its passage
Training	CHAR	The ability to train animals to do work and tricks
Treatment	INT	The ability to cure diseases and wounds without surgery
Unarmed	STR	Weaponless combat system taught by the military. Damage equals d% plus 3 per level of skill, plus 5 for every 2 points of STR and COOR above 7. For example a character with unarm+4 and STR 9, COOR 11, would have a damage of 12+5+10 or d%+27
Weather	INT	The ability to predict weather patterns
Writing	CHAR	The ability to express oneself using the written word
Zoology	INT	The study of animals; their environments and interactions

There are two types on non-weapon combat covered in In Harm's Way: Wild Blue - Brawl and Unarmed. They each have different emphases and effects. Unarmed is taught, where Brawl is the natural fighting skill. If other martial arts are allowed by the GM, they can be constructed using the StarCluster Guide to the Martial Arts

The natural, untrained martial art. This is the only Martial Art that can be taken at zero level (untrained.) The Brawl skill refers to informal bashing with fists and feet. All moves in this skill are strength based - hammer blows, jabs, roundhouses, smashes, etc.

STR

1 X Skill Level + STR Modifier

This move allows double damage and a Takedown of the enemy if successful, but if unsuccessful the character suffers a takedown herself.

This move allows the character to use any object he can lift as a defensive or offensive weapon. The GM must adjudicate the damage for a successful strike, but should never be less than the character's normal Brawl damage. Found Weapons *may* be able to penetrate some types of armor.

This move enables a single, devastating blow at double damage, but if unsuccessful, gives the opponent a +30 bonus to Chance of Success for the next attack.

A minimalist utilitarian combat skill designed to be easily taught and quickly learned. It focuses sharply on situational control using fast, precise attacks and momentum-exploiting defences to gain advantage quickly and decisively.

STR

3 X Skill Level + STR Modifier + COOR Modifier

This move allows the character to takedown the opponent, which makes the opponent miss his next attack. It also causes half damage to the opponent.

This move allows the character to make a successful attack from the prone position, such as after a takedown.

This move allows the character to attempt to disarm the opponent. On a successful Disarm, the opponent must make a successful 2X Strength roll to hang on to the weapon, otherwise the weapon flies away in a random direction.

Non-Weapon Combat

Martial Art: Brawl
Style: Hard

Governing Attribute:

Strike Damage Determination:

Special Move 1: Charge

Special Move 2: Found Weapon

Special Move 3: Roundhouse

Martial Art: Unarmed
Style: Hard

Governing Attribute:

Strike damage determination:

Special Move 1: Takedown

Special Move 2: Prone Attack

Special Move 3: Disarm



The In Harm's Way RPG

In Harm's Way: Wild Blue Role Playing Game

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

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

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

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

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

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

Constitution is the character's strength, coordination, agility, and endurance added together and multiplied times ten. The constitution has various levels which indicate how the character is doing:

The character is at peak condition, and functioning normally.

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

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

The character is really hurting. The character is Stunned, cannot be

Creating a character

Constitution

Normal

Hindered

Stunned

Critical

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woken up, and is bleeding to death at the rate of 10 points per round. The bleeding will stop if the wound is bound, another character taking one round to do so, and is defenseless while doing so.

Normal Level is 100% of constitution,

Hindered Level is 75% of constitution,

Stunned Level is 50% of constitution, and

Critical Level is 25% of constitution.

How the Levels Work

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

In Harm's Way Task Resolution

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

Initiative:

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

Chance of Success:

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

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

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

Skill Check

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

Thus STR 11 would get +10, COOR 8 would get +0, CHAR 10 would get +5, and INT 9 would get +5. A character with climb+3 and AGY 11 attempting to climb a steep rockface would have a TN of (base 45 + skill level 10 + attribute 10) 65. Further situational modifiers may be given by the GM - if the cliff is of weak shale, there might be a penalty, or if the cliff is knobbed and full of handhold and footholds, there might be a bonus.

Attribute checks are generally used when the player has no skill to properly apply to a situation, so the character's raw abilities are used to determine the target number.

Attribute Check

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

The number to multiply the attribute by is determined by the difficulty of the situation. Lifting a 20 kg block of wet ice is much more difficult than lifting the same mass properly balanced with straps or handgrips. The suggested multipliers are AttributeX1 to AttributeX5, with X1 being very difficult and X5 being moderately easy. Further situational modifiers may be given by the GM.

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

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

COOR for catching, throwing, aiming, etc.

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

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

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

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

Thus a difficult puzzle might be INTX2, a moderate notice check might be ENDX3, or an easy lifting job might be STRX5.

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Cover Check

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

Quality of Success

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

In Harm's Way Combat

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

If there is an ambush or surprise attack situation, the skill Tactics should be checked. Setting up an ambush or surprise attack requires a Tactics check and Quality of Success roll. Discovering a properly set-up ambush before walking into it requires a successful Tactics check, with the quality of success compared to that of the character setting the ambush. An END or Observe check could also be used to sense the ambush, with the quality of success -20 compared to that of the character setting the ambush.

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

Trading Points

Player characters may trade percentile points between initiative, the chance roll, and the quality roll. That is, a player may choose to delay his character's initiative in order to achieve a better percentage chance, or take a penalty on quality to speed his initiative, or take a penalty on chance to speed up initiative and increase quality. Any initiative lower than 1 goes first, any initiative higher than 120 goes last, and in case more than one character does so, the player with the

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lower total goes before the others. The penalties and bonuses must equal each other - i.e. a 40 point speed up on initiative must be balanced by penalties to the chance roll and/or quality which equal 40. The points traded must be declared before dice are rolled, except in the case of initiative.

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

For example.

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

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

For example

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

What is Damage?

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

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Ranges

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

Point Blank

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

Short

Between 2 and 10 meters.

Medium

Between 10 and 50 meters.

Long

Between 50 and 250 meters.

Far

Between 250 and 1000 meters.

Very Far

Between 1000 and 2000 meters.

A weapon's Range rating is the range at which it is normally effective

That is, at a penalty of zero. The next range higher is always at minus 40% to hit, the range after that is impossible to hit. Closer ranges give a +5% for each of the next range steps, giving a +5% to hit for the next nearer range step and +10% for the next range step closer than that.

For example

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

In a further example

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

Cover

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

25% Cover

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

50% Cover

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

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

75% Cover

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

100% Cover

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

Healing

You can't use certain skills in combination. For instance, surgery and treat work with different methods in a similar manner. Thus they cannot be used on the same person at the same time. The same holds true for drug and herbalism. **The maximum natural healing rate, therefore, is 80 points a day. This assumes normal healing (20), plus either drug or herbalism (+30), plus either surgery or treatment (+30).** Normal healing requires a minimum of seven hours of sleep per night and non-strenuous work for the duration. Without both of these conditions being met, no healing will occur.

In running a In Harm's Way game, you may find that for a given situation there are several skills which can be applicable. For instance, Jack, Joe, and Jim all need to get over a fence. Jack says he would like to use Dash and flip over it, Joe wants to use Gymnastics to vault it, while Jim wants to use his Climb skill to climb it.

Applicable Skills

All these are perfectly applicable to the situation. In many cases you will have to use your judgement as to which skill is applicable, but generous use of common sense is indicated.

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

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

Weapons and Skills

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For example

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

Prorating Damage

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

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

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

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

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

For example

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

Burst Fire

With burst fire, the weapon fires three rounds with each pull of the trigger. This gives the best compromise between ability to hit and damage. One roll of the dice is made. The first round is at -0% to hit, the second at -20%, and the third at -40%.

For example

Bob hits skin at 65%. He rolls a 35. The target number of 65 is higher than the roll, so the first round hits. The second round fired is at -20, resulting in a target number of 45, which again is higher than the roll of 35. so the second round also hits. The third round is at -40, resulting in a target number of 25, which is lower than the roll of 35, so the third round misses. Assault rifles, submachine guns, and machine guns can use Burst Fire.

Full Automatic (Suppressive) Fire

Full automatic fire is generally used to pin down the enemy in heavy cover, giving them substantial penalties in firing. It is primarily a defensive option, but if the fire happens to hit an unprotected human, the results are generally lethal. For example, a machine gun is pinning down a small group of three in a rockpile. They are safe as long as they stay under cover. If one of the three breaks cover, a roll to hit is made by the machine gunner. On a hit, 1d10 rounds hit the target.

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If full automatic fire is used against unsuspecting targets out in the open, cover rules are not used for the first round. Full automatic fire is very useful against vehicles. Submachine-gun rounds cannot penetrate any vehicle armor, while machine gun rounds can penetrate light armor. Suppressive fire can be achieved with volley fire from a group of weapons as well as a single weapon on full automatic fire.

A successful suppressive fire pins down the opponent so he can't move without risking being hit. A Quality of Success roll for the suppression can be directly applied to the opponent as a negative modifier on his Chance of Success. Half of the Quality of success is the penalty.

A machinegun is being used to suppress fire from three enemies using rifles. The suppression is successful, and the machinegunner makes a Quality of Success roll of 45. The three enemies have a negative modifier of 23 on their attempts to hit this turn.

For example

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

Grenades

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

For example

Flash/Bang grenades are designed to stun and disorient the enemy. When tossed into an area, everyone in the area must make a COOR X 1 check - or use the React skill - to cover their eyes or they will be blinded for four rounds. The bang deafens for four rounds as well. The cumulative effect if both blinded and deafened is that the enemy is stunned and defenceless for four rounds.

Flash/Bang Grenades

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

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General Knowledge and Languages

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

Categories

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

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

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

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

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

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

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

Levels of Mastery

Levels of mastery are skill levels at the multiples of +5 (+5, +10, +15, etc.) Each level of mastery gives the character repeated attempts at success. In combat, this translates to multiple attacks per round. A character with a single level of mastery gains a second attack, while one with double mastery (+10) has three attacks per round. Repeated

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attacks wouldn't mean much for - say - a biology check, so for non-combat skills, each level of mastery gains the character a re-roll if the previous roll fails.

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

For example

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

Descriptions of Success or Failure

Paula: "A 38! That's a hit! I thrust the combat knife into the scum's belly and rip down!"

For example:

Paula: "I roll for damage - a 62, plus 20 from my initiative, +10 for the sword, makes 92 total."

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

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

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

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

Complex Problems and Solution Points

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

Task units:

A player wants to reconfigure a wing hard point to carry fuel tanks, using his Aero Engineering skill. You assign - say - 500 points, and allow attempts once an day. That should draw the task out properly.

For example

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

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For example

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

Conversely, one could take longer to achieve a task, gaining consequent bonuses to chance and/or quality. Note that with levels of mastery, truly skilled people could afford to save time or improve progress much more frequently

Practicality and Honor

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

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

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

Practicality plus Honor must always equal 20. The PCs start with 10 points in each. Generally, the higher a PC's score is in any direction, the more extreme his conduct needs to be before gaining another point. The GM is the final judge here.

Troupe Play

Troupe play is highly recommended for In Harm's Way. It is the default play style, though the GM and Players may decide not to use it. In Troupe Play, the Players have more than one PC, of different types. This allows a great deal of flexibility in running the game, as it allows players to participate at different points in the command structure.

Troupe Play resolves this by having one or two PCs being their main characters, while the others play other characters, as the situation requires. We recommend that each Player have several PCs - one for each type of unit. This way, the GM can fill a party out, no matter what situation crops up.

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

Giving Notice

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

Negative Notice

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



Suggested Notice Awards



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

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

Lt. Hardy shoots down a MiG-21 on a patrol, during which he exhibits extreme bravery and saves another player character from certain death. After the patrol, while on the way back, he spots and shoots down a Su-22.

For example

The extreme bravery and saving of the other character's life happened during the course of shooting down the MiG-21, so only the highest award, for the bravery, is given. Shooting down the Sukhoi is a separate and independent action, and separate Notice should be given for that.

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

Guidelines

Action	Award
Leading a successful mass escape from captivity	200
Sinking a Capital Ship	200
Sinking a Cruiser-sized ship	100
Capturing a General Officer	100
Destroying an airfield	80
Capturing a Field Officer	50
Destroying an Important Target	50
Escaping from enemy captivity	50
Exhibiting extreme bravery	50
Shooting down an enemy Fighter or Strike Aircraft	40
Destroying an Armored Vehicle	30
Sinking a Patrol Craft or Destroyer	30
Shooting down a Transport Helo	30
Performing a successful bombing run	30

Action	Award
Forcing off a Fighter or Strike Aircraft	30
Successfully exploiting a lucky break	30
Performing a successful deep penetration mission	30
Using successful delaying tactics	30
Performing a successful Recon Mission	20
Performing a successful Escort Mission	20
Performing a successful detached mission	20
Saving another player character from certain death	20
Finding secret information	20
Performing a successful strafing attack	20
Sticking with Wingman through dogfight	15

If a PC shoots down a plane with another character or characters, each shares a proportional amount of notice, and credit for an equal share of the "Kill." If a plane is shot down without witnesses, being caught on the gun camera, or is not seen to crash, credit is given for a "Probable Kill" and half notice is awarded.

Small Notice Awards

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

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

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

Middle rank officers should never get small notice awards. They are not under the eye of their superiors, and their reports are not conducive to self-magnification. All of their Notice should come from the larger awards listed. In addition, they get 10% of the notice they give their officers.

In Harm's Way: Wild Blue Role Playing Game

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

Negative Notice

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

Toadying

Undercutting rivals is also risky. This makes enemies and foments dissension. It also can get the PC beat up or even murdered, and can lead to anger between the players. Constant or heavy use of toadying and undercutting should result in increases in Practicality at the expense of Honor.

Sometimes, the smart thing is to do the stupid thing. Treating a defeated enemy well, for example, is foolish, yet very often done. Trusting the men not to slack off is dumb. Flying into an enemy bomber in a hail of machine gun bullets is insane, yet demanded of Officers.

Doing the Stupid Thing

At the heart of this is the antiquated code of conduct known as Honor. Honorable actions are the type of romantic gesture which can astonish a modern person. Inviting an enemy plane up for single combat. Letting a disarmed enemy go home with a salute. Promoting your brother officers instead of yourself. These actions, and others like them, should be rewarded by an increase in Honor at the expense of Practicality.

Equipping your Merc



Weapons

Weapon	Damage	Skills Req	Hit Table	Range
Automatic Pistol	+15	firearms+1	kinetic	medium
Assault Rifle	+20	firearms +1	kinetic	long
Automatic Rifle	+25	firearms+1	kinetic	long
Axe	+30	melee+2	cut	point blank
Barrett Rifle	+30	firearms+1	kinetic	far
Baton	+0	melee+1	bash	short
Battle Rifle	+25	firearms+1	kinetic	long
Shoulder-Launched Rocket	+100	gunnery+2	bash	medium
Brass Knuckles	+5 to unarmed	melee+1	unarmed	point blank
Flash-Bang Grenade	Stun	melee+1	N/A	short
Combat Knife	+10	blade+1	cut	short
Crossbow	+40	bow+1, firearms+2	arrow	long
Cudgel	+0	melee+1	bash	short
Dagger	+0	blade+1	cut	short
Dart Rifle	drug+15	firearms+3	arrow	long
Flare Pistol	+40	firearms+1	kinetic	short
Grenade Launcher	See Grenades	firearms+3	See Grenade	long
Hatchet	+15	melee+1	cut	short
Heavy Auto Pistol	+25	firearms+2	kinetic	medium
Heavy Revolver	+25	firearms+2	kinetic	medium
Machete	+20	blade+1	cut	point blank
Recurved Bow	+25	bow+4	arrow	long
Revolver	+15	firearms+1	kinetic	medium
Shotgun	+35/+20	firearms+1	bash	pntblnk/short
Shrapnel Grenade	+40	melee+1	kinetic	short
Smoke Grenade	smoke	melee+1	N/A	short
Sniper Rifle	+25	firearms+5	kinetic	far
Submachine-gun	+15	firearms+1	kinetic	short
Throwing Knife	+15	blade+2, melee+2	cut	short
Lt Machine Gun	+25	Gunnery+1	kinetic	long
Hvy Machine Gun	+30	Gunnery+1	kinetic	long

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Weapon Costs

Weapon	Weapon Price	Conceal-ability	Modes
Automatic Pistol	LMC	30%	S.A
Automatic Rifle	MC	5%	S.A
Assault Rifle	Supplied	10%	Switchable
Battle Rifle	Supplied	5%	Switchable
Barret Rifle	Supplied	1%	S.A.
Axe	Poor	5%	S.A
Baton	Work Class	80%	S.A
Shoulder-Launched Rocket	Supplied	0%	T.A.
Brass Knuckles	Poor	90%	S.A
Flash-Bang Grenade	Supplied	50%	T.A.
Combat Knife	Supplied	40%	S.A
Crossbow	UMC	0%	S.S.
Cudgel	Poor	15%	S.A
Dagger	LMC	50%	S.A
Dart Rifle	MC	5%	S.S.
Flare Pistol	MC	20%	S.S.
Grenade Launcher	Supplied	0%	S.A,
Hatchet	Poor	20%	S.A
Heavy Auto Pistol	MC	20%	S.A
Heavy Revolver	MC	20%	S.A
Machete	Poor	5%	S.A
Recurved Bow	Wealthy	0%	S.S.
Revolver	LMC	30%	S.A
Shotgun	MC	5%	S.A.
Shrapnel Grenade	Supplied	50%	T.A.
Smoke Grenade	Supplied	50%	T.A.
Sniper Rifle	Supplied	5%	S.A
Submachine-gun	Supplied	15%	Switchable
Throwing Knife	MC	40%	S.A
Light Machine Gun	Supplied	0%	Switchable
Heavy Machine Gun	Supplied	0%	Switchable

S.A. = Semi-Auto S.S. = Single Shot T.A. = Throw Away Switchable = choice of S.A., Burst, or full Auto

Hit Tables

Cut Hits

Skin	Ballistic	Ceramic Plate
0	-10%	-25%

Arrow Hits

Skin	Ballistic	Ceramic Plate
0	-5%	-20%

Bash Hits

Skin	Ballistic	Ceramic Plate
0	-15%	-20%

Kinetic Hits

Skin	Ballistic	Ceramic Plate
0	-15%	-25%

Unarmed Hits

Skin	Ballistic	Ceramic Plate
0	-10%	-30%

Mode is the measure of how many strikes are made with the weapon with each actuation - i.e. each swing, each pull of the trigger, etc.

Mode

Category	Definition
Throw-Away	Not reloadable.
Single-Shot	Must be reloaded after each actuation.
Semi-Automatic	Strike once each time the weapon is actuated
Burst Fire	Strike three times each time the weapon is actuated
Full Automatic	Strike ten times each time the weapon is actuated

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Electronics/Cameras/ Communication Gear

Item	Description	Cost
Walkie Talkie	A small handheld radio transceiver	Supplied
Digital Camera	Instrument for recording pictures on film	MC
GPS unit	Instrument for Satellite Location	Supplied
Satellite Phone	A small handheld radio transceiver which connects through satellites to the phone network	MC
Laptop	Small, light personal computer	MC
PDA	Personal Digital Assistant	MC
Headset	Short-range radio ear-piece and mike	Supplied
Audio Recorder	Instrument for recording audio information	WC
Transponder	Personal locator	Supplied

Clothing and Uniforms

Item	Description	Cost
Clothing	Normal street clothing typical of the place purchased	Poor
Expensive Clothing	Increases CHAR by 1	UMC
Very Expensive Clothing	Increases CHAR by 2	Wealthy
Cold Weather Gear	Clothing designed to keep one warm in the cold	Supplied
Dress Uniform	Mercenary Company uniform for ceremonial use	Supplied
Khakis	Mercenary Company casual uniform	Supplied
BDU	Mercenary Company field uniform. Camo pattern matches the environment.	Supplied

In Harm's Way: Wild Blue Role Playing Game

Provisions and Shelter

Item	Description	Cost
Personal Tent	3-season non-airtight fabric shelter for one	LMC
3-man Survival Tent	4-season non-airtight fabric shelter for three	MC
1-man Survival Tent	4-season non-airtight fabric shelter for one	MC
Large Tent	3-season non-airtight fabric shelter for three	MC
Cold Survival Rations	Essential nutrition lightweight non-degrading meals -1 endurance per week	Supplied
MRE Rations	1200 calories per meal of various foods - Standard Army Individual Field Rations.	Supplied

Miscellaneous Items

Item	Description	Cost
Parachute	A device which uses air resistance to slow a fall	Supplied
Life Raft	An emergency 6-passenger inflatable raft	Supplied
Gas Mask	A face mask for filtering out atmospheric contaminants	Supplied
Pocket Heater	A small radiant heater for quick warm-ups	LMC
Flashlight	Portable illumination device	WC

Head and Body Armor

Item	Protection	END Penalty	Cost
Ranger Body Armor	Ballistic vs Rifle	0	Supplied
Interceptor Armor	Ballistic vs Small Arms	-1	UMC
Interceptor with SAPI	Ceramic	-2	Wealthy
Dragon Skin	Ceramic	0	Wealthy
Dyneema/Spectra	Ceramic	-1	Wealthy
Kevlar "Fritz" Helmet	Ballistic	0	Supplied
Twaron/Kevlar Helmet	Ceramic	0	UMC

In Harm's Way: Wild Blue Role Playing Game

MultiTool/Swiss Army Knife

Item	Description	Cost
The MultiTool line is a handy grouping of tools in a small form factor.		Poor
MultiTool 1	Pick any 5 tools	
MultiTool 2	Pick any 8 tools	
MultiTool 3	Pick any 12 tools	

Tool List for MultiTool

Tools	Tools
Lock Pick	Scalpel
Fish Scaler	Fork
Can/Bottle Opener	Plane
Razor	Wire Strippers
Metal Snips	Scriber
Punch	Scissors
Clamp	Ratchet
Pliers	Saw
Chisel	Small Knife
Large Knife	Fastener Driver

Pilot Issue

Item	Description	Cost
Flight Helmet	Includes mask and visor	Supplied
Nomex Flight-suit	Flame-retardant suit. Worn under G-suit.	Supplied
G-Suit	Protects up to 5 EU maneuvers	Supplied
Survival Vest	Contains survival pack	Supplied
Mae West	Flotation vest	Supplied

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Item	Description	Cost
Flight Gloves	Keeps hands warm and supple	Supplied
Penlight	Small LED flashlight	Supplied
Water Bottle	1 liter bottle	Supplied
Switchblade	With paracord cutter. Damage -10	Supplied
Wrist Chronometer	Extremely accurate wristwatch	Supplied
Silk Scarf	Protects neck from chafing	Supplied
Libelle Multi-plus or Combat Edge Flightsuit	Protects up to 6 EU Maneuvers. Replaces Nomex flightsuit and G-suit	UMC
Soldier Issue		

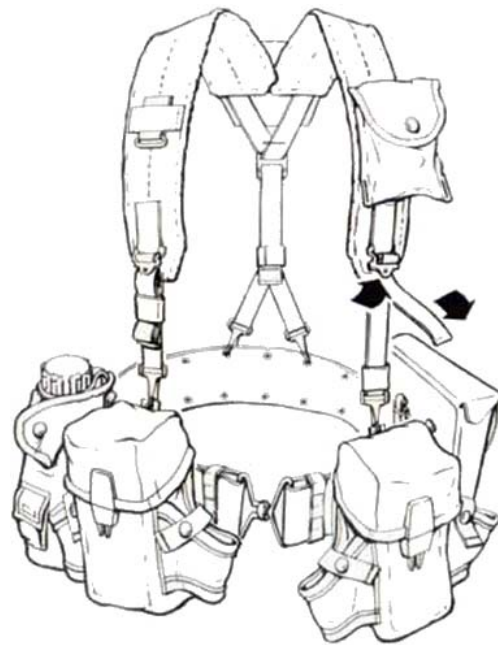
Item	Description	Cost
Ballcap	Baseball cap	Supplied
MOPP Gear	Chemical/Biohazard Gear	Supplied
Alice Harness	All-purpose Lightweight Individual Carrying Equipment*	Supplied
Backpack	For carrying equipment	Supplied
Camo Paint	For face and hands	Supplied
Monocular	Single lens optical magnifier	Supplied
Messkit	Plate, bowl, cup, and utensils in a kit	Supplied
Poncho	Attaches to another poncho to form tent	Supplied

In Harm's Way: Wild Blue Role Playing Game

Alice Harness

*The ALICE system fighting load comprises the following components:

- Belt, Individual Equipment
- Carrier, Entrenching Tool, with ET.
- Case, Field First Aid Dressing, with First Aid Kit
- Case, Small Arms Ammunition, 3 magazines, 2 grenade pockets
- Cover, Water Canteen, with 1 liter canteen
- Suspenders, Individual Equipment Belt



SpecFor Issue

G Forces

Item	Description	Cost
SCUBA	Underwater breathing tank	Supplied
Drager	Underwater re-breather	Supplied
Demo	Demolitions equipment	Supplied
Mask	Swim mask	Supplied
Fins	Swim fins	Supplied
Wetsuit	Underwater insulated suit	Supplied
Night Vision	Light multiplying goggles	Supplied
Infrared Sensors	Heat-based vision goggles	Supplied

Modern fighter aircraft can pull up to nine times the force of gravity when maneuvering. Since the average person blacks out at about 3 g and the average, trained fighter jock blacks out at around 6 or 7 g, this can be a problem. As g forces increase, a pilot's vision starts to narrow down until he or she can only see a very small angle directly ahead. This effect is called "tunnel vision". Then the pilot's ability to see color starts to go as blood drains from the head. This is referred to as "graying out". After that, vision goes completely in what is known as a "blackout". Unconsciousness quickly follows.

Pilot's counter g forces through athletic training and exercise. They learn how to tighten their abdominal muscles and other physical tricks to force the blood back up to the head. Fortunately, there are also some technical tricks that help as well. The most universal of these are "g-suits" (also called "speed jeans"). This is a set of tight leggings and an abdominal band worn over or under the flightsuit. Air bladders in the g-suit are hooked up to the aircraft. When the fighter pulls high g forces, the bladders inflate, squeezing the pilot's legs and abdomen to help keep blood in the head. A more recent development of the g-suit is the "Combat Edge" system worn by US fighter pilots. This adds a chest device to the g-suit and an air bladder in the back of the helmet that inflates to tighten the oxygen mask on the pilot's face, insuring that the pilot gets plenty of oxygen when pulling Gs. Additionally, The F-16 "Viper" was specifically designed to pull 9 Gs in air combat and the ejection seat is angled back 30 degrees to help the pilot pull those Gs

A newer development is the Swiss "Libelle Multiplus" suit. This is a tight flightsuit which incorporates a network of water-filled cells along the arms, legs, and waist. When the fighter pulls high g forces, the water naturally moves downwards, compressing the lower limbs to help force blood back up to the head. Pilots who have worn the Multiplus claim that it is much more comfortable than the older g-suit and it has the advantage of not having to be attached to the aircraft. The Multiplus has been certified for use in European MiG-29's and the Eurofighter Typhoon.

In Harm's Way: Wild Blue deals with g forces by having the pilot make an END roll. The standard g-suit protects a pilot against up to 5 Energy Units of any maneuver other than Straight. Once the Energy Unit use exceeds 5, the Pilot must make an x5 Endurance roll or suffer tunnel vision. Tunnel vision only allows the pilot to Observe aircraft between 10 and 2 o'clock, straight ahead. A second, x4 END roll must be made at 10 EU used. Failing this roll, the pilot blacks out. A third, x3 END roll must be made at 15 EU used. When this occurs, the pilot is unconscious and the aircraft goes into a spin. The pilot can recover from the effects of tunnel vision, blackout, and unconsciousness by making an x5 END roll at the beginning of the next combat turn. The Combat Edge and Multiplus anti-g systems increase the EU threshold by 1. The F-16's reclined ejection seat also increases the EU threshold by 1. This means that a Viper Driver wearing a Combat Edge system won't have to roll for tunnel vision until he or she has spent 7 EU on any maneuver other than straight.

G Suits and G Forces

G Suits, the Combat Edge Suit and the Viper Seat

Libelle Multiplus Suit

In Game G- Forces

NPCs



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

Non-Player Characters

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

Chance Met NPCs

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

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

[Ryan] Ow! This is gonna be pitiful

[GM] You splash your drink all over an attractive young lady. She screeches and her large, muscular dance partner grabs you by the collar and hauls you up on your toes! "What the hell's wrong with you, jerk! Can't hold your liquor?"

[Adam] I just stand there, staring at him.

[GM] He shouts in your face "You some kind of idiot? You wanna step outside?"

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

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

The Game Master needs to very quickly roll up a character. He wants a memorable opponent, not a standard enemy. What he needs is an **Instant Character**, just a couple of skill levels and a basic sketch of a personality. He didn't anticipate this particular interaction. He rolled twice on the following table - **Relevant Skill Level Table** - once for Brawl and once for Unarmed, getting a +1 and a +3. Then he rolled on the **Quick Stats Table**- but he didn't like the roll, a 05, so he chose a STR of 11. Finally he rolled on the last table - **Quick and Dirty Personalities Table**- and got an 06 - Brooding. He liked the result and kept it.

The Instant Character

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

The Temporary NPC

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

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

The Game Master decides to give the officer 3 more relevant skills and 10 incidental skills. He rolls 3 more times on the Relevant Skill Table and 10 times on the **Incidental Skill** table. The relevant skills in this case are important skills an army officer would have, and the incidental skills are minor skills which the Game Master decides should include climbing, riding, linguistics, and such other useful skills. The last table the Game Master uses is the **NPC Relative Wealth** table. This gives an indication of the NPC's possessions.

All these tables are there for your convenience as GM. Think of randomly rolling such things as spur to your imagination. If you decide to just pick something interesting instead of rolling, go for it! If you do roll randomly, ignore any result that is inconsistent with the setting or anything previously established about the character.

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

NPC Missions Table

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

Object of Mission Table

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

Incidental Skill Table

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

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

NPC Relevant Skills Table

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

NPC Relative Wealth Table

Roll or Choose	Result
01-09	Poor
10-20	Working Class
21-25	Working Class
26-30	Working Class
31-35	Lower Middle Class
36-39	Lower Middle Class
40-42	Lower Middle Class
43-47	Lower Middle Class
48-50	Middle Class
51-53	Middle Class
54-59	Middle Class
60-63	Middle Class
64-67	Middle Class
68-71	Upper Middle Class
72-75	Upper Middle Class
76-79	Wealthy
80-83	Wealthy
84-87	Wealthy
88-91	Wealthy
92-93	Wealthy
94-95	Rich
96-97	Rich
98-99	Extremely Rich
00	Plutocrat

Quick and Dirty Personalities Table

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



Soldiers and Airmen

Sometimes you want less complex characters, ones you can drop in most anywhere to provide opposition to the Player Characters without a lot of social interaction. In other words, sometimes you just want someone to shoot and be shot at. The following characters are generic opponents, able to be dropped into most any situation with only slight customization. The generic characters are graded from easiest to most difficult to allow you the most flexibility. Throughout this section, the term "weapon skill" is used in place of the actual weapon skill relevant to the situation. Replace this term with the skill appropriate to the scenario and go. The stat for "Brawl Combat Damage" assumes that Brawl Combat skill is equivalent to Weapon Skill.

<i>Guerrilla</i>	STR:8 COOR:8 AGY:8 END:8 Weapon Skill+2 Other Relevant Skills: Intimidate+1 Brawl Damage: +2 To Hit:50%	Full Constitution: 320 Hindered Level: 240 Stunned Level: 160 Critical Level: 80
<i>Suicidal Terrorist</i>	STR 8 COOR 8 AGY 8 END 8 Weapon Skill: +2 Other Relevant Skills: Demolition +1, Insertion +1 Brawl Damage: +2 To Hit: 50%	Full Constitution 320 Hindered Level 240 Stunned Level 160 Critical Level 80
<i>Cop</i>	STR:8 COOR:8 AGY:8 END:8 Weapon Skill+4 Other Relevant Skills: Law+1 Brawl Damage: +4 To Hit:60%	Full Constitution: 320 Hindered Level: 240 Stunned Level: 160 Critical Level: 80
<i>Air Opponent</i>	STR:9 COOR:9 AGY:9 END:9 Weapon Skill:+3 Other Relevant Skills: Pilot+2, Alert+1 Brawl Damage: +8 To Hit:60%	Full Constitution: 360 Hindered Level: 270 Stunned Level: 180 Critical Level: 90
<i>Army</i>	STR:9 COOR:9 AGY:9 END:9 Weapon Skill:+4 Other Relevant Skills: Tactics+2, Discipline+2 Brawl Damage:+9 To Hit: 65%	Full Constitution: 360 Hindered Level: 270 Stunned Level: 180 Critical Level: 90
<i>Squad Leader</i>	STR:10 COOR:10 AGY:10 END:10 Weapon Skill:+5 Other Relevant Skills: Dash+2, React+2 Brawl Damage:+10 To Hit: 70%	Full Constitution: 400 Hindered Level: 300 Stunned Level: 200 Critical Level: 100
<i>Diplomat</i>	STR 9 COOR 9 AGY 9 END 9 Weapon Skill: +3 Other Relevant Skills: Entice +3, Convince +2, Law +2, Adapt +1 Brawl Damage: +4 To Hit: 60%	Full Constitution 360 Hindered Level: 270 Stunned Level 180 Critical Level 90

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STR:10 COOR:10 AGY:10 END:10	Full Constitution:	400	<i>Marine:</i>
Weapon Skill:+6	Hindered Level:	300	
Other Relevant Skills: Dash+2, Observe+2, React+2	Stunned Level:	200	
Brawl Damage: +11 To Hit: 75%	Critical Level:	100	
STR 10 COOR 10 AGY 10 END 10	Full Constitution	400	<i>Enemy Ace</i>
Weapon Skill: +6	Hindered Level	300	
Other Relevant Skills: Pilot +5, Alert +2, Survival +2	Stunned Level	200	
Brawl Damage: +11 To Hit: 75%	Critical Level	100	
STR 8 COOR 10 AGY 10 END 10	Full Constitution:	380	<i>Femme Fatale</i>
Weapon Skill: +6	Hindered Level:	285	
Other Relevant Skills: Entice +5, Engrace +2, Observation +2	Stunned Level:	190	
Brawl Damage: +11 To Hit: 70%	Critical Level:	95	
STR 9 COOR 9 AGY 9 END 9	Full Constitution:	360	<i>Spy</i>
Weapon Skill: +4	Hindered Level:	270	
Other Relevant Skills: Adapt +3, Alert +2, Convince +2, Entice +1	Stunned Level:	180	
Brawl Damage: +8 To Hit: 65%	Critical Level:	90	

Note: The names are for illustrative purposes.

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

The Permanent NPC

Air-to-Air Combat



Modern Air Combat for Game Masters

If you are an air combat fan you probably know quite a bit about the subject, but, as with many role-playing games, not everyone is familiar with such a complicated subject. This section will try to provide guidelines to help the GM (and the Players) to run air combat in an RPG setting.

The first and most important rule to remember is, "Don't get bogged down with detail!" Air combat is complicated enough without worrying whether an F-15 carries an ALQ-130 or an ALQ-132. We have made every effort to simplify the information you will need to play. Everything you need is on the Air Combat Sheet, the Maneuvers Sheet, and the Firing Solutions Sheet. If you fill out the ACS before a game session, you're "Sierra Hotel!"

There are basically two arenas for air combat: BVR (or Beyond Visual Range) and Dogfight.

BVR combat isn't as much fun to play as a Dogfight, so the process is simpler. In many cases, the Game Master already has a set-up in mind as part of the current adventure.

The Red Devils Company is in Regretistan to provide air cover for Premier Kurik. Kurik is currently in his palace at the capitol and the Red Devils have "Dutch" and "Buzz" on CAP (Combat Air Patrol) over the city. The GM decides to have the insurgents attempt to bomb the palace with a pair of Sukhoi Fitter strike aircraft. They are approaching from the west at 4000 meters, 30 km out. The GM tells Dutch and Buzz to make Acquisition Skill rolls. If they are successful, the Red Devils pilots can engage the Fitters at 30km. If not, the GM will let them close to 15km before letting the Red Devils try to Acquire them again- taking account of their CAP orbit bringing their radar around to the west again.

The GM can also roll randomly to set up the opposing aircraft. Once the players have stated where their planes are (including facing, speed, and altitude), the GM rolls d% for distance in kilometers and rolls d% again for direction of the enemy; 1-25=north, 26-50=east, 51-75=south, and 76-00=west. The bandits will be at speed 20 or less and at altitude 15 or less.

The BVR game is essentially a hide-and-seek missile joust. Once Acquisition has been achieved, the fighters can fire BVR missiles (SAR and AR radar-guided weapons), providing the ROE (Rules of Engagement) allow it. After missile fire has been conducted and resolved, the fight contracts down to Dogfight ranges.

Don't sweat the details

Combat Arenas

BVR (Missile) Combat

Example:

Random BVR Setup

Hide and Seek with Missiles

Acquisition

Acquisition refers to the various sensors an aircraft uses to locate other aircraft. These include radar, infrared scanning and tracking (IRST), and optical devices such as TISEO, TVSU, and even rifle scopes. Acquisition is intended for ranges out to 350km, varying according to the aircraft type. Acquisition is also modified by how easy it is for the operator to use the system. The result is a bonus to the pilot's Acquisition Skill and may be further modified by the size of the aircraft being searched for and by the situation. Acquisition is listed with the Aircraft Data by bonus, type, and range. The F-15C Eagle has +12 Radar 60 for example (12% bonus radar to 60km range). Most fighters have a 15% or less bonus. Higher bonuses are for AWACS and GCI.

RADAR

Radar is active acquisition and the target automatically knows when radar is searching and from what general direction (by quadrants: Forward, Aft, Right, and Left) the acquisition radar lies.

Passive Acquisition

IRST, TISEO, and TVSU are passive and do not alert the target to the search. There are exceptions and these are noted in the Aircraft Data. Infrared, TVSU, TISEO and rifle scope acquisition has a max range of 20km. An Alert Skill roll (visually spotting the target) may be performed out to 15km or less. When a crewman attempts an Alert roll to visually spot another aircraft, there is a plus 10% bonus if radar has already acquired the target.

FLIR vs IRST

FLIR, or Forward Looking InfraRed, is not the same as IRST, InfraRed Search and Track. IRST is a passive Air to Air target acquisition sensor system, like RADAR. FLIR is used for Air to Ground targeting and Nap-Of-the-Earth terrain following only.

Fighter RADAR vs AWACS

Fighter acquisition only searches to the front from 10 to 2 o'clock. AWACS and GCI systems search in all directions. Even if the acquisition succeeds, rules of engagement (ROE) may require the searcher to visually identify the other aircraft as an enemy before being allowed to fire.

Example Acquisition

An F-15C Eagle driver is on CAP (Combat Air Patrol) over the desert. His Acquisition Skill is 50 and his fighter's acquisition bonus is +12. The player rolls d% and gets 74. The player thinks he's failed, but the GM is aware that a Su-27 Flanker is 30km away and the Su-27 has a size of +12. The total is exactly 74 ($50+12+12=74$). The GM says, "A blip appears on the radar scope at 30km and you can see a radar box forming on your HUD (Head Up Display). This is pretty close to 12 o'clock and a diamond pops up on the HUD indicating a valid shoot for the F-15's AIM-120 AMRAAM missiles. Unfortunately, the ROE requires visual confirmation, so the Eagle driver goes to afterburner to close with his target. At 15km the player makes an Alert Skill roll. The pilot has an Alert Skill of 55. This is added to the Su-27's size of +12 and there is a bonus of +10 because the Flanker has already been caught on radar ($55+12+10=77$). The player rolls d% and gets 42, easily spotting the Flanker in his HUD view. He calls, "Fox One!" and squeezes off an AMRAAM!

When firing an air-to-air missile against a regular NPC opponent, the PK of the missile (modified for ECM, Chaff, or Flares, as well as Plan and Elevation Fire Solutions), is the chance of a Kill. In other words, if a missile hits, the plane is shot down.

This does not apply to Player Characters or Leading Villain Non-Player Characters. In their case, if a hit is scored apply the damage listed for the missile plus a roll of d%, just as with cannon fire.

A MiG-29 Fulcrum flown by Vixen (a PC) fires an R-60 Aphid IR missile at an F-4E Phantom II flown by Hassan the Assassin (an NPC). Vixen fires at the Phantom's 6 o'clock at the same altitude. Hassan fires flares to distract the Aphid. The PK of an R-60 Aphid is +30, 6 o'clock is +10, the Phantom is Size +10, flares are -10 for a total TN of 40. Vixen's player rolls d% and gets 25. The Aphid tracks the F-4E and explodes. Hassan and his WSO punch out of the tumbling wreckage.

Hassan's wing leader is the infamous Prince Mustafa, flying another Phantom. Mustafa fires an AIM-9L Sidewinder at Vixen's MiG from 2 o'clock. The AIM-9L has a PK of +35, the Fulcrum is +8, 2 o'clock is -10, Vixen fires flares for -10 for a total TN of 23%. The GM rolls d% and gets 10! The Sidewinder explodes near Vixen's MiG-29 and the GM rolls the d% again getting 57. Added to the AIM-9's damage of +60, the MiG takes a total of $117/10=11.7$ rounded down to 11 hits. The Fulcrum has armor of 3, reducing the damage to 8. Vixen's MiG loses the first row of Constitution (Full) and 3 of the next row and is now Hindered, forcing all of Vixen's rolls to now be at -20.

After a missile has been fired, and the opposing pilot is aware of the firing, the target plane has one last attempt to get away by an immediate violent maneuver that changes the plane's aspect ratio. The missile must reroll it's PK with the new firing solution in order to hit.

To detect a missile a pilot must make an Alertness roll modified by his aircraft's observation modifiers. If the missile has radar guidance, add +10 to the Alertness TN to reflect Radar Lock-On.

Example: Vixen's MiG-29 has a Sidewinder attacking. Vixen's Alert Skill is 75. The Sidewinder is coming in from below her so it is -20 to be spotted, reducing the TN to 55. Vixen's player rolls d% and gets 68. She does not spot the missile and has no chance to make a final evasive maneuver against it.

Missile Combat Damage

Example Missile Damage

Avoiding Missiles by Maneuver

Special Aircraft Attributes

VTOL and Stealth are special attributes for some aircraft.

VTOL

With VTOL, the pilot can bring the machine to a stop and rotate to face any heading before moving on. It takes ALL but one of the machine's Immediate energy to hover. The single extra energy may be used to rotate, move 1, or change altitude. VIFFing has been figured into the aircraft's maneuver numbers.

Stealth

Stealth gives the aircraft a -80 to Radar search andIRST search, unless the machine is carrying external ordnance, in which case the Stealth attribute does not work.

Stealth Example

Vixen is flying a MiG-29 and attempts to lock on to an F-22A Raptor flying nearby in Kuwait. The Fulcrum has radar of +8. Vixen has Acquisition Skill of 65. The Raptor is Size 10 and has Stealth -80. The total DN is $8+65+10-80=3$. Not too bad, 3% chance to find the F-22. Good Luck, Vixen! The Raptor already has Vixen's Fulcrum locked up, but she doesn't know it because the Raptor's radar cycles through many frequencies per second when active. If we assume an average Raptor driver with Acquisition Skill of 60, the total DN is $12+60+9=81\%$.

The Raptor pilot rolls a 63 and lock's up Vixen's MiG. He fires an AIM-120 Slammer with a PK of +55. $55+9=64\%$ chance to hit. Vixen spots the missile coming in (Alert Skill of 75%, roll of 32) and triggers off chaff. The percentage drops by 10 to 54%. The GM rolls d% and gets 11. The AMRAAM explodes close to the MiG and does $70+29=99$ damage. $99/10=9.9$. The MiG-29 takes 9 hits, reduced to 6 by armor. 6 hits puts the MiG in Hindered condition, damaged enough to have a -20 to all subsequent rolls.

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

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

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

Using afterburners triples your fuel burn rate. For each EU placed in the Immediate box above your normal maximum burn, two EU are wasted.

Buzz cuts in afterburners to cut down the range to his acquisition. Each turn he uses 28 EU of fuel - 10 from normal thrust go into Immediate, 6 from Afterburners go into Immediate, and 12 from afterburners is wasted.

This is the energy you have available right now. You must use all energy units in your Immediate box before the turn ends. **All energy for maneuvers must be taken from the Immediate box.**

This is energy stored as altitude. Each energy marker is worth 1000 meters/yards of altitude. **To make this energy available for maneuvering, you have to make some type of dive.**

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

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

Using the ACS

Burning Fuel

Afterburners

Afterburner Example

Immediate Energy

Potential Energy

Maneuvering Energy

Firing Solutions

AWACS and GCI

If there is one single factor that has led to the United States' dominance of the air, it is the AWACS (Airborne Warning And Control System). The three most well-known AWACS systems are based onboard the Boeing E-3A Sentry, the Grumman E-2 Tracker, and the Beriev/Ilyushin A-50 Mainstay. Each of these aircraft are dedicated electronic platforms, orbiting at the edge of a battle area, monitoring the airspace with the help of massive radar "saucers" mounted above the fuselage. Controllers sit at consoles aboard the AWACS and handle intercepts and coordinate all aerial operations. The Sentry is the best of these, followed closely by the Mainstay and the Tracker.

How to use AWACS

The enormous price and secrecy of these aircraft almost certainly keeps them out of the reach of a private Mercenary Company and most nations. However, it is possible that a host country may have such a system available to help the Company during an air operation and it is also possible that a major nation might lend AWACS support to a Mercenary Company if the mission they are on is in the interests of that nation.

GCI

GCI (Ground Controlled Intercept) is much more common and available to a Mercenary Company. This is a dedicated radar and control system, usually located near or on an airbase (often taking advantage of the traffic control radar systems already available). The controllers use the radar to monitor the airspace above and around to watch for approaching enemy aircraft. Working with friendly fighters on CAP (Combat Air Patrol), the GCI controllers direct intercepts and warn of attacks to defend the base and other friendly territory.

AWACS and GCI in the Game

In Harm's Way: Wild Blue handles AWACS and GCI in much the same way as Acquisition is handled for fighter planes. Assume that the controller NPC's have at least 50% Acquisition Skill (though some, special NPC's might have more).

E3A Sentry AWACS +20 Radar 200km

E2A Tracker AWACS +15 Radar 100km

A-50 Mainstay AWACS +18 Radar 200km

Ground Controlled Intercept +20km Radar 50km

For Example

An E3A Sentry is orbiting over Kuwait, supporting a Blue Hammer mission over the Republic of Bashan. Spook and Areille (callsign Hammer) are on CAP over Bashan City, protecting the meeting of Bashan's Parliament today. The United States has decided to help protect Bashan's government by lending this aid. Lieutenant Shari Wells is on duty at her console, scanning the Bashan sector. Her Acquisition Skill is 50%. The GM has a pair of Nanchang A-5 Fantans approaching Bashan City in an attempt to bomb the Parliament building. The Sentry has radar +20. Wells has Acquisition 50, the Fantans are Size +7. $20+50+7=77$. The d% rolls for Lt. Wells are 38 and 92. Wells spots one of the Fantans, but misses the other for some reason (possibly one striker is in the radar shadow of the other).

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The computer-generated console display shows the relative position and vectors of Hammer Flight and the bandit. It also provides an ID for the bandit, based on its radar return. Lt. Wells immediately alerts Spook and Areille over the radio.

"Hammer Flight, this is Disco. I have trade for you as follows: One bandit at your 2 o'clock, 75 miles at 2 angels (2000 feet off the ground and 75 miles from Spook and Areille's current position). Bandit is an Alpha Five Fantan. Do you copy, over?"

Spook responds: "Disco, Hammer Lead copies. Thanks for the heads up. Hammer is Judy (taking over the intercept), out!"

Spook and Areille's fighters bank sharply to the right and dive for a head-on intercept of the Fantan.

A SAM (Surface to Air Missile) launch is the biggest threat a modern strike pilot faces when approaching a ground target. SAM's range in size from small, shoulder-launched weapons (such as the Stinger or the Grail) to large, telephone pole-size missiles (such as the SA-3).

The shoulder-launched SAMs come in disposable launch tubes and are guided by the operator locking onto an aircraft by infrared or laser. The warheads are necessarily small, but can easily disable a target helicopter or fighter plane. When the operator fires, the SAM is blown out of the launch tube by compressed air and travels some distance away before the rocket motor ignites, keeping the operator from being hurt by the back-blast. Such missiles necessarily have a very short range. Some armored cars may carry box launchers of 4 or more of these small SAMs and they have been employed as a helicopter's air to air armament.

Medium-sized SAMs (such as Roland, HAWK and Rapier) are usually mounted on trailer launchers or small vehicles, including trucks and armored track machines. There may be a separate radar system for tracking and locking on to an aerial target. The warheads are much larger- similar to those used by air to air missiles.

Large-sized SAMs (such as SA-3, SM-3, SA-6, and Patriot) are sophisticated systems with separate launchers and radar command trailers. The Patriot system, for example has a tracked box launcher and a separate tracked control vehicle. Some of the more elaborate SAM systems, such as the SA-3 Gainful will have a central command and radar vehicle with six widely separated launchers placed in individual revetments- helping to minimize the damage of an attack on the SAM site.

Wild Blue treats SAMs in much the same way as the rules for air to air missiles. Each SAM has a listed PK (Percentage of Kill) and a damage bonus when fired against character-flown aircraft. There are also limits on altitude and range that the SAM may engage within.

Surface to Air Missiles (SAMs)

Shoulder Launched

Medium SAMs

The Big Boys

SAMs in the Game

In Harm's Way: Wild Blue Role Playing Game

Small SAM Guidance

Small SAM's don't need a radar to guide them. They track the target based on the heat it gives off or are guided by a laser beam controlled by the operator. A d% roll is made against the SAM's PK, modified by the aircraft's Size, aspect, flares, and if it is in Afterburner. An additional modification can be made if the aircraft maneuvers sharply

Radar-guided SAMs

Radar-guided SAMs are guided to the target aircraft by a reflected radar beam from the ground. A SAM operator has to be careful, however, because a "Wild Weasel" configured (anti-SAM) fighter may be nearby and fire a HARM missile. This missile follows the radar beam back down to the SAM site and explodes, destroying the radar and the command vehicle with a TN of 80 as long as the radar is still on. A radar-guided SAM may be launched without a radar to guide it, but has little chance of hitting (-30 penalty). As with the smaller SAMs, there is a PK to be rolled for, modified by the size of the target, aspect, chaff, ECM and violent maneuvers.

For Example

Tex Carson is in his F-16 "Viper", flying over the desert at altitude 5. Khamsin's rebel army has set up an SA-3 Gainful SAM site at the oasis. This is a central command vehicle surrounded by six SA-3 launchers. The GM tells the Tex that a SAM has been launched at him and describes the long, telephone pole-like missile shooting up off the ground, trailing white smoke.

Tex immediately declares that he is firing chaff and performing a break turn into the missile. The GM smiles as the Gainful screams past the Viper without detonating- there had been no radar powered up! The Viper has now used up some of its precious Immediate Energy Units. The GM says, "Suddenly, your warning lights come on and an alarm sounds. SAM radar is tracking your fighter and another SAM has been launched!" This time it's for real and the SAM is obviously tracking the Viper.

Tex declares more chaff and breaks again, now flying directly towards the oncoming missile. An SA-3 has a PK of 10. An F-16 is Size +7. The missile is headed for 12 o'clock, +10. Chaff has been fired, -10. The chance to hit is 17% ($10+7+10-10=17$). The GM rolls d% and gets 32. The SAM misses and explodes harmlessly nearby. Meanwhile, Tex's wingman, the Tabasco Kid is configured as a "Wild Weasel". He fired a HARM at the SA-3 site just after the missile. It wasn't soon enough to stop the SA-3 from trying to hit Tex, but now (with a d% roll of 19) follows the radar beam down and slams into the command vehicle and explodes, rendering the SAM site useless.

The Dogfight game occurs at visual ranges. While we use the term "Dogfight", combat at Far and Long ranges can be very similar to BVR combat; that is, stand-off missile launches. The hallmark of the Dogfight, however, is the excitement of maneuvering combat with opponents jockeying to get on the other's "six".

If the fight began at BVR ranges, the results of that part of the battle dictate the set-up for the Dogfight. Usually this means that the opponents start out at 12 o'clock- nose to nose with each other at Far range. If one of the combatants has managed to get to dogfight range without being Acquired, the Dogfight might begin with one aircraft on the other's 6 o'clock (tail) position (this is also called a "bounce"). If the defending player fails to make their Alert Skill roll, the battle might be all over with the first shot.

The Dogfight can also be set up randomly. This is done by the player rolling against Alert Skill. If the roll fails, the other aircraft is on the player aircraft's 6 o'clock. For each 5% or less success rolled better than the player's modified Alert Skill, the opposing aircraft is shifted by one clock number away from 6. The process is repeated for the opposing aircraft to determine its orientation. Such random dogfights begin at Medium range.

Buzz is flying his F-4E Phantom II low over the desert. The GM has an F-7 Airguard pop up out of a canyon to try to bounce the Rhino (nickname for the F-4). Buzz has Alert Skill of 65 and the Airguard is Size +7 for a total Alert difficulty number of 72. Buzz rolls d% and gets 48. $72-48=24$. $24/5=4.8$ which is rounded down to 4 clock directions. The GM puts the attacking Airguard on the Rhino's 2 o'clock at Medium range. Now the GM checks the F-7 pilot's Alert Skill (55) plus the F-4's Size of +10 to roll against 65. The GM rolls d% and gets 83. Since this is a failed Alert Skill roll, the GM rotates the Airguard so that its 6 o'clock points towards Buzz's Rhino. Fight's On!

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

Put ACS in document protectors and write the fuel amount. Use chips to represent EU's as they are used.

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

Dogfighting

Setting up a post-BVR Dogfight

Setting up a Random Dogfight

Example:

Setting up the Players

Suggestion

Calculating the proper amount of fuel

Combat Maneuvers

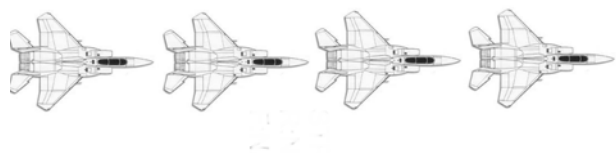
Maneuvers have varying costs in energy. Some maneuvers require a Pilot skill check, possibly with a penalty. Each maneuver which requires a Pilot skill check has consequences if the check is failed. Any number of Maneuvers may be combined in a turn, but any type of Climb ends the turn. A failure on a maneuver still uses the energy points allocated to it. Most Dogfight Maneuvering occurs at Close and Point Blank ranges. Performing a barrel roll at Long range is visually impressive, but won't do much good when it comes to keeping an opponent off of your 6

Straight Line Flight

For every energy unit expended in straight line flight, a fighter will go 1000 meters. In general, a straight maneuver will take a fighter towards or away from opposing jets by two kilometers per EU used.

STRAIGHT- R:N/A F:N/A

The aircraft flies straight and level. This costs 1 energy and moves the aircraft 2 per EU used.



Climbs

Type	Roll	Energy
Standard Climb	No Roll	Move X EM
Immelman	-0	Move X EM

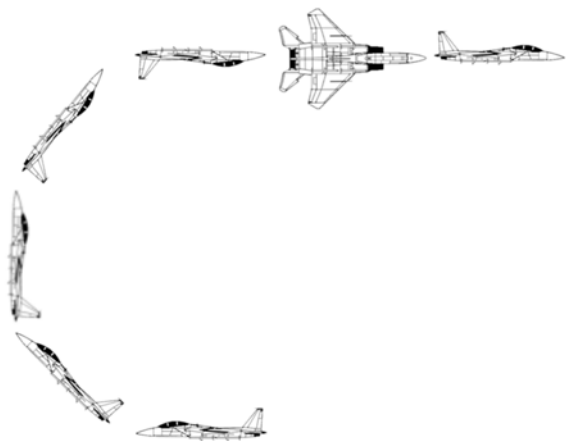
CLIMB: R:N/A F:N/A

The aircraft changes altitude, adding energy from Immediate to Potential (representing increased altitude). The aircraft may CLIMB as many levels as was put into Immediate from Fuel this turn. A CLIMB is the last maneuver an aircraft performs during a combat turn and signals the end of that aircraft's movement.



The IMMELMAN is a half loop up combined with a half roll at the top, which puts the airplane above its previous position and on a different course. It requires a Pilot skill check with no penalties. Failure results in a STALL. The plane can rotate in the vertical portion and change the direction of it's ultimate course.

IMMELMAN: R:-10 F:STALL



Dives

Type	Roll	Energy
Dive	No Roll	+X EM
Split S	-10	X+2 EM

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

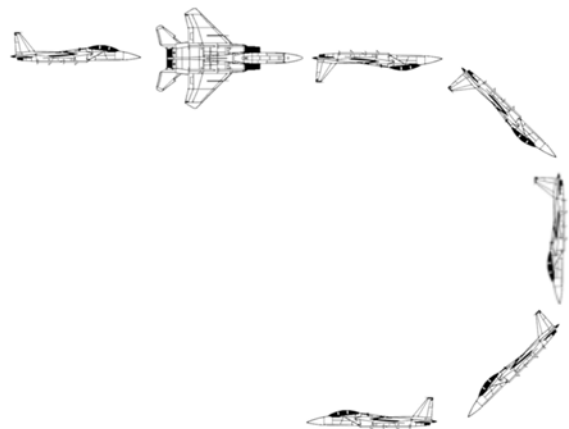
The aircraft changes altitude, taking energy from Potential and putting it into Immediate where it can be used to perform other maneuvers. The aircraft may not dive more than its altitude, unless you want to bore a hole in the ground, or more than enough to put the plane at max speed.

DIVE: R:N/A F:N/A



SPLIT S: R:-10 F:SPIN

A Split S is a Half Roll combined with a Half Loop Up. which because of the inverted position, goes down, with the plane ending up the number of energy markers gained below its original position, and facing in an arbitrary direction. The plane can rotate in the vertical portion and change the direction of it's ultimate course. A Pilot skill check is needed at a -10 modifier. A failure results in a Spin halfway through, one energy marker down and ahead of its initial position.



Roll Maneuvers

Type	Roll	Energy
Roll	+0	-1 EM
Half Roll	+0	-1 EM
Rock	No Roll	-1 EM

HALF-ROLL- R:-0 F:ROCK

The aircraft inverts, rolling over on it's back (or upright). A Pilot Skill roll must be made and a failure means that the aircraft performs a ROCK instead. This costs 1 energy to perform.



ROCK- R:N/A F:N/A

The aircraft rolls up on its left or right side and then rolls back to its original position. This can be useful to do what pilot's call a "Belly Check" to see if there are any enemy aircraft below them. This maneuver costs 1 energy to perform.



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The aircraft snap rolls around its long axis, turning upside down and then back up again. A Pilot Skill roll must be made and a failure means that maneuver turns into a HALF-ROLL instead. This maneuver may also be used to perform a "Belly Check" and costs 1 energy to perform.

ROLL- R:-O F:HALF-ROLL



Turns

Type	Roll	Energy
Turn	No Roll	-1 EM
Break	No Roll	-X EM
Skid	-15	-1 EM
Slip	-10	-1 EM
Spin	--150	-2 EM
Stall	-10	-2 EM

The aircraft performs a 45 degree right or left turn. This costs 1 energy.

TURN- R:N/A F:N/A



The aircraft makes a 90 degree right or left turn. Energy costs vary per aircraft and is listed on the ACS.

BREAK- R:-O F:Spin



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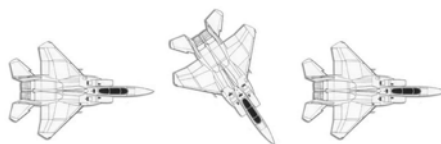
SLIP- R:-10 F:SKID

The aircraft rolls up on one wing to the left or right and slides sideways, coming out on the original heading, but displaced to the side. A Pilot Skill roll is required to perform the maneuver at -10% and a failure results in a SKID being performed instead. A SLIP costs 1 energy.



SKID- R:-15 F:SPIN

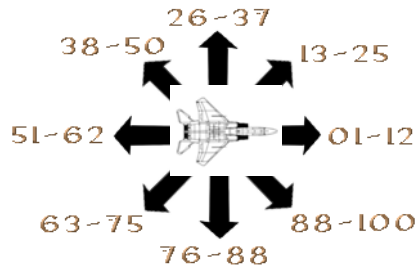
The pilot kicks the rudder pedals to swerve the aircraft sharply to the right or left and then returns to his original heading. This is potentially dangerous and requires a Pilot Skill roll at -15%. Failure can cause the aircraft to go into a SPIN. This maneuver costs 2 energy.



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This is not a maneuver a pilot usually goes into on purpose. It usually means that the pilot has failed to perform a maneuver and his aircraft is now out of control - see below..

SPIN- R:-15 F:SPIN -2E



The aircraft loses 2 energy from Potential (diving 2 levels) and faces in a random direction. To pull out of the spin, a Pilot Skill roll must be made at -15% or the aircraft continues to spin.



This maneuver is usually the result of failing some other maneuver. Not as out of control as a SPIN, the Stall is a condition where the aircraft loses so much airspeed (for the angle it is attempting) that the wing is no longer providing lift. The aircraft descends 2 energy from Potential and a Pilot Skill roll must be made at -10%. Failure means the aircraft continues to STALL. To recover from a STALL another Pilot Skill roll must be made.

STALL- R:-10 F:STALL -2E



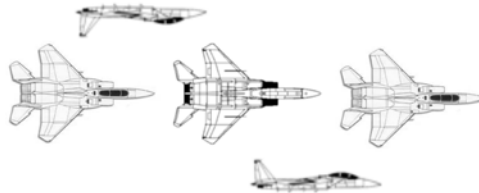
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Up-and-Down Maneuvers

Type	Roll	Energy
Barrel Roll	-15	-3 EM
Cobra	-15	-4 EM
Lag Roll	-15	-2 EM
Yoyo	-15	-0/-3 EM
Kulbit	-20	-5 EM

BARREL ROLL- R:-15 F:STALL

The aircraft pulls up and rolls over until it returns to its original heading and altitude. This is a maneuver designed to reverse the advantage with an opponent on your six, when properly executed. It requires a Pilot Skill roll at -15% and failure means the aircraft goes into a STALL maneuver. It costs 3 units of energy to perform.



COBRA: R:-15 F: STALL

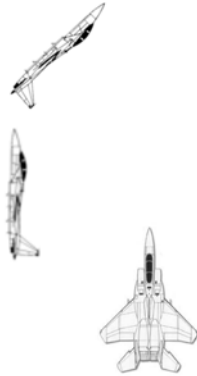
The aircraft pulls up to a 90-120 degree angle of attack while staying on the same forward course and altitude before dropping back to normal flight. The COBRA is a maneuver designed to effectively stop the forward motion of the plane while an attacker on your six zooms past, then drop down on his six. This requires a pilot skill check at -15. Failure puts the plane in a STALL. The COBRA costs 4 energy markers to perform.



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This is similar to the BARREL ROLL, but is an aggressive maneuver intended to keep an attack aircraft behind a sharply turning opponent. The aircraft rolls up to the right or left, sliding to the opposite side. From there the aircraft pulls in the direction of the opponent. This requires a Pilot Skill roll at -15%. Failure results in a SKID maneuver. This maneuver costs 2 energy to perform.

LAG ROLL- R:-15 F:SKID



A Low Yoyo, or Zoom, starts as a shallow dive and turns into a shallow climb back to the starting altitude. It is usually combined with a break or turn. Pilot skill check is needed at a -15 penalty. The plane ends up with no loss of speed, but taking longer for an apparent loss of speed. If successful, no extra energy marker is lost. A failure results in a loss of three energy markers and a STALL.

***LOW YOYO: R:-15 F: STALL
-3E***



A High Yoyo starts as a shallow climb and turns into a shallow dive back to the starting altitude. It is usually combined with a break or turn. Pilot skill check is needed at a -15 penalty. The plane ends up with no loss of speed, but taking longer for an apparent loss of speed. If successful, no extra energy marker is lost. A failure results in a loss of three energy markers and a STALL.

***HIGH YOYO: R:-15 F: STALL
-3E***



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KULBIT: R:-20 F:STALL

Like the COBRA, the plane pulls up to a 90 degree angle of attack, but then keeps going back, flipping the plane into a tight backward summersault, and resuming forward flight on the same course as before. Like the COBRA, it can be used to swap sixes with an attacker. It can also be used to attack backwards during the tumble. The KULBIT requires a Pilot skill check at -20, failure resulting in a STALL. The KULBIT costs 5 energy markers to perform.



Combined maneuvers

You can combine maneuvers by adding together the Pilot skill check modifiers and the energy marker cost. Some common combinations:

Chandelle: Turn + Climb

Wingover: Turn + Dive

Half Cuban Eight: Climb + Turn + Dive

To Dogfight or not to dogfight?

Not all aerial combats are dogfights. Most contests are resolved in BVR Combat. Don't worry about using the dogfighting sheet for every little combat. Just allow the fighters to do what they want, remembering to make any skill checks required, and tell the players to delete an appropriate number of energy counters at the end of the combat. Fighters use far less energy in a BVR attack than on dogfighting. No more than 10 energy units need be wasted on a typical BFR pounce.

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

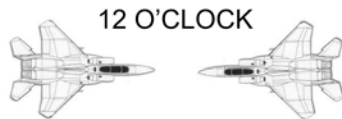
Firing Solutions

Plan Solutions

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

A: 12 O'Clock

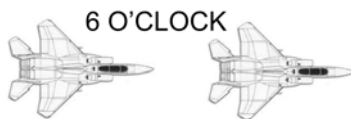
This gives a +10 bonus to the Gunnery rolls involved.



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

B: 6 O'Clock

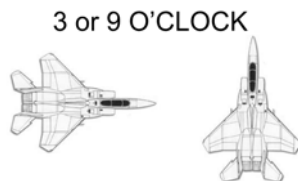
This gives a +10 bonus to the Gunnery rolls involved.



In an 3 or 9 O'Clock solution, one plane is passing in front of the other at a 90 degree angle.

C: 3 or 9 O'Clock

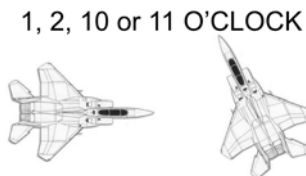
This gives a -20 penalty to the Gunnery rolls involved.



In a 1, 2, 10 or 11 O'Clock solution, both planes are heading towards each other, but one is at a wide angle to the other.

D: 1, 2, 10 or 11 O'Clock

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



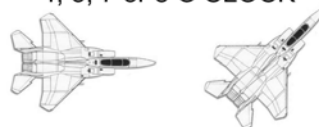
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E: 4, 5, 7 or 8 O'Clock

In a 4, 5, 7 or 8 O'Clock situation, one plane is approaching the other from the rear, but at a sharp angle.

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

4, 5, 7 or 8 O'CLOCK



Elevation Solutions

1: On The Level

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

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

ON A LEVEL



2: 90 Degree Oblique

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

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

90 DEGREE OBLIQUE



3: Sharp Oblique

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

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

SHARP OBLIQUE



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Range Solutions

Close Range is within 100 meters/yards.

I: Close Range

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

Short Range is between 100 and 200 meters/yards.

II: Short Range

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

Medium Range is between 200 and 400 meters/yards.

III: Medium Range

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

Long Range is between 400 and 900 meters/yards.

IV: Long Range

This gives a -20 to all Gunnery rolls involved.

Far Range is between 900 and 1200 meters/yards.

V: Far Range

This gives a -40 to all Gunnery rolls involved.

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

Maneuver and Stability

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

To go over your plane's ceiling, waste 1 extra fuel per 1000 meters over your ceiling, cumulative, per turn. To stay at that level, waste that many plus the markers over the ceiling per turn at that altitude.

Climbing past your ceiling

Example: Your plane is at Potential 18, its ceiling, and you need to get to Potential 20.

Push one fuel token from Available to Potential, and waste one extra fuel token to get to Potential 19.

From Potential 19, push one fuel token from Available to Potential, and waste two more extra fuel tokens to get to Potential 20.

Each turn at level 20, you must waste 5 fuel tokens to maintain that altitude, 2 for Potential 19 + 3 for Potential 20.

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Figuring out Bonuses and Penalties

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

Example:

The Plan Solution is 6 O'Clock (+10,) the Elevation Solution is Sharp Oblique (+10,) and the Range Solution is Close Range (+10.)

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

Example:

The Plan Solution is 12 O'Clock (+10,) the Elevation Solution is 90 Degree Oblique (-10,) and the Range Solution is Medium Range (-10.)

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

Example:

The Plan Solution is 4, 5, 7 or 8 O'Clock (-10,) the Elevation Solution is On The Level (0,) and the Range Solution is Long Range (-20.)

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

Observation and Alertness

Observation

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

Alertness

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

Modifiers

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

Abstract Positioning Method of Dogfighting

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

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

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

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

Breakup:

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

Advantage:

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

Mix-up:

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

Advantage:

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

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

Possible outcomes are:

Front plane fails Maneuver:

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

Following plane fails Observation check:

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

Following plane fails Pilot check:

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

When one plane climbs

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

When one plane runs out of energy

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Enhancing a firing solution

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

Effects of damage

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

Lucky Shots

In every battle there is the chance that one single shot can change the pace of the battle. Each result can only happen once per battle, and should be checked off when chosen. A Lucky Shot occurs when the target number is hit exactly. Roll a quality of success with no modifiers and refer to the chart below.

Result	Check	Effects
Pilot Killed	96-100	The pilot of the airplane is killed.
Pilot Hit Bad	86-95	The Pilot is hit and takes d%+ two times weapon rating damage
Perfect Shot	71-85	A perfect hit! Do maximum damage and triple it.
On Fire	66-70	The tank is hit, and the airplane catches fire, with the plane taking 3 boxes of damage per round.
Crushing Blow	61-65	A beautiful hit! Do maximum damage and double it.
Pilot Hit	56-60	The Pilot is hit and takes d%+ weapon rating damage.
Wing Sheared	26-55	A wing is partially torn off, and the airplane is unable to maneuver other than Dive, Climb, Turn, and Straight. It must be nursed back to base.
Engine Out	16-25	One of the plane's engines stops cold. If there are two engines, thrust is halved. If not...
Landing Gear Shattered	06-15	The airplane's landing gear has been hammered, and the plane cannot land without Pancaking.
Wing Shot Up	01-05	One of either wings is shot up. The airplane loses most of its lift and must get back to base and land at -40 or crash.

In Harm's Way: Wild Blue Role Playing Game

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

Crash Landing

Result	Check	Effects
Disaster	96-100	The pilot of the airplane is killed and the airplane is destroyed.
Smashed	86-95	The airplane is smashed up, destroyed, and the pilot takes d% X 5 damage.
Pinwheel	71-85	The wing hits the ground first and the airplane pinwheels along the ground, taking d% X 3 damage. The Pilot takes d% X 4 damage.
Pancake	66-70	The landing gear breaks on landing and the airplane skids along on its belly, taking d% X 2 damage. The Pilot takes d% X 3 damage.
Crunched	61-65	The airplane is crumpled and destroyed, but the pilot only takes d% X 2 damage.
Nose Over	01-60	The airplane tips over on its nose, plowing up runway and doing d% damage. The pilot takes d% damage.

When your plane is smoking, you basically have three options: Nurse it back to base and hope you can get it on the runway safely; Ride the wreck down to the ground and hope you survive the crash; And last, but not least, eject.

PUNCH OUT!

Modern fighter and strike aircraft are equipped with rocket-propelled ejection seats. The pilot wears a harness which is attached to a parachute already in place in the seat. Then he is buckled into the seat before takeoff, pulling the pins that arm the seat's pyrotechnics. If the pilot needs to eject, he grasps handles (known as "loud handles") and pulls up sharply or in some cases grabs handles over his or her head and pulls down, yanking a section of canvas over his face and activating the ejection seat. In less than a second, explosive bolts fire, the canopy is jettisoned, the pilot's feet and legs are yanked back against the seat, and a rocket motor fires, propelling the pilot and seat violently out of the aircraft.

Ejection Seats

In Harm's Way: Wild Blue Role Playing Game

Dangers of Ejecting

This is not a safe thing to do. The force of the ejection can severely injure a person's neck and spine and flailing limbs can be mangled by cockpit protrusions on the way out. As soon as the seat has cleared the aircraft, it automatically stabilizes. At a predetermined moment the seat restraints unfasten and the pilot is pushed away. Another charge opens the parachute and the man or woman descends to the ground, breathing from a small bottle of oxygen if the ejection occurred at high altitude. If everything goes well, the crewman soon hits the surface. If the landing is in water, the pilot can inflate their 'mae west' flotation vest and possibly a small life raft, awaiting a water rescue. He or she will also be carrying flares, a pistol, bottles of water, a survival kit, and a rescue radio/strobe beacon combination. If the landing is in behind the lines, the pilot will need to immediately secure the parachute and prepare to evade the enemy long enough for SAR (Search and Rescue) to come get him.

The Pick-up

If he's lucky, a pilot will get picked up and returned to the base to be checked over for injury by the Flight Surgeon and could, conceivably return to duty the next day- but it's more likely the squadron commander will give him a few days to recuperate.

Ejection Results

Following is a short d% table to be rolled when an ejection is necessary.

EJECTION TABLE

Roll	Result
1-64	Safe Ejection and Descent
65-79	Safe Ejection, Hazardous Descent
80-94	Hazardous Ejection, Safe Descent
95-00	Hazardous Ejection, Hazardous Descent

Safe Ejection and Descent

The pilot ejects cleanly and makes a good descent, suffering no damage.

Safe Ejection, Hazardous Descent

The pilot ejects cleanly, but there is a problem with the descent. The pilot hits too hard and suffers d%+30 damage.

Hazardous Ejection, Safe Descent

The ejection is bungled and the pilot suffers d%+30 damage. The descent is safely made, and the pilot lands cleanly.

Hazardous Ejection, Hazardous Descent

The ejection is bungled and the pilot suffers d%+30 damage. There is also a problem with the descent. The pilot hits too hard and suffers d%+30 damage.

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Each plane model is given a Maintenance rating, ranging from 8 to 35. This number depends on the general ruggedness, simplicity, and ease of maintenance for that type of plane.

Maintenance

From this you deduct:

Your Ground Crew rating.

Your Supply Officer's rating.

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

Advance Bases

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

Ground Crew Rating

The Supply Officer rating is the ability of the Squadron Supply Officer to find spare parts. It will be one of Green (1) Veteran (2) or Crack (3).

Supply Officer Rating

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

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

Horsing and Nursing

On a near miss - say the TN is 65 and the player rolls a 69, the PC can horse the plane for a bit more by taking the number needed from his plane's Maintenance rating, in this case 4 points. The GM immediately makes a maintenance check, adding 4 to the TN.

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

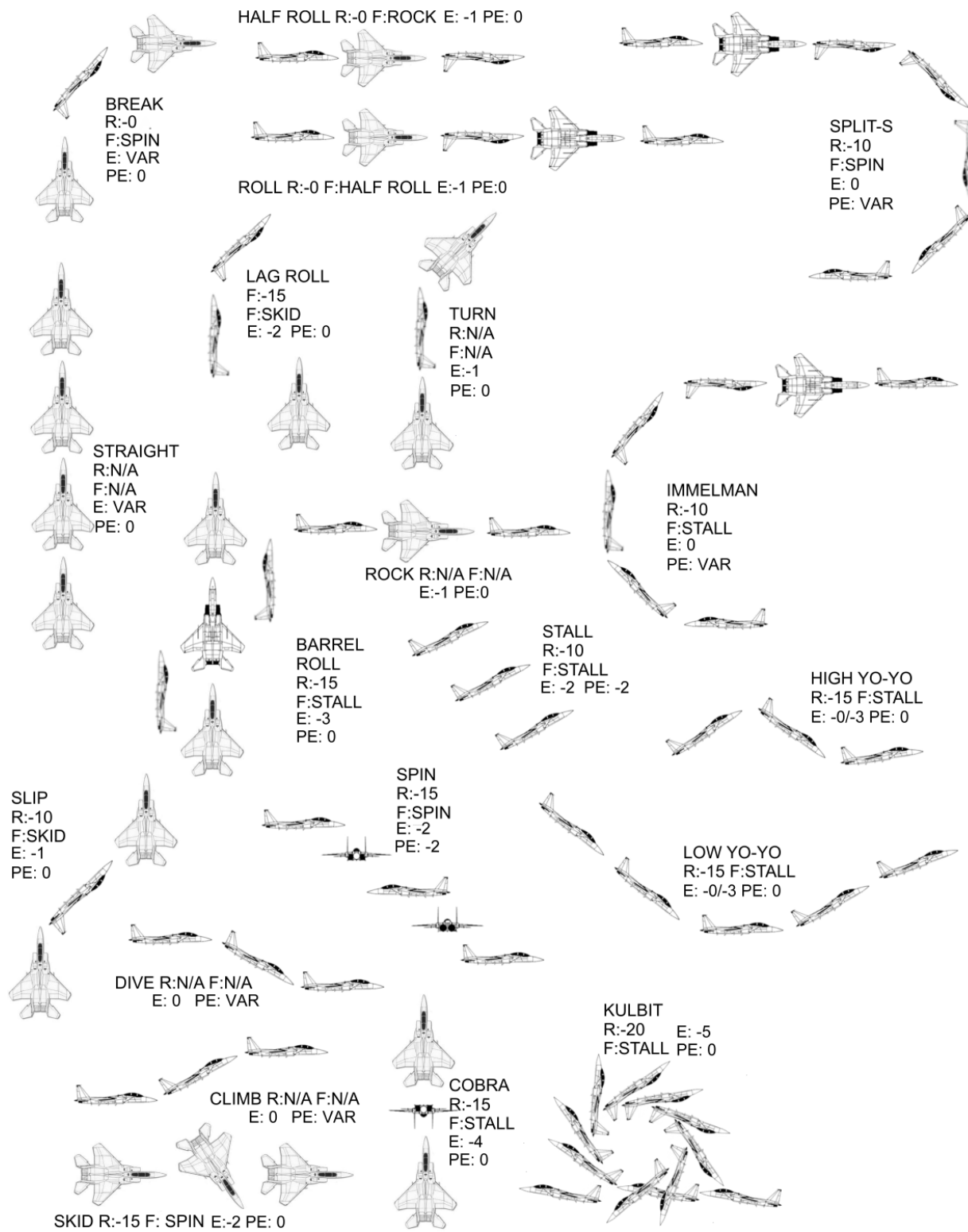
All modifiers to the plane's Maintenance rating are cumulative, and last throughout the flight. The ground crew can reset the plane's maintenance rating back to normal overnight. If the plane flies subsequent sorties that day, the plane cannot be fixed between sorties.

Maintenance Failure

The consequences of failing a Maintenance Check can be dire. Roll on this table for effects of Maintenance Failure. With a second failure in the same flight, the minimum damage is the next higher category from the previous damage.

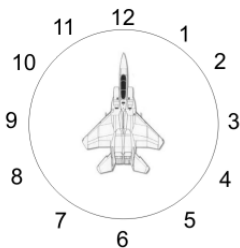
Roll	Effect
01-65	Minor wrenching. -5 to all Maneuver rolls
66-85	Moderate Wrenching -10 to all rolls
86-90	Moderate Frame Warping -15 to all rolls
91-93	Major Frame Warping -20 to all rolls
94-96	Ailerons Stuck! Cannot control attitude.
97-98	Wings Partially Destroyed -40 to all rolls
99-00	Wings Ripped Off Must Punch Out!

In Harm's Way: Wild Blue Role Playing Game

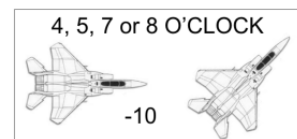
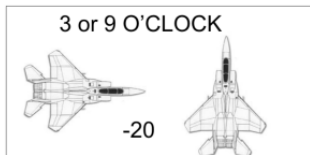
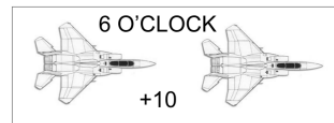
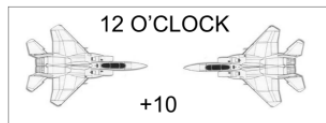


In Harm's Way: Wild Blue Role Playing Game

CLOCK POSITIONS



PLAN SOLUTIONS

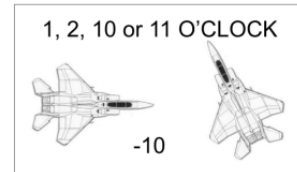


ELEVATION SOLUTIONS

ON A LEVEL

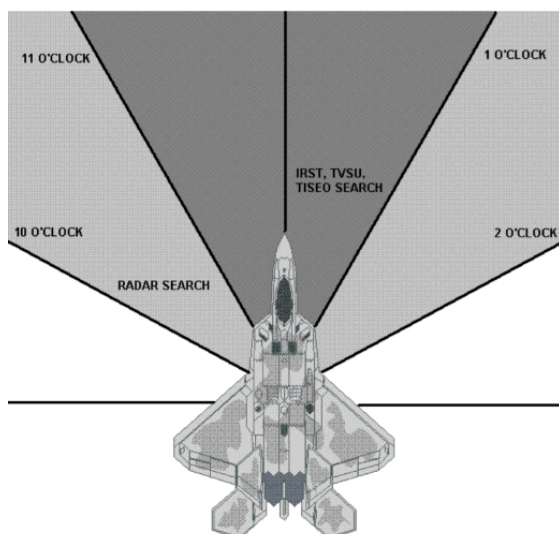
SHARP OBLIQUE

90 DEGREE OBLIQUE



RANGE SOLUTIONS

CLOSE	+10
SHORT	+0
MEDIUM	-10
LONG	-20
FAR	-40



CANNON MAY ONLY ENGAGE AT 12 O'CLOCK.

SAR AND AR MISSILES MAY ENGAGE FROM 2 TO 10 O'CLOCK. IR MISSILES MAY ENGAGE FROM 1 TO 11 O'CLOCK.

HELMET-MOUNTED SIGHT ALLOWS IR MISSILES TO ENGAGE FORWARD FROM 3 TO 9 O'CLOCK.

MISSILE SOLUTIONS

MISSILE COMBAT STARTS WITH PK

MODIFY PK AS PER PLAN AND ELEVATION SOLUTIONS ABOVE. ADD SIZE MODIFIER.

TARGET CHOOSES TO FIRE CHAFF AND/OR FLARES BEFORE MISSILE IS LAUNCHED

CHAFF -10 TO SAR AND AR MISSILE PK

FLARES -10 TO IR MISSILE PK

ECM POD -5 TO SAR AND AR MISSILE PK

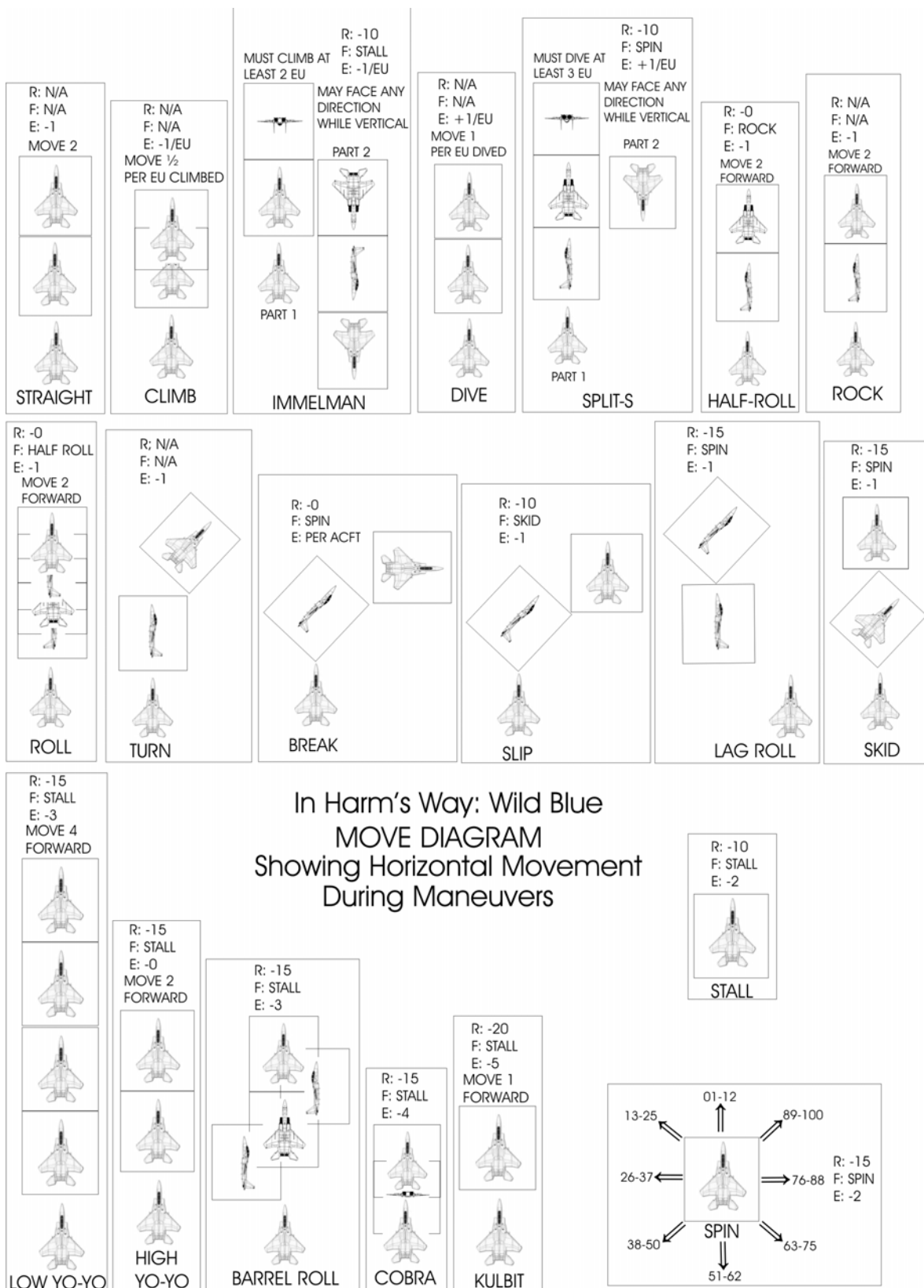
ECM -10 TO SAR AND AR MISSILE PK

TOWED DECOY -10 TO ANY MISSILE PK

TARGET IN AFTERBURNER +10 TO IR MISSILE PK

IR MISSILE FIRED AT TARGET'S 5 TO 7 O'CLOCK +10

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Wild Blue Aircraft



In Harm's Way: Wild Blue Role Playing Game

Following are aircraft which may be used by the Company, or may be arrayed against the Company. The emphasis is on planes the company may realistically encounter in a generally Third World situation.

Aircraft



Fighter and Strike Aircraft

This section covers fighter and strike aircraft - one or two seat aircraft which are used to shoot down other planes or to attack ground targets. Some aircraft are designed to fight, others to attack, and some are suited to do both with a minimum of compromise.

MiG-21 Fishbed "Lancer" / F-7M Airguard

Manufacturer Mikoyan-Elbit/Chengdu

Type Fighter

Max Speed 36

Ceiling 18

Range 150

Thrust 11 (17 with AB)

Armor 1

Frame 2.3.3.2

Size +7

Crew 1

Radar +3 Look Down 30

IRST

Optical

Maneuver 13

Stability 7

Break 2

Typical Air-to-Air Load PL-8, PL-8, PL-11, PL-11 or R-60, R-60, R-60, R-60

Typical Strike Load PL-8, PL-8, 57mm Rockets, 57mm Rockets

Gun +40

MAINT Number 20

Carrier Qualified No

Observ/Alert Penalties -20 below w/o belly check, -20 rear



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Dassault

Fighter/Strike

35

18

165

9 (13 with AB)

1

3.4.3.4

+7

1

+4 RADAR 30

15

5

3

Magic, Magic, R-530, R-530

Magic, Magic, BGL-400, BGL-400

+40

20

No

-20 below w/o belly check, -20 rear



Mirage III

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

Mirage F1

<i>Manufacturer</i>	Dassault
<i>Type</i>	Fighter
<i>Max Speed</i>	39
<i>Ceiling</i>	20
<i>Range</i>	106
<i>Thrust</i>	9 (13 with AB)
<i>Armor</i>	1
<i>Frame</i>	3.4.3.4
<i>Size</i>	+7
<i>Crew</i>	1
<i>Radar</i>	+5 RADAR 40
<i>IRST</i>	
<i>Optical</i>	
<i>Maneuver</i>	14
<i>Stability</i>	6
<i>Break</i>	3
<i>Typical Air-to-Air Load</i>	Magic, Magic, SR-530, SR-530
<i>Typical Strike Load</i>	Magic, Magic, BGL-400, BGL-400
<i>Gun</i>	+40
<i>MAINT Number</i>	15
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check, -20 rear



In Harm's Way: Wild Blue Role Playing Game

Dassault
Fighter/Strike
39
19
365
14 (21 with AB)
2
4.4.4.4
+7
1
+8 Look Down 50

16
4
3
Magic, Magic, MICA, MICA, MICA, MICA
Magic, Magic, AS-30L, AS-30L, BAP-100, BAP-100
+40
10
No
-20 below w/o belly check, -20 rear



Mirage 2000
Manufacturer
Type
Max Speed
Ceiling
Range
Thrust
Aarmor
Frame
Size
Crew
Radar
IRST
Optical
Maneuver
Stability
Break
Typical Air-to-Air Load
Typical Strike Load
Gun
MAINT Number
Carrier Qualified
Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

A-7H Corsair II

<i>Manufacturer</i>	Ling-Temco-Vought
<i>Type</i>	Strike
<i>Max Speed</i>	19
<i>Ceiling</i>	15
<i>Range</i>	282
<i>Thrust</i>	11
<i>Armor</i>	2
<i>Frame</i>	4,5,4,5
<i>Size</i>	+7
<i>Crew</i>	1
<i>Radar</i>	+5 RADAR 40
<i>IRST</i>	
<i>Optical</i>	
<i>Maneuver</i>	12
<i>Stability</i>	8
<i>Break</i>	3
<i>Typical Air-to-Air Load</i>	AIM-9, AIM-9
<i>Typical Strike Load</i>	AIM-9, AIM-9, AGM-65, AGM-65, GBU-12, GBU-12, GBU-15, GBU-15
<i>Gun</i>	+60
<i>MAINT Number</i>	25
<i>Carrier Qualified</i>	Yes
<i>Observ/Alert Penalties</i>	-20 below w/o belly check, -20 rear



In Harm's Way: Wild Blue Role Playing Game

IAI

Fighter/Strike

40

18

221

10 (16 with AB)

1

3,4,3,4

+7

1

+5 Look Down 40

15

5

3

Python, Python, AIM-7, AIM-7

Python, Python, AGM-65, AGM-65, GBU-15, GBU-15

+40

15

No

-20 below w/o belly check, -20 rear



C-7 Kfir

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

F-16C Fighting Falcon

<i>Manufacturer</i>	Lockheed-Martin
<i>Type</i>	Fighter/Strike
<i>Max Speed</i>	35
<i>Ceiling</i>	15
<i>Range</i>	140
<i>Thrust</i>	12 (20 with AB)
<i>Armor</i>	3
<i>Frame</i>	4,5,4,5
<i>Size</i>	+6
<i>Crew</i>	1
<i>Radar</i>	+7 Look Down 50
<i>IRST</i>	
<i>Optical</i>	
<i>Maneuver</i>	18
<i>Stability</i>	2
<i>Break</i>	2
<i>Typical Air-to-Air Load</i>	AIM-9, AIM-9, AIM-120, AIM-120, AIM-120. AIM-120
<i>Typical Strike Load</i>	AIM-9, AIM-9, AGM-65, AGM-65, GBU-12, GBU-12, GBU-12, GBU-12
<i>Gun</i>	+60
<i>MAINT Number</i>	10
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check



In Harm's Way: Wild Blue Role Playing Game

Mc Donnell-Douglas

Strike

19

12

137

14

1

2,4,2,4

+6

1

+3 RADAR 20

14

6

3

AIM-9, AIM-9

AIM-9, AIM-9, 57mm Rockets, 57mm Rockets

AIM-9, AIM-9, Mk82, Mk 82

+20

30

Yes

-20 below w/o belly check, -20 rear



A-4M Skyhawk II

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

F-4E Phantom II

Manufacturer Mc Donnell-Douglas

Type Fighter/Strike

Max Speed 40

Ceiling 19

Range 316

Thrust 10 (16 with AB)

Armor 4

Frame 7,7,7,7

Size +10

Crew 2

Radar +6 RADAR 40

IRST

Optical TISEO

Maneuver 12

Stability 8

Break 3

Typical Air-to-Air Load AIM-9, AIM-9, AIM-9, AIM-9, AIM-7, AIM-7, AIM-7, AIM-7

Typical Strike Load AIM-7, AIM-7, AIM-7, AIM-7, GBU-24, GBU-24, GBU-24, GBU-24

Gun +60

MAINT Number 30

Carrier Qualified Yes

Observ/Alert Penalties -20 below w/o belly check, -20 rear



In Harm's Way: Wild Blue Role Playing Game

Mikoyan-Gurevich

Fighter/Strike

41

17

193

12 (20 with AB)

3

5,6,5,6

+8

1

+8 Look Down 40

+10 IRST

17

3

2

R-73, R-73, R-27, R-27, R-27, R-27

R-73, R-73, Kh25ML Karen, Kh25ML Karen, Kh29T Kedge, Kh29T Kedge

+40

20

No

-20 below w/o belly check



MiG-29 Fulcrum

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

Su-27/J-11 Flanker-B

Manufacturer Sukhoi/Shenyang

Type Fighter

Max Speed 38

Ceiling 18

Range 335

Thrust 12 (19 with AB)

Aarmor 4

Frame 8,8,8,8

Size +12

Crew 1

Radar +10 Look Down 60

IRST +10

Optical 4

Maneuver 16

Stability 4

Break 3

Typical Air-to-Air Load R-73, R-73, R-73, R-73, R-27, R-27, R-27, R-27, R-27, R-27

Typical Strike Load None

Gun +40

MAINT Number 15

Carrier Qualified No

Observ/Alert Penalties -20 below w/o belly check



In Harm's Way: Wild Blue Role Playing Game

Northrop
Fighter/Strike
29
16
702
9 (12 with AB)
1
2,3,2,3
+6
1
+3 RADAR 20

13
7
3
AIM-9, AIM-9
AIM-9, AIM-9, Mk82, Mk82, AGM-65, AGM-65
+20
25
No
-20 below w/o belly check



F-5E Tiger II
Manufacturer
Type
Max Speed
Ceiling
Range
Thrust
Armor
Frame
Size
Crew
Radar
IRST
Optical
Maneuver
Stability
Break
Typical Air-to-Air Load
Typical Strike Load
Gun
MAINT Number
Carrier Qualified
Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

Su-22M Fitter-C

<i>Manufacturer</i>	Sukhoi
<i>Type</i>	Strike
<i>Max Speed</i>	31
<i>Ceiling</i>	15
<i>Range</i>	287
<i>Thrust</i>	9 (14 with AB)
<i>Armor</i>	2
<i>Frame</i>	5,6,5,6
<i>Size</i>	+8
<i>Crew</i>	1
<i>Radar</i>	+3 RADAR 20
<i>IRST</i>	
<i>Optical</i>	
<i>Maneuver</i>	12
<i>Stability</i>	8
<i>Break</i>	3
<i>Typical Air-to-Air Load</i>	R-60, R-60
<i>Typical Strike Load</i>	R-60, R-60, 57mm Rockets, 57mm Rockets, Mk82, Mk82
<i>Gun</i>	+30
<i>MAINT Number</i>	25
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check, -20 rear



In Harm's Way: Wild Blue Role Playing Game

Vought

Fighter

30

18

365

7 (12 with AB)

2

4,5,4,5

+7

1

+4 RADAR 30

+5 IRST

14

6

3

AIM-9, AIM-9, AIM-9, AIM-9

AIM-9, AIM-9, Mk82, Mk82, Mk82, Mk82, Mk82, Mk82, Mk82, Mk82

+40

25

Yes

-20 below w/o belly check, -20 rear



F-8H Crusader

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

Hawk T.Mk1

<i>Manufacturer</i>	BAE Systems
<i>Type</i>	Trainer Strike
<i>Max Speed</i>	17
<i>Ceiling</i>	15
<i>Range</i>	556
<i>Thrust</i>	9
<i>Armor</i>	1
<i>Frame</i>	2,2,2,2
<i>Size</i>	+6
<i>Crew</i>	1 or 2
<i>Radar</i>	+4 Look Down 40
<i>IRST</i>	
<i>Optical</i>	
<i>Maneuver</i>	12
<i>Stability</i>	8
<i>Break</i>	3
<i>Typical Air-to-Air Load</i>	AIM-9, AIM-9, AIM-9, AIM9
<i>Typical Strike Load</i>	AIM-9, AIM-9, Rocket Pod, Rocket Pod
<i>Gun</i>	+20
<i>MAINT Number</i>	10
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check



In Harm's Way: Wild Blue Role Playing Game

Lockheed/Alenia

Fighter/Strike

39

18

305

10 (16 with AB)

1

6,7,6,7

+7

1

+5 RADAR 40



11

9

5

AIM-9, AIM-9, AIM-7, AIM-7

AIM-9, AIM-9, Mk82, Mk82, Mk82, Mk82

+60

30

No

-20 below w/o belly check

F-104S Starfighter

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

A-37B Dragonfly

<i>Manufacturer</i>	Cessna
<i>Type</i>	Strike
<i>Max Speed</i>	14
<i>Ceiling</i>	13
<i>Range</i>	370
<i>Thrust</i>	12
<i>Armor</i>	1
<i>Frame</i>	2,2,2,2
<i>Size</i>	+6
<i>Crew</i>	2
<i>Radar</i>	+2 RADAR 10
<i>IRST</i>	
<i>Optical</i>	
<i>Maneuver</i>	10
<i>Stability</i>	10
<i>Break</i>	3
<i>Typical Air-to-Air Load</i>	
<i>Typical Strike Load</i>	Mk82, Mk82, Mk82, Mk82, Mk82, Mk82, Rocket Pod, Rocket Pod
<i>Gun</i>	+20
<i>MAINT Number</i>	5
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check



In Harm's Way: Wild Blue Role Playing Game

Grumman

Surveillance

8

9

380

5

3

6,6,6,6

+10

2

+10 RADAR 40 (8 through 4 o'clock forward)

+10

+10

8

12

4

None

Rocket Pod, Rocket Pod

100kg, 100kg

None

20

No

-20 below w/o belly check, -20 rear

May not perform any maneuver except straight, turn, climb & dive



OV-1 Mohawk

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

OV-10A Bronco

Manufacturer Rockwell

Type COIN Light Strike

Max Speed 8

Ceiling 7

Range 184

Thrust 4

Armor 1

Frame 2,3,2,3

Size +6

Crew 2

Radar

IRST

Optical +5

Maneuver 12

Stability 8

Break 3

Typical Air-to-Air Load None

Typical Strike Load 1 100kg, 100kg, Rocket Pod, Rocket Pod

Typical Strike Load 2 5 Men

Gun +30

MAINT Number 20

Carrier Qualified No

Observ/Alert Penalties -20 below w/o belly check

May not perform any maneuver except straight, turn, climb & dive



In Harm's Way: Wild Blue Role Playing Game

Mikoyan-Gurevich

Fighter

41

19

595

11 (17 with AB)

2

4,5,4,5

+7

1

+7 Look Down 40

+5

11

9

3

R-60, R-60, R23, R-23

None

+30

25

No

-20 below w/o belly check, -20 rear



MiG-23MF Flogger-B

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

MiG-27L Flogger-J

<i>Manufacturer</i>	Mikoyan Gurevich
<i>Type</i>	Strike
<i>Max Speed</i>	23
<i>Ceiling</i>	14
<i>Range</i>	390
<i>Thrust</i>	9 (14 with AB)
<i>Armor</i>	3
<i>Frame</i>	6,6,6,6
<i>Size</i>	+7
<i>Crew</i>	1
<i>Radar</i>	None
<i>IRST</i>	+10 FLIR
<i>Optical</i>	
<i>Maneuver</i>	10
<i>Stability</i>	10
<i>Break</i>	3
<i>Typical Air-to-Air Load</i>	R-60, R-60
<i>Typical Strike Load 1</i>	R-60, R-60, Rockets, Rockets, 200 kg, 200 kg
<i>Typical Strike Load 2</i>	
<i>Gun</i>	+40
<i>MAINT Number</i>	25
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check, -20 rear



In Harm's Way: Wild Blue Role Playing Game

Mikoyan Gurevich

Fighter

61

21

433

9 (12 with AB)

5

8,8,8,8

+12

1

+10 Look Down 60

+5

10

10

5

R-40, R-40, R-40, R-40

None

None

30

No

-20 below w/o belly check, -20 rear



MiG 25PD Foxbat

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

Jaguar A

<i>Manufacturer</i>	Sepecat
<i>Type</i>	Strike
<i>Max Speed</i>	27
<i>Ceiling</i>	14
<i>Range</i>	268
<i>Thrust</i>	12
<i>Aarmor</i>	3
<i>Frame</i>	3,4,3,4
<i>Size</i>	+7
<i>Crew</i>	1
<i>Radar</i>	+6 Look Down 30
<i>IRST</i>	+5 FLIR
<i>Optical</i>	
<i>Maneuver</i>	12
<i>Stability</i>	8
<i>Break</i>	4
<i>Typical Air-to-Air Load</i>	R550, R550 or AIM-9, AIM-9
<i>Typical Strike Load 1</i>	R550, R550, Rocket Pod, Rocket Pod, Mk82, Mk82
<i>Typical Strike Load 2</i>	
<i>Gun</i>	+30
<i>MAINT Number</i>	25
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check



In Harm's Way: Wild Blue Role Playing Game

Shenyang

Fighter

39

21

400

11 (17 with AB)

3

4,5,4,5

+8

1

+6 Look Down 40

13

7

3

PL-8, PL-8, PL-8, PL-8 or PL-8, PL-8, PL-11, PL-11

None

+30

20

No

-20 below w/o belly check, -20 rear



F-8III Finback H

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Aarmor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

Lightning

<i>Manufacturer</i>	BAC
<i>Type</i>	Fighter
<i>Max Speed</i>	40
<i>Ceiling</i>	18
<i>Range</i>	325
<i>Thrust</i>	13 (16 with AB)
<i>Armor</i>	3
<i>Frame</i>	6,6,6,6
<i>Size</i>	+8
<i>Crew</i>	1
<i>Radar</i>	+4 RADAR 40
<i>IRST</i>	
<i>Optical</i>	
<i>Maneuver</i>	14
<i>Stability</i>	6
<i>Break</i>	3
<i>Typical Air-to-Air Load</i>	Redtop, Redtop
<i>Typical Strike Load 1</i>	None
<i>Typical Strike Load 2</i>	
<i>Gun</i>	+30
<i>MAINT Number</i>	30
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check



In Harm's Way: Wild Blue Role Playing Game

BAe
Fighter/Strike
20
16
475 - 185 w/VTOL
23 = VTOL
2
3,3,3,3
+6
1
+8 Look Down 50
+10 FLIR

13
7
3
AIM-9, AIM-9, AIM-9, AIM-9, AIM-120, AIM-120
AIM-120, AIM-120, Mk-82, Mk-82, Mk-82, Mk-82

+30
25
Yes
-20 below w/o belly check



Sea Harrier F2
Manufacturer
Type
Max Speed
Ceiling
Range
Thrust
Aarmor
Frame
Size
Crew
Radar
IRST
Optical
Maneuv
Stability
Break
Typical Air-to-Air Load
Typical Strike Load 1
Typical Strike Load 2
Gun
MAINT Number
Carrier Qualified
Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

AV-8B Harrier II

<i>Manufacturer</i>	Boeing/ BAe
<i>Type</i>	Fighter/Strike
<i>Max Speed</i>	18
<i>Ceiling</i>	15
<i>Range</i>	550 - 167 w/VTOL
<i>Thrust</i>	19 + VTOL
<i>Armor</i>	2
<i>Frame</i>	3,3,3,3
<i>Size</i>	+6
<i>Crew</i>	1
<i>Radar</i>	+8 Look Down 50
<i>IRST</i>	
<i>Optical</i>	
<i>Maneuver</i>	13
<i>Stability</i>	7
<i>Break</i>	3
<i>Typical Air-to-Air Load</i>	AIM-9, AIM-9, AIM-9, AIM-9, or AIM-120, AIM-120, AIM-120, AIM-120,
<i>Typical Strike Load 1</i>	AIM-120, AIM-120, GBU-12, GBU-12, GBU-12, GBU-12
<i>Typical Strike Load 2</i>	
<i>Gun</i>	+40
<i>MAINT Number</i>	25
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check



In Harm's Way: Wild Blue Role Playing Game

Antonov

Transport

14

12

1350

8

6

8,8,8,8

+20

6

+5 Look Down 50

5

15

5

None

88 Men

None

25

No

-20 below w/o belly check, -20 rear

May not perform any maneuver except straight, turn, climb & dive



AN-124 Condor “Ruslan”

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

MV-22 Osprey

<i>Manufacturer</i>	Bell-Boeing
<i>Type</i>	Tilt-rotor Transport
<i>Max Speed</i>	8
<i>Ceiling</i>	8
<i>Range</i>	405
<i>Thrust</i>	8 + VTOL
<i>Armor</i>	5
<i>Frame</i>	7,8,7,8
<i>Size</i>	+10
<i>Crew</i>	2
<i>Radar</i>	+4 Look Down 40
<i>IRST</i>	+10 FLIR
<i>Optical</i>	
<i>Maneuver</i>	11
<i>Stability</i>	9
<i>Break</i>	4
<i>Typical Air-to-Air Load</i>	None
<i>Typical Strike Load 1</i>	22 Men
<i>Typical Strike Load 2</i>	
<i>Gun</i>	None
<i>MAINT Number</i>	25
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check, -20 rear
	May not perform any maneuver except straight, turn, climb & dive



In Harm's Way: Wild Blue Role Playing Game

Bombardier/Learjet

Transport

14

14

896

8

1

2,2,2,2

+7

2

+3 Look Down 30

13

7

3

None

8 Men

None

15

No

-20 below w/o belly check, -20 rear



C-21 Learjet

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

C-130H Hercules

<i>Manufacturer</i>	Lockheed
<i>Type</i>	Transport
<i>Max Speed</i>	10
<i>Ceiling</i>	10
<i>Range</i>	950
<i>Thrust</i>	5
<i>Aarmor</i>	5
<i>Frame</i>	8,8,8,8
<i>Size</i>	+15
<i>Crew</i>	4
<i>Radar</i>	+3 RADAR 30
<i>IRST</i>	
<i>Optical</i>	
<i>Maneuver</i>	8
<i>Stability</i>	12
<i>Break</i>	5
<i>Typical Air-to-Air Load</i>	None
<i>Typical Strike Load 1</i>	64 Men
<i>Typical Strike Load 2</i>	
<i>Gun</i>	None
<i>MAINT Number</i>	20
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check, -20 rear
	May not perform any maneuver except straight, turn, climb & dive



In Harm's Way: Wild Blue Role Playing Game

Fairchild

Transport

Max Spd 6 (with Jets) 5 (without Jets)

9

833

5 (with Jets) 3 (without Jets) (use afterburner rules for fuel)

1

8,8,8,8

+13

3

+2 Radar 20

None

None

5

15

4

None

62 Troops

None

20

20 Below w/out Belly Check, -20 Rear

May not perform any maneuver except straight, turn, climb, dive



C-123K Provider

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuv

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

A-5 Fantan

<i>Manufacturer</i>	Nanchang
<i>Type</i>	Strike
<i>Max Speed</i>	20
<i>Ceiling</i>	16
<i>Range</i>	150
<i>Thrust</i>	12 (15 with AB)
<i>Armor</i>	2
<i>Frame</i>	3,3,3,3
<i>Size</i>	+7
<i>Crew</i>	1
<i>Radar</i>	+4 Look Down 40
<i>IRST</i>	+5 FLIR
<i>Optical</i>	
<i>Maneuver</i>	14
<i>Stability</i>	6
<i>Break</i>	3
<i>Typical Air-to-Air Load</i>	PL-8, PL-8, PL-8, PL-8
<i>Typical Strike Load 1</i>	250kg, 250kg, 250kg, 250kg
<i>Typical Strike Load 2</i>	
<i>Gun</i>	+30
<i>MAINT Number</i>	20
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check, -20 rear



In Harm's Way: Wild Blue Role Playing Game

SAAB

Fighter

35

20

159

9 (13 with AB)

1

4,4,4,4

+9

1

+7 RADAR 40

14

6

3

AIM-9, AIM-9, AIM-7, AIM-7

+30

20

No

-20 below w/o belly check, -20 rear



J-35F Draken

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuv

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

A-29 Super Tucano

<i>Manufacturer</i>	Embrear
<i>Type</i>	COIN
<i>Max Speed</i>	10
<i>Ceiling</i>	11
<i>Range</i>	1100
<i>Thrust</i>	2
<i>Armor</i>	1
<i>Frame</i>	1,2,1,2
<i>Size</i>	+6
<i>Crew</i>	1 or 2
<i>Radar</i>	
<i>IRST</i>	
<i>Optical</i>	
<i>Maneuver</i>	15
<i>Stability</i>	5
<i>Break</i>	2
<i>Typical Air-to-Air Load</i>	AIM-9, AIM-9 or Python, Python
<i>Typical Strike Load</i>	AIM-9, AIM-9, Rocket Pod, Rocket Pod or GBU-12, GBU-12
<i>Gun</i>	+15 or +30 with cannon pod
<i>+MAINT Number</i>	15
<i>Observ/Alert Penalties</i>	-20 below w/o belly check



In Harm's Way: Wild Blue Role Playing Game

Cavalier/Piper

COIN

11

11

720

4

1

2,2,2,2

+6

4

12

8

2

None

10 X Hard Points for dumb bombs and Rocket Pods

None

20

-20 below w/o belly check



**Turbo Mustang/PA-48
Enforcer**

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuv

Stability

Break

Typical Air-to-Air Load

Typical Strike Load

Gun

+MAINT Number

Observ/Alert Penalties



Choppers: Gunships and Slicks

This section covers both armed Gunship and non-or lightly armed Transport helicopters.

Bell

Gunship

4

4

4

127

4

4,4,4,4

+6

2

+5

N/A

M261, M261, TOW, TOW, TOW, TOW

TOW, TOW, TOW, TOW., TOW, TOW, TOW, TOW

+30

20

Straight, turn, climb, dive, skid, slip, cobra, split-s, immelman, scissors



Gunship and Transport Helicopters

AH-1S Huey Cobra

Manufacturer

Type

Max Speed

Ceiling

Thrust

Range

Armor

Frame

Size

Crew

Radar

IRST

Optical

Typical AA Load

Typical Strike Load 1

Typical Strike Load 2

Gun

Maint

Maneuvers Allowed

In Harm's Way: Wild Blue Role Playing Game

AH-1W Super Cobra

<i>Manufacturer</i>	Bell
<i>Type</i>	Gunship
<i>Max Speed</i>	6
<i>Ceiling</i>	4
<i>Thrust</i>	6
<i>Range</i>	147 km
<i>Armor</i>	4
<i>Frame</i>	5,5,5,5
<i>Size</i>	+6
<i>Crew</i>	2
<i>Radar</i>	
<i>IRST</i>	+10
<i>Optical</i>	
<i>Typical AA Load</i>	AIM-9, AIM-9
<i>Typical Strike Load 1</i>	LAU-61 D/A, LAU-31 D/A, TOW, TOW, TOW, TOW
<i>Typical Strike Load 2</i>	TOW, TOW, TOW, TOW, AGM-114, AGM-114, AGM-115, AGM-114
<i>Gun</i>	+30
<i>Maint</i>	15
<i>Maneuvers Allowed</i>	Straight, turn, climb, dive, skid, slip, cobra, split-s, immelman, scissors



In Harm's Way: Wild Blue Role Playing Game

Bell

Transport

4

5

4

186

0

5,5,5,5

+7

2

+5

N/A

14 men

25

Straight, turn, climb, dive, skid, slip, cobra



UH-1 Huey

Manufacturer

Type

Max Speed

Ceiling

Thrust

Range

Armor

Frame

Size

Crew

Radar

IRST

Optical

Typical AA Load

Typical Strike Load 1

Typical Strike Load 2

Gun

Maint

Maneuvers Allowed

In Harm's Way: Wild Blue Role Playing Game

CH-47 Chinook

Manufacturer Boeing

Type Transport

Max Speed 5

Ceiling 3

Thrust 5

Range 600 km

Aarmor 1

Frame 7,7,7,7

Size +12

Crew 3

Radar

IRST +5

Optical

Typical AA Load N/A

Typical Strike Load 1 45 men

Typical Strike Load 2

Gun

Maint 20

Maneuvers Allowed Straight, turn, climb, dive, skid, slip, cobra



In Harm's Way: Wild Blue Role Playing Game

Boeing

Gunship

5

5

5

102

4

5,5,5,5

+7

2

FLIR +10

AIM-9, AIM-9

AIM-9, AIM-9, AGM-114, AGM-114, AGM-114, AGM-114, AGM-114, AGM-114, AGM-114, AGM-114

LAU-61 D/A, LAU 61 D/A, AGM-114, AGM-114, AGM-114, AGM-114, AGM-114, AGM-114, AGM-114, AGM-114

+40

15

Straight, turn, climb, dive, skid, slip, cobra, split-s, immelman, scissors



AH-64D Apache

Manufacturer

Type

Max Speed

Ceiling

Thrust

Range

Aarmor

Frame

Size

Crew

Radar

IRST

Optical

Typical AA Load

Typical Strike Load 1

Typical Strike Load 2

Gun

Maint

Maneuvers Allowed

In Harm's Way: Wild Blue Role Playing Game

Mi-8 Hip-C

<i>Manufacturer</i>	MIL
<i>Type</i>	Transport
<i>Max Speed</i>	4
<i>Ceiling</i>	5
<i>Thrust</i>	4
<i>Range</i>	113
<i>Aarmor</i>	2
<i>Frame</i>	6,6,6,6
<i>Size</i>	+12
<i>Crew</i>	3
<i>Radar</i>	
<i>IRST</i>	+5
<i>Optical</i>	
<i>Typical AA Load</i>	
<i>Typical Strike Load 1</i>	28 men
<i>Typical Strike Load 2</i>	
<i>Gun</i>	
<i>Maint</i>	30
<i>Maneuvers Allowed</i>	Straight, turn, climb, dive, skid, slip, cobra



In Harm's Way: Wild Blue Role Playing Game

MIL

Transport/Gunship

6

5

6

113

4

5,5,5,5

+12

2

+10

R-60, R-60

R-60, R-60, 9M17, 9M17, UB-32, UB-32, S-24, S-24

12 Men

+30

20

Straight, turn, climb, dive, skid, slip, cobra



Mi-24 Hind-D

Manufacturer

Type

Max Speed

Ceiling

Thrust

Range

Armor

Frame

Size

Crew

Radar

IRST

Optical

Typical AA Load

Typical Strike Load 1

Typical Strike Load 2

Gun

Maint

Maneuvers Allowed

In Harm's Way: Wild Blue Role Playing Game

KA-52 Hokum

<i>Manufacturer</i>	Kamov
<i>Type</i>	Gunship
<i>Max Speed</i>	5
<i>Ceiling</i>	6
<i>Thrust</i>	5
<i>Range</i>	290
<i>Aarmor</i>	4
<i>Frame</i>	4,4,4,4
<i>Size</i>	+8
<i>Crew</i>	1
<i>Radar</i>	
<i>IRST</i>	FLIR +10
<i>Optical</i>	
<i>Typical AA Load</i>	R-73, R-73
<i>Typical Strike Load 1</i>	R-73, R-73, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, S-8, S-8
<i>Typical Strike Load 2</i>	AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16, AT-16
<i>Gun</i>	+30
<i>Maint</i>	10
<i>Maneuvers Allowed</i>	Straight, turn, climb, dive, skid, slip, cobra, split-s, immelman, scissors



In Harm's Way: Wild Blue Role Playing Game

Sikorsky

Transport

6

6

6

148

3

2,3,2,3

+8

2



None

14 Men

None

10

Straight, turn, climb, dive, skid, slip, cobra

UH-60 Blackhawk

Manufacturer

Type

Max Speed

Ceiling

Thrust

Range

Armor

Frame

Size

Crew

Radar

IRST

Optical

Typical AA Load

Typical Strike Load 1

Typical Strike Load 2

Gun

Maint

Maneuvers Allowed

In Harm's Way: Wild Blue Role Playing Game

CH-46 Sea Knight

Manufacturer Boeing Vertol

Type Transport

Max Speed 4

Ceiling 4

Thrust 4

Range 148

Aarmor 1

Frame 2,3,2,3

Size +9

Crew 4

Radar

IRST

Optical

Typical AA Load None

Typical Strike Load 1 25 Men

Typical Strike Load 2

Gun None

Maint 25

Maneuvers Allowed Straight, turn, climb, dive, skid, slip, cobra



In Harm's Way: Wild Blue Role Playing Game

Sikorsky

Transport

5

5

5

250

2

5,5,5,5

+12

3

+4 RADAR 30

+10

None

37 or 55 Men

None

20

Straight, turn, climb, dive, skid, slip, cobra



CH-53 Sea Stallion

Manufacturer

Type

Max Speed

Ceiling

Thrust

Range

Aarmor

Frame

Size

Crew

Radar

IRST

Optical

Typical AA Load

Typical Strike Load 1

Typical Strike Load 2

Gun

Maint

Maneuvers Allowed

In Harm's Way: Wild Blue Role Playing Game

Super Puma/Cougar

Manufacturer Eurocopter

Type Transport

Max Speed 5

Ceiling 7

Thrust 5

Range 208

Armor 0

Frame 2,3,2,3

Size +10

Crew 2

Radar +3 RADAR 30

IRST +10

Optical

Typical AA Load None

Typical Strike Load 1 20 Men

Typical Strike Load 2 Rocket Pod, Rocket Pod, HMG Gun Pod +5, HMG Gun Pod +5

Gun None

Maint 20

Maneuvers Allowed Straight, turn, climb, dive, skid, slip, cobra



In Harm's Way: Wild Blue Role Playing Game

Eurocopter

Gunship

4

4

4

400

3

1,2,1,2

+6

2



AIM-92, AIM-92, AIM-92, AIM-92

AGM-114, AGM-114, AGM-114, AGM-114, AGM-114, AGM-114
AGM-114, AGM-114

Rocket Pods, Rocket Pods, Rocket Pods, Rocket Pods, Rocket Pods,
Rocket Pods, Rocket Pods, Rocket Pods,

+40

10

Straight, turn, climb, dive, skid, slip, cobra, split-s, immelman, scissors

Tiger
Manufacturer

Type

Max Speed

Ceiling

Thrust

Range

Armor

Frame

Size

Crew

Radar

IRST

Optical

Typical AA Load

Typical Strike Load 1

Typical Strike Load 2

Gun

Maint

Maneuvers Allowed

Munitions



Air-to-Air missiles operate by acquiring a target, then homing in on a collision course, maneuvering as required. The warhead explodes via a proximity fuse, throwing out shrapnel like a grenade to increase its lethal radius.

The guidance system in the missile is not necessarily the means used to initially acquire the target. An IR missile may be launched at a target acquired and tracked via RADAR, and an AR missile may be fired on a target acquired through IR or visually. SAR missiles require the launching aircraft to keep a RADAR lock on the target until the missile detonates.

RADAR guidance is generally preferred for medium to long range attacks, where the IR signature may be too faint for the missile to acquire. There are two types of RADAR guidance - Active RADAR (AR) and Semi-Active RADAR (SAR).

Both types may be avoided by using violent maneuvering, chaff, and/or ECM.

AR missiles carry their own radar emitters, and do not need the firing aircraft to maintain a lock. However, due to size limitations of the missile's small diameter, the missile is initially usually guided by inertial guidance system until close to the target.

SAR missiles are simpler, as they rely on the firing aircraft maintaining a lock on the target to home in on the reflected RADAR energy. This is a severe handicap for the firing aircraft in maneuvering. Avoidance is by the same means as for IR missiles

Air to Air IR missiles may not be fired at Short or Close range and expect to hit. This is their arming range. SAR and AR missiles have an even longer arming range and may not be fired at Short, Close, or Medium range.

MMW RADAR guidance allows the weapon to image the target, thus finding the most effective location on the target to impact. These weapons have semi-autonomous autopilots which guide the missile to the general area, whereupon the MMW selects the target and the point on the target to hit.

IR Missiles home in on heat produced by the target. IR missiles can be fooled by dropping flares which are hotter than the plane, or using IR jamming devices, but the most modern IR missiles can distinguish between the shapes of aircraft and jammers or flares.

This type of guidance uses GPS coordinates set before the weapon is released to guide the weapon in.

This type of guidance homes in on a laser which lights the target.

Munitions

Radar guidance

Active radar homing

Semi-active radar homing

Arming Ranges

MMW - Millimetric Wave RADAR guidance

Infrared guidance

GPS Inertial guidance

Laser guidance

In Harm's Way: Wild Blue Role Playing Game

Air to Air Missiles

Munition	Guidance	Damage	Range	PK
AIM-9B Sidewinder*	IR	+60	8 km	+20
AIM-9D Sidewinder/Redtop*	IR	+60	12 km	+25
AIM-9L Sidewinder	IR	+60	18 km	+35
AIM-9M Sidewinder	IR	+60	18 km	+40
AIM-9X Sidewinder	IR	+60	18 km	+50
AIM-7E Sparrow	SAR	+80	35 km	+15
AIM-7F Sparrow	SAR	+80	70 km	+35
R-23 Apex	SAR or IR	+80	70 km	+35
AIM-54 Phoenix	AR	+100	184 km	+30
R-40 Acrid	SAR or IR	+100	125 km	+30
AIM-120C AMRAAM	AR	+70	105 km	+55
AIM-132 ASRAAM	IR	+60	18 km	+55
R-13M Atoll*	IR	+60	8 km	+20
R-60 Aphid*	IR	+40	8 km	+30
R-73 Archer	IR	+50	18 km	+50
R-27 Alamo	IR & SAR	+80	80 km	+35
R-77 Adder	AR	+80	185 km	+50
Shafrir	IR	+60	5 km	+25
Python	IR	+60	20 km	+40
R-550 Magic	IR	+60	15 km	+40
R-530	SAR	+60	15 km	+15
SR-530	SAR	+80	37 km	+20
MICA	AR & IR	+60	80 km	+55
Meteor	AR	+80	100 km	+55
PL-8	IR	+60	15 km	+30
PL-11	SAR	+100	70 km	+35

* Must be fired at a target's 4 to 8 o'clock rear arc

Air to Ground Missiles

Munition	Guidance	Warhead	Range	DAM
AGM-65 Maverick.	TV or IR TV guided	135kg warhead	27 km.	PK +25
AS-30L	Laser Guided	240kg warhead	11 km.	+30
Brimstone	MMW RADAR/INS	HEAT warhead	12 km.	PK +40
AGM-123 Skipper	Laser Guided	450 kg	25 km	+50
AGM-88 HARM	RADAR guided	68 kg	90 km	PK +80
ARM-45 Shrike	RADAR guided	40 kg	35 km	PK +60
AGM-114 Hellfire	Laser/ MMW RADAR	HEAT warhead	12 km.	PK +30
Kh25ML Karen	laser guided missile	90kg warhead	. 20 km	+20
Kh29T Kedge	IR guided missile	320kg warhead	30 km	+35
BGM-71 TOW	Wire Guided	HEAT warhead	3.7 km	PK +15

Smart Bombs

Munition	Guidance	Warhead	Range	DAM
GBU-15	TV or IR guided	1000 kg	28 km	+100
GBU-24 Paveway	laser guided	1068 kg	18 km	+120
BGL-400	laser guided	400 kg		+40
BAP-100	Anti-runway	Many 32 kg		+40
GBU-12 Paveway	laser guided	227 kg	15 km	+30
GBU-39 SDB	GPS Inertial	100 kg		+20
GBU-38 JDAM	GPS Inertial	225 kg	24 km	+30
GBU-31 JDAM	GPS Inertial	1000 kg	24 km	+40
GBU-10 Paveway	laser-guided	450 kg	15 km	+50
GBU-35 JDAM Penetrator	GPS Inertial	1000 kg Penetrating	24 km	+50
GBU-32 JDAM	GPS Inertial	450 kg	15 km	+50
GBU-37 Penetra- tor	GPS Inertial	2136 kg Penetrating	9 km	+100

Dumb Bombs and Rockets

Munition	Warhead	DAM
Mk 81	100 kg	+20
Mk 82	230 kg	+30
Mk 83	450 kg	+40
Mk 84	1000 kg	+50
CBU-25	230 kg Cluster	+30
CBU-38	300 kg Cluster	+33
CBU-24	365 kg Cluster	+37
CBU-52	340 kg Cluster	+35
CBU-75 Sadeye	1000 kg Cluster	+50
Mk 20 Rockeye	230 kg Cluster	+30 AP
CBU-59 Rockeye	340 kg Cluster	+35 AP
CBU-87	450 kg Mixed Cluster	+40
7x70mm FFAR Pod	HE	+20
19x70mm FFAR Pod	HE	+30
4x127mm Zuni Pod	HE	+40
7x127mm Zuni Pod	HE	+50
7x70mm FFAR Pod	HEAT	+20 AP
19x70mm FFAR Pod	HEAT	+30 AP
4x127mm Zuni Pod	HEAT	+40 AP
7x127mm Zuni Pod	HEAT	+50 AP

In Harm's Way: Wild Blue Role Playing Game

Pods

Type	Effect	Cost/Unit
Drop Tank	Gain 30 Extra EU	Meager (1) per 12 planes per year
Drop Tank	Gain 60 Extra EU	Meager (1) per 6 planes per year
ECM Pod	Electronic Counter Measures -10	Meager (1) per 6 pods
Gun Pod	+40 Gun	Meager (1) per 12 pods
FLIR Pod	+10 FLIR	Meager (1) per 12 pods
Chaff Pod	-10 vs RADAR Missiles	Meager (1) per 24 pods
Flare Pod	-10 vs IR Missiles	Meager (1) per 24 pods

Drop Tank fuel must be used up first, after which the Drop Tanks are jettisoned.

If you don't have FLIR, you have to have a FLIR pod to guide GBUs (or get someone to "buddy-lase" for you).

Only one ECM pod may be carried per plane



In Harm's Way: Wild Blue Role Playing Game

Abstract Bomb/Rocket Damage

Use this table for all large targets.

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

In Harm's Way: Wild Blue Role Playing Game

Use this table for all smaller targets.

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

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

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

Riverine Boats

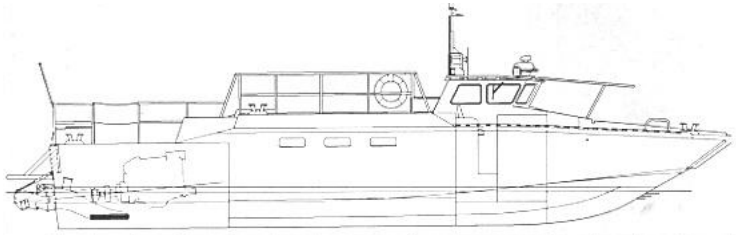
Small Unit Riverine Craft (SURC)

Range 230
Armor 1
Frame 4,4,4,4
Crew 2
Pass 16
Speed 7
Type River
PWeap +5 X 3
SWeap -
Maint 10
Accel 2
Sensors None



CB90

Range 220
Armor 1
Frame 5,5,5,5
Crew 3
Pass 21
Speed 7
Type Littoral
PWeap +5 X 3
SWeap Grenade Launcher
OWeap Naval Mines X 4 or Depth Charges X 6
Maint 12
Accel 3
Sensors +4 RADAR 5



In Harm's Way: Wild Blue Role Playing Game

Range 100

Armor 0

Frame 1,1,1,1

Crew 2

Pass 6

Speed 5

Type Littoral

PWeap +5 and/or Grenade Launcher

SWeap -

OWeap -

Maint 15

Accel 3

Sensor None



Borghammar (Improvised civilian conversion)

Range

Armor 1

Frame 5,5,5,5

Crew 5

Pass 11

Speed 5

Type Littoral

PWeap +10

SWeap +5 X3

OWeap 2 X Grenade Launcher

Maint 20

Accel 2

Sensor +0 RADAR 3



PBR (Pibber)

In Harm's Way: Wild Blue Role Playing Game

LCVP

Range 42

Armor 2

Frame 5,5,5,5

Crew 3

Pass 36

Speed 1

Type Littoral

PWeap +5 X 2

SWeap -

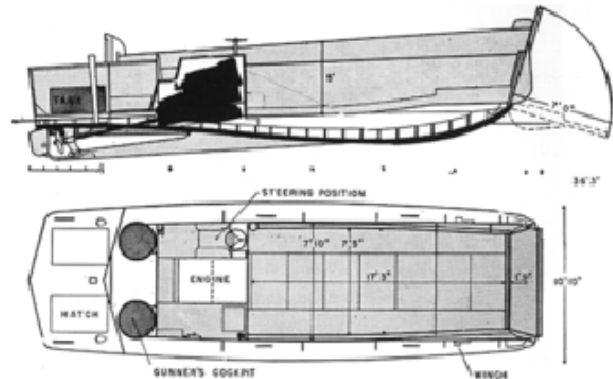
OWeap -

Maint 20

Can carry 36 troops or 2,700 kg vehicle or 3,700 kg cargo

Accel 1

Sensors None



LCM-8 (Mike Boat)

Range 80

Armor 2

Frame 5,5,5,5

Crew 4

Pass 100 or 1 tank

Speed 2

Type Littoral

PWeap +5 X 2

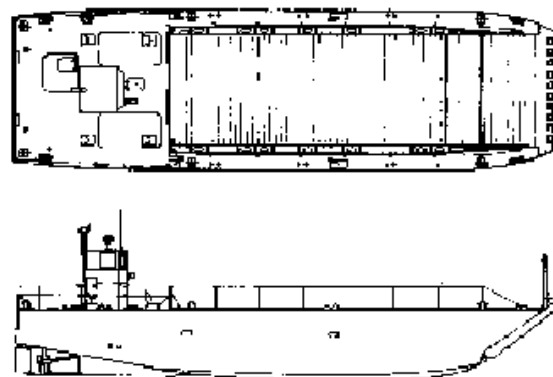
SWeap -

OWeap -

Maint 20

Accel 1

Sensors None



In Harm's Way: Wild Blue Role Playing Game

Range 425

Armor 1

Frame 7,7,7,7

Crew 20

Pass 15

Speed 7

Type Littoral

PWeap +20

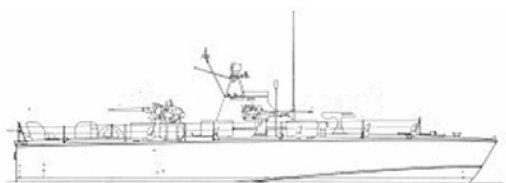
SWeap -+10 X2

OWeap -+5 and Grenade Launcher

Maint 30

Accel 3

Sensors +5 RADAR 10



Patrol Boat Fast (PTF)

Range 1145

Armor 1

Frame 7,7,7,7

Crew 20

Pass 20

Speed 4

Type Littoral

PWeap +30 X 2

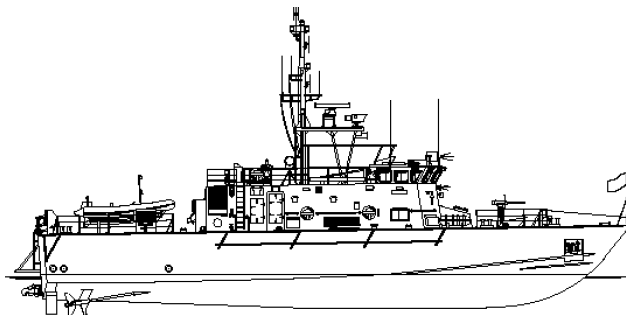
SWeap +5 X2

OWeap -

Maint 12

Accel 3

Sensors +5 Radar 10



Pacific Patrol Boat (PPB)

Vehicles

APC

Range 240

Armor 1

Frame 3,3,3,3

Crew 2

Pass 11

Speed 6

Water 2

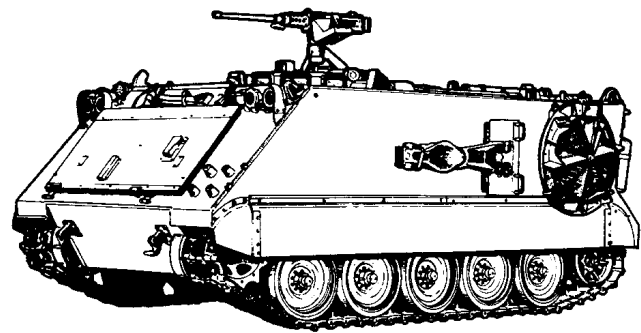
PWeap +5

SWeap -

OWeap -

Accel 2

Sensors None



IFV

Range 240

Armor 2

Frame 4,4,4,4

Crew 3

Pass 6

Speed 6

Water 0

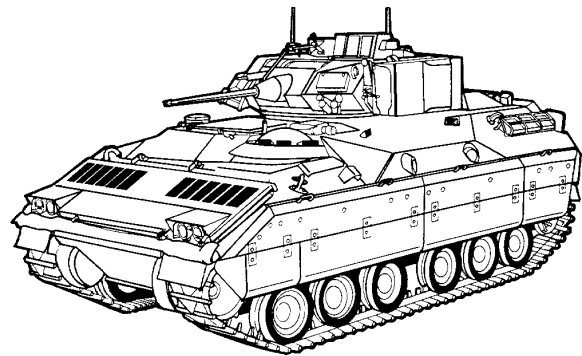
PWeap +20

SWeap +5

OWeap TOW X 7

Accel 2

Sensors +5 Optic



In Harm's Way: Wild Blue Role Playing Game

Range 275

Armor 8

Frame 8,8,8,8

Crew 4

Pass 0

Speed 6

Water 0

PWeap +120

SWeap +5

OWeap -

Accel 2

Sensors +10 IR, +10 Optic

Main Battle Tank



Range 160

Armor 5

Frame 5,5,5,5

Crew 3

Pass -

Speed 7

Water 0

PWeap +40

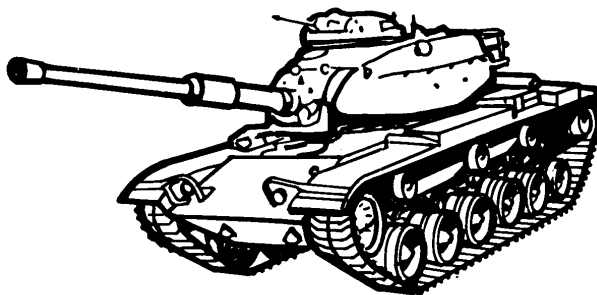
SWeap +5

OWeap -

Accel 3

Sensors +10 IR, +10 Optic

Light Tank



In Harm's Way: Wild Blue Role Playing Game

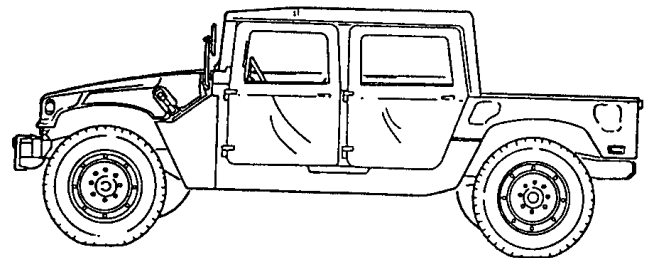
Semi-trailer/Tractor

Range 650
Armor 0
Frame 4,4,4,4
Crew 1
Pass 2
Speed 10
Water 0
PWeap -
SWeap -
OWeap -
Accel 2
Sensors None



All Terrain Vehicle

Range 222
Armor 0
Frame 2,2,2,2
Crew 2
Pass 0
Speed 9
Water 0
PWeap 4 or 8 Stinger
SWeap +5
OWeap
Accel 3
Sensors None



In Harm's Way: Wild Blue Role Playing Game

Range 170

Armor 0

Frame 1,0,1,0

Crew 1

Pass 1

Speed 16

Water 0

PWeap -

SWeap -

OWeap -

Accel 4

Sensors None

Motorcycle - Light



Range 350

Armor 0

Frame 1,1,1,1

Crew 1

Pass 1

Speed 16

Water -

PWeap -

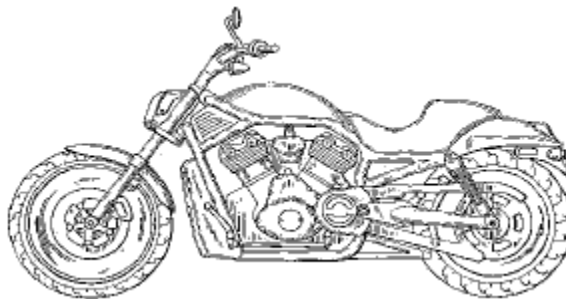
SWeap -

OWeap -

Accel 3

Sensors None

Motorcycle - Heavy



In Harm's Way: Wild Blue Role Playing Game

Pickup Truck

Range 330

Armor 0

Frame 2,2,2,2

Crew 1

Pass 2

Speed 13

Water 0

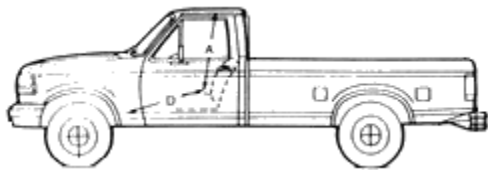
PWeap -

SWeap -

OWeap -

Accel 3

Sensors None



Step Van

Range 330

Armor 0

Frame 2,2,2,2

Crew 1

Pass 6

Speed 12

Water 0

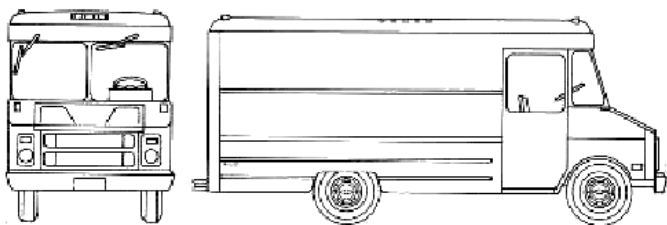
PWeap -

SWeap -

OWeap -

Accel 3

Sensors None



In Harm's Way: Wild Blue Role Playing Game

Range 266

Compact Car

Armor 0

Frame 1,1,1,1

Crew 1

Pass 3

Speed 13

Water 0

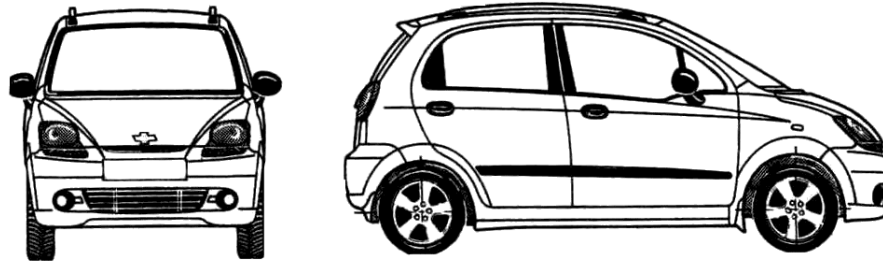
PWeap -

SWeap -

OWeap -

Accel 4

Sensors None



Range 300

Armor 0

Frame 2,1,2,1

Crew 1

Pass 4

Speed 15

Water 0

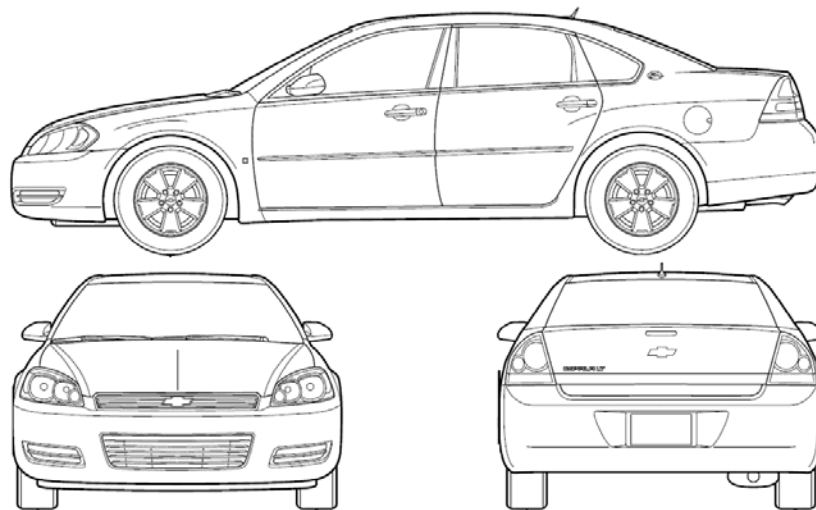
PWeap -

SWeap -

OWeap -

Accel 4

Sensors None

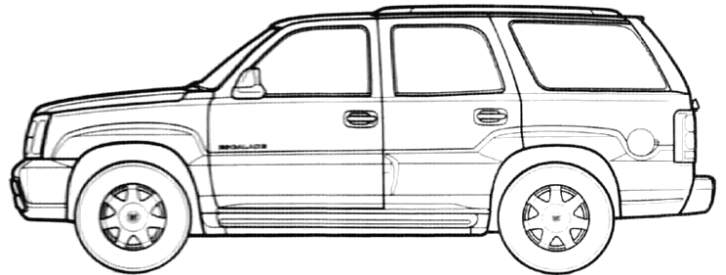


Sedan

In Harm's Way: Wild Blue Role Playing Game

SUV

Range 260
Armor 0
Frame 2,3,2,3
Crew 1
Pass 6
Speed 13
Water 0
PWeap -
SWeap -
OWeap -
Accel 3
Sensors None



Armored Limo

Range 220
Armor 1
Frame 3,3,3,3
Crew 1
Pass 6
Speed 13
Water 0
PWeap -
SWeap -
OWeap -
Accel 2
Sensors None



In Harm's Way: Wild Blue Role Playing Game

Range 450

Armor 0

Frame 4,4,4,4

Crew 1

Pass 56

Speed 11

Water 0

PWeap -

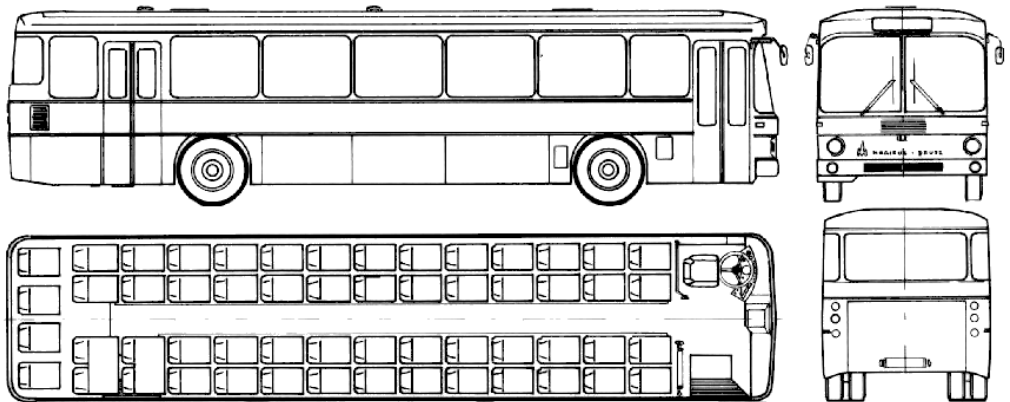
SWeap -

OWeap -

Accel 2

Sensors None

Bus



Range 210

Armor 2

Frame 2,2,2,2

Crew 3

Pass 1

Speed 10

Water 1 (w/ Flotation Screen)

PWeap +15

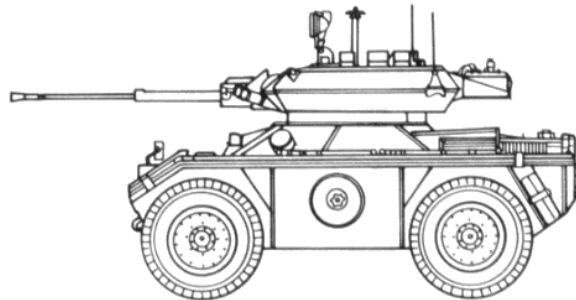
SWeap +2

OWeap 0

Accel 3

Sensors None

Scout/Recon Vehicle



AA Vehicle

Range 140

Armor 1

Frame 3,3,3,3

Crew 3

Pass 0

Speed 7

Water 0

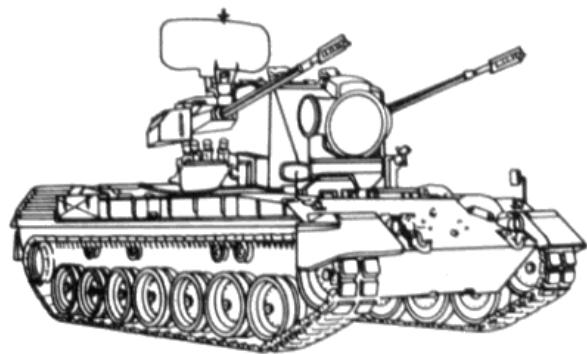
PWeap +40

SWeap -

OWeap *

Accel 2

Sensors +2 RADAR 15



Armored Transporter

Range 320

Armor

Frame

Crew 2

Pass 17

Speed 7

Water 0

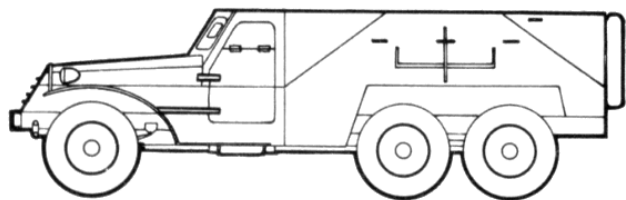
PWeap -

SWeap -

OWeap -

Accel 2

Sensors None



In Harm's Way: Wild Blue Role Playing Game

Boat and Vehicle movement is much like air movement, though vehicle movement is on a different scale. The Fuel box contains the available Energy Units in the vehicle. Range shows the maximum possible EU available, which will almost never all be present. Acceleration is the rate at which Energy Units accumulate in the speed box per turn. Once the Speed box hits its limit, the vehicle stops accumulating energy and the fuel is burned at 1 EU per turn to keep the vehicle at maximum. If the vehicle stops accelerating, the speed box empties at a rate of one EU per turn, til the vehicle stops.

Vehicle Combat and Movement

Vehicle Maneuvers

Maneuver * Not for Watercraft	Energy Loss	Driving Check Penalty	Bonus/Pen- alty to be Hit	Penalty to Hit
45 Degree Turn	-1 EU	-0	-5	-5
90 Degree Turn	-3 EU	-20	-15	-10
180 Degree Bootlegger Turn	- ALL EU	-40	-30	-20
U Turn	-3 EU	-0	-10	-0
Drift/Slew	-1 EU	-20	-10	-5
Sudden Stop*	- ALL EU	-0	-10	-0
Pivot (Tracked)*	-1 EU	-10	-10	-0
Pivot (Wheeled/Water)	-3 EU	-5	-10	-15

Guns and Missiles fire according to gunner's Gunnery skill mastery per turn.

Combat

Vehicle Armor greater than 2 is full strength on the front, half on the sides and rear, one quarter on the top, minimum 1. Thus a vehicle with Armor 8 has 8 Front, 4 Sides and Rear, and 2 top. A vehicle with an armor of 1 has 1 all around, and a vehicle with an armor of 2 has 2 all around..

Vehicle Armor

The following table lists the minimum damage bonus a vehicle mounted weapon needs to penetrate the armor and cause damage.

Minimum Damage Bonus to Penetrate Armor

Armor	Bonus	Armor	Bonus
1	+5	5	+30
2	+10	6	+40
3	+15	7	+60
4	+20	8	+80

Bibliography

Movies and TV

Title	Released by
The Hunters	(1958, 20th Century Fox)
Bridges at Toko Ri	(1954, Paramount Pictures)
Iron Eagle	(1986, Tristar)
Sky Fighters	(Chevaliers du Ciel) (2005, Mandarin)
Jet Pilot	(1957, RKO Radio Pictures)
Navy SEALs	(1990, Orion Pictures)
The Delta Force	(1986, Golan-Globus)
Dogs of War	(1980, Juniper Films)
The Wild Geese	(1978, Richmond Productions)
Top Gun	(1986, Paramount Pictures)
Pensacola: Wings of Gold	(TV, 1997, Stu Segall Productions)
JAG	(TV, 1995, Belisarius Productions)
Airwolf	(TV, 1984, Belisarius Productions)
Steve Canyon	(TV, 1958, Pegasus Productions)
Stealth	(2005, Columbia Pictures)
Fighter Pilot: Operation Red Flag	(TV, 2004, K2 Communications)
Red Flag: The Ultimate Game	(TV, 1981, Marble Arch Productions)
Right Stuff	(1983, Ladd Company)
Flight of the Intruder	(1991, Paramount Pictures)

Title	Released by
Blackhawk Down	(2001, Revolution Studios)
Three Kings	(1999, Warner Brothers)
Behind Enemy Lines	(2001, 20th Century Fox)
Hot Shots	(1991, 20th Century Fox)

Books and Manga

Title	Publisher
Sweetwater Gunslinger 201	(William H. LaBarge and Robert L. Holt, Aero Publishers, 1984)
Bogeys and Bandits: The Making of a Fighter Pilot	(Robert Gandt, Viking, 1997)
Wing Commander	(Ron Karren, Quest Press, 1998)
Every Man a Tiger: The Gulf War Campaign	(Tom Clancy, Penguin, 2000)
Hornet's Nest: The Experiences of One of the Navy's First Female Fighter Pilots	(Missy Cummings, Writer's Showcase Press, 2000)
First Air	(Michael Skinner, Presidio, 1991)
The Ace Factor	(Mike Spick, Avon, 1988)
Red Prowling Devil	(Toshimitsu Shimizu, ComicsOne, 2002)
Black Aces High	(Robert Wilcox, St. Martin's Paperbacks, 2004)
The Wingman	(Mack Maloney, Pinnacle, 1996)
Zanek! a Chronicle of the Israeli Air Force	(William Stevenson, Viking, 1971)

Title	Publisher
Attack and Interceptor Jets	(Michael Sharpe, Friedman/Fairfax, 1999)
The Pocket Guide to Military Aircraft and The World's Airforces	(David Donald ed, Octopus, 2001)
The International Directory of Military Aircraft 2000/01	(Gerard Frawley, 2000)
Observer's Aircraft	(William Green, Penguin, 1991)
Aircraft of the World	(Claudio Muller, Mud Puddle Books, 2004)
Red Storm Rising	(Tom Clancy, Putnam, 1986)
Flight of the Old Dog	(Dale Brown, Berkley, 1988)
...And Kill MiGs, Air to Air Combat from Vietnam to the Gulf War	(Lou Drendel, Squadron, 1997)
Fighter Combat: Tactics and Maneuvering	(Robert L. Shaw, Naval Institute Press, 1985)
Tigers of Terra	(Ted Nomura, Antarctic Press, 1993)
Area 88	(Kaoru Shintani, Shogakukan, 1979)
Eye of the Viper: The Making of an F-16 Pilot	(Peter Aleshire, The Lyons Press, 2004)



Appendix A: Glossary

Fighter Pilot Slang and Jargon

Ace of the Base	A great fighter pilot- even if only in his own mind
Alert Five	Fighters standing by, ready to launch, on a five minute notice.
AMF	Audios My Friend, I've just killed you
Angels	Altitude given in thousands of feet- "Angels 10" for example, would be 10,000 feet
AWACS	Airborne Warning And Control System
Autodog	Ice cream machine aboard an aircraft carrier
Bag	Flightsuit
Bandit	Enemy aircraft
Bat Turn	A very tight turn- usually in an F-16 "Viper"
Bent	Broken or damaged aircraft
Blower	Afterburner
Bingo	Barely enough fuel to RTB
Bogey	Unidentified radar contact
Bolter	Missing the arrestor cable during a carrier landing and having to go around
Bone Dome	Flight helmet
Bounce	Attacking an enemy aircraft without being spotted, usually from their six
Burner	Afterburner
Buster	Go to full military power, just short of Afterburner
CAG	Commander Air Group- the man in charge of an aircraft carriers' Air Wing (traditional)
CAP	Combat Air Patrol
Dogfight	Close-range air combat maneuvering
Ego-Driver	F-15 Eagle pilot
Fangs Out	Pursuing a bandit without regard for anything else

In Harm's Way: Wild Blue Role Playing Game

Radio call announcing the firing of a radar-guided missile	Fox 1
Radio call announcing the firing of an infrared-guided missile	Fox 2
A multi-plane dogfight	Furball
Nickname for the AIM-120 AMRAAM air to air missile	Go Get Him, Fido
see Bandit	Gomer
Going fast	Hair On Fire
A Tango Uniform fighter that stays on the ground and is scavenged for spare parts	Hanger Queen
Hands On Throttle And Stick	HOTAS
Heads Up Display	HUD
Identification Friend or Foe	IFF
Nickname for helicopter that rescues pilots who punch out	Jolly Green Giant
I've spotted the target and I am attacking	Judy
see Dogfight	Knife Fight
The lever that a pilot pulls to Punch Out	Loud Handle
This is a really bad situation	My Fun Meter Is Pegged
Lost visual or radar contact	No Joy
see Punch Out	Nylon Letdown
Any pilot in any other unit but yours	Puke
Eject from a crippled aircraft	Punch Out
Return To Base	RTB
Aircraft assigned to protect search and rescue missions	Sandy
A term of appreciation	Sierra Hotel
Immediately behind the aircraft (referring to a clock face for directions)	Six
AIM-120 AMRAAM air to air missile	Slammer
Speed	Smash
Anti-G suit worn to help prevent unconsciousness when maneuvering	Speed Jeans
Fast	Speed O' Heat
Radio call for shooting down a Bandit	Splash

In Harm's Way: Wild Blue Role Playing Game

Squid	Slang for anyone in the Navy
Tango Uniform	A Bent aircraft
Tiger	A very aggressive fighter pilot
Trap	Landing on an aircraft carrier
Truck Driver	Transport pilot
Warp Speed	Very fast
Whisky Delta	Term of derision
Winchester	Radio call announcing that you are out of ammunition
Zoomie	Slang for an Air Force pilot

Aircraft Nicknames

A-7H Corsair II "SLUF"
A-10A Thunderbolt II "Warthog"
A-4M Skyhawk II "Scooter"
AV-8B Harrier II "Scarier"
F-104S Starfighter "Widowmaker"
F-4E Phantom II "Rhino"
F-5E Tiger II "Skoshi Tiger"
F-8C Crusader "MiG Master"
F-14A Tomcat "Turkey"
F-15C Eagle "Ego", "Rodan"
F-16C Fighting Falcon "Viper"
F/A-18C Hornet "Bug"
F/A-18E Super Hornet "Super Bug"
F-22A Raptor "The Jet"
Kfir C7 "Lion Cub"
F-7 Fishbed "Airguard"
J-8III Finback "Apollo"
F-10 Flirter "Vanguard"
MiG-21MF Fishbed "Balalaika"
MiG-23MF Flogger "Crocodile"
MiG-25 Foxbat "Flying Liquor Store"
MiG-27 Flogger "Ducknose"
MiG-29 Fulcrum "Swift"
Su-27 Flanker "Crane"
Sea Harrier "Shar"
An-124 Condor "Ruslan"
C-130 Hercules "Herkie Bird"
C-21 Learjet "Lear"

SpecOps Slang

AO	Area of Operations
Airdales	Pilots
BDA	Bomb Damage Assessment
Bird	Helicopter, aircraft
Blackbird	SpecOps aircraft
Black Deck Gang	The power and propulsion crew on a ship
Bouncing Betty	Mine that hops up into the air before exploding to increase damage
Civvies	Civilian clothing
Claymore	Directional mine
Conex	Large metal container
Cork	Drug which prevents defecating
Crash And Bang	CTTC (Countering Terrorist Tactics Course) Part of SEAL Specialist School
Crud, The	Any one of many skin infections and rashes
E&E	Escape and Evasion
Exfil	Point of Exit from AO
Firebase	Remote artillery battery
FNG	F-ing New Guy
Frogman	SEAL or UDT
Good to Go	Ready, willing, and able
Grease	Kill
HAHO	High Altitude, High Opening Parachute Insertion
HALO	High Altitude, Low Opening Parachute Insertion
Hooyah!	SEAL expression of approval
IA	Immediate Action
Insert	Point of insertion into AO
Iron Beach	The deck of a ship, especially a carrier, when operations are suspended and the crew given recreation time
Klick	A kilometer. Also called "K"

In Harm's Way: Wild Blue Role Playing Game

Killed In Action	KIA
Exit a submerged vehicle for Insertion	Lock In, Lock Out
Landing Zone	LZ
Missing In Action	MIA
Millimeter. 20 Mike Mike is a 20mm cannon.	Mike-Mike
Hangover Cure	O2 And Benedryl
Observation Post	OP
Candy, sweets.	Pogeybait/Geedunk
The first man in a formation, who scouts the trail ahead	Point, Point Man
The two-can beer allocation permitted when an Iron Beach is called. As in "Take two and call me in the morning."	Pop-top Medicine
Remain OverNight - a place to lay up	RON
Radio-Telephone Operator - Comms	RTO
Improvise, Overcome, Adapt	SEAL Unofficial Motto
Misile deck on a Boomer.	Sherwood Forest
Unarmed - or lightly armed - transport helo	Slick
Prop plane	Slow Mover
Cobra Helo	Snake
Engineering Crew	Snipes
Standard Operating Procedure - you know the drill!	SOP
Operate with a strange team	Straphang
BUD/S trainee. A Proto-SEAL/UDT	Tadpole
The last man in a formation	Tail, Tail End Charlie
Terrorist	Tango
Ammo rounds treated to leave a trail in the air	Tracer
In the enemy's back yard	Up Country
The Man in Charge, the Boss.	Wheel, The
White Phosphorus round	WP, Willie Pete

Appendix B: More Aircraft

This Appendix contains aircraft which for whatever reason are very unlikely to end up in the hands of Mercenaries. These aircraft are, however, out there, and may end as antagonists.



In Harm's Way: Wild Blue Role Playing Game

Boeing
Fighter/Strike
32
15
185
10 (17 with AB)
2
6,5,6,5
+7
1
+8 Look Down 50

12
8
3
AIM-9,AIM-9, AIM-7, AIM-7
AIM-9, AIM-9, AIM-7, AIM-7, AGM-65, AGM-65, GBU-15, GBU-15,
+60
10
Yes
-20 below w/o belly check



F/A-18C Hornet
Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuv

Stability

Break

Typical Air-to-Air Load

Typical Strike Load

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

Boeing F/A-18E Super Hornet

Manufacturer	Boeing
Type	Fighter/Strike
Max Speed	32
Ceiling	15
Range	190
Thrust	12 (19 with AB)
Armor	3
Frame	7,7,7,7
Size	+8
Crew	1
Radar	+10 Look Down 60
IRST	
Optical	
Maneuver	14
Stability	6
Break	3
Typical Air-to-Air Load	AIM-9, AIM-9, AIM-9, AIM-9, AIM-120, AIM-120, AIM-120, AIM-120
Typical Strike Load	AIM-9, AIM-9, AIM-120, AIM-120, AGM-65, AGM-65, GBU-24, GBU-24, GBU-15, GBU-15,
Gun	+60
MAINT Number	10
Carrier Qualified	Yes
Observ/Alert Penalties	-20 below w/o belly check



In Harm's Way: Wild Blue Role Playing Game

Eurofighter

Fighter/Strike

35

19

215

16 (24 with AB)

3

5,6,5,6

+8

1

+10 Look Down 60

+10

18

2

2

AIM-132, AIM-132, AIM-132, AIM-132, Meteor, Meteor, Meteor, Meteor

AIM-132, AIM-132, GBU-24, GBU-24, BRIMSTONE, BRIMSTONE, BRIMSTONE, BRIMSTONE

AIM-132, AIM-132, STORMSHADOW, STORMSHADOW

+30

5

No

-20 below w/o belly check



EF-2000 Typhoon

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

A-10 Thunderbolt II

<i>Manufacturer</i>	Fairchild	
<i>Type</i>	Strike	
<i>Max Speed</i>	14	
<i>Ceiling</i>	14	
<i>Range</i>	166	
<i>Thrust</i>	11	
<i>Armor</i>	8	
<i>Frame</i>	5,6,5,6	
<i>Size</i>	+10	
<i>Crew</i>	1	
<i>Radar</i>		
<i>IRST</i>		
<i>Optical</i>		
<i>Maneuver</i>	10	
<i>Stability</i>	10	
<i>Break</i>	3	
<i>Typical Air-to-Air Load</i>	AIM-9, AIM-9	
<i>Typical Strike Load</i>	AIM-9, AIM-9, AGM-65, AGM-65, AGM-65, AGM-65, GBU-15, GBU-15, GBU 24, GBU-24	
<i>Gun</i>	+120	
<i>MAINT Number</i>	10	
<i>Carrier Qualified</i>	No	
<i>Observ/Alert Penalties</i>	-20 below w/o belly check	

In Harm's Way: Wild Blue Role Playing Game

Boeing

Fighter

45

18

492

12 (20 with AB)

4

6,7,6,7

+11

1

+12 Look Down 60

15

5

3

None

AIM-9, AIM-9, AIM-9, AIM-9, AIM-120, AIM-120, AIM-120, AIM-120

+60

20

No

-20 below w/o belly check



F-15C Eagle

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

F-10 Flirter "Vanguard"

<i>Manufacturer</i>	Chengdu
<i>Type</i>	Fighter/Strike
<i>Max Speed</i>	36
<i>Ceiling</i>	18
<i>Range</i>	475
<i>Thrust</i>	13 (19 with AB)
<i>Armor</i>	2
<i>Frame</i>	5,5,5,5
<i>Size</i>	+7
<i>Crew</i>	7
<i>Radar</i>	+8 Look Down 50
<i>IRST</i>	+10 FLIR
<i>Optical</i>	
<i>Maneuver</i>	14
<i>Stability</i>	6
<i>Break</i>	3
<i>Typical Air-to-Air Load</i>	PL-8, PL-8, PL-11, PL-11
<i>Typical Strike Load 1</i>	PL-8, PL-8, GBU-12, GBU-12, GBU-12, GBU-12
<i>Typical Strike Load 2</i>	
<i>Gun</i>	+30
<i>MAINT Number</i>	10
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check



In Harm's Way: Wild Blue Role Playing Game

Lockheed-Martin

Fighter/Strike

32

18

550

14 (20 with AB)

4

5,5,5,5

+7

1

+10 Look Down 60

+10 FLIR

15

5

2

AIM-120, AIM-120

AIM-120, AIM-120, 1000kg, 1000kg + Stealth

AIM-120, AIM-120, 1000kg, 1000kg, GBU-12, GBU-12, GBU-12, GBU-12

AIM-120, AIM-120, 1000kg, 1000kg, GBU-32 (JDAM), GBU-32 (JDAM), GBU-32 (JDAM), GBU-32 (JDAM)

+60

5

No

-20 below w/o belly check



F-35A Lightning II

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Typical Strike Load 3

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

F-35B Lightning II

<i>Manufacturer</i>	Lockheed-Martin
<i>Type</i>	Fighter/Strike
<i>Max Speed</i>	32
<i>Ceiling</i>	18
<i>Range</i>	417
<i>Thrust</i>	10 (21 with AB) + VTOL
<i>Armor</i>	4
<i>Frame</i>	5,6,5,6
<i>Size</i>	+7
<i>Crew</i>	1
<i>Radar</i>	+10 Look Down 60
<i>IRST</i>	+10 FLIR
<i>Optical</i>	
<i>Maneuver</i>	15
<i>Stability</i>	5
<i>Break</i>	2
<i>Typical Air-to-Air Load</i>	AIM-120, AIM-120
<i>Typical Strike Load 1</i>	AIM-120, AIM-120, 1000kg, 1000kg + Stealth
<i>Typical Strike Load 2</i>	AIM-120, AIM-120, 1000kg, 1000kg, GBU-12, GBU-12, GBU-12, GBU-12
<i>Typical Strike Load 3</i>	AIM-120, AIM-120, 1000kg, 1000kg, GBU-32 (JDAM), GBU-32 (JDAM), GBU-32 (JDAM), GBU-32 (JDAM)
<i>Gun</i>	+60
<i>MAINT Number</i>	5
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check



In Harm's Way: Wild Blue Role Playing Game

Lockheed-Martin

Fighter/Strike

32

18

643

12 (20 with AB)

4

5,6,5,6

+7

1

+10 Look Down 60

+10 FLIR

15

5

2

AIM-120, AIM-120

AIM-120, AIM-120, 1000kg, 1000kg + Stealth

AIM-120, AIM-120, 1000kg, 1000kg, GBU-12, GBU-12, GBU-12, GBU-12

AIM-120, AIM-120, 1000kg, 1000kg, GBU-32 (JDAM), GBU-32 (JDAM), GBU-32 (JDAM), GBU-32 (JDAM)

+60

5

Yes

-20 below w/o belly check



F-35C Lightning II

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuver

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Typical Strike Load 3

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

F-22A Raptor

<i>Manufacturer</i>	Lockheed-Martin
<i>Type</i>	Fighter/Strike
<i>Max Speed</i>	36
<i>Ceiling</i>	20
<i>Range</i>	380
<i>Thrust</i>	15 (21 with AB)
<i>Armor</i>	4
<i>Frame</i>	7,7,7,7
<i>Size</i>	+10 - Stealth
<i>Crew</i>	1
<i>Radar</i>	+12 Look Down 80 - does not alert targets + Buddy-Lock *
<i>IRST</i>	+10 FLIR
<i>Optical</i>	
<i>Maneuver</i>	18
<i>Stability</i>	2
<i>Break</i>	2
<i>Typical Air-to-Air Load</i>	AIM-120, AIM-120, AIM-120, AIM-120, AIM-120, AIM-120, AIM-9, AIM-9
<i>Typical Strike Load 1</i>	AIM-9, AIM-9, GBU-32 (JDAM), GBU-32 (JDAM), GBU-32 (JDAM), GBU-32 (JDAM), GBU-32 (JDAM),GBU-32 (JDAM)
<i>Typical Strike Load 2</i>	
<i>Gun</i>	+60
<i>MAINT Number</i>	5
<i>Carrier Qualified</i>	No
<i>Observ/Alert Penalties</i>	-20 below w/o belly check



* May pass Radar Search on to other F-22's

In Harm's Way: Wild Blue Role Playing Game

Sukhoi
Fighter/Strike
42
18
925
13 (21 with AB)
4
8,8,8,8
+12
1
+10 Look Down 60
+10 FLIR

18
2
2
R-73, R-73, R-73, R-73, R-77, R-77, R-77, R-77, R-77
R-73, R-73, R-73, R-73, Kh-29, Kh-29, Kh-25, Kh-25, GBU-12, GBU-12

+40
10
No
-20 below w/o belly check



Su-37 Flanker “Terminator”
Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuv

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

Su-30MK Flanker C

<i>Manufacturer</i>	Sukhoi	
<i>Type</i>	Fighter/Strike	
<i>Max Speed</i>	36	
<i>Ceiling</i>	18	
<i>Range</i>	250	
<i>Thrust</i>	13 (21 with AB)	
<i>Armor</i>	4	
<i>Frame</i>	8,8,8,8	
<i>Size</i>	+12	
<i>Crew</i>	2	
<i>Radar</i>	+11 Look Down 60	
<i>IRST</i>	+10 FLIR	
<i>Optical</i>		
<i>Maneuver</i>	18	
<i>Stability</i>	2	
<i>Break</i>	5	
<i>Typical Air-to-Air Load</i>	R-73, R-73, R-73, R-73, R-77, R-77, R-77, R-77, R-77, R-77	
<i>Typical Strike Load 1</i>	R-73, R-73, R-73, R-73, Kh-29, Kh-29, Kh-25, Kh-25, GBU-12, GBU-12	
<i>Typical Strike Load 2</i>		
<i>Gun</i>	+40	
<i>MAINT Number</i>	10	
<i>Carrier Qualified</i>	No	
<i>Observ/Alert Penalties</i>	-20 below w/o belly check	
	Can use RADAR as Mini-AWACS for other planes	

In Harm's Way: Wild Blue Role Playing Game

Grumman

Fighter

41

15

309

8 (14 with AB)

3

8,8,8,8

+12

2

+12 Look Down 100

+10 FLIR

+10 TVSU

14

6

3

AIM-9, AIM-9, AIM-7, AIM-7, AIM-54, AIM-54, AIM-54, AIM-54

+60

30

Yes

-20 below w/o belly check

Can use RADAR as Mini-AWACS for other planes



F-14A Tomcat

Manufacturer

Type

Max Speed

Ceiling

Range

Thrust

Armor

Frame

Size

Crew

Radar

IRST

Optical

Maneuv

Stability

Break

Typical Air-to-Air Load

Typical Strike Load 1

Typical Strike Load 2

Gun

MAINT Number

Carrier Qualified

Observ/Alert Penalties

In Harm's Way: Wild Blue Role Playing Game

Su-25 Frogfoot "Rook"

<i>Manufacturer</i>	Sukhoi	
<i>Type</i>	Strike	
<i>Max Speed</i>	16	
<i>Ceiling</i>	10	
<i>Range</i>	94	
<i>Thrust</i>	11	
<i>Aarmor</i>	6	
<i>Frame</i>	5,5,5,5	
<i>Size</i>	+8	
<i>Crew</i>	1	
<i>Radar</i>	+3 Look Down 30	
<i>IRST</i>	FLIR +10	
<i>Optical</i>		
<i>Maneuver</i>	13	
<i>Stability</i>	7	
<i>Break</i>	3	
<i>Typical Air-to-Air Load</i>	R-60, R-60	
<i>Typical Strike Load</i>	R-60, R-60, Kh25ML, Kh25ML, Rocket Pod, Rocket Pod, Mk-82,Mk-82,Mk-82,Mk-82	
<i>Gun</i>	+	
<i>MAINT Number</i>	15	
<i>Observ/Alert Penalties</i>	-20 below w/o belly check, -20 rear	

In Harm's Way: Wild Blue Role Playing Game

Xian
Fighter/Strike
30
16
412
10 (17 with AB)
3
7,8,7,8
+9
2
+6 Look Down 50

13
7
3
PL-8, PL-8
PL-8, PL-8, 500kg, 500kg, 500kg, 500kg

+30
15
No
-20 below w/o belly check, -20 rear



FBC-1 Flounder “Flying Leopard”
Manufacturer
Type
Max Speed
Ceiling
Range
Thrust
Armor
Frame
Size
Crew
Radar
IRST
Optical
Maneuv
Stability
Break
Typical Air-to-Air Load
Typical Strike Load 1
Typical Strike Load 2
Gun
MAINT Number
Carrier Qualified
Observ/Alert Penalties

Appendix C: Optional Rules

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

Optional Rule: Sniping and Single Shot Kills

If the character wishes to snipe, and the situation and weapon is proper, sniping is possible. If the weapon is rated for Long or Far range **and** is in the proper range for the weapon **and** the target is unaware of the presence or general position of the sniper, the sniping rules are in effect. In this case a hit is a death blow.

Sniping brings sudden death into the combat picture. Normally, Blood Games Combat is bloody, but seldom lethal - excepting those that vampires win. Some GMs are loath to use sudden death on their own players. We have left the decision here up to the individual GM. If the Player characters are able to snipe, but the opponents are not able to snipe at the PCs, the GM will have to deal with what amounts to indestructible PCs. This is not necessarily a bad thing, but can drastically alter the flavor of any campaign. Here are some possible options:

Player characters and opponents can snipe:

This tends to lead to a very grim, extremely gritty feel. Players may feel very vulnerable and may refrain from sticking their character's necks out. This is the most realistic option, in that the player characters will behave more like real people in a stressful situation.

Player characters only can snipe:

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

Optional Rule: Commando-type Actions

Characters may attempt commando-type actions such as picking off a sentry by clapping a hand over the sentry's mouth while slicing his neck with a knife. If the character has an appropriate background this should be purely a question of the character's ability to sneak up on (Sneak skill) or rush (Dash skill) the sentry. If the sentry does not detect the approach of the character, or has no time to respond, the sentry should die. If a character without an appropriate background attempts it, roll at sneak, stealth, or flash+0 as appropriate, with modifiers for agility. In any case, the sentry's constitution should be ignored.

Optional Rule: Plot Points

Using this optional rule, the characters and the GM each receive one Plot Point per session. They can be used any time during that session, but cannot be accumulated across sessions. The Plot Point can be used to do one of two things: the player may make any attempt, by anyone, an automatic success, or an automatic failure. These points should be used any time an action cannot fail, or must not succeed. The Plot point need not be used on the player's character. It can be used at any time on any character.

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

Optional Rule: Active Defense

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

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

Optional Rule: Nitty Gritty

Instead of multiplying STR, COOR, AGY, and END by ten to get the character's Constitution, multiply it by five. Leave everything else the same.

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

Optional Rule: Flip Dice

For faster mass combat, each non-PC or unnamed character is a mook. If a character hits a mook, and the Quality+Weapon Modifier is above 75, the mook goes down. If the Quality+Weapon Modifier is above 120, the Mook dies. If not, the mook takes a wound. Mooks can take three wounds before going down.

Optional Rule: Mook Rules

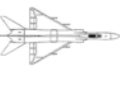
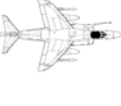
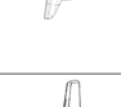
The GM rolls for initiative. On 1-50, the enemy has initiative. On 51-100, the PCs have the initiative and go first.

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

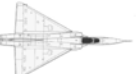
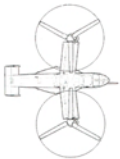
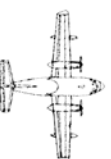
With this option, the PCs don't create or play Staff Characters. Creation and direction of the company is entirely in the hands of the GM.

Optional Rule: No Staff Characters

Appendix D: Airplane Counters

	SKYHAWK		SKYHAWK		BRONCO		BRONCO		CORSAIR II		CORSAIR II		DRAGONFLY
	DRAGONFLY		CRUSADER		CRUSADER		VIPER		VIPER		FANTAN		FANTAN
	FINBACK		FINBACK		FITTER		FITTER		FLANKER		FLANKER		FLOGGER J
	FLOGGER J		FLOGGER L		FLOGGER L		FOXBAT		FOXBAT		FULCRUM		FULCRUM
	HARRIER		HARRIER		HAWK		HAWK		HERCULES		JAGUAR		JAGUAR

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 LEAR	 LEAR	 LIGHTNING	 LIGHTNING	 FISHBED	 FISHBED	 MIRAGE 2000
 MIRAGE 2000	 MIRAGE F1	 MIRAGE F1	 MIRAGE III	 MIRAGE III	 MOHAWK	 OSPREY
 PHANTOM II	 PHANTOM II	 RUSLAN	 STARFIGHTER	 STARFIGHTER	 TIGER II	 TIGER II
 DRAKEN	 DRAKEN	 MUSTANG	 MUSTANG	 TUCANO	 TUCANO	 PROVIDER

Operation Kaboodle

Introduction

This is an introductory adventure for In Harm's Way: Wild Blue. The GM and players will be given the basic information to resolve the adventure, but the actual execution is in their hands. This adventure is intended for newly recruited characters of relatively low rank in the company. While the Bengal Air Inc. company is provided as an example, the GM and players may create their own company and characters for this adventure.



Bengal Air Inc.



Dubai (United Arab Emirates)

Moderate (64)

(4)

(4)

Small Airbase (4)

F-5E Tiger II (4)

A-7H Corsair II (1)

C-130 Hercules (16)

UH-1 Iroquois (4)

(1)

(16)

2xAIM-9L(8)

Mk-82- (1)

19x70 Rocket Pods- (1)

Total = 64

Headquarters

Funding

Logistics

Maintenance

Base

Fighters

Strike

Cargo

Helicopters

Security

Special Forces

Ordnance

In Harm's Way: Wild Blue Role Playing Game

The airbase is Rhamal Airfield ("Ram"). This is an old WWII airfield in the desert near Dubai City.

The F-5Es are call-sign Tiger Flight. The Tigers are ex-Swiss Air Force and are in excellent condition with upgraded avionics. The Swiss replaced them with F/A-18s.

The A-7Hs are call-sign Pirate Flight. The Corsairs are ex-Greek machines.

The C-130 is call-sign Texaco and is set up for female aerial refueling as well as troop transport. The Hercules is ex-Heyl'avir (Israeli Air Force).

The UH-1s are call-sign Huey Flight. These Hueys are ex-US Army.

The Military Police company is call-sign Bravo. They are equipped with four Hummers and two Cadillac-Gage Commandos for patrolling the base perimeter. They have Stingers for air defense.

The Special Forces company is call-sign Alpha. They are trained in counter-insurgent and urban warfare with additional training in HALO and hostage rescue.

Contracts:

Bengal is currently under contract to Dubai, an Oil Rich State. Their contract is to provide cadre/training for Dubai's military forces and police. There is a secondary contract to protect Dubai's assets and resources. The pay is Poor (4) with Local Base, Sweet R&R, and Free Fuel as sweeteners.

Bengal Air Base

Bengal Air Inc. is a defense systems contractor created by Colonel Steven "CU" Slater (ex-USAF Aggressor squadron CO). The company has the backing of investors in the United States and in Dubai (UAE). The main contract of Bengal Air is with the Emirate of Dubai to provide security forces training and air combat training for Dubai's Air Force. Colonel Slater selected the F-5E as the primary fighter because of its suitability as a counter-air fighter and as a MiG simulator. The Corsair was picked for its durability and payload. Neighboring Abu Dhabi has several squadrons of Mirage 2000s and F-16s, and Bengal Air trains Dubai pilots in ACM versus the Mirages and Vipers. This provides an additional Poor (4) from Abu Dhabi to pay for the DACT (Dissimilar Air Combat Training) they provide.

Bengal Air's History

Slater expanded his initial aircraft operation to include ground forces when he realized the vulnerability of Rhamal to terrorist attack. He capitalized on this by including the training of Dubai security and police in the contract. Alpha and Beta companies are the province of Slater's Executive Officer, Major Francis "Buck" Nowlan. Major Nowlan is ex-Delta Force and has a checkered career that forced him into early retirement (he argued with superior officers once too often). He has found a new home in Dubai and is a perfect fit for the ex-Aggressor Slater.

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Bengal Air has yet to be tested in combat. There is some criticism of the company's makeup with claims that Slater hasn't provided enough infrastructures to maintain combat operations. Currently, many services at Ram are provided by civilian workers brought in from Thailand, the Phillipines and India (Dubai civilians won't do this level of labor).

Slater and Nowlan have a good relationship with the Dubai military and Dubai City is nearly the perfect place for R&R, incorporating many features of western decadence as found in Atlantic City, Las Vegas, and Disney World.

Relations with Sponsors

F-5 Tiger II - Tiger Flight



A-7H Corsair II - Pirate Flight



In Harm's Way: Wild Blue Role Playing Game

C-130 Hercules - Texaco



UH-1 Huey - Huey Flight

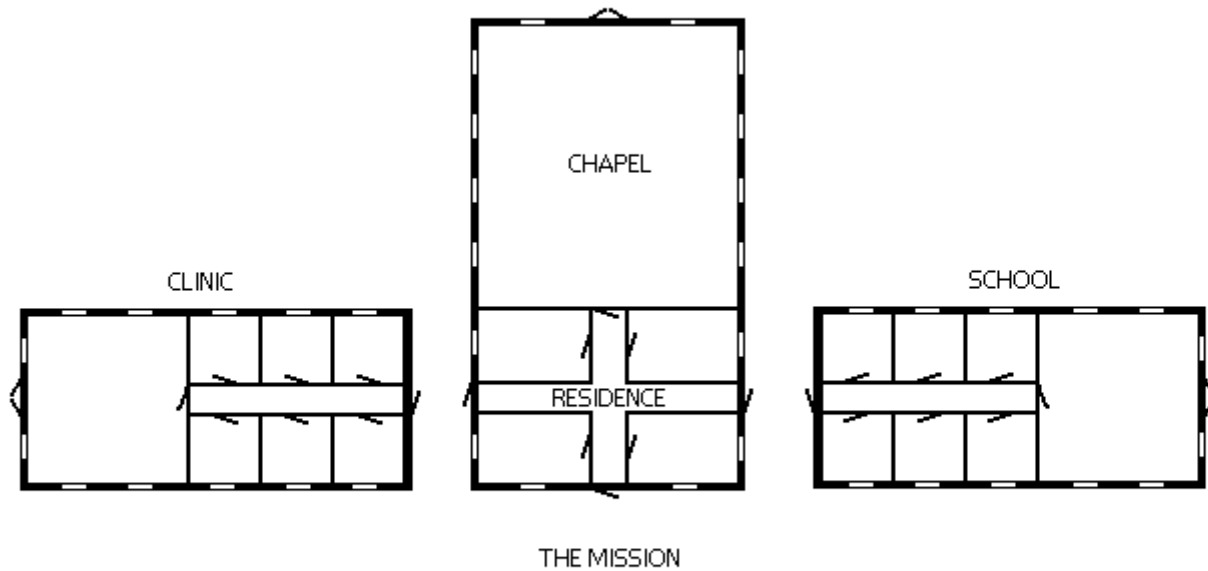


Armed Humvee



In Harm's Way: Wild Blue Role Playing Game

Cadillac-Gage Commando



Situation:

Senator Willard J. Pomfrey (Democrat from the south) and his daughter, Barbara Jean Pomfrey, have traveled to the East African country of Mosalia. The Senator and his entourage are there to witness for themselves how United States-donated food is being delivered to the needy citizens and refugees of that country. Barbara Jean is an 18-year old journalism student who hopes to write a story for her high school newspaper while there.

While staying at the Gomadishu Hilton, Barbara Jean decides to give her dad's security people the slip and leaves the hotel to sample the night-life. She fails to return to the hotel that night or the next morning and Senator Pomfrey finds a DVD slipped under his hotel room door that morning. His chief of staff sets up a laptop and the Senator gets the shock of his life.

The DVD shows Barbara Jean Pomfrey strapped into a straight-backed wooden chair in what looks to be a classroom, with a blackboard behind her. A large black man, hooded with a balaclava and carrying a machete, stands next to her. She is gagged and staring wild-eyed into the camera, struggling against her bonds, while a distorted male voice reads a statement from off-camera.

The Statement

"Senator Pomfrey, your daughter is unharmed and in our custody. If you wish her to be returned in the same condition, you must use your considerable influence to see that the following requests are met. When these things have been done, your Barbara Jean will be returned to you safely. If these things are not done, we will return her to you one piece at a time!"

"All United States military and diplomatic personnel must leave Mosalia immediately on the next available transportation. They will leave their equipment behind. This must be done in three days."

"All members of the Mosalian Freedom Brigade currently being held in this country's prison must be freed unconditionally. This must be done in three days."

"A payment of 5 million Euros must be delivered to the following numbered account (the man recites a 12 digit number, obviously a Cayman Island account). This must be done in three days."

"Any sign of police or military attempting to rescue your daughter and she will not return to you alive."

"If these things are not done, your daughter will die a slow and horrible death. To show that you understand these things, go to the balcony of your hotel room and place your right hand over your heart."

"We will be watching and waiting."

In Harm's Way: Wild Blue Role Playing Game

STR 9 COOR 9 AGY 9 END 9

Full

360

Senator Willard J. Pomfrey:

Weapon Skill: +3

Hindered Level: 270

Other Relevant Skills: Entice +3, Convince +2

Stunned Level: 180

Law +2, Adapt +1

Critical Level: 90

Brawl Damage: +4 To Hit: 60%

The Senator is a pompous, liberal jackass with no true sense of foreign policy or US treaty commitments. He does, however, love his daughter dearly and would do anything for her.

The Senator is a trim man who regularly plays tennis and golf. He has salt & pepper hair with a receding hairline.

STR 7 COOR 10 AGY 10 END 7

Full :

340

Barbara Jean Pomfrey:

Weapon Skill: +1

Hindered Level: 255

Other Relevant Skills: Entice +4, Endear +5

Stunned Level: 170

Engrace +3, Convince +2, Research +2

Critical Level: 85

Brawl Damage: +1 To Hit: 45%

Barbara Jean is a spoiled child of privilege. She has twisted her daddy around her little finger and almost always gets what she wants. On the plus side, Barbara Jean wants to become a serious journalist and is actually making an earnest effort.

Barbara Jean has a slim build and light brown hair with hazel eyes. She is very attractive and takes care with her clothes and appearance.

Senator Pomfrey promptly (against the ardent advice of his chief of staff) goes to the balcony and stands there for a moment with his hand over his heart. Then he steps back inside and picks up a phone.

The United States currently has no units available for a special operation in Mosalia. They are currently tasked elsewhere and could not be freed up in time. The United Nations has Peacekeeping forces in Mosalia, but the Senator refuses to call on them. When he contacts the Mosalian government, they regretfully decline to respond to any of the Mosalian Freedom Brigade's demands, telling the Senator that it would be impossible. Desperate for some solution, Senator Pomfrey recalls that he has recently invested in a defense security company based in Dubai and he calls Colonel Steven Slater of Bengal Air Incorporated (or whichever mercenary company that the players and GM would prefer to use, but of no more than Moderate funding).

The Call

Intelligence Data:

The only information that Bengal Air has initially is the name of the Mosalian Freedom Brigade - a known militia organization operating in Gomadishu and the hilly farmland to the west of the city. They are led by Abdullah Jamal, a warlord with political ambitions who has a reputation for bitter ruthlessness and for intercepting aid shipments before they can reach their intended recipients. Jamal is said to be connected to the neighboring dictatorship of Guanda and receives military support for his brigade from that quarter. Guanda has a squadron of MiG-21s and a squadron of Mi-24 Hind gunships for air support, as well as a company of T-72 Main Battle Tanks supported by mechanized infantry in BTR-60 IFVs. The aircraft could reach Mosalia in minutes. The armor would take at least two days.

Pomfrey uses up a favor with a friend in The Agency and is supplied with satellite photos of the current known whereabouts of Abdullah Jamal, based on cell phone intercepts. They show a mission church, school and clinic, isolated in the Mosalian countryside. Originally built and staffed by donations from the American Southern Baptists Union, the missionaries have been evicted and the MFB has taken over the buildings as their country headquarters. Pomfrey passes this along to Bengal Air along with an order of battle for the area.

At the mission site the Mosalian Freedom Brigade has 5 "Technicals" (pickup trucks equipped with Heavy Machine Guns mounted in the truck bed). At least 20 militiamen are known to be in the facility. They reportedly use the mission to warehouse captured aid shipments and munitions for the MFB. The Brigade is known to be armed with AK-47 assault rifles, RPG-7 rockets, and Grail shoulder-launched SAMs, in addition to the machine gun-equipped Technicals.

Mission Map



In Harm's Way: Wild Blue Role Playing Game

MFB NPCs

Abdullah Jamal:

STR:10 COOR:10 AGY: 10 END:10 Full: 400

Weapon Skill: +6 Hindered Level:300

Other Relevant Skills: Intimidate +4, Goad +3, Stunned Level: 200

Leadership +2 Critical Level: 100

Brawl Damage: +11 To Hit: 75%

Abdullah Jamal is a middle-aged African male with a stocky, muscular build. He wears a clean set of jungle-camouflaged BDU's with General's tabs and decorations. He used to be a Sergeant in the Mosalian Defense Forces, but was discharged for insubordination and brutality to his soldiers. Jamal is a Jihadist who believes that Christians have no place in Islamic Mosalia. He is suspected to have tortured and killed the members of at least three Christian missions, including the one he is currently based out of. He has political ambitions and fully expects to be running Mosalia soon. He has the support of the government of neighboring Guanda and of several of the more extreme fundamentalist Islamic leaders in Mosalia.

MFB Squad Leader:

STR:9 COOR:8 AGL:8 END:8 Full: 320

Weapon Skill: +5 Hindered Level :240

Other Relevant Skills: Dash +2, React +2 Stunned Level: 160

Brawl Damage: +5 To Hit: 65% Critical Level: 80

The Brigade Squad Leader is a young African male. He has some soldier skills and has probably served in the Mosalian Defense Forces or with the Constabulary. He is personally loyal to Abdullah Jamal and to the cause with little regard for citizen rights.

MFB Soldier:

STR:8 COOR:8 AGL:8 END:8 Full : 320

Weapon Skill: +2 Hindered Level:240

Other Relevant Skills: Intimidate +1 Stunned Level: 160

Brawl Damage: +2 To Hit: 50% Critical Level: 80

This represents the average member of the Mosalian Freedom Brigade. He is an African male wearing a mixture of military fatigues and civilian casual clothing. He is a Muslim and has little or no education to speak of. He is dedicated to Abdullah Jamal and the Freedom Brigade and will lay down his life for the cause. Unfortunately, he is almost untrained as a soldier with little concept of tactics other than to spray the enemy with his AK-74. His attitude towards civilians is contemptuous and brutal- especially if they're white and Christian.

In Harm's Way: Wild Blue Role Playing Game

Mosalia is barely within reach of Bengal Air's aircraft. They can fly directly to Mosalia and back, but if the aircraft have to engage in an air battle, the C-130 will have to provide aerial refueling support to reach homebase in Dubai.

Air Support

Bengal Air has a strong special forces detachment, trained in hostage rescue. There are at least two possibilities for insertion:

Options:

The Hercules can be used to deliver a team into the nearby hills under the cover of darkness. That team could covertly approach the mission, take out the sentries and infiltrate, locate, and evac Barbara Jean Pomfrey. They would be recovered by Hueys, at a nearby LZ, while the Tigers and Corsairs fly cover.

HALO (High Altitude, Low Opening) Drop

Hueys can be used to bring the special forces into position by flying NOE (Nap Of the Earth) to an LZ in the nearby hills. This has the advantage of bringing more troops to the site at one time (the Hercules is limited due to also carrying aerial refueling equipment). Tigers and Corsairs fly cover for the helicopters.

Helicopter Assault

The players are strongly encouraged to develop their own approach to this hostage rescue, but the GM should remind them that they have a three day deadline.

Jamal and his forces are definitely located at the mission. He has four roving guards patrolling the grounds outside of the three buildings and there are sixty of his men barracked in the clinic and school rooms. Jamal has taken over the residential apartments in the chapel building. Barbara Jean is tied to a mattress in a room adjacent to Jamal's. The door is locked and a guard frequently checks on her. So far she has not been harmed and Jamal is prepared to use her as a human shield should he be forced to abandon the mission. Barbara Jean has been threatened with rape, mutilation and death if she resists her captors and a couple of her guards have taken some liberties with her (short of rape) which have left her traumatized.

Game Master Information:

The Mosalian Freedom Brigade is forcing the local village to provide food and services for his men located at the mission. The women have been severely abused and several of the men of the village have been slain when they resisted.

Jamal is well-aware that he could be attacked at any time and each of the five technicals parked at the mission are equipped with not only a heavy machine gun, but RPG and Grail SAM as well. In addition to these five vehicles, Jamal patrols the surrounding countryside with two technicals on the road and two patrols of four men each to the north and south of the road. These roving patrols have cell-phones to reach Jamal's headquarters.

Jamal also has a promise from Guanda that he will receive air support (four MiG-21 Fishbeds) should he be attacked. Mosalia only has a small squadron of aged Alouette helicopters for an "air force". (This

In Harm's Way: Wild Blue Role Playing Game

aspect of the adventure is optional. If the players do not have access to fighter support, this section may be ignored- unless the GM would like to see how the players' men react to MiGs strafing and bombing them...)

Guandan Fighter Pilot:

STR:9 COOR:9 AGY:9 END:9 Full: 360

Weapon Skill: +3 Hindered Level:270

Other Relevant Skills: Pilot +2, Alert +1 Stunned Level: 180

Brawl Damage: +8 To Hit: 60% Critical Level: 90

This represents the average Guandan Fighter Pilot. Indifferently trained by Russian instructors, this man has basic flight skills with the MiG-21, but little or no air combat training. He knows how to fire the weapons and he knows basic maneuvering, but he has no advanced skill and will have difficulty providing support for his wingman.

Victory Conditions:

The main point of this adventure is to return Barbara Jean Pomfrey alive to her father. Punishing Jamal and his Brigade for their crimes is a distant second. Should the players fail to rescue Barbara Jean, Operation Kaboodle is a failure which can be somewhat mitigated by destroying the Mosalian Freedom Brigade. Taking Abdullah Jamal captive is a bonus and would be worth considerable good will from the United States and from the United Nations.



IN HARM'S WAY: WILD BLUE

NAME
RANK
EX-RANK
NATION
LIFESTYLE

FULL

Page 1 of 1

HINDERED

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STUNNED

Page 10 of 10

CRITICAL

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[illegible]

IN HARM'S WAY ROLE-PLAYING GAME

Character Design Worksheet

Background Skills:

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____			

Initial Stats:

STR	____	COOR	____	AGY	____	END	____	CHAR	____
IQ	____	INT	____	LUCK	____	LIFESTYLE	____		

Year by year record

Year	Employ/Training	Skill Earned	Cumulative Skill	Promote?	Aging
____	_____	_____	_____	_____	_____
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IN HARM'S WAY ROLE-PLAYING GAME

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IN HARM'S WAY ROLE-PLAYING GAME

EQUIPMENT SHEET

Clothing

Kits

Gadgets

Accessories

Weapons

Misc Equipment

Vehicles

IN HARM'S WAY ROLE-PLAYING GAME

Personal Information

Date of Birth: _____

Place of Birth: _____

Background:

Marital Status:

Spouse:

Children:

Current Residence:

Family (siblings & parents):

STAFF CHARACTER SHEET

[illegible]

POTENTIAL
(ALTITUDE)

CEILING

PILOT

ALERT

GUNNERY

AQUIS

FUEL

RANGE

AB

THRUST

IMMEDIATE

MAX SPEED

USE/WASTE

BREAK SIZE

MANEUV

STABILITY

MAINT

GUNS

CARRIED ORDNANCE

FIRE

TYPE

DAM/PK

DAMAGE TRACK

ARMOR

FULL

HINDERED

SHOT UP

SMOKING

PLANE

PILOT

RADAR

IR/OPTIC

SPEED WATER ☐ MAX SPEED ☐		☐ MAIN WEAPON ☐ SECONDARY WEAPON ☐ OTHER WEAPON																																													
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