

#5001

Tri Tac Games

Hardwired Hinterland™

A Science Fantasy of Flight



TRI TAC GAMES
EZ
RULES

*Your Wings
are Waiting*

Science Fantasy
Role Playing

NR
2009

HARDWIRED HINTERLAND

Special Edition Sourcebook for Any Game System

Richard Tucholka



TriTacGames.com

Tri Tac Games, Books & Graphics
Michigan Washington Georgia Texas



Hardwired v Hinterland



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HARDWIRED HINTERLAND

SPECIAL EDITION SOURCEBOOK

For any Game System

A publication of
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Tri Tac Games Special Edition

HARDWIRED HINTERLAND January 2010

GAMES BY RICH TUCHOLKA

Bureau 13

Fringeworthy

Incursion

FTL: 2448

Hardwired Hinterland

The Morrow Project w/Sadler & Dockery

Bureau 13 d20 Edition

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Bureau 13 *EXTREME*

Elfwinds



Hardwired **iv** Hinterland



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THE HARDWIRED HINTERLAND

Welcome to the strangest place in the universe a-left turn and a billion light years from Earth. A place that has become your new home. It doesn't matter how you got here. By vehicle or plane or boat. You have left Earth behind and found yourself in the Hinterland.

The Hinterland is an amazing place of creatures, societies and resources, linked by hope and faith in a new age of exploration and friendship between a half dozen different societies and sentients. These Island Environs by accident or design have created a cluster of small nations all bent on understanding this new universe.

You are now part of this great adventure, connected by the sky and ocean. It is a place of history and high technology, knights and strange flying machines.

It is a place where flight is the key to survival and exploration of the islands that stretch to eternity. It is a land of fantasy turned real and hard science. A rough and tumble place where you can earn your wings and fly.

But beware, there are other agendas at work here. Greed, politics, pirates and just plain evil is lurking in the shadows.

Welcome to the Hardwired Hinterland

It is a place of dreams and Worlds of Adventure.

...your Wings are waiting for you!



Hardwired ||| Hinterland



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HARDWIRED HINTERLAND

RPG Sourcebook for Any Game System

by Richard Tucholka

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“When once you have tasted flight, you will forever walk the earth with your eyes turned skyward, for there you have been, and there you will always long to return.”

Leonardo

Dedicated to:

Rich ‘Flash’ Jervis

Special Thanks to:

Tom & Karen Wyatt
Paul MacDonald
Shalla & Freon
Karl Koenig
Becky Newton
The Goodges

In Memory of:

Lisa Mason
Kelly Jones
Howard DeVore

Aircraft Photography

I can't give enough thanks to all the photographers who provided images for this book from about a million air shows. These images are copyright by their owners and used here with permission and a mutual love of flight. Special thanks to the Dorsai and the EAA Warbirds as well as a couple of guys named Yeager and Anderson.

ABOUT THE AUTHOR (who gets air sick)

This is an amazingly creative individual who has been traveling SF Conventions for over thirty years.

Tucholka has been called "one of the unsung heroes of Role Playing" and "Michigan's Gaming Guru". You may know him more for his work in the creation of the Role Playing games Bureau 13: Stalking the Night Fantastic, voted Best Fantasy RPG of 1991 by the RPGA Network at Gencon.

Rich has been a comic book publisher, book reviewer, staff writer for STARDATE and STARDRIVE Magazine, and always a Science Fiction Fan. Richard is (gasp) almost married, and lives in Oak Park, Michigan where he manages Tri Tac Games and works as Senior Computer Support for a multi-national conglomerate.

Hobbies include house restoration, publishing, writing, reading (science fiction, anthropology, psychology, sociology, paleontology, and military history), and trying to index his 18,000+ books and B Budget Movies.

He packed rooms when he did "Uncle Richard's Trash Video Roundup" across the Midwest for a number of years at many Science Fiction Conventions. Rich also mentions he is owned by a 21 pound cat. If you ever have a chance to play with Tucholka as an RPG Game Master, he will knock your socks off.





High Flight

Oh, I have slipped the surly bonds of earth
And danced the skies on
laughter silvered wings;
Sunlayer I've climbed
and joined the tumbling mirth
Of light-split clouds and done a hundred things
You have not dreamed of —
Wheeled and soared and swung
High in the sunlit silence. Hovering there
I've chased the shouting wind along and flung
My eager craft through footless halls of air.
Up, up the long delirious, burning blue
I've topped the windswept heights
with easy grace,
Where never lark, or even eagle flew;
And, while with silent, lifting mind I've trod
The high untrespassed sanctity
of the Hinterland
Put out my hand, and touched the face of God.

NOTE:

01. Pilots must insure that all surly bonds have been slipped entirely before aircraft taxi or flight is attempted.
02. During periods of severe sky dancing, crew and passengers must keep seatbelts fastened. Crew should wear shoulderbelts as provided.
03. Passenger aircraft are prohibited from joining the tumbling mirth.
04. Do not perform these hundred things in front of Hinterland Aviation Administration inspectors.
05. Wheeling, soaring, and swinging will not be attempted except in aircraft rated for such activities.
06. Be advised that sky lit silence will occur only when a major engine malfunction has occurred.
07. "Hovering there" will constitute a highly reliable signal that a flight emergency is imminent.
08. Forecasts of shouting winds are available from the local Weather Radio. Encounters with unexpected shouting winds should be reported by pilots.
09. Crewmembers or passengers experiencing delirium while in the burning blue, may need prompt medical attention.
10. Aircraft engine ingestion of, or impact with, larks or eagles can be dangerous.
11. Pilots and passengers are reminded that opening hatches or windows in order to touch the face of God may hazardous to their health. God may also take offense.

NOTICE:

No part of this book should be misconstrued as real unless you have been to the Hardwired Hinterland.

Tri Tac Games does not support religious extremism, political correctness, politics or book burning. If this RPG has offended you in any way, shape or form you are welcome to purchase and burn as many copies as you wish. Discount rates are available.



DESIGNERS NOTES:

It's never about rules, it's about Role Playing and Adventure. But the Adventure needs a framework, a system for play. It doesn't matter what rules you use from d20 to Tri Tac, Palladium, Fudge or Gurps.

In the old days it was about the play system, and many systems were created that were accurate, comprehensive, and just a little long winded to promote faster game play. Talsorian's Mike Pondsmith once said, "Don't think like a Dinosaur, think fast and light." He was absolutely right in his assessment of what made good rules.

These new d0 Concept books have combined the comprehensive quality of our old system with speed and ease of play. Compatible with your Favorite RPG as well as the old Tri Tac Systems, its a great way to explore new Game Ideas.

Welcome to the Tri Tac universe of roleplaying Ease, Enjoyment, Excitement and Excellence. Grab your dice and let your imagination go wild!

A Million Worlds are Waiting...



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HARDWIRED HINTERLAND

Hardwired Hinterland is an RPG of Science Fantasy and Exploration in a different place, a universe of high adventure at best similar to Earth's 1930's but very, very different.

Materials Needed

For **role-playing** you need a small number of materials that the average gamer already owns.

Dice

In this book you will find mostly d10 and d100 tables for general use by the players and GM. Get a pair of common 10 sided dice that allow you to roll a d10, several d10's or a d100. You can also get a d100 polyhedral dice.

Game Book Needed

You will need at least one copy of **your favorite RPG rules**. **Hardwired Hinterland** is a concept book designed for use with any popular RPG system. So if you prefer d20, Palladium, Gurps, Fudge or the classic Tri Tri Tac Game System, use that.

Copies

You have permission to print out the Back Sheets if you need them. Make as many as you want.

Figurines

The more visual aids you use the better. A wide variety of Modern, Space and Fantasy figurines are available from a number of companies.

HO Scale Buildings & Aircraft

Games take on realism when you use floor plans and HO scale buildings. While HO Scale is not to scale with a true 25mm figurine, it can be overlooked. A 20mm figurine is perfect. Check with your local hobby

store for 20mm figurines. And then there is always 135th Scale for modeling.

Terms of Role Playing

Do we need to cover this again? By this time we all know what dice do and what a GM is. I really think you have the idea of what an RPG is if you're holding this book in your hands.

Time and Motion

Time and Motion are relative. This is relative to what the GM decides constitutes a turn. Generally a couple of seconds is good for most things you do like pulling the pin on a grenade, firing a weapon, or falling over dead.

Some motion or actions are taken for granted. If the GM says you flip on a light switch, then don't worry about relating it to skills or agility.

Measurement

Hardwired Hinterland sticks to the English (non-metric) system for general examples. For miniatures rules, use common sense, line of sight, and inches.

Sticking to the Rules

Nobody ever sticks to the rules so why should you? Modify or change them as the GM wishes. Games should be designed to be adaptable and fun. We've created the nucleus of what you can expand on, so please feel free to do so.



CHARACTER DESIGN

Creating a character for Hinterland requires you to create an average person in your **Favorite RPG System**. First you need a copy of a character sheet from the back of that book. When you work on the sheet use a pencil. This book also has a **Universal Character Profile** that can be modified to fit any other RPG system.

- 01 Each unique Tri Tac Concept Books is a concept used with a different RPG system.
- 02 Characters created from this book can be easily copied and modified into those Concepts.
- 03 With a little creativity you can translate other characters from your favorite RPG system for use in this Concept.

ROLEPLAYING ADVENTURE

Roleplaying is about character and adventure. You will become another person with their mindset and abilities. You will create another person and grow physically and mentally in their shoes.

Being a Hero

It's a fact that no real hero starts out as a hero. The greatest heroes are made by action, judgment and often the decision that you need to put your life on the line for the sake of the people around you. These can be friends or complete strangers. People who start out to become adventurers and heroes often have issues. Generally they are wealthy and bored.

Life in the Real World

Most characters have a normal life and a job in their world before circumstances catapult them into the Hinterland. Start with your character's life in the mundane, work a day world.

Think Hard

First consider your character and take a bit to flesh him or her out. Decide on origin, family and physical statistics you want to aim for.. Think education, age and present job skills. Think ups and downs of your characters life and make them realistic. Just bought a BMW? Mortgage problems? Job layoff? Your significant other just left on a singles cruise without you? Cholesterol up? Just elected head of the Condo Association? Some gang member just stole your BMW? Now you have a good start.

Game Designers Notes

- 01 **Keep it real, you will have enough problems with unreality later.**
- 02 **Don't overdue it.**
- 03 **Share your character with the other Players.**
- 04 **Remember this is Science Fantasy. Reality is optional and the domain of the GM.**

Name

Create a name for your character. Make it realistic. Characters should be named from the type of game you play. Make it believable. You wouldn't find Hann the Axe Man in New Pittsburgh or Lester Jones in the Anson's Kingdom. But then again..you might.

OCCUPATION

The occupation of your character is up to you! From Mercenary to Healer, it's up to the player. Occupation in your previous life and life in the Hinterland may be very different.

AGE, SEX, HEIGHT,WEIGHT

Just fill it in. It's not really all that important, at this point anyway.

STATISTICS

Statistics are your natural abilities. This is covered in your Favorite RPG as well as skills.

SKILLS

We also provide a comprehensive and completely optional skill list in the back of this book to help supplement your RPG System. Work with your GM to adapt the character you want to create.

HOW DID I GET TO THE HINTERLAND?

You wish you knew? So do the Experts!

Getting to the Hinterland is mostly an accidental process by turning Left at the inopportune moment. What this process involves is a cosmic accident or glitch. It can happen anywhere and any when. It can be in a vehicle, in a lab, on foot or while you are sleeping. There is no logic or design in this. Mostly it happens to individuals or in rare cases a group.

To help you get the mood of the Hinterland, its life style and pitfalls is the life of Russ Edwards. He had a pretty normal life on Earth in 2010 until he made a turn for the fantastic. His life and words begin here.

THE RUSS EDWARDS TRANSFER

Russ Edwards was 26, a successful Computer Technician for a large Midwest Insurance Company. At best he was an average person with friends, an older brother with a big family, and a new Condo in Chicago.

He bicycled on weekends with a Sf writer named Robert Harrison.





Russ Edwards

SPLASHDOWN

It wasn't just the holiday that got me. It was the fact my girlfriend ran off with a previous boyfriend, the parents were gone and my 18 year old cat buddy passed away. Yeah... the holiday was as much fun as a burning christmas tree. Well and then that happened too.

I had decided to spend a few days with my brother, Jack, up in Milwaukee, Wisconsin while the construction company triaged the remains of my Condo. Jack had taken pity on the holiday refugee and told me I would spend the New Year's with Sarah and their 6 kids.

I couldn't pass up a good dinner, presents for the the kids and a little bit of home. Somewhere up north of Milwaukee it started to snow.

How I made the left turn, I have no idea, but there was a flash of light. I felt the truck skid and then drop a few feet. It was dark. There was near zero visibility, but it should not have instantly turned into morning on a tropical beach with my Chevy sinking into the surf.

Then this Viking jumps on the roof and said he is going to Plaz me out before the squids come. He hafts a tool half as big as he is and cuts the roof off my truck like a hot knife through butter. A meaty hand grabbed my jacket and dragged me to shore.

"You doing OK?" He asked without a hint of a Scandinavian accent. "The Betas and I were out hunting and saw the car on the edge. Figured you had a few minutes. Lucky ya came in close."

Standing on the beach were two absolutely identical twins in spandex. They both smiled and waved. "That's Beta and Beta, I'm Flash."

Coughing up a half gallon of seawater I gurgled a "Thanks." Then I noticed a couple of 40 foot tentacles dragging my car into deeper water "Let the squid finish

the last 24 payments," I muttered, as my legs turned to jelly and I passed out.

I woke up next to a beach fire with one of the Beta's cradling my head.

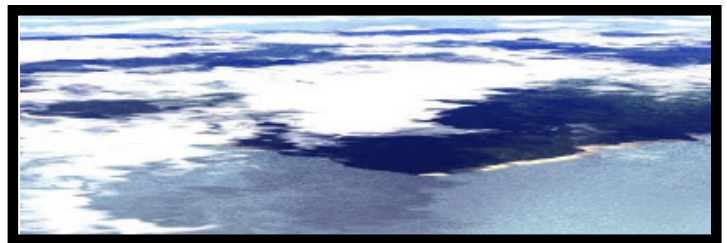
"Hope this doesn't sound too crazy, " I asked, "Where in hell am I?"

Beta just smiled, gave my hand a squeeze and said "Welcome to the Hinterland."

Down the beach was the ruin of my truck. It looked like it had been thrown out of the water onto the rocks. Flash grinned, "Squids gave you the truck back. Good Salvage!"

I watched as my spare tire arced out of the sea and bounced down the beach. The blond giant reached into his pack and handed me a can of cold Kaiser Wardrop's Zeppelin Beer.

Flash and the Betas became my friends immediately.



WHAT IS THE HINTERLAND?

The Hardwired Hinterland is an endless string of symmetrical islands or ENVIRONS. They are separated by 200 miles of water. For those who are lucky to come in by air or land, the Key Environs have a program to help educate New Arrivals and give them a start in their new lives.

In some cases New Arrivals are dumped in less than friendly places where, by rescue or adventure, they make their way to one of the Key Environs.



NEW ARRIVALS ORIENTATION

You receive a 6 hour course on life in the Hinterland. You get a pocket sized book illustrated like a comic that gives you basics, Do's and Dont's on life. A little history, a few handy tables and charts as well as maps, and a few phone numbers. You also get a Passport.

CURRENCY EXCHANGE

Anything you have in your wallet is converted 1 to 1 for the Environ's coinage. Electronic watches are purchased for up to d100 dollars. Sunglasses are graded and purchased for up to d100 dollars. Any salvage you bring in may have value. Pawn shops will give more, the Black Market less when they think they have a sucker.

PROBLEMS

Some arrivals have serious mental issues over their new home. These are diagnosed and taken to a hospital where the issues usually clear up in 4 to 6 weeks. They call it a healing process. For many, they never quite heal after losing their world. They are called Quiets and seem to congregate in bars.

WHERE ARE THE ARRIVALS FROM?

Anywhere from 1000 BCE to 2950 CE. The majority in this area seem to be from 1690 to 2040. Scholars suspect different areas or **Environ's** have attracted different eras. Undoubtedly, there is a distinct coloration to the New Arrivals here and the era in which they lived. We find the focus or core of the population from the late 19th Century though there are few Romans or Aliens. This may well correspond to the buildings and city cores found in the region. We can also link the creation of this building process by what we call **Restorkies**, who may open rifts in time and space that continue on a small extent.

THE RUSS EDWARDS TRANSFER

Flash took me inland to a "Look Out" station and put in a phone call to something called 'Arrivals'. After a few hours a bus showed up and we had a ride into NEW AKRON. Flash told me that this was a good place to start and I was lucky.

From the wreckage of the truck he salvaged the tires, bottles of oil, soggy Christmas presents and a lot of odd small items. Salvage he called it.

He told me that he would get a \$100-\$200 fee for rescuing me and I could have it to help start my life here. I think I was still in shock. I thanked him.

A Day after orientation he again caught up with me, slapped me on the back and handed me \$800 in New Akron currency.

"Good Salvage!" He grinned.

10 REASONS YOU KNOW YOU ARE IN THE HINTERLAND

- 10 There are No Cell Phones
- 09 TV is Educational
- 08 People are Friendly
- 07 Only Artists have Portfolios
- 06 Banks are Responsible to Customers
- 05 There are no Fast Food Chains.
- 04 Nobody Cares if you Smoke
- 03 Helium is a Direction
- 02 A Monkey Says Hello at a Bus Stop

And the #1 Reason you are in the Hinterland:

- 01 Government is By the People

It's in the Attitude

The Hinterland is a place of fresh starts where your past is not in question. You are now the master of your own fate and reputation.

Some folks find this a godsend while others quickly fall back into the old patterns of who and what they were.

Many have described coming to the Hinterland as "The weight of centuries removed from their shoulders". Corporate CEO's have become shopkeepers and unemployed auto workers have risen to command great aircraft companies.

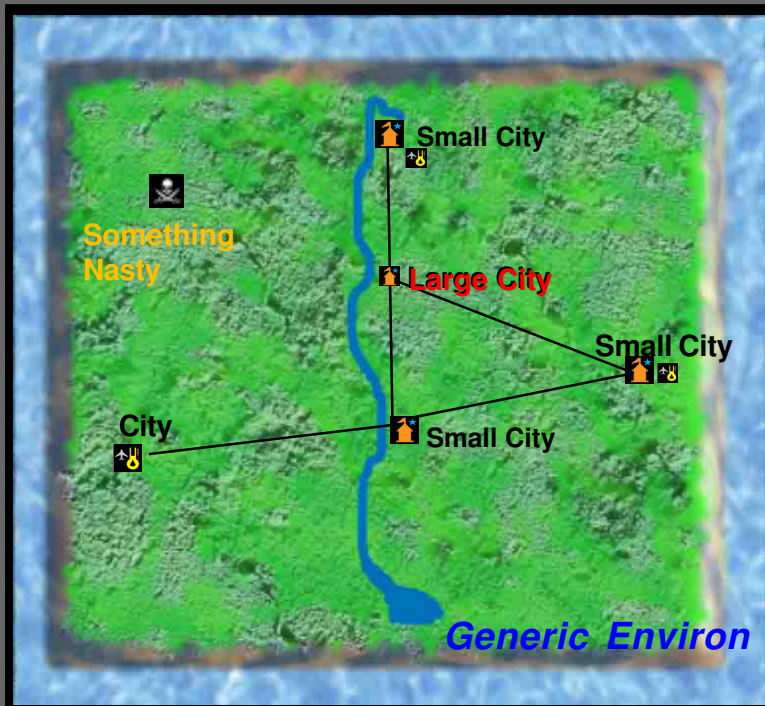
The Hinterland is forgiving, but it can also be harsh. Serious crime and murder is dealt with quickly and efficiently. If there is no iota of doubt, murderers and just evil people find themselves sent to an Environ where they can not damage society.

The choice is up to the individual.



"Not the Sheep!"





ENVIRON DESIGN
Always 200 Miles Square

LAND MASS
Any Climate, Resources

WATER
98% Chance of Fresh Water

POPULATION
40% Chance Folks

TECH LEVEL
Any Possible

CITIES
Possible Cities and Roads

THE HINTERLAND

This is a view of the Hardwired Hinterland, an endless mosaic of Environmental blocks with no end.

Each block is a near perfect 200 mile diameter square. Coastlines can be up to 1000 feet higher than the surrounding beach.

GEOGRAPHY

Each Environ has a different terrestrial geography and climate. Coasts are generally surrounded by 100 feet of sandy or rocky beach and rocky cliffs. Internal Geography runs from mountainous to amazingly flat with fresh water lakes and great lakes as if it was designed by a drunken landscaper. Some Environs have narrow fiords. There is no logical pattern to this.

CLIMATE

Climate is even more varied than the geography with environments of Antarctic Ice to Harsh Desert. From Tropical Jungle to Alpine Valley, there is no logic to why these are all different and mostly unchanging. Many of the temperate environs have mild to normal seasons.

GEOLOGY

The Hinterland is not geologically active. The Environs are mostly stable except for the occasional live volcano. These are generally small lava cones that do not erupt or explode. Mostly they have a hot core, bubble and smoke. All Hinterland volcanos will not belch toxic gas but they will steam and occasionally rumble.

WEATHER

Weather always starts at the edge of the Environ and is specific to that Environ. Weather is specific to the Environ and changes with the climate and season. In nearly all the Environs the air is clean and toxin free.

ANIMAL LIFE

Life abounds on many of the Environs. Again, this is specific to the Geography and Climate. There is no shortage of sea birds and wildlife. There are also a number of rare and extinct species.

HUMAN LIFE

There are humans and alien life in the Hinterland. Humans are the most prevalent with a scattering of other things. Some groups of humans are primitive while others are fairly advanced. Politics is varied as well as respect for life and local temperament.

BETWEEN THE ENVIRONS

The salt ocean between the Environs are deep and populated with Fish, Squids and Whales.

THE RUSS EDWARDS TRANSFER

Russ looked up at the sky. "Flash? Where is the sun?"

Flash laughed. "What sun?"

GOOD MORNING

At 6:57 every morning the sky lights like a vast sheet of bright light. At 9:57 PM the sky is extinguished. It is like clockwork and there's no Moon or Stars.



AIR LAYER

This is a dense layer of air that does not thin as you rise to the top. At 200 miles the gravity falls off.

AIR/NULL GRAV AREA

A 2000 foot layer of oxygen and a higher amount of Helium characterize this layer.

HEAVYSIDE/HELIUM LAYER

Only a few feet thick, this highly energetic layer is composed of Helium. Every morning at 6:57 AM the layer begins to fluoresce. By 7:05 AM it fuses and creates full sunlight. By 2:00 PM the heat release is at peak and it begins to level off. There is a noticeable dimming at 7:55 pm and by 9:57 pm the layer is extinguished. Aircraft caught in the layer while it is undergoing fusion are vaporized. Flight through the Helium layer is possible only at night if you have the technology.



HELIUM VENTS

Every Environ has a helium vent. During the night the vent discharges a steady stream of helium straight up. All helium vents are high-grade titanium pipes a foot high set in a granite circle. The pipe is 17 inches wide. The circle is 7 feet.

Several of the Key Environs have tapped this vent for helium or direct pressure to run machinery. This was the first key element in the exploration of the Hinterland.

HARDWIRED POWER POINT

Within a mile of the Helium Vent is a power point. At the core of a second seven foot granite circle is a twin set of power points. This AC system is variable to the load required. Voltage starts at 110v (house current US) and can go to Megawatts. With the proper equipment this can be tapped to run a farm to a major city.

RESOURCES

The scarcity of both heavy metals and petrochemicals limit manufacturing to a great extent.

Above all else, metals are recycled across the Environments or substituted with hardwoods.

UNDERSTANDING THE HINTERLAND

While most of the Environs and their peculiarities make sense, careful thought on the reasoning that built them can cause a headache or stress. Residents of the Hinterland have come to accept these peculiarities and ignore those bits of logical reasoning, that are out to lunch, for the most part. Also see the New University of Windsor Almost Canada.

NAVIGATION

Navigation in the Hinterland is purely by visual sight of landmarks and geological features. Experiments with simple geo-magnetic compasses have proved whatever serves as a north Magnetic pole shifts every 24 hours. This shift can be in any direction.

MAPPING THE HINTERLAND

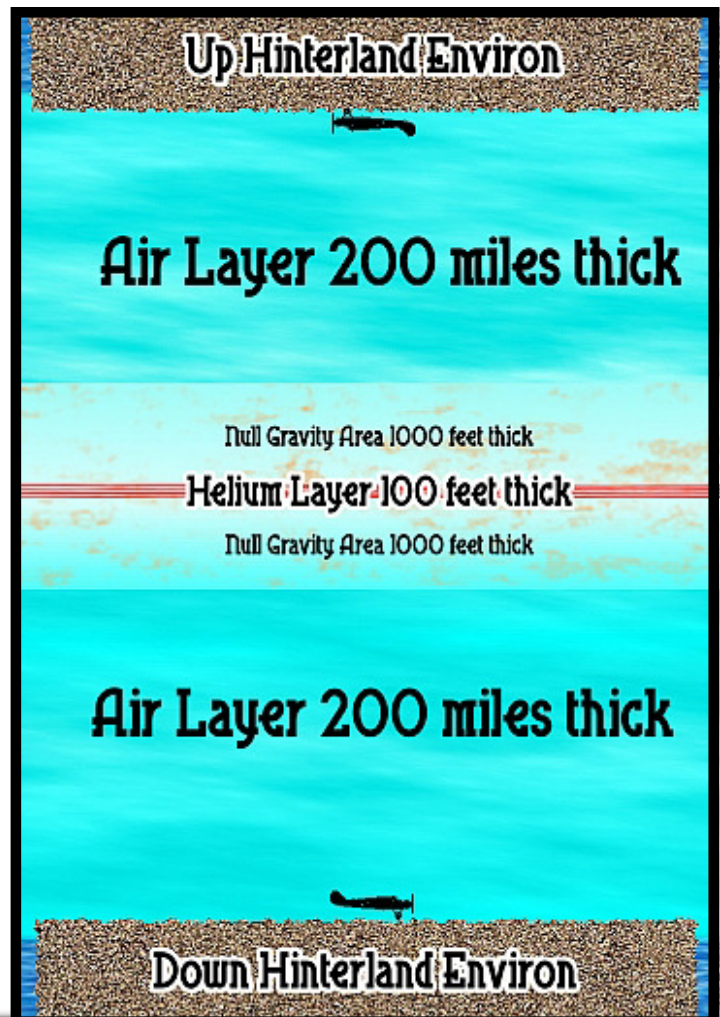
A primary skill for pilots is Air/Sea Navigation. Not that it has a similar terrestrial counterpart, but it more resembles the simple aircraft navigation methods used in the 1920's and 1930's on Earth.

EZ NAVIGATION

Many new pilots fly by the book, a simple Navigators binder of known locations and what to look for.

UP AND DOWN

Only in the last few years has there been shock and disbelief that there is a second Hinterland above the first. After experiments with large optics at the Wincel Chung Observatory, it was determined the Hinterland is sandwiched in a 400 mile layer with an Up Side and Downside. There are plans to explore the Up Hinterland as lights have been seen and an occasional radio signal has been heard at night.



KEY ENVIRON TRAVEL

All travel between Environs is by helium balloon or Aircraft. This has grown into a major industry.

SEA TRAVEL

Wouldn't it be far easier to take a boat?

The seas of the Hardwired Hinterland are alive. While only 200 miles wide, they are deep and only moderately turbulent. The shoals around the land teem with fish and birds in a well balanced ecology.

Dolphins and Porpoise exist as well as Orca and a single species of Miniature Sand Shark.

Beaches and cliffs surround the lands. Water is shallow for a hundred yards and then there's a coastal drop-off of astonishing depth. Swimming is safe up to fifty yards of the shore. In all, an idyllic place where shipping would be easy and fast if it wasn't for the militant and highly intelligent sea life that guards the open seas.

Ocean travel by surface ship is likened to sticking your head in the muzzle of a cannon and yelling fire. Compared to dealing with sea travel, the cannon would be the safer bet.

A rumor has circulated that enterprising freight ships have formed a pact with the whales. By dumping a few tons of beef or pork off the side of the ship, they have earned passage.

CARNA WHALE STATS

LENGTH	60-100 Ft	Intelligence	High
WEIGHT	50-90 Tons	Wisdom	High
STRENGTH	High	Temperament	High
DAMAGE	Critical	Translate to Your RPG	

While the average Carna Whale has an attitude problem a mile wide. They seem tolerant of swimmers who stray to the edges of the Environ shelf. Baby whales are common in the shallower water where they will play with swimmers. On rare occasion they will bond to an individual that feeds them and remain moderately affectionate until their size increases and they move to the deeper waters.

SQUIDS

Wonder what those Carna Whales ate? Problem solved. Squids are nearly the size of the Carna Whales. While not as intelligent as the Whales, they



CARNA WHALES

No more Mr. Nice Whale. These multi-ton monsters are huge, smart, and have an appetite for fresh meat. Their pack behavior has been a high source of harassment for shipping. In fact, there is no ocean based shipping to speak of in the Hinterland.

Attempts to hunt them have created wholesale warfare between surface ships and pods. A single whale will often sacrifice itself to open the hull of a ship or jump to crush decking, sails, and crew.

Thoughts to build faster ships to outrun this menace have met with failure as pods seem to have a natural long range communications system. In many instances they can be seen watching the shore for signs of boat building activity.

are clever and make up for their lack of brains with their ferocity.

The average Carna Whale is an even match for 6 squids. Squids are often known to attack swimmers in the outer reaches of the shallows and drag them under.

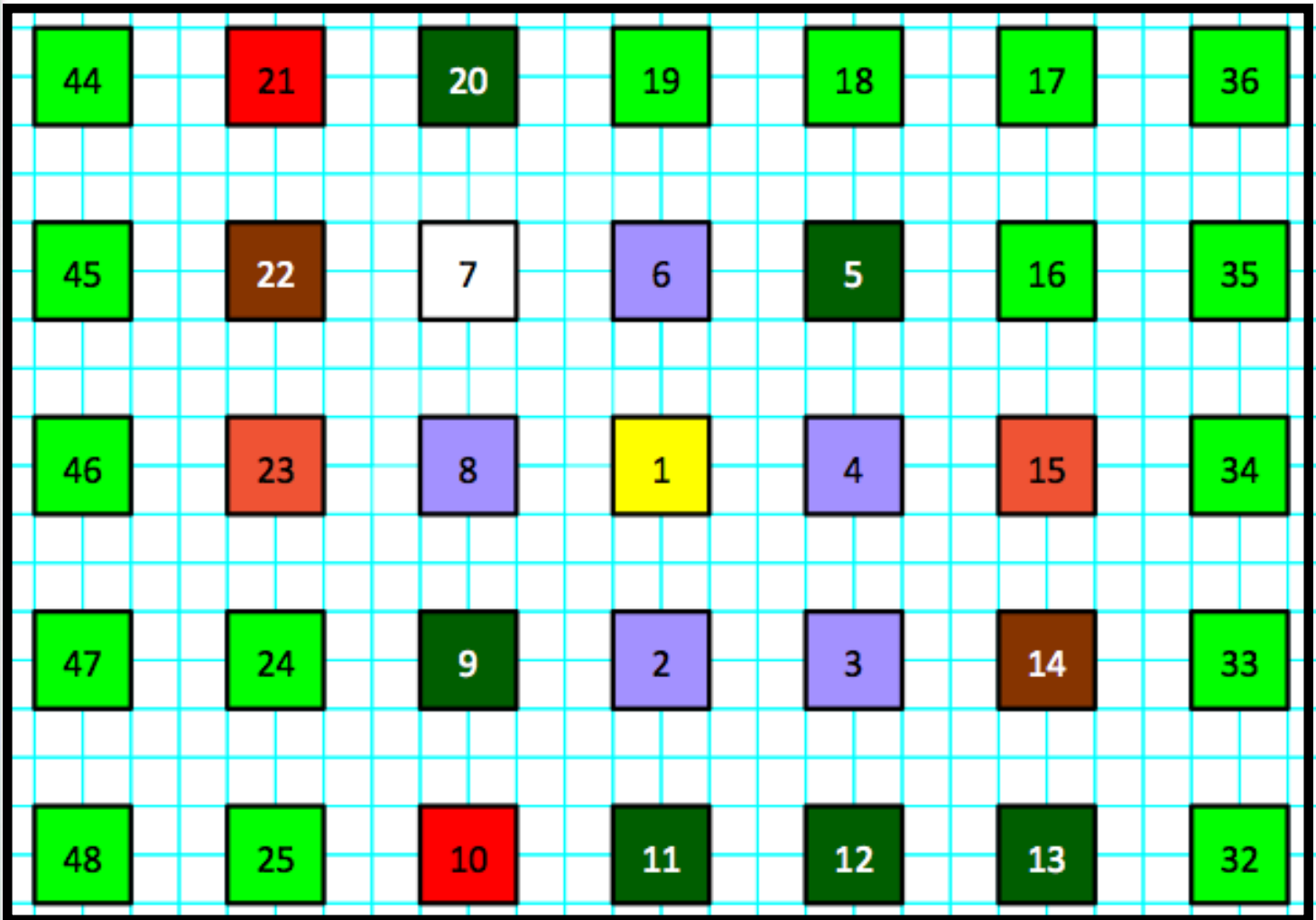
SQUID STATS

LENGTH	70 Ft	Intelligence	Low
WEIGHT	1 Ton	Wisdom	Low
STRENGTH	High	Temperament	High
DAMAGE	Critical	Translate to Your RPG	

Squid meat would be a resource but these have a flavor that is likened to gasoline dipped in road tar. Harvested at great cost it was found they make lousy fertilizer as well.

KEY ENVIRONS

The following are the local Environs that have banded together economically in the hopes of understanding their world. New Akron is the center of the group, the Navigational Key and is the center of mapping the Hinterland.



ENVIRON LOCATIONS

01	New Akron	16	Old Growth Forest	23	Eta Wongo Islands
02	Almost Canada	17	Unexplored	24	Unexplored
03	Anson's Kingdom	18	Unexplored	25	Unexplored
04	New Old New York	19	Unexplored	26	Unexplored
05	New Brazilia	20	Ourkansas	27	Unexplored
06	New Pittsburgh	21	Noram	28	Unexplored
07	Icecap	22	Lizard Woods	29	Unexplored

	Center		No Use
	Core Environs		Ice Cap
	Agricultural		Quarantine
	Danger		Unexplored

ENVIRON LOCATIONS

A quick listing of the local Hinterland Environs and their natures. Later in the book these Environs will be explored in more detail.

01 **New Akron**

The Core of Aviation in the Hinterland. Aircraft are assembled and tested here. Mass Lightning crystals are tuned here. Many pilots call New Akron home. It is the site of Barnes Field and the Aerheart Corp as well as the Airdock and Von Wardrop Zeppelin works.

02 **Almost Canada**

Almost Canada is the grain, wool, and the fuel processing center for New Akron. Settled by Canadians, it is home for the University of New Windsor and the Hinterland Census. This is where the Voyage of the Air Beagle was planned and the official launch took place. The Canadians are a friendly people who are still cautious of the 46 French drop-ins who have formed a new Quebec in the far corner of the Environ.

03 **Anson's Kingdom**

A primary source of the Mass Lightning crystals, this small Feudal Kingdom is happily stagnant. With all the pomp and ceremony of a medieval Baron, this individual lords over 15,000 serfs, peasants, Air Knights, and a small group of Lesser Lords. He is ruthless. On occasion he visits New York to purchase luxury items and aircraft.

04 **New Old New York**

A duplicate Environ of the city of New York in the 1930's. Found and colonized, it is an a magnificent piece of old Earth. The people and immigrants want to keep it that way. Somehow the city government seems to work and the crime rate is low. Small scale manufacturing keeps it running and it's 100,000 inhabitants are very hospitable to out-of-towners. See the Museums, the Opera, the Library, Statue of Liberty and the Brooklyn Bridge. Every 10 years they set their clocks back to 1930.

05 **New Brazilia**

South of Pittsburgh is the Jungle Environ of Brazilia and the home of New Akron's rubber industry. From the few plantations on the coast comes the rubber for Wheels, Hoses, Gaskets, and wealth of other hard to make parts.

06 **New Pittsburgh**

Across from New Akron is Pittsburgh. This environ is a mountainous region rich in iron, copper, and bauxite. This is the manufacturing core that supplies New Akron with the materials to make aircraft

07 **Icecap**

Flat Arctic wasteland with a few Penguins. There is no commercial value here.

08 **Little Texas**

Ranching and Cattle as well as the only natural Oil Well in the Known Hinterland.

09 **Tuva**

Mongolian Nomads in a cold climate.

10 **Magicaust**

This Environ was a duplicate of twentieth century Earth, a slice of some Midwestern city in the year 1987. This warped Environ is a massive magnet for Toxic Magics. Few have landed there and fewer still have returned to tell of the Rotting Dead who think they are still alive, psychotic monsters, mutants, and one large Dragon. After spending a few hours there, electricity and gunpowder fail to function except in one small area.

11 **Little Kiev**

Russian Peasants in need of a Czar. Friendly but very superstitious.

12 **Bruno's Vineyards**

Small Italian village and a large wine making industry.

13 **Mountain Meadow**

High mountains interspersed with deep valleys and meadows. A few Old German farmers.

14 **Sahara**

Windswept sea of sand and rock. Rumored to hold Stonework and city remains.

15 **Grunlog**

Neanderthal villages and skillful hunters dot this Environ of limited access.

16 **Old Growth Forest**

Very large trees, small herbivores and carnivores. Quiet and peaceful.

17 **In Process of Exploration**

18 **In Process of Exploration**

19 **In Process of Exploration**

20 **Ourkansas**

Farmers and grain fields.

21 **Noram**

A high tech war ruin that is highly dangerous though salvage is extremely profitable.

22 **Lizard Woods**

Endless woods and Dinosaurs.

23 **Eta Wongo Islands**

Cargo Cults and mostly friendly islanders would like you to land so they can throw you a feast while they strip your plane.

24 **In Process of Exploration**

25 **Pine Forests**



A LITTLE HINTERLAND HISTORY

Human colonization of the Hinterland began a little less than 200 years ago, with clusters of 'Drop ins' from no particular time and space. As the population grew, it settled into a number of lifestyles across an expanse of Environs. Some things became evident early. People were healthier. Gunpowder exploded at lower velocities. There weren't as many children born. Within 50 years, communities formed and thrived.

Flight in the Hinterland was a rare event in the early years of colonization. While aircraft fell in, they soon ran out of gasoline and became little more than remembrances or classy decorations on top of restaurants. The majority of people lived their lives on a single Environ without thinking about the other areas around them.

The problem with life on a single environ is the fact that there are so many Environs, each with something to trade or exploit. Unusual food and resource items topped the list.

Travel and trade from Environ to Environ was possible for the very few who could 'Port' or the few who dared cross the water, and they were few and prone to having a 15% success rate.

Those who managed to cross the water safely were heroes as far as many are concerned. Most heroes enjoyed their experience and tried not to repeat it again.

These few travelling curiosities were often gone as fast as they unloaded a few items.

LIGHTER THAN AIR FLIGHT

The first helium balloons built were ungainly and touchy affairs that more often than not fell into the seas after being torn apart by the the winds.

After years of experimentation, **Almost Safe Balloons and Cargo Zeplins** linked a small number of the Environs in a loose economic union with New Akron as the trade core of the 5 Environs.

REAL FLIGHT

The breakthrough came from a simple piece of salvage and a lucky guess.

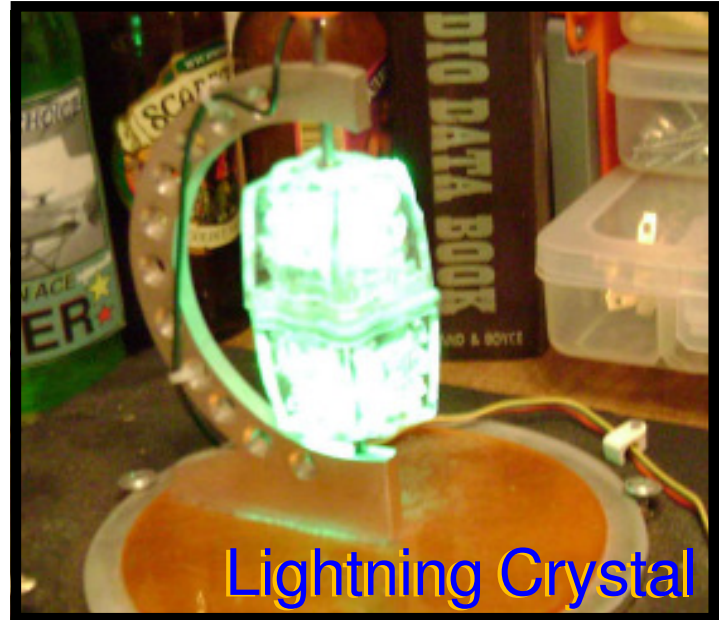
On the shores of Almost Canada an unusual flying device crashed. The disk shaped wreckage was ultra high tech and held an unusual device at its core.

Researchers at the University of New Windsor pieced the wreckage back together but could make little sense of the magnetic propulsion system. The ships core was a simple crystal and coil assembly.

Rebuilding this one device was simple, but further tests failed to find a function. During one high power experiment, one of the researchers bumped the heavy test stand and found it rolled far more easily than it

should have, as if its mass was reduced.

Further experiments proved this easy to duplicate array could neutralize 90% the mass of an object that was not grounded to the earth.



EZ FLIGHT

The results were electrifying. Easy to operate Bio Diesel or Alcohol Engines of lower horsepower could power aircraft that carried this simple system. If it had wings, an engine, and control surfaces, it could be made to fly.

The only problem was the the crystal was unique and nobody in Almost Canada had ever seen another one like it. The word went out with a substantial reward for finding another.

A year later a second crystal was found in the Museum of Natural History in New Old New York, part of a cultural exhibit sent by Anson's Kingdom.

LIGHTNING CRYSTALS

Anson's Kingdom and Lord Anson were overjoyed to find he was the sole producer of this highly valuable natural wonder.

His penal colony / gold mine had found dozens of the odd crystal clusters in the last few years. The greedy monarch held the key to more riches and flight across the Hinterland.

COMMERCE

Most Environs had things that the other Environs needed or wanted, so a great conclave was called in 177 CE. This conclave ironed out problems and create a Great Declaration to promote peace and prosperity.

The Hinterland was now ready for a new age of exploration and a boom of commerce. Other Environs could be explored and colonized.



Health

Doctors are moderately rare in the Hinterland. There are few serious diseases other than fevers, the worst lasting a week or more. Wounds do not infect. If stitched and cleaned, a wound will heal in days. If a gunshot victim does not bleed out, they will clot and begin to regenerate within an hour. Lost limbs regenerate in Months. If you are 65, you regenerate into a healthy 35. Cancer remisses and vanishes. Birth defects heal. Bones knit in weeks. Most with several physical or mental disabilities become normal within a year. Heart attacks are virtually unknown as well as blood pressure problems or stroke. While accidents are common, a few individuals will die from fire, gunshot (head shots especially) or severe trauma. New Old New York City has a large hospital dedicated to helping new arrivals and trauma victims recover.

Aging

Aging rates are different. Children age normally until 18 when they believe they are adults, then continue to age to 35. Dropins show a phenomina of regeneration that lasts up to d10 months.

AGE	Aging Rate
19-25	Age Normally until about 25.
26-35	You regenerate back to 25
36-65	You regenerate back to 30
66-85	You regenerate to 40
86+	You Regenerate to 45

Nobody has figured age limits. Some claim to be several hundred years old. A general figure is 1 year of age per 100 years. There are individuals in the Hinterland in their 50's and 60's who claim to have been there for a very long time.

Children

The lack of aging has an adverse effect on child bearing. Fertility rates have dropped to 1 birth per 500 normal Earth births. Children are rare and there are more children dropping into Hinterland than being born. For this reason they are very precious. Children age normally into adults. Many younger children and teenagers are spoiled and this creates serious youth problems in the big cities. In the Hinterland the age of adulthood is 18.



MY NAME IS FRANCHESCO I CAME HERE EARLY IN LIFE, AN ORPHAN FROM THE SLUMS OF SAN PALO BRAZIL. I THOUGHT I HAD DIED DURING A THUNDERSTORM. LIKE AN EXPLOSION AND I WAS THROWN THROUGH A WALL IN THE SHACK WHERE I LIVED. I WAS FOUND ON A BEACH. AFTER A SHORT STAY IN THE HOSPITAL THERE WERE NO LESS THAN A DOZEN FAMILIES WHO WANTED TO ADOPT ME. NOT JUST SPANISH. IT WAS A HARD CHOICE BUT I FOUND MICHAEL RODREGUIZ AND HIS IRISH WIFE DELLA. THEY WERE GOOD PEOPLE AND CAME TO THIS PLACE WITH A 14 YEAR OLD DAUGHTER. I WAS 7 AT THE TIME AND FIT IN WELL. I DIDN'T HAVE TO FIND THINGS OR FIGHT OR STEAL FOOD. SCHOOL WAS NOT EASY AT FIRST BUT THERE WAS ONLY A CLASS OF 10 AND WE HAD SEVERAL TEACHERS. WHEN I WAS 18 I WENT TO THE UNIVERSITY AND WAS GOOD WITH MOTORS. I WASN'T GOOD WITH BOOK LEARNING BUT I WANTED TO FLY.

FRANCHESCO COMPOS

Language

Everybody speaks their own native tongue and everybody else understands it. If you can read a word on a page or almost pronounce it, you can usually understand it. Radically different scripts can not be easily translated. If you Speak English, you can pronounce Mexican or Polish. Russian is harder with a Cyrillic alphabet. Forget Thai or Chinese.

Religion

Every Religion is represented in the Hinterland. All work together and live in peace. Christian, Wiccan, Buddhist, Jew, Malgamozian, and Moslem live in the same neighborhoods and respect each other's beliefs.

For this reason many believe they really are dead and have gone to a better place. That is until June and then the local Environ tax bill comes in. Everybody is taxed 1% on Earnings and 2% on profits from business.

THE RUSS EDWARDS TRANSFER

Russ has a minor in Mechanical Engineering and he realizes it may well be a goldmine in New Akron.

There are also few computers in the Hinterland and a high paying job in Almost Canada to help triage and restore computers that have been salvaged.

Saying bye to Flash and the Betas, he takes an airflight to Almost Canada and a start in his new Life. He figures a year there and then maybe a move back to New Akron.

Russ has always loved model aircraft design and has a few ideas that may be good for the burgeoning aircraft industry.



CALENDAR

Calendars were more of a problem with a complete change in the difference between Earth and the Hinterland. The Great Conclave assigned a year of 174 CE (Common Era) though this is moderately disputed. The calendar was settled to an easier Hinterland calendar with a 12-month, **perennial** calendar with equal quarters. It is **perennial** because it remains the same year to year. To balance off days there are the Hinterland Holidays as well as the normal holidays.

First Quarter

January

Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	H				

February

Su	Mo	Tu	We	Th	Fr	Sa
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

March

Su	Mo	Tu	We	Th	Fr	Sa
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Second Quarter

April

Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	H				

May

Su	Mo	Tu	We	Th	Fr	Sa
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

June

Su	Mo	Tu	We	Th	Fr	Sa
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Third Quarter

July

Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	H				

August

Su	Mo	Tu	We	Th	Fr	Sa
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

September

Su	Mo	Tu	We	Th	Fr	Sa
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Fourth Quarter

October

Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	H				

November

Su	Mo	Tu	We	Th	Fr	Sa
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17*	18
19	20	21	22	23	24	25
26	27	28	29	30		

* Unofficially the 17th of November is Valentines Day, Divorce Day or the Hinterland Beer Brewers Day.



December

Su	Mo	Tu	We	Th	Fr	Sa
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

HINTERLAND HOLIDAYS

These are the Universal Holidays designated with a **H**. Mostly they are a day off from work and an excuse to party.

January 1

January H

NEW YEARS DAY

FLIGHT DAY

A celebration of Flight and Peace.

April H

ANIMAL DAY

A celebration of Intelligence

May 17

June 15

July H

Mothers Day

Fathers Day

BOXING DAY

A celebration of all the people who provide services to the majority.

August 17

September 1

Memorial Day

Labor Day

A paid day off for Management and Workers.

September 15

October H

Postal Day

THANKSGIVING

A day of thanks for Dropins and a celebration of family & Friends.

December 25

NON DENOMINATIONAL GIFT DAY

Celebration of Christmas, EID, Chanukah, Quanza and most religious beliefs. It generally starts on the 24th and goes to the 2nd of January (Hangover

Day). Crass commercialism has not hit this holiday yet.

December 30

NEW YEARS EVE

LOCAL ENVIRON HOLIDAYS

These are local and varied from Lord Anson's Birthday to St. Smithens Day to Remember Earth Day.

New Brazil is famous for Carnival and New Old New York for Theorillo Laguardia Day.

Almost Canada has a touching Remember England Day. Little Kiev builds new Outhouses on the Czar's Birthday.

Nobody is quite sure what the Mongols of TUVa celebrate but it lasts a week and usually uses thousands of gallons of beer and goat cheese.

CAREER CHOICES

So you need a new career. There are a wide variety to choose from. The Unemployment rate in the Hinterland has always been just about Zero.

HINTERPOL

The universal police agency dedicated to peace. It's a hard job keeping law and order working across Environs.

PILOT

After you go to pilot school you can buy your own plane or work for companies. Pilots are in high demand. They also specialize in cargo and passenger hauling. Many Pilots are independent and have become wealthy.

SALVAGE

Explore the ruins of many Environs and find and return salvage to the great auction houses or companies that specialize in restoration of artifacts.

ENGINEER

Build and fly balloons and Aircraft. This job is also good for manufacturing and restoration.

TEACHER

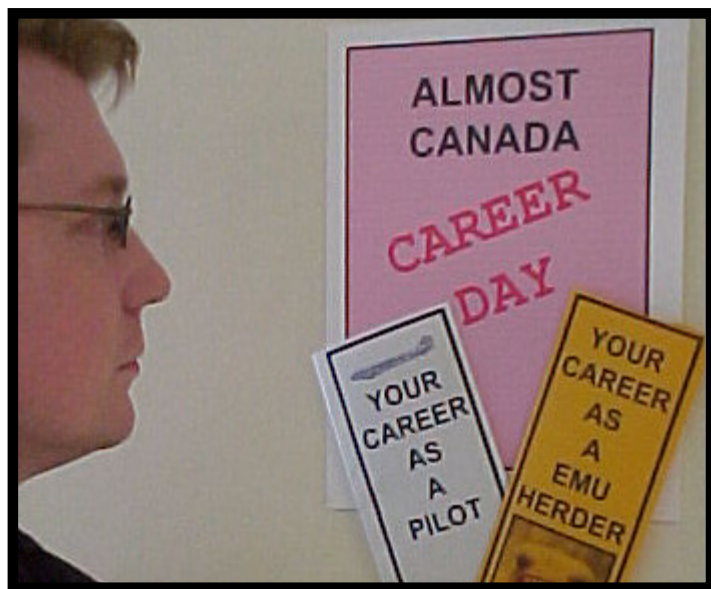
Teach adults and young ones what you know. Point folks in the right direction in life.

EXPLORER

It's a big wide new world out there. Enjoy it and explore unknown Environs. Meet new people and societies. Get your butt shot off.

DOCTOR

Good doctors are rare and necessary for many remote places in the Hinterland. The majority of what is needed are surgeons.



TRADE AND COMMERCE

Every Environ has it's own coinage and monetary system. This is very similar on the Key Environs and regulated where possible by the ADVISORY BANK of ALMOST CANADA. The bank operates offices in main cities and provides savings accounts, strong boxes for storage, and investment counseling.

Most payments are made in:

\$0.01	Pennys
\$0.10	Dimes
\$0.50	Silver Half Dollars
\$001.	Silver Dollars
\$010.	Gold Dollars
\$050.	Gold Dollars.
\$100.	Gold Bars
\$500.	Platinum Bars

COSTS of LIVING

Weapons

Derringers	\$04.00	to	\$20.00
Revolver	\$12.00	to	\$45.00
Pistol (Semi Auto)	\$25.00	to	\$75.00
Rifle	\$15.00	to	\$90.00
Thompson	\$100.00	to	\$300.00
Shotgun	\$15.00	to	\$100.00
Ammunition (Per 100)	\$03.50	to	\$12.00
Shotgun Shells (Per 25)	\$03.50	to	\$10.00
Dynamite Stick	\$02.00	to	\$04.00
Black Powder (Lb.)	\$01.00	to	\$04.00

Animals

Mule	\$80.00	to	\$100.00
Saddle Horse	\$200.00	to	\$800.00
Calvery Horse	\$300.00	to	\$900.00
Draft Horse	\$80.00	to	\$300.00
Packaderms	\$100.00	to	\$250.00
Milk Cow	\$40.00	to	\$100.00
Cattle	\$40.00	to	\$100.00
Sheep	\$10.00	to	\$20.00
Pig	\$08.00	to	\$15.00
Chicken	\$01.00	to.	\$01.50

Meals and Food

Average Meal	\$01.00	to	\$02.00
Good Meal	\$03.00	to	\$04.00
Meal at Fine Restaurant	\$05.00	to	\$07.00
Flour (Lb.)	\$00.10	to	\$00.20
Sugar (Lb.)	\$00.10	to	\$00.20
Oatmeal (Lb.)	\$00.10	to	\$00.20
Box Corn Flakes	\$00.10	to	\$00.20
Gallon Milk	\$00.20	to	\$00.40
Canned Vegetables	\$00.10	to	\$00.20
SPAM	\$00.10	to	\$01.00
Beef (Lb.)	\$00.10	to	\$00.20

Bacon (Lb.)	\$00.10	to	\$00.20
Dozen Eggs	\$00.20	to	\$00.40
Coffee (Lb.)	\$50.00	to	\$100.00
Tea (Lb.)	\$00.20	to	\$00.40
Weeks Air Ration	\$01.00	to	\$02.00
Cigar	\$00.10	to	\$01.00
Beer	\$00.10	to	\$00.25
Whiskey, (Shot)	\$00.10	to	\$00.20
Whiskey (Bottle)	\$01.00	to	\$50.00

Living

Boarding House (Week)	\$06.00	to	\$10.00
Hotel (Flopouse) Night	\$03.00	to	\$05.00
Hotel (Fair) Night	\$06.00	to	\$10.00
Hotel (Good) Night	\$10.00	to	\$20.00
Hotel (Excellent) Night	\$20.00	to	\$50.00
Stable (Horse)	\$03.00	to	\$05.00
Hanger Rental Week	\$06.00	to	\$10.00
Movie (Double Feature)	\$00.50	to	\$01.00
Theatre Ticket	\$01.00	to	\$10.00
Vaudeville	\$00.50	to	\$00.75

Land

Farm (80 Acres)	\$100.00	to	\$200.00
Land Near Town	\$300.00	to	\$500.00
Average Home Town Lot	\$700.00	to	\$1.2 K
Prime Home Town Lot	\$900.00	to	\$3 K
Hanger	\$900.00	to	\$2.5 K

Clothing & Supply

Boots	\$04.00	to	\$09.00
Shoes	\$02.00	to	\$07.00
Hats	\$04.00	to	\$09.00
Trousers	\$02.00	to	\$05.00
Shirt	\$02.00	to	\$05.00
Coat	\$08.00	to	\$12.00
Leather Jacket	\$12.00	to	\$25.00
Sunglasses	\$01.00	to	\$10.00
Sunglasses (Earth)	\$50.00	to	\$100.00
Dress	\$04.00	to	\$09.00
Dress Formal	\$08.00	to	\$20.00
Suit	\$20.00	to	\$50.00
Tux	\$40.00	to	\$100.00
Union Suit/Undergarments	\$01.00	to	\$04.00
Socks (Per 12)	\$01.00	to	\$04.00
Saddle	\$04.00	to	\$10.00
Buggy, Horse	\$25.00	to	\$50.00
Wagon (Farm)	\$15.00	to	\$20.00
Car	\$900.00	to	\$3 K
Motorcycle	\$900.00	to	\$3 K
Truck	\$900.00	to	\$3 K

Hygene & Medicine

Shave & Haircut	\$00.25	to	\$00.30
Bath House	\$00.25	to	\$01.00
Soap	\$00.05	to	\$00.30



Disinfectant Quart	\$00.05	to	\$00.30
Herbal Medicine	\$00.25	to	\$01.00
Pharmacy Medicine	\$01.00	to	\$02.00
Doctors Visit	\$04.00	to	\$10.00
Hospital Stay per Day	\$10.00	to	\$20.00

Fees & Travel per Mile

Circus/Fair/Sideshow	\$00.25	to	\$00.30
Cultural Events/Theatre	\$00.50	to	\$01.00
House Ill Repute (Night)	\$10.00	to	\$20.00
Public Transport	\$00.05	to	\$00.10
Train, Coach	\$00.50	to	\$02.00
Train, Premium	\$03.00	to	\$10.00
Environ to Environ by Air	\$40.00	to	\$60.00

General Goods

Bed	\$10.00	to	\$15.00
Stove	\$15.00	to	\$50.00
Chair	\$04.00	to	\$20.00
Couch	\$10.00	to	\$50.00
Desk	\$05.00	to	\$20.00
Bath Tub	\$05.00	to	\$15.00
Toilet	\$04.00	to	\$15.00
Box Nails	\$00.10	to	\$00.20
Wood 2x2 x8	\$00.05	to	\$00.10
Wood Plank 1x6 x8	\$00.10	to	\$00.20
Plywood Sheet 3/4	\$02.00	to	\$05.00
Refrigerator	\$20.00	to	\$50.00
Television	\$90.00	to	\$200.00
Bedroll	\$01.00	to	\$03.00
Tools (Average Tool)	\$01.00	to	\$02.00
Tools, Aviation	\$05.00	to	\$25.00
Tools, Machine Large	\$10.00	to	\$30.00
Cloth (Yard)	\$00.10	to	\$00.50
Candles (Per 12)	\$00.15	to	\$00.25
Matches (Per 100)	\$00.10	to	\$00.20
Rope (Per Yard)	\$00.05	to	\$00.10
Cards/Dice	\$00.25	to	\$00.50

Home Utilities & Fuel

Electricity	\$01.00	to	\$03.00
Water	\$01.00	to	\$03.00
Alcohol Gallon	\$01.00	to	\$03.00
Gasoline Gallon	\$01.00	to	\$10.00
Motor Oil Quart	\$15.00	to	\$30.00

Aircraft

Ultralight	\$500.00	to	\$01 K
Light	\$05 K	to	\$15 K
Light Cargo	\$07 K	to	\$20 K
Medium Cargo	\$10 K	to	\$30 K
Heavy Cargo	\$20 K	to	\$60 K
Fighter	\$20 K	to	\$60 K
Racer	\$10 K	to	\$20 K
Blimp	\$10 K	to	\$20 K
Zeppelin (small)	\$15 K	to	\$50 K

Lightning MDD Crystal

Red Nodule	\$100.00	to	\$2K
Small Rough	\$200.00	to	\$600.00
Medium Rough	\$400.00	to	\$800.00
Large Rough	\$900.00	to	\$2K
Small Fine	\$050.00	to	\$100.00
Medium Fine	\$090.00	to	\$300.00
Large Fine	\$090.00	to	\$500.00
Small Finished	\$050.00	to	\$100.00
Medium Finished	\$090.00	to	\$300.00
Large Finished	\$090.00	to	\$500.00
Small in Assembly	\$500.00	to	\$700.00
Medium in Assembly	\$700.00	to	\$2K
Large in Assembly	\$2K	to	\$5K

Wages Per Week

Unskilled Labor	\$040.00	to	\$060.00
Skilled Labor	\$060.00	to	\$090.00
Military (Non Comissioned)	\$040.00	to	\$060.00
Military (Comissioned)	\$060.00	to	\$090.00
Cowboy/Trapper	\$040.00	to	\$060.00
Farmer	\$050.00	to	\$070.00
Gambler	\$100.00	to	\$500.00
Outlaw	\$100.00	to	\$500.00
Entertainer	\$050.00	to	\$200.00
Politician	\$060.00	to	\$200.00
Merchant/Salesmen	\$050.00	to	\$500.00
Doctor	\$070.00	to	\$200.00
Surgeon	\$200.00	to	\$700.00
Sheriff	\$060.00	to	\$100.00
Lawyer	\$100.00	to	\$300.00
Hinterland Agent	\$100.00	to	\$300.00
Pilot, Company	\$100.00	to	\$500.00
Aircraft Engineer	\$060.00	to	\$200.00

UNIVERSITY

Staff	\$040.00	to	\$100.00
Academic	\$060.00	to	\$150.00
Professor	\$080.00	to	\$220.00
Teacher	\$060.00	to	\$150.00
Explorer	\$060.00	to	\$200.00

HOURLY

Plumber	\$004.00
Electrician	\$005.00
Carpenter	\$004.00
Engine Mechanic	\$006.00
Shop Clerk	\$003.00
Cook	\$003.00
General Labor	\$002.00

Remember

These are general guidelines. Some items will be less or more expensive depending on the Environ. A good rule of thumb is to divide Todays Prices by 25. An easy formula: **Price Now / 30 = Hinterland Value**



DRUGS

Drug abuse is really not a problem in the Hinterland, though it still happens with some individuals who can not adapt to life in the new world. The Great Conclave has created a list of a half dozen universally prohibited drugs. Possession or distribution of these drugs gives the user a term in Lord Anson's Crystal Mines.

Heroin

Creates extreme euphoria and depression. Highly addictive. The heroin user is hard to detect in the general populace. These addicts need more and more over time to appear normal.

Crack or Crack Cocaine.

Processed and shipped, it creates a fast euphoria, extreme depression and high addiction. Creates stupidity in users from long term use. Most crack addicts will steal anything they can to support their habit or commit violent acts.

Meth Amphetamine

In Pill or Powder this chemical gives the user a massive rush of strength and a feeling of invulnerability. It also damages the heart. Used to stay awake long periods with a hard crash at the end. In pilots this can be literal.

Hallucinogens

Any of a number of drugs that cause the user to lose touch with reality in a damaging way. This includes LSD and Pooky.

Lobo

Used by athletes and people going into combat. Doubles reaction speed and causes extreme uncontrollable anger and loss of judgement.

Smokey Joe

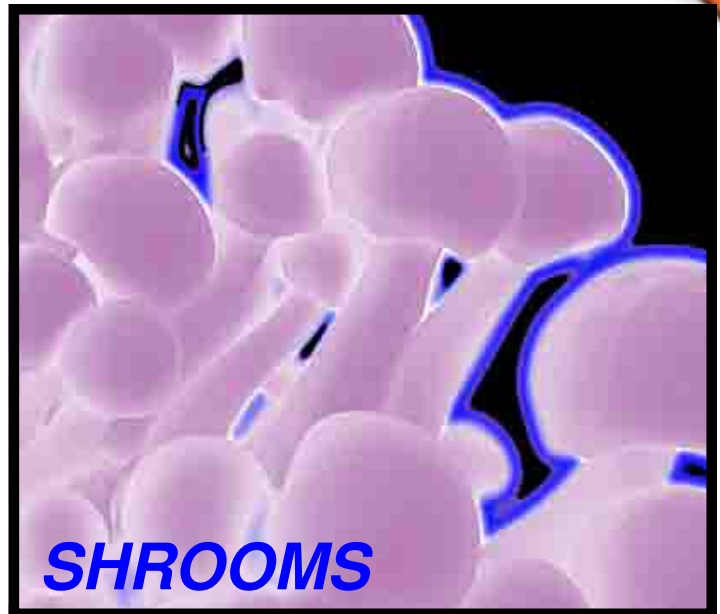
This plant is a hyper toxic relative of the legal Cannabis plant. It creates a sense of euphoria that clouds judgement for d10 days. Accumulated use begins to expand the duration of the effect until the user spends months barely conscious. Often addicts of Smokey Joe starve to death.

Dragon

Highly addictive, this gold powder doubles strength and healing. It creates bursts of cognition, doubles PSI ability and on a 10% chance ages the user a physical year.

STREET DRUG COSTS

Like anywhere else doses of addictive drugs start very low and go up after time. There are several Drug Cartels in the Hinterland.



SHROOMS

One of the most sought after drugs in the Hinterland are Shrooms. These odd button mushrooms have special and valuable properties that remain even after they are dried. Mostly they are found in dark places and in clusters of 1 to 4. There is a mandate that any of these found should be destroyed or turned into authorities for a bounty.

ANGELS

\$200

To eat a White Angel is to see the Angels. A death like coma ensues for d10 days.

BRAINS

\$100

Oddly patterned like a human brain, these rare pink shrooms give the user a temporary double skill boost for d10 minutes. Effectively, they speed up brain chemistry and memory access.

DINNER

\$200

Resembling any of the other, these yellow shrooms are prized by chefs. They intensify the taste of any food they garnish.

HEALTHY

\$100

These sought after red shrooms have a taste that can curdle the stomach, but improve the natural healing rate with a multiplier of x10 for 2 days.

LEFT TURN

\$200

Small spotted Red, Green, and Yellow shrooms. The left turn will teleport you to the nearest Environ to your left. They work once. Carried weight will transport

MAGIC

\$500

Useless to most, this Purple spotted shroom adds a power boost to the magic user. The power fades within d10+6 Hours. Magical power doubles.



MORALS

\$300

This hideous green fungus acts like a truth drug and makes the user tell the absolute truth for d10 minutes after vomiting.

PSI

\$750

These Glowing Pink Shrooms give the user a 5% cumulative chance, per shroom, to gain a PSI ability. They are extremely rare.

SLEEPERS

\$100

An entire black shroom of this type will put the user in a week long sleep. Fragments can be used to cut the sleep time.

STUPIDS

\$250

Rainbow striped, these small and sweet shrooms will rob an individual of memory and knowledge for d10 days. During that time the victim becomes child-like and mostly stupid with flashes of high wisdom and insight.

FREQUENCY OF FIND OVERUSE

01-50 **DINNER**

n/a

51-75 **HEALTHY**

Once per 72 Hours **CS**

76-80 **SLEEPERS**

Once per 24 hours. **SI**

81-85 **LEFT TURN**

Once in a day. **CS**

85-90 **MORALS**

Only works twice in d10 days **SI**

91-92 **BRAINS**

Once in 24 Hours **SI**

93-94 **STUPIDS**

Once in a Month.

95-96 **ANGELS**

Once in a Month

97-98 **MAGIC**

Once in a Month **SI**

99-00 **PSI**

Once in a Month **SI**

Over Use

Like any good thing, overuse can create less than desired effects. One use in a 24 hour period is the best when dealing with shrooms. Excessive use can create the following problems.

SICKNESS (SI)

Causes nausea and vomiting without the desired effect.

CRAMPS & SPASMS (CS)

Victim gets d10 hours of debilitating abdominal cramps.

MORE VEGETABLE ODDITIES

Food in the Hinterland has been generally Fresh, Wholesome and good for you.

To counter this there has been a rush to create fast and junk food for the general population. New Old New York is now famous for it's Cream filled Sponge Cake as well as its One Block China Town, New Pittsburgh for its Sanwiches and New Brazilia for its Grilled Beef.

Oil Palms

Native to only one Environ these genetic marvels produce a low grade heating oil. Unfortunately, this oil breaks down at higher temperatures and is useless for fuel or lubrication. However it can be used for oil lamps and condensed into a wax for industrial use. These trees grow poorly in most of the populated environs.

Multi Food Trees

These small but ancient wonders produce 6 inch pods filled with meat, grain or vegetable like pulp. Fry, cold, bake or broil, each plant has a bit of a different taste. Pork, Beef and Lamb are prized. Chicken is Chicken. Vegetables range from Corn-like to artichoke and broccoli. Vegetable pods tend to take on the flavor of crops planted near them. They can be transplanted when under 3 feet in height. At 25 years a tree will begin to produce a continuous crop of pods.

Dwarf Cocoa Plants

Another dwarf species that produces Coco Pods and a second rare type that resembles honey. Very Much like Multi Food Trees. They are quicker to grow and only take a decade.

Coffee

Most prized are the coffee trees on the plantations of New Brazilia. Coffee is the staple of the new Age of Exploration and Pilots everywhere will pay for it. It is estimated there has been enough coffee salvaged to keep the supply for a decade so more plantations are planned.



Tobacco

Tobacco is a mixed blessing for many, as it no longer causes cancer. Cigars are more common than cigarettes. While many find the habit offensive and business prohibit it in restaurants and in public spaces, smoke filled bars are common.

Rubber Pods

Another apparently engineered dwarf tree that produces a rubber like sap. These can be used to make standard rubber tires and fittings. Thinned with alcohol, the sap will dry and form a good crack filler and near glue like bond.

Watch Dog Bushes

These annoyances are mobile and highly dangerous. They shoot alcohol poisoned barbs up to 6 feet without a lot of accuracy. They will sting with d10 barbs if brushed past or stepped on without heavy boots.

A strike from one of these flying thorns, often thrown in clusters of 3 will fill the victim with the equivalency of a shot of 100 proof vodka. Multiple hits will make the victim drunk. Figure after d10+10 shots the victim will be unconscious. The plant is relentless and will have up to 3d10 of these barbs. If multiple plants are present there can be Alcohol Poisoning and death within d10 minutes. Then again, some people are better at holding their alcohol than others...

Once a victim is dead several bushes root around the site and seed the area. Luckily they burn like hell and can be harvested and crushed for their content. One bush will yield about a pint of usable (if filtered) alcohol. Some of these have been chained down to create barriers.

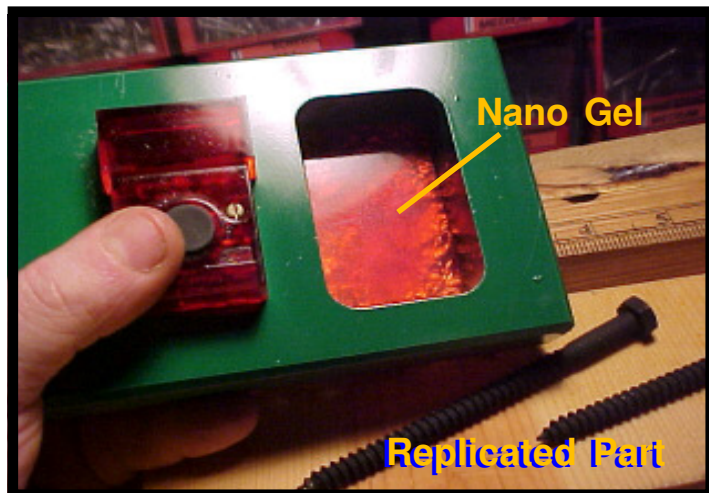
Some have called these plants Triffids from a Sci-Fi Novel by John Wyndham. Others have called them a bloody damn nuisance. A few are contemplating harvesting them.

DAMAGE

Check your favorite RPG system for equivalency damage. Generically we list damage in the following fashion. Adapt it as you will.

MAKERS/ Carbon Replicators

Small boxes that can produce perfect copies of parts. Dump in carbon and parts will pop out. Only a few of these have been found and are in the hands of officials. These nano-Builders create amazingly hard drill bits, and other durable materials. All Carbon parts are black. these replicated parts can be painted when necessary.



Makers have been found in the oddest places in the Hinterland and no two are identical in shape. They range in style from wooden boxes to metallic tubes and hoop like bands.

Carbon Fuel

Fuel for the maker can consist of any carbon 'charcoal' from burned wood to fire ash or natural coal. Material dropped through a Maker that is not carbon simply passes through the device.

Setting the Make

Setting a Maker is the simple act of dropping the same part into it 3 times. The original passes through the nano Gel and drops out the bottom. The Maker is now programmed set to produce an exact copy of that object at each push of the button. The resulting copy that drops out the bottom is very very tough ultralight carbon composite that can be used to replace metallic parts. This can also be used to create cartridge casings, pins, screws and more. Parts are tough. It takes very high impact or heat to damage a carbon part.

COMBAT DAMAGE AVERAGES

MINOR

LIGHT

MODERATE

AVERAGE

ABOVE AVERAGE

CRITICAL

EXTREME

Scratches, Nicks, Cuts

Far Less than Average, Around 50% Less

Less than Average, Around 25% Less

Average Damage as per your RPG System

More than Average, Around 25% more

Close to all Health, Hit or Body Points, Around 50% More

Close to all Health, Hit or Body Points, Double the Average

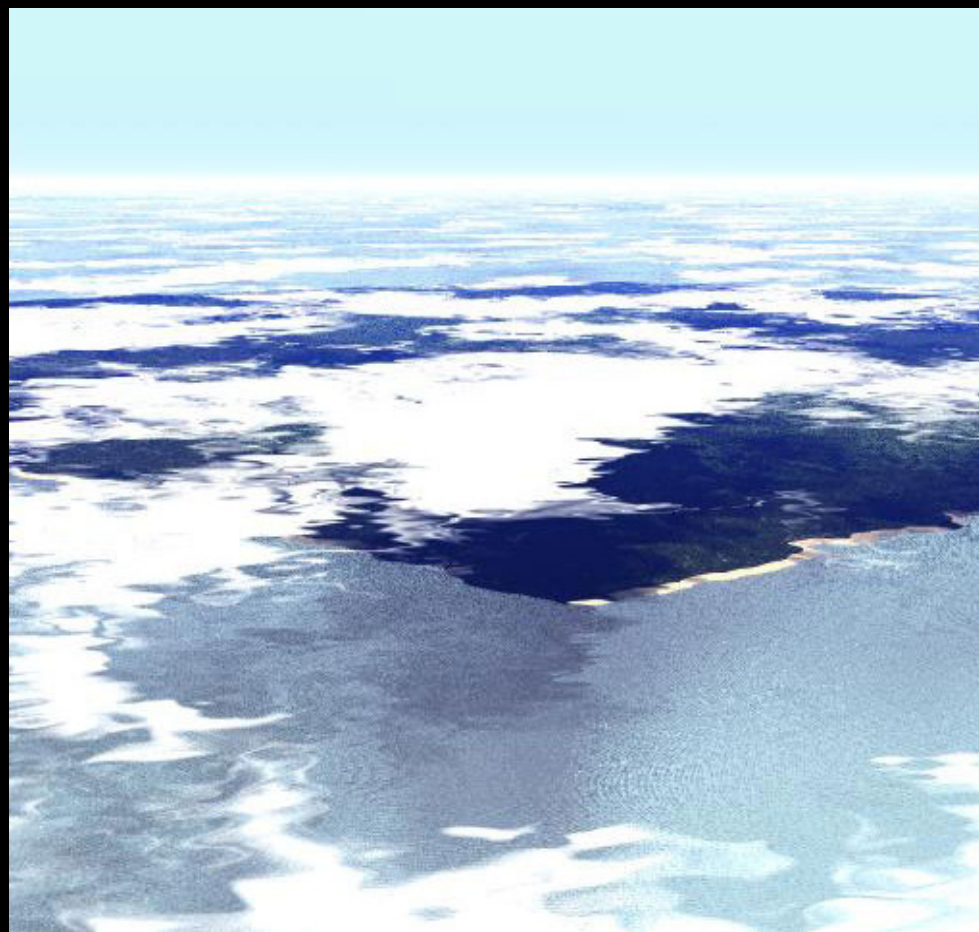


SPECIAL MAP SUPPLEMENT: TUVA

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FEBURARY 78 CE

HINTERLAND GEOGRAPHIC



Exploring the Environs

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OFFICIAL JOURNAL OF THE
HINTERLAND GEOGRAPHIC SOCIETY
ALMOST CANADA



Hardwired 019 Hinterland



NR 019

NEW AKRON

City of the Sky

Population

30,000

Government

Libertarian

Temperament

Easy Going

Year

1935 78 ce

Transport

Air Ground

Communication

Radio Telephone Primitive TV

Literacy

95%

Economy

Growing

Industries

Aircraft Manufacturing

Currency

Akron Silver Dollar

Climate

Temperate Mild Seasonal Changes

HISTORY

The first settlers of New Akron found a ready city and an amazing structure called the Air Dock.

A half dozen blimps found in the air dock along with a close helium display promoted a quick development of a Lighter Than Air Industry.

First explorations took the Akron Explorers to Almost Canada and friendship based on trade and mutual respect. Akron and their Canadian partners quickly established the first protocols for adding more Environs to their Loose Economic Union. This pattern is held to closely to avert social and political problems.

I love this place. People are Easy Going and you feel like you accomplish something after a day at work. To design Zeppelins and watch them fly is my life's work. Nothing better. After work a Whiskey with the crew and home to mine wife. Everything you need for the 'Good Life' is here. Just needs Soccer.



W. Von Wardrop



**SUB GRID
ENVIRON
LOCATION**

1



The Center of Flight

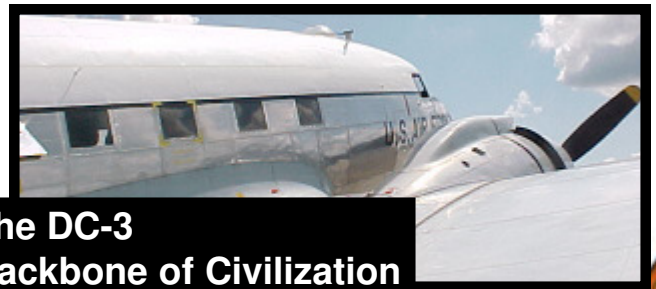
It all started with Helium and the creation of Balloons and Zeppelins. First contact with Almost Canada started an industry based on trade and commerce. This transport was slow and cumbersome.

With the advent of the Lightning Crystal the idea of alcohol and Bio-Diesel powered flight took wing. Inexpensive easy powered flight and the manufacture of aircraft has become the primary occupation of the population of New Akron.

With 2 major airports, industry and the biggest Aircraft Boneyard, it was just a little time before New Akron would become the Core of the Hinterland. Manufacture of Aircraft could be ratcheted to an extent undreamed of just a few decades before.

The Boneyard

DC-3's were the beginning of the Great Expansion of contact with the other Environs. There are thousands of these planes in a danger zone south of Canton. More then 280 have been salvaged, restored and returned to commercial and governmental service.



**The DC-3
Backbone of Civilization**



Hardwired 020 Hinterland



NR • U

PLACES OF INTEREST

Noonan Field

Longest and best equipped airport in the hinterland. Has all facilities for repair, storage and a commerce district like nowhere else. On the edge of the Field is The Farm, a DC-3 that has been converted to a bar and grill.

Ridley Field

The primary testing field for new aircraft and assembly center. Home of the renown manufacturing firm of Clyde, Clyde and Wosnorski, this is also a training center for flight and navigation where many gain their Wings.

Rickenbacker Field

A Semi Private field owned and operated by the Albatross Air Cargo Company. While not a great field, it has a renown line of bars just outside the main gate.

The Airdock

Site of the New Akron Helium Vent and the largest structure on New Akron. The Airdock is the home manufacturing yard for the Air Beagle and a new line of Zeppelin designed by the master Willhelm VonWardrop. This structure is magnificent.

Local Color

The city and surrounding farms host an ethnically diverse group of Midwesterners, Ukranians and the Hinterland's largest population of Amish.

Amish Farms

The large number of Amish Farms has been a godsend to the Akron Environ. The Amish are very willing to trade food for farming implements they can not manufacture. Their only problem with this new world is an increasing young population that wants to leave the farm and learn to fly.

Horse Breeding

Another important industry overshadowed by Aviation is the Amish Horse Breeders who are producing riding and working stock.








Resources

Fine Manufacturing and Aircraft Building are on top of the list here along with a smaller University, the University of New Akron that specializes in Flight and Engineering.

Commerce

As the literal center of the Hinterland that has been explored, New Akron is now a center of commerce for many Environs. They work closely with Almost Canada.

KEY

MAJOR CITIES	
ROADS RAIL	
AIRFIELD MAJOR	
FUEL STATION	
HELIUM ELECTRIC	
DANGER	 



ALMOST CANADA

Still Canada

Population

27,000

Government

Parliamentary Democratic

Temperament

Reserved

Year

1929 78 ce

Transport

Air Ground Rail Steamboat

Communication

Radio Primitive TV Telephone

Literacy

98%

Economy

Growing

Industries

Education, Farming

Currency

New Canada Silver Dollar

Climate

Temperate Heavy Seasonal Changes



HISTORY

Almost Canada is the grain, wool, and the fuel processing center for New Akron. Settled by Canadians, it is home for the University of New Windsor and the upcoming Hinterland Census. This is where the Voyage of the Air Beagle was planned and the official launch will take place.

The Canadians are a friendly people who are still a little reserved.

This Environ was established more than forty years ago with the finding of a section of downtown Windsor and a nearly intact University of Windsor. Sur-

rounding the area is a large number of farms. This temperate Environ has become a haven for Canadians and Brits who find it strangely comfortable.

Within a decade of commercial flight the University of Windsor has been repopulated with educators and professors who have taken on the mission creating Excellence in Education for the Hinterland. No matter who you are or are from, the blazer with the maple leaf has become a symbol of students.

Branches have now opened in cooperation with The University of New Akron, New Pittsburgh, and The University of New Old New York.

The Air Beagle Project

Conceived from the historical voyage of the HMS Beagle, this project is ceating a great flying platform, an airfield in the sky, that will explore the Hinterland extensively with the latest salvaged technology and best scientists and engineers available.

The Beagle will be the size of a football field, held aloft by great helium balloons and heli-engines. It will be powered by two unique Fusion Engines salvaged from Noram and 50 great Lifting Generators.

Under construction in New Akron, it is estimated the vast craft will take to the skies within 5 years and have a crew and support staff of 1000.

This is a prestige project with pilots, educators and explorers competing to win a spot on the crew.

The platform will be protected by a unique cadre of Marines supplied by every Environ and trained by the Canadian RCMP.

The University of New Windsor is the center of the civilized world. We are the bastions of education and the core of exploration of this universe. Almost Canada has a great role to play as we expand. The Air Beagle will be a legendary achievement of cooperation and technology that shows us the Hinterland.



Karl Beiting



**SUB GRID
ENVIRON
LOCATION**



Hardwired 022 Hinterland



NR • U

PLACES OF INTEREST

The University of New Windsor

Just across the river from Near Detroit, now also part of Almost Canada, is the sprawling University of New Windsor, the largest University in the Hinterland. This place became a rallying point for Dropins and Educators who researched this new universe.

The university sponsors a Work as you Learn environment with students splitting a 40 hour week between civic duty and university classes.

While slightly under populated, New Windsor is working hard to keep up properties and settle new people into this temperate Environ.

China Town

It now boasts the first China Town with three restaurants in the Hinterland. Recently an Indian restaurant has opened to the delight of the population and foreigners. Groceries and shops are next down this half mile strip of bright colored neon lights.

Across the River, Near Detroit

The 1950's version of Detroit, across the river, is virtually unpopulated and under the care of Almost Canada. The Ambassador Bridge connects the two between the Detroit/Windsor River.

Detroit is just a collection of mostly abandoned homes, a wharf and Hudson's Department store. The bright spot of this future area of expansion is the Detroit Cafe, a warehouse that is a nightclub with an adjacent coffee shop that never closes. The Greek navy bean soup is legend.

The Brewery District

The Hinterland's best bottled spirits come from the New Walker Distillery here. There is a street of high class bars, a few pubs and specialty shops. It is also a trading point for exotic whiskey, wine and spirits salvaged from the Hinterland.

Downtown Windsor

A bustling metropolis with shops, markets and the best the Hinterland Offers. It is also a University Town.








New Quebec

Most Canadians are cautious of the 46 French-Canadian drop-ins who have formed a new Quebec in the far corner of the Environ. The government is considering a snow fence.

Resources

This 200 mile square has a little of everything. From farming to light manufacturing, heavy woodlands and fresh water.

KEY

MAJOR CITIES	
ROADS RAIL	
AIRFIELD MAJOR	
FUEL STATION	
HELIUM ELECTRIC	
 	DANGER



ANSON'S KINGDOM

Kingdom of Prosperity

Population

30,000

Government

Tyrannical Monarchy

Temperament

Harsh

Year

1074 78 ce

Transport

Ground

Communication

Radio

Literacy

20%

Economy

Stable

Industries

Crystal Mining

Currency

Kings Silver Dollar

Climate

Temperate Mild Seasonal Changes



HISTORY

A primary source of the Mass Lightning crystals, this small Feudal Kingdom is happily stagnant.

Lord Jerome Anson was rumored to be a cab driver from New York before he established the Monarchy in a nasty political takeover. Not only did he take the rulership, he has kept and embellished it over the last 20 years. With all the pomp and ceremony of a real medieval Baron, Anson lords over 15,000 serfs, peasants, Air Knights, and a small group of Lesser Lords. He is absolutely ruthless. On occasion he visits New York to purchase luxury items, technology and aircraft.

It is a great kingdom and a blessed Monarchy who watch over us. The people support Lord Anson with all their hearts and breath. Nobody is hungry and justice is swift and fair.

Look I have a family, they'll send me to the mines if I say anything else about that fat rat bastard on the throne.



Lady Katrina



**SUB GRID
ENVIRON
LOCATION**

3

The Iron Fist of Anson

Like any good despotic ruler, Jerome Anson, now King Jerome, appears to be a benevolent leader while concealing corruption at the core of his rule.

Visitors

Visitors to the Kingdom are rare and well controlled by a friendly household staff. Hotels are situated on an island with little access to the main cities and outlying districts. From these modern hotels the business of the kingdom is carried on under the watchful eye of the Knights of the Realm.

Diplomats have controlled access to the ministers of the economy and on rare occasion King Jerome himself. He is described as formal but a little crude, surrounding himself with the ladies of the court and his loyal guards. He is quick to laugh and quick to anger. His moods are legendary and the legends are not good.

The Real Kingdom

Beyond the airport and controlled areas are a half dozen cities where the peasants are living in squalor. While food is plentiful, little else is.

Harsh Justice

Those who oppose his rule or gain disfavor to King Jerome find themselves sentenced to years in the crystal mines.

It is rumored that Anson does not like the Air Beagle Project and would prefer if it just didn't fly. His kingdom is becoming known for what it is, despotism, and he knows his rulership may be in jeopardy.



Hardwired 024 Hinterland



NR

PLACES OF INTEREST

Avalon

The capital of Anson's Kingdom just across the road from the Royal Airport. It is a colorful place of smiling Peasants and lesser Lords. It has limited access to visitors and pilots who are dropping cargo.

Avalon Market

A street of shops and craftsmen as well as food sellers and smiths. This area is accessible to the tourists and locals with activity twice a week; Tuesday and Friday.

Tower of Avalon

Dominating the center of Avalon is the forested mountain where the Royal Complex holds court. A combination of medieval and later styles, it holds King Jeromes Staff, technicians and crack Motorized and Air Knights.

Royal Museum

Attached to the Royal Complex is a large museum that is dedicated to the prosperity of the People of Anson's Kingdom. In glowing displays and lectures, it traces oppression and exploitation that were overcome by the benevolence of the King. Generally it is political hogwash.

Cornith Mines

Under tightest security are the Cornith Crystal mines where the main supply of Lightning Crystals come from. The region is steeped in mystery as well as a lot of Royal Troops who will shoot to kill.

Bio Fuel

Outlying districts of Anson's Kingdom produce corn for processing to alcohol. This is a major necessity for the machines that mine for the crystal.

Large pig farms can be seen from the air that account for the hams and bacon exported from this Environ. Pilots have reported that some of these pigs are the size of oxen and hitched to wagons. This is denied by kingdom sources.

Restricted Airspace.

Anson's Kingdom has the only restricted air space in the Hinterland. Three flight corridors lead into and out from Avalon. Violating these corridors is reason to be shot down by The Royal Air Knights. These pilots are tough as nails and take no excuses as an answer.

Resources

This 200 mile square is lacking in manufacturing beyond corn distillation for alcohol and some expensive cash crops that are exported. It is rumored that there are Poppy Fields here.

KEY

MAJOR CITIES	
ROADS RAIL	
AIRFIELD MAJOR	
FUEL STATION	
HELIUM ELECTRIC	
DANGER	



NEW OLD NEW YORK

Shut The Hell Up!

Population

200,000

Government

Elected Crooked Democratic

Temperament

Moderate

Year

1935 78 ce

Transport

Air Ground Rail Steamboat Subway

Communication

Radio Primitive TV Telephone

Literacy

87%

Economy

Growing

Industries

Parts Manufacturing Farming

Currency

Liberty Silver Dollar

Climate

Temperate Mild Seasonal Changes

HISTORY

A duplicate Environ of the fabled city of New York in the 1930's. Found and colonized, it is an a magnificent piece of old Earth.

The actual island of Manhattan is duplicated in the midst of a large river called the Hudson. The outlying areas on the banks of the rivers are farms and small towns named to commemorate small communities that were around New York City, such as New Jersey.

The people and immigrants want to keep New York the way it is. Somehow the city government seems to work and the crime rate is surprisingly low.

Yeah, it's still New York. We got the people and the attitude for the future. This city has a Heart of Gold and Brass Balls under the peeling paint. There's nothing we can't do if we try.

We have manufacturing the Environs just can't do and a University and the biggest Library anywhere.



Robb Rabinowitz



What is New Old New York?

It's more than a place to live, it's an adventure and a social puzzle with 200,000 in a day to day job. It's an attitude that takes a little getting used to.

The average New Yorker is protective of his city and proud. They are hard workers and hard partiers with a huge love of their Central Park, Broadway, and the quiet canyons of Wall Street.

Keeping It Simple

New Old New York tends to keep trends and technology in the 1930's. They like it that way. Visitors are expected to get into the spirit.

Working Towards a Future

The average working stiff of the city is up at 7 AM and off to work. Manufacturing, Shopkeeping or finance, they put in a day with a lunch hour and break at 5 PM for the traditional rush hour home, coffee, bars and a favorite small restaurant.

Transport

Cars, Cabs, Subways, Streetcars and just plain folks on the sidewalk. The city moves. Leftover vehicles are being restored and converted to Alcohol. The styling on these is late 1920's to early 1930's.

Jobs

The city is a bit under-populated. As the Hinterland opens, new businesses are looking for skilled and non skilled labor. Small manufacturing is booming to supply parts to the other Environs.



**SUB GRID
ENVIRON
LOCATION**

4



Hardwired 026 Hinterland



NR • U •

PLACES OF INTEREST

Soho

Long associated with the arts, it is famous for shopping, food and 'Bohemian' city life.

Broadway

Filled with stage and screen, this is a must for any visitor. It is one of the few places where live actors perform across the street from 22nd Century Holo Vids.

Times Square

Lights, business and more. The square is a cultural icon for the Nightlife of NY.

Brooklyn Bridge

In all its glory, it spans the River to a tiny fragment of Brooklyn that is rapidly becoming a coveted area for the Middle Class and Russians.

Statue of Liberty

The grand old lady is here in all her glory as well as Ellis Island, now a primary site for training, government and visitor entry into the city.

New York Public Library

The Mecca for Students is this great repository of knowledge and a collection point for salvaged books and high tech video.

University of New York

Another educational complex that is expanding rapidly. With assistance from The University of Windsor, Almost Canada, it works in conjunction with the New York Public Library on new technology and the salvaging of knowledge.

Empire State Building

Tallest building in the Hinterland, this tower is a mooring mast for zeppelins and the commerce center of the Hinterland. This center is also the site of the yearly Kong Fest that draws thousands of tourists for the beer and Monkey Shines as well as the Macy's Non-Denominational Gift Day Parade.

LaGuardia Airport








New York imports a lot of material on a daily basis and has one of the busiest airports in the Hinterland. LaGuardia is a sight to see with several hundred aircraft and a fleet of 30 DC-3's that have become the Hinterland's first passenger service.

Resources

This great city is supported by a growing number of farming towns that surround it and support its people.

New New Jersey has become the center of Salvaged technology brought back to the Hinterland's core.

KEY

MAJOR CITIES	
ROADS RAIL	
AIRFIELD MAJOR	
FUEL STATION	
HELIUM ELECTRIC	
DANGER	 



NEW BRAZILIA

A Great Place to Party

Population

40,000

Government

Elected Democratic

Temperament

Very Easy Going

Year

1915 78 ce

Transport

Air Ground Rail Steamboat

Communication

Radio Primitive TV Telephone

Literacy

70%

Economy

Growing

Industries

Farming

Currency

Brazilia Silver Dollar

Climate

Semitropical

HISTORY

Northeast from New Akron is the Tropical Environment of New Brazilia and the home of the Hinterland's rubber Industry. From the plantations around New Rio comes the rubber for wheels and gaskets.

New Brazilia has been a magnet for Spanish and Mexican dropins as well as people from Central and South America and Spain.

It is also home to several native tribes who are on the outer fringes of the Little Amazon. These tribes can be fast friends or deadly enemies to the People from the Sky.

You can't fly without Rubber and Alcohol. That is what we manufacture best when we do not party.

You have to understand that here in New Brazil it is another world, a good place to work, to raise a family, to relax and appreciate life. And for that we are grateful to God.



Petero McAdam Castro



The Almost Government

The old city of Compos is the technical and administrative core but not the capital of New Brazilia. Not that it needs an administrative core, the president and board of governors are simply there to supervise trade and manufacturing of Rubber products and Alcohol.

The Second City

The old city has been eclipsed by Rio, the jewel of Brazilia. It is a growing center of population, manufacturing and fun loving folks.

Social Issues

The government is hoping the Natives will stick to the backwoods but recent events have shown their populations to be rising dramatically and a push to have their children educated and integrated into the modern culture. They are growing increasingly political.



SUB GRID
ENVIRON
LOCATION

5



Hardwired 028 Hinterland



NR • U

PLACES OF INTEREST

The Spire

South of San Pablo is a great basalt platform 20 feet high. At the center is a gleaming 20 foot diameter gold needle that rises 400 feet. It is magnificent. Just what it is, is anybody's guess. It glows brightly at night and has become a favorite party Spot as well as a religious beacon for the Natives.

The Little Amazon

Cutting straight through the two major cities is the Little Amazon River. This 100 foot wide waterway is slow moving and nearly 180 miles long. It dwarfs New Old New York's Hudson River by 50 miles. Oddly the left bank flows one way and the right the other.

The Rio Carnival

In April, Rio explodes with a week of parades, color, food and drink. This is the traditional Carnival. It is a grand time for Brazilia that attracts tourists by the planeload and a lot of natives from the exterior.

The Street of Beef

In Compos is a half mile long street that specializes in the best beef in the hinterland. Here much of the Hinterland's meat is processed and shipped to the core Environs.

The Boat Tours

A 20 mile tour of the native villages up and down the river. These villages show a simple way of life for thousands of natives. Beyond the limit the natives are prone to be cautious and have attitude problems. While they have few firearms, their blowguns and bows are hellishly accurate. They are masters of paralytic agents as well as the slave trade and kidnapping for Ransom. Some tribes are rumored to be in league with Air Pirates.


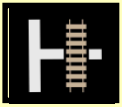





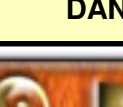
Resources

New Brazilia is rapidly growing into a Key Environ. This is the only place found where there is an abundance of Rubber Trees.

Brazil is also going to be a key manufacturer of Alcohol. This is a primary goal of the plantation owners. By the end of the 20th Century Earth's Brazil had gone to a full Alcohol based Economy and proved it worked. With that knowledge, New Brazilia can duplicate the technology to fuel itself and sell alcohol to other Environs who are lacking.

This Environ also has amazing Bio-diversity and more wildlife than they know what to do with. The ecology is in balance for now because of the hostility of the Native Indians and the knowledge that second chances are rare.

KEY

MAJOR CITIES	
ROADS RAIL	
AIRFIELD MAJOR	
FUEL STATION	
HELIUM ELECTRIC	
 	
DANGER	



NEW PITTSBURGH

The Steel City

Population

70,000

Government

Elected Decomocratic

Temperament

Easy Going

Year

1935 78 ce

Transport

Air Ground Rail Steamboat

Communication

Radio Primitive TV Telephone

Literacy

80%

Economy

Growing

Industries

Parts Manufacturing Farming

Currency

Pittsburgh Silver Dollar

Climate

Temporate Mild Seasonal Changes

HISTORY

Across from New Akron is New Pittsburgh, the Raw Materials capitol of the Hinterland. This Environ is a mountainous region rich in iron, copper, and bauxite.

Settlers here found a good section of downtown Pittsburgh and a large but fairly modern 1960's suburb. Attached to this were a number of processing plants and old steel mills that were mostly out of commission.

With hard work and determination a mill was brought back to life and several of the manufacturing centers had necessary materials that could be traded. New Pittsburgh immediately began to attract workers.

Looks like Old Pittsburgh? It is old Pittsburgh. We have the manufacturing and the iron. We can build the necessities for the Environs. We got the workers and talent. Not all the engineers go to New Akron... we get our share too. We pay 'em good. We are the industrial core of everything that is happening.



Caleb Hensons III



**SUB GRID
ENVIRON
LOCATION**

6



The Processor

The key to the prosperity of this Environ is a piece of Alien Technology and a lot of bauxite.

At first the pit and the odd controls looked like an incomprehensible jumble of old machine parts. On inspection it turned out to be a 200 ton processing furnace if furnace could be applied to it.

Shove Raw iron and bauxite into one side, the other extrudes steel, copper or aluminum in either a scalable I beam shape or 10 x 10 sheets at 1.16 to 1 inch thickness. It also releases heat, water vapor and common red bricks as a byproduct.



This prized engine has been churning out material 24/7 for a decade and is only limited by the material dropped into the hopper.

Most of the material is shipped to New Akron or manufactured into standardized aircraft parts for the DC-3 fleet.



Hardwired 030 Hinterland



NR • U •

PLACES OF INTEREST

The Carnegie

The third largest University in the Hinterland is the Carnegie Mellon University. Attached to a great museum, it has become a primary attraction in Pittsburgh.

Point Park

Where the rivers meet, this peaceful place is restful and a great place to swim.

The Hills

New Pittsburgh is surrounded by hills that are rapidly becoming the homes of the New Wealthy. These scenic vistas overlook the miles of city and industrial plants. These areas have been plagued with sightings of primitive Howling Men who raid building sites and generally un-nerve the locals.

The Rails

The most extensive rail lines in the Hinterland are found in and around New Pittsburgh. These lines extend into the wilds and to the sites where the mines have been established. At several points along the rail routes hotels and small communities have been built. These restful areas are popular with residents of New Pittsburgh and are starting to become suburbs.

The Mines

The Westbeld mines are great open pit sites with amazingly rich resources. Plans are being made to create deep water lakes in these sites.

The Amish Quarter

Marlow Valley with its one rail stop and general store is the entry to a great community of Amish Farmers. Here in the Hinterland for nearly a century, they have become key providers of food and produce to New Pittsburgh. General Store is misnomer for nearly 40 buildings that make a great monthly trade fair out of the area.



Resources

Manufacturing, Wood, Coal, Iron, Copper and Bauxite (Aluminum) in vast quantities. There appears to be no limit to these resources.

KEY

MAJOR CITIES



ROADS
RAIL



AIRFIELD
MAJOR



FUEL
STATION



HELIUM
ELECTRIC



DANGER

New



NEW PITTSBURGH



Hardwired 031 Hinterland



NR • U •

LITTLE TEXAS

The Biggest Little Environ

Population

10,000

Government

Elected Decomocratic

Temperament

Easy Going

Year

1897 78 ce

Transport

Air Ground Rail

Communication

Radio Primitive TV Telephone

Literacy

80%

Economy

Growing

Industries

Farming

Currency

Sam Houston Silver Dollar

Climate

Temporate Mild Seasonal Changes

HISTORY

Little Texas boasts the only known oil well in the Hinterland. This single resource keeps the bearings turning in New Pittsburgh, New York and New Akron.

It is a hilly and temporate Environ with forest, grasslands and desert on the outlying edges.

The core of Little Texas centers on Waller County where most of the town of Hempstead (Six Shooter Junction) was duplicated circa 1877. With a classic Downtown, farms and victorian homes, it is a magnificent visage of Earth's Old Texas.

The Natives and Texans are friendly.

Yee Ha. Little Texas has its future set! We produce heavy Machine Oil and Horses, the best in the Environs.

We also have the best Steers and and have Steaks that will make your mouth water.

We are a-growin fast. No we don't got no Wild Indian problems. They run the Banks.



Richard Waller



The Future of Oil

One Oil well is a good thing. More would be better. The Petrolux Oil Company is actively searching for salvaged equipment to drill a few more test holes.

There is great hope that there may be success in a second or third well sunk to find Black Gold.

There has been no consideration to use oil as a fuel source as it is such a rare commodity.



SUB GRID
ENVIRON
LOCATION

8



Hardwired 032 Hinterland



NR • U •

PLACES OF INTEREST

The Waller County Clock Tower

The County is proud of its only clock tower high above the County Courthouse. This is the center point for the yearly Waller County Old Texas Watermelon Festival, Rodeo and Jamboree that draws nearly as many as Rio's Carnival.

Kickapoo Casino

The indians who found themselves here quickly organized into a powerful political force, making heavy inroads into Banking and the creation of the Hinterland's first Casinos. The Blazing Buzzard is a high tech wonder a century beyond the cities of Little Texas. It is every bit as sophisticated and flashy as Vegas of the 21st Century. The Kickapoo pay well and are absolutely honest in their dealings. There is no Gangland influence here. Gambling salvage is worth top dollar here.

Horse Farms

Another of Little Texas's exports are fine horses. These animals are highly prized across the Hinterland. As well as common horses, they produce a line of Smart Horses of near Human Intelligence. These fabulous prizes are educated and released to the workforce as free agents. Not only do they talk,

they demand good wages for their services and have been known to have a wicked sense of humor.

Sheep Shearers Festival

The growing industry of wool production is showcased in this two day festival.

The Alamo

Rebuilt in a 20 acre park is the legendary symbol of Texas Independence, the Alamo is an impressive site. Every year the Victory at the Alamo is reenacted where the defenders hold off 98 days of attack before reinforcements arrive.

Sam Houston Memorial

Climbing high into the Texas sky is the obelisk of the Sam Houston Memorial. Planned to top 500 feet, this marble and steel monument will be a beacon for freedom in the Independent Nation of Little Texas.

New Houston

It may look like a lot of stakes in the ground and a few foundations but New Houston will rise to become the capitol of Little Texas in a few decades.

Resources

Oil, Cattle, Sheep, and Horses, this is no Wild West. The banks and casinos are under the watchful hands of the Indians who promise economic stability.

KEY

MAJOR CITIES



ROADS RAIL



AIRFIELD MAJOR



FUEL STATION



HELIUM ELECTRIC



DANGER



TUVA

Yak Capitol of the Hinterland

Population

20,000

Government

Hereditary Chief

Temperament

Neutral

Year

1600 78 ce

Transport

Ground

Communication

Radio

Literacy

10%

Economy

Stagnant

Industries

Livestock, Weaving, Art

Currency

Goats

Climate

Arid Mild Seasonal Changes



HISTORY

The first settlers of New Akron found a ready city and an amazing structure called the Air Dock. In Tuva they found Goats and Yaks. That about sums it up for any visitor.

The Tuvans are a friendly and hospitable people who live at the center of a dry and desolate Environ.

Tents are the tradition in Touva with only a few structures that have been created at the capital Kyzyl.

Politically the Tuvans rely on Local Chiefs that are responsible to Regional Chiefs. Above the Regional Chiefs is the Grand Khural or Overlord.

What are the Tuvans?

A lot of scholars are still trying to decide on that in the Hinterland. They are an Oriental stock very reminiscent of the Mongolians. Just don't tell them that.

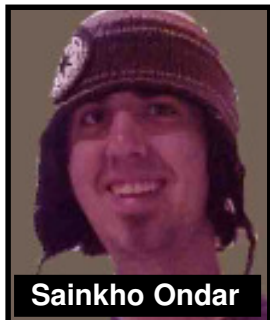
The average Tuvan is fiercely independent with a streak of artist. Ask any native and they will state "All Tuvans are Artists!" And in their own way, even in Yak Herding, they are.

Commerce to Tuva

The Tuvans welcome commerce and love Tea and Coffee. They are also expert buyers and sellers of goods. Firearms are culturally frowned on there, though a good composite bow is highly prized.

Commerce laws are non-existent here. What comes in and out of Tuva is the property of the buyer and seller with no interference of the government.

You want words? We are from Tuva. We herd sheep, good sheep. We sell wool, good wool. You look like you cold in that jacket... you come with me and we talk about a good jacket for cold and a hat. And some woven blankets for your home. Nice and Warm. Yak Jerky Good Stuff. Need salt for tea?



Sainkho Ondar



SUB GRID
ENVIRON
LOCATION

9



Hardwired 034 Hinterland



NR • U •

PLACES OF INTEREST

Khuresh Festival

This festival draws thousands to see wrestling and serves as a meeting time of the chiefs. It is also a time of heavy commerce, trading, social interaction and contests in Archery and Horse vs Train Racing.

Khemchik River Rafting

The only river that cuts through Tuva is a wild white water rafting adventure. Woven wooden boats and almost experienced guides make this an amazing 100 mile trip that mostly survivable. A three day excursion, it starts with a rail trip to the mountains and ends at lake Todzha. Fees range from \$50 for an unexperienced raft master to \$200 for a guarantee of survival and a grand banquet with the Grand Khural, the Overlord of Chiefs in Kyzyl.

Lake Todzha

Lake Todzha is a 20 mile, deep, fresh water lake that is known for the fishing and sailing. It is a resort for the Tuvans and a big money maker with tourist villages and restaurants who seem to serve a lot of Chicken, Yak, Fish, Goat, Sheep and the occasional Horse.

A section of the shore provides **U Stay Yurts** for meeting areas and docks for great house boats.

Kyzyl Nightlife

The capital boasts of the Tuvan Broadway, a string of theatres for native Tuvan entertainment that includes Throat Singing and music. Much of this is amazing and entertaining, a little is reminiscent of a catfight with gongs. Bars are plentiful with the Tuvan Drink of Heroes: Fermented Mares Milk with Hot Pepper.

The Garment District








The Tailors of the **Silk Road Shopping Mall** will make you anything inexpensively. It is also a place to buy sweaters, blankets and rugs. Craftsmanship is expert to say the least. If you want your jack embroidered, this is the place. If you want boots that will last a decade, just find a shop and start bargaining.

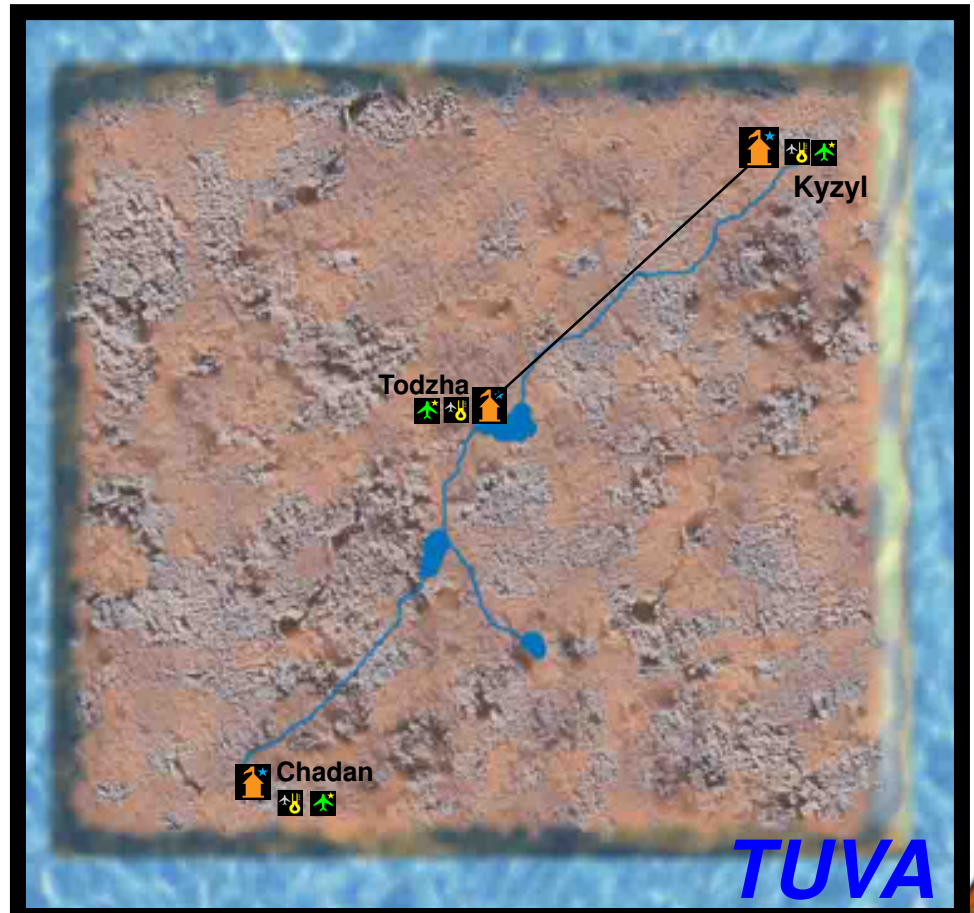
Merchants will haggle with customers with creative phrases like 'For this price my children will go hungry today...' If you offer and the shop invites you for tea, you have a sale. If he excuses himself, your bid is way too low and he or she is insulted.

Resources

While not high up in resources Tuva has craftsmen and a never ending supply of wool, yak hide and imported leather. It is a good place to pick up a cargo to transport or broker. Fuel can be scarce at times or fetch premium prices here.

KEY

MAJOR CITIES	
ROADS RAIL	
AIRFIELD MAJOR	
FUEL STATION	
HELIUM ELECTRIC	
DANGER	 



MAGICAUST

Deader than Utah

Population

1,000+ Survivors

Government

None

Temperament

Hostile

Year

1999 78 ce

Transport

Ground

Communication

Radio

Literacy

98%

Economy

Dead

Industries

Salvage

Currency

Salvage

Climate

Temporate Seasonal Changes



HISTORY

This Environ is a duplicate of twentieth century Earth, a slice of the American Midwest with Kansas City Missouri being the core.

This city would have been the center of the hinterland if it wasn't a massive magnet for Toxic Magics. Few have landed there and fewer still have returned to tell of the Rotting Dead who think they are still alive, psychotic monsters, mutants, faerie, and dragons.

The net result was a holocaust beyond imagination for the folks who landed here.

I claim refugee status. I have lived here all my life and watched my relatives, friends and family all die here. If it isn't other survivors, it's the magic. I want to go to a place where there is no Magic and I can go to bed without worrying something will eat me. Please give me a refugee voucher...



Billy Ray Green



**SUB GRID
ENVIRON
LOCATION**

10

Survival

The original drop-in survivors are a skiddish lot that hide in the ruins. They have adapted and formed survivor communities where swords and magic are common. Some have become Wizards in their own right, mastering defensive and offensive magics. Other just want to get the hell off this survival nightmare.

Salvage

In the Magicaust Environ Magic is strong and Salvage is King. Many missions go out to bring back items. When transported off this island, their magics fade. Enterprising pilots and crews have now created an airstrip on the far corner of this Environ and have established a beach head where the magic is weak.

Cold Iron

It was discovered that Iron brought from other Environs helps to ground magic here.

To create a safe haven, an iron fence was created around the airstrip and town of Refuge. Buildings are shod in iron and iron fences are the norm. The exception is a trading center where the Inhabitants and magic based beings can trade. This is rough area with a hard-bitten security force armed with cold iron pikes and compressed air shotguns.

Salvage is left in sheds and cooling zones where magic can fade and the salvage can be assessed.

Auctions here are common with several weeks of advertisement before items go on the block. Traders and buyers are always armed and travel in groups.



Hardwired 036 Hinterland



NR • U •

PLACES OF INTEREST

The Wizards Keep

A training school for users of magic that is heavily defended. The natives here believe this school will allow them to reclaim the lands and create a culture of Magic. A few believe this is stupidity considering the magnitude and power of the creatures here.

Jones Freehold

A single city block that retains a semblance of old life for the folks who live here. It hosts a few magic shops, restaurants and businesses.

Center for Magical Research

A series of heavily fortified buildings off the Freehold that are the center for understanding magic and finding practical use for it. Rumor has it that an ancient dragon is teaching the researchers magic to aid in their survival.

The Pit

A half mile pit on the edge of the city where the highest concentrations stream from. This area is a sight from a distance as things materialize above the lights, colors and perpetual fireworks. Survivors who have seen the edge describe it as a bottomless pit to somewhere else that will drive anyone insane.

Atalray's Meeting Hall

A warehouse that serves as a bar and grill and also a neutral ground for humans and magical denizens of this place. It is a center for trade and information. Expect to see strange and wonderful things as well as horrors beyond imagination. This area is controlled by three powerful Wizards who stop mayhem with deadly force.

Knights of the White Gauntlet

This small army is a sight to behold. They are the best, brightest and deadliest of the protectors that guard this Environ. Whether supernatural or Criminal, they are the law, judge, jury and executioners. They are always fair.

Sir Richard Emory heads this crack paramilitary group that is proficient with Sword, Shield, and Gun. Some have likened Emory to royalty but he flatly states he will not be a King.

Resources

Magicaust is a technological gold mine of materials and knowledge. Everything can be cycled out of the area as long as the ambient magic is given time to dissipate to safe levels. While most items of salvage are safe, some are definitely cursed and booby trapped with deadly intention. Even the smallest items can kill the foolish or unwary.

KEY

MAJOR CITIES	
ROADS RAIL	
AIRFIELD MAJOR	
FUEL STATION	
HELIUM ELECTRIC	
DANGER	



LITTLE KIEV

God Bless the Czar

Population

20,000

Government

Royalty

Temperament

Suspicious

Year

1710 78 ce

Transport

Ground

Communication

Radio

Literacy

07%

Economy

Stagnant

Industries

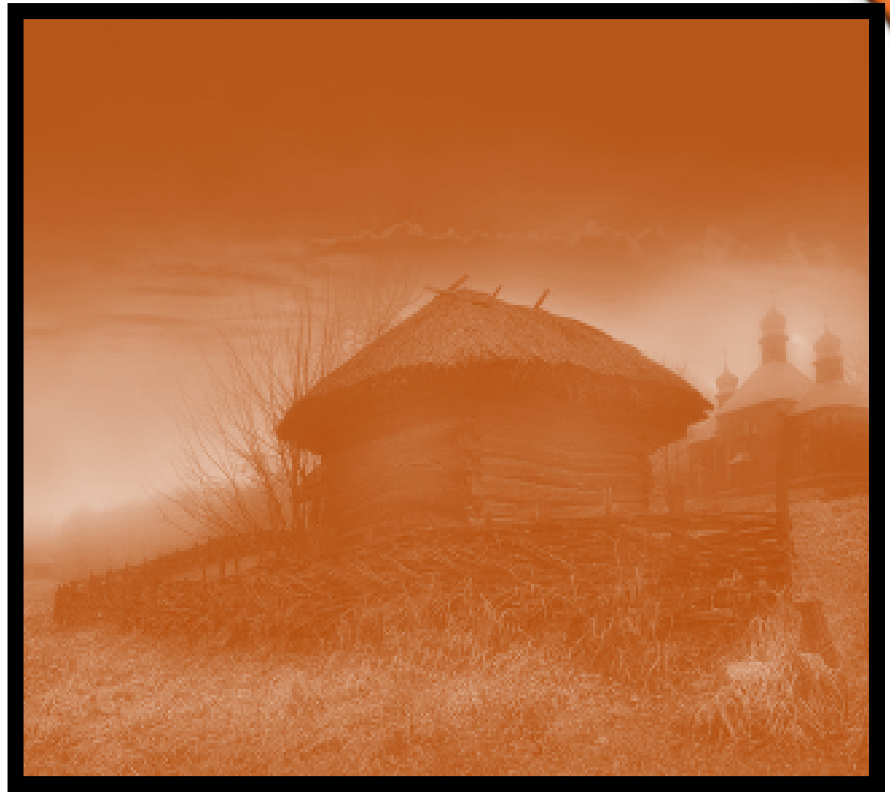
Wood, Food, Silver

Currency

Silver Rus

Climate

Temperate Hard Seasonal Changes



HISTORY

A small piece of Russia has been designated Little Kiev by the residents.

The climate of this Environ is harsh with hot short summers, two temperate seasons and a harsh winter. Basically, it is a bit of Siberia with two growing seasons.

The People

Ethnic Russian population, tough and determined, used to hardship. They are hard working, hard drinking and have a very tight sense of community only eclipsed for Family and close relatives.

What you want? You want to trade? Good Potatoes? Vodka, real Vodka? I can get you deals and cut off some of the Boyars tax. You did not hear that also. We also have Smoked trout and caviar.

Our people are suspicious but when they know you, you are part of family...



Fidor Romanoff



SUB GRID
ENVIRON
LOCATION

11

Into the Hinterland

The drop-ins here adapted quickly to the harsh environment and simply grafted their technology and culture into a working society. Their politics changed little as they know there is a Czar somewhere and are happy to have no contact with him.

In time they have created chiefs or Boyars, a class of semi-officials who deal with law, order, taxes and disputes. The Boyars are beginning to live up to what they shouldn't be, and are fast becoming Royalty to the impoverished masses.

Corruption

In this poor Environ everybody is out to make a dollar or two. Corruption, bribes and crooked deals are the norm and mostly expected by the people.

Boyars and Gifts

The Boyars of Little Kiev are the heart of business. They can find the smallest reasons to hold shipments and slow manufacturing. It is always wise to give moderate to lavish gifts to the Boyars. While some call this outright bribery, some call it wise business practice. While a box of fine cigars might help, silver is better and good Liquor can be a blessing.

The Red Manifesto

There has been a spread of a little Red Book across Little Kiev, a book of the principals of Communism. While factual, it has terrified the leadership who prefer their pesants illiterate and unthinking. Possession of the book is a quick trip to a Bear Pit.



Hardwired 038 Hinterland



NR

PLACES OF INTEREST

Bear Pits

A monthly event is Punishment for the harshest Crimes in Little Kiev. This spectacle, with drums and roasted potatoes is sure to nauseate anybody without a strong stomach.

Criminals are whipped or forced into combat with other prisoners. For the worst is a drop into a Bear Pit with a hungry bear. There are also bets on how long the victim will last. In some cases the criminal, if there is a shred of doubt, is given a stick to protect himself.

Harvest Festivals

On the other side of tourism are the hearty tourist festivals where the food is good, music is loud, the vodka is plentiful and the ethnic costuming colorful. They even put decorations on the Bears.

Toboggans of Death

There are no extreme sports here other than huge toboggan tracks up the side of mountains. These mile long courses are considered fun by the kids.

Eastern Orthodox Iconography

Here a lot of work goes into their churches. They are happy to show them to tourists. The Clergy is the most powerful force second to the Boyars

Czar's Twisted Fiddlers

A gypsy band that is known for their concerts of Violin Music to an Eastern European sound. They move city to city and always bring out Pesants, Clergy and Boyars. They arrive by intelligent Bear pulled sleds and never spend more then 4 days at any one place.

The Silver City

One bright spot in Little Kiev is Petrazelka, or the Silver City. It is the site of a silver mine that is extensive and rich. With a little technology, over three thousand miners are extracting the precious metal. This has led to a businesses and even an art museum in the Area.

The Verochka Museum

A set of Great halls better described as a "flea market" with the best of art and craftsmanship Little Kiev can offer. From silver jewelry to wood carving and religious icons, this is an amazing place. Most of it is for sale.

Resources

The wood and craftsmanship are a great resource. Wood based aircraft propellors and components are often manufactured here at a very reasonable price. Silver is a high value export that attracts other Environ crime and Air Pirates.

KEY

MAJOR CITIES



ROADS RAIL



AIRFIELD MAJOR



FUEL STATION



HELIUM ELECTRIC



DANGER



Hardwired 039 Hardwired



NR • U •

BRUNO'S VINYARDS

Best Wine in the Hinterland

Population

10,000

Government

Elected Decomocratic

Temperament

Very Easy Going

Year

1947 78 ce

Transport

Air Ground

Communication

Radio Telephone

Literacy

70%

Economy

Growing

Industries

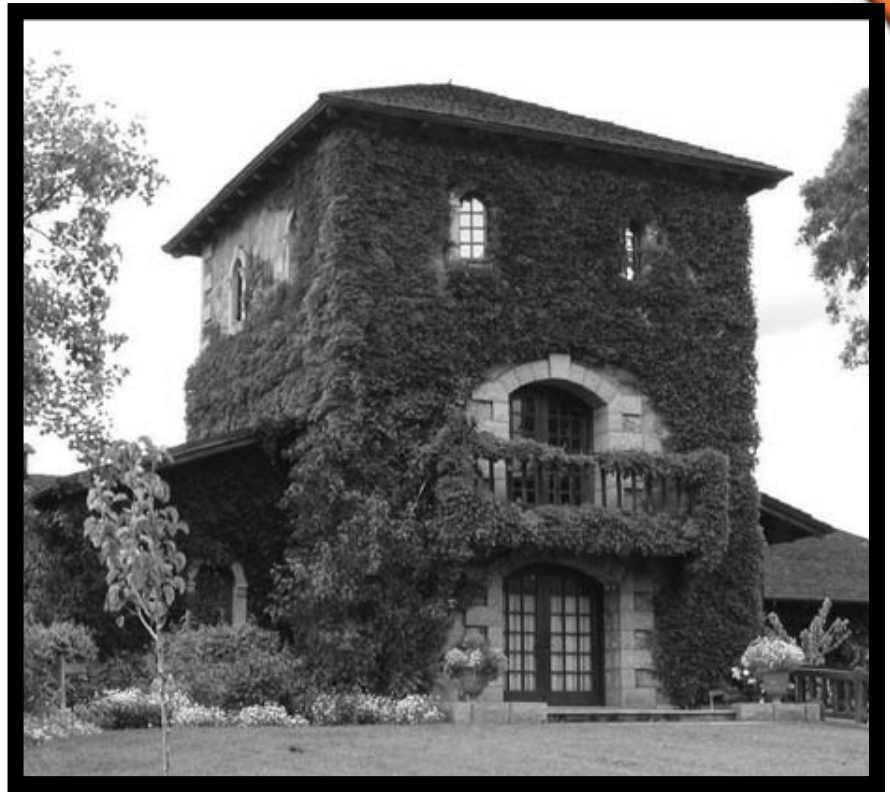
Wine Farming

Currency

Any Silver Dollar

Climate

Mediterranean Very Mild Seasonal Changes



HISTORY

If there was an Environ that mirrored Southern Italy, it was this place.

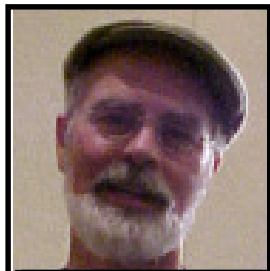
It helped there was a winery here, and that the finder had vision and realized his crops could make this the Wine Capitol of the Hinterland.

Antonio Caligoni is the second generation that now looks over thousands of acres of fine vinyards and heads an agricultural research center to create new species of grape and fruit.

Research here is also testing new species of food plants found in the Hinterland.

My family has been making wine for almost a hundred years here. We have the climate, the grapes and the technology to do the best and we are expanding. We hire at good wages.

The harvest attracts from all the known Environs to celebrate a good crop. We also have a museum and greenhouses.



Antonio Caligoni



**SUB GRID
ENVIRON
LOCATION**

12

The Ketterman Institute

Bruno's Vinyards also supports the Ketterman College of Agriculture and Animal Husbandry. This recent collective of educators and researchers is collecting botanical and animal specimens from across the Hinterland. This is a careful process to determine what species should or should not be introduced to the Core Environs. Nathan Ketterman heads the Institute and is a strong supporter of the Air Beagle project.

The institute is also the core of all of the Hinterland's Zoological facilities and research centers. It is a facility that catalogs new animal species.

Ketterman is a biologist and a staunch advocate of preserving the ecologies of the Environs.

Orchards

There are now great orchards in the Vinyards that grow a spectacular variety of fruit and nuts. This has been good for Environs with less than seasonable climates and slightly larger populations. Much of this fruit is picked and transported fresh to core environs.

A small percentage is now being dried and packaged for general use. There have been no instances of damage to the crops from fungus, disease or pest much to the delight of the growers.



Hardwired 040 Hinterland



NR • U •

PLACES OF INTEREST

Vinyards

Bruno's Vinyards are a place to tour and enjoy the tranquility. Guided tours are common as well as paid work days where tourists are taught the art of winegrowing.

Wine Market

A great wine market in New Roma showing the best of the two dozen vinyards here. Small companies have sprung up that use Bruno's wines as a base for other products and everybody is encouraged to compete for the yearly **Excellence in Wine Products** awards.. More than a hundred merchants have booths in this open air market.

Harvest Festival

The yearly harvest festival is a time of hard work and wild grape stomping fun. It attracts thousands to Bruno's estate

Ketterman Zoological Park

The Ketterman Institute runs one of the largest zoos in the Hinterland. This is the place to see rare and exotic life in natural settings. From the Great Ape of Eta Wongo to the Triceritops Herd, it is a well worth seeing. They pay well for new species.

Olympus Ruins

Lands End is a station on the way to Almost Canada that has an odd attraction. A few miles from the station is a large plateau covered in ancient Greek structures. Mostly intact, this city hosts magnificent marble and stonework interspaced with groves of great redwood trees. Almost a mile in diameter, the center is a spring fed lake. Visitors call it a magnificent but lonely place. Only a few guides have settled the site and they all feel there is more here than it seems.








Diego 'The Pig' Garcia

A perfect place to live always has a few issues. Bruno's Vinyards has Communists. Diego is literally a talking pig with a dozen followers who live in the hills near New Roma. They feel Antonio Caligoni is a exploiter of the people. They hold their little red books high and preach the wonders of a communist society. They are universally ignored. While they can be loud and obsessive, they are non violent and tolerated. Mostly they are there for the wine, a few handouts and to stir up the peace of the Environ.

Resources

Wine, more wine, new species of plants, unusual animals and a few rag-tag communists. Glass bottle manufacture, barrel making and fruit orchards.

KEY

MAJOR CITIES	
ROADS RAIL	
AIRFIELD MAJOR	
FUEL STATION	
HELIUM ELECTRIC	
DANGER	 



OURKANSAS

Down Home

Population

30,000

Government

Elected Democratic

Temperament

Temperamental

Year

1863 78 ce

Transport

Ground Rail

Communication

Radio Telephone

Literacy

50%

Economy

Stagnant

Industries

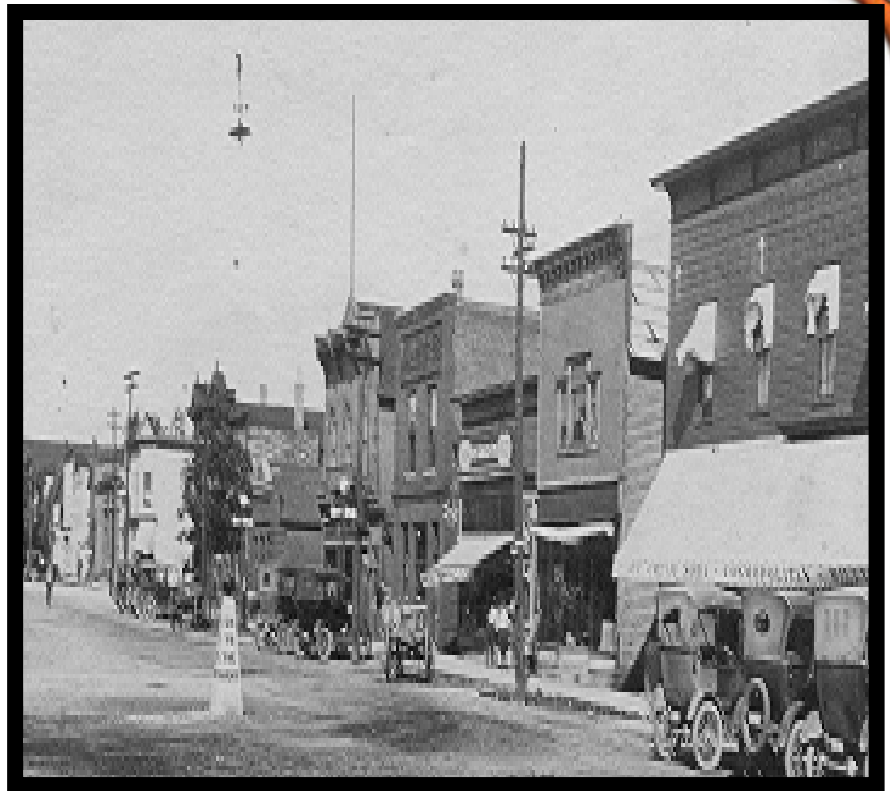
Farming Corn Alcohol

Currency

Any Silver Dollar

Climate

Temperate Seasonal Changes



come an integral part of OurKansas and an odd cultural fusion is happening. In Our Dodge City it is not uncommon to see an Indian Restaurant next to a saloon or see a cowboy with a good takeout curry.

HISTORY

OurKansas is an Environ that is nearly all rich prairie. It's a farming heaven where the soil is always rich. The core of this Environ is a a piece of 1870's Kansas City, Kansas that has been expanded. Here the zoning laws will only allow folks to build in the 1870's style. They call it Heritage. Vehicles and horses are common, the cities are surrounded with farms. Ranches are common with cattle and sheep.

Several decades ago nearly 500 Indian farmers found themselves and their families in the Hinterland and migrated to OurKansas. Feared at first, they have be-

Alcohol Production

OurKansas is fast becoming the capitol of Bio Fuel production in the Hinterland. They grow the corn and a new species of **Green Prairie Corn** that is the best yielding corn of Ethanol discovered. This crop only grows in this Environ. Every city now has a center for distillation for Alcohol.

Far thinking, the OurKansas senate is thinking of building a fleet of transport tankers to take their fuel to the Core of the Hinterland.

The Rails

In this environ a vast stockpile of steel rails was found as well as a trainyard and a number of steam locomotives. In the years that have followed, train lines have been laid between all of the cities of OurKansas. This has made only a dent in the stocks that remain.



"It's Kansas, OurKansas, we are making it as every bit a Kansas as the last couple were. We got a good life good here. Corn is king here and we got three new types that grow tall."

"We got new folks who are fittin right in, Indians, farmers just like me, good neighbors, real good neighbors."



Sundahl Stevens



SUB GRID
ENVIRON
LOCATION

20



Hardwired 042 Hinterland



NR • U

PLACES OF INTEREST

Our Dodge City

A true recreation of the Old American West, this is a hard drinking town filled with Cowboys, Indians, tourists and Pilots. While everybody carries a six gun, they fire blanks. The people who live in Dodge enjoy the culture and the occasional staged gunfights.

Blue Corn

Another crop that has a growing following is Blue Corn. This odd species resembles yellow corn but has a higher protein content and can be popped and ground into a rich corn meal. The Blue Corn Farms are maintained with civic pride and are tourist friendly.

Indians Uprisings

There were no Native Americans here and while most have settled in Little Texas a few have become cultural advisors to help Old Dodge as a tourist attraction. The new East Indian population has filled a few of the gaps and it is not uncommon to see a group of "Native American Actors" with Hindi accents.

Railroad

The rails provide the best in luxury travel for the passengers. The steam trains have been converted

from coal and wood to alcohol burners. While there are no outlaws in OurKansas, they do stage an occasional train robbery near OurDodge City.

The Holi Festival of Colors

Centered at Mumbai is the Holi Day Festival, an April 1st holiday. The first day of the festival is for great bonfires, the second throwing colors, made of corn powder and water. Pranks are played on the second day of Holi as long as they are in good spirits. Other cities are starting to get into the spirit.

Environ Fair Days

A week long celebration in late August that is filled with farm related contests, animal shows, music and the best that OurKansas has to offer. Very reminiscent of the State Fairs of Earth.


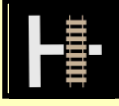





The Cowboy School

Started as a tourist site, this two week school has become a legendary academy of basic equestrian arts. If you expect to ride a horse, this is the place for humans and horses training. This school is highly endorsed by the Hinterland Canadian Mounted Police (HCMP).

Resources

Corn, Alcohol, and a few Tourist Traps. OurKansas is finding a fine place in the Core Environs.

KEY

MAJOR CITIES	
ROADS RAIL	
AIRFIELD MAJOR	
FUEL STATION	
HELIUM ELECTRIC	
DANGER	 



ETA WONGO

Tropical Paradise from Hell

Population

20,000

Government

Big Man on Island

Temperament

Greedy

Year

1940 78 ce

Transport

Air Ground

Communication

Radio

Literacy

02%

Economy

Stagnant

Industries

Theft Oil Pods

Currency

Any Silver Dollar

Climate

Tropical Paradise

HISTORY

The core of the Eta Wonga Environ is a Tropical Paradise inhabited by more than three hundred small islands. With a varied population mix and a dozen "Islander" tribes who worship airplanes it can be a restful and often dangerous stop.

The natives build airstrips, create simulated hangers and even build replica aircraft. All is in the hopes of gaining precious gifts from the sky gods. They can be friendly or hostile depending on the quality of gifts.

"Eta Wongo is like the old Marshall Islands on Earth, back in the 16th century. Its a tropical paradise with a few nasty problems if you don't know what you're doing."

"Stick to the Tourist places and don't explore the smaller islands. You will be kidnapped or strung up as an example."



Ace Morimoto



SUB GRID
ENVIRON
LOCATION

23



Three of the Islands have been settled by a number of folks from other Environs. They have endeavored to create a perpetual atmosphere of a peaceful life on a tropical beach complete with Bars, Tiki Torches and small Cabanas for rental. If only for the occasional canoe raid by the natives, it would be a tropical paradise.

Tucked into the islands on a "need to know" basis are a number of Pirate Bases and small villages that serve as black market centers.

The key crop of the islands are coconuts and Oil Pod Trees. These nut like pods grow a thick organic oil substitute that can be turned into aircraft lubricant.

The natives have the richest groves of this valuable commodity and may allow trade if the price is right. Never bet on their motives.

I tell you it was an army base. We cruised over and decided to land there. Then we noticed the ground crew. The buildings were bamboo and the green of their uniforms was tatoos. They surrounded the plane and saluted. Then the big Honcho came out and waited for presents. They ended up with a case of spam and a bottle of Jersey Gold Tequila, my flashlight, Bobs Hat and my White Scarf. We told them we would taxi to the hanger and saw the stripped frame of a DC3. I hit the throttle. We barely got out of there with our wheels and a couple of arrows in the tail.

Captain Conrad Jenner



Hardwired 044 Hinterland



NR • U •

PLACES OF INTEREST

Jimmy's Bar & Grill

Amazing Bar and Grill with the best foods the tropics provides including 2 pound hamburgers and the biggest tropical drinks known. The beachfront cabanas are in high demand. It is a tropical rest spot only second to heaven.

Omo's Fresh Oyster Bar

The place for Fish and Oysters in the Hinterland. Known for its 4 pound broiled lobsters and gumbo. This bar is a spot for meetings and a hangout for smugglers who want the better things in life.

Poko Repair Depot

A repair center of legend on the way to Eta Wongo Prime. Friendly and filled with bars, pawn shops, and tourist friendly natives. This is also a prime place to buy and sell Aircraft.

Davros Beach

The Island of Yap is a growing place where Cabanas can be rented inexpensively. This is also a home to people who just want to have a quiet life and get away from the pace of Hinterland life. It is also becoming a premiere place for the Newly Wealthy to raise children.

The Paloni Islanders

With the advent of flight the Paloni tribe of Eta Wongo has found a place in the sun. Creating their own "Island Themed Las Vegas", they provide the best in entertainment and casinos. They have become moderately wealthy and are not hiring other Islanders to staff the resorts. The more primitive Islanders consider them the lowest sort only to be kidnapped and ransomed for Spam and Tradegoods.

Small Island Tours

An air and boat tour service that drops researchers, supplies, and tourists to the real back woods of Eta Wongo. They fly to only 60 of the Estimated 600 small islands in the area and are very knowledgeable of the hot spots.

Fishing & Sailing

The inner core of Eta Wongo is a fisherman's paradise, carnawhale and squid free, a great place to boat or swim except for the sharks. There are a few Great Whites and a host of small sharks that rarely attack people.

Resources

This tropical Environ has a lot to offer in natural resources and the rare Oil Palm Nut that produce a near machine grade oil in a handy coconut.

KEY

MAJOR CITIES



ROADS RAIL



AIRFIELD MAJOR



FUEL STATION



HELIUM ELECTRIC



DANGER



ETA WONGO



Hardwired 045 Hinterland



NR 045

NORAM

The Future Imperfect

Population

17,000

Government

None

Temperament

Mostly Bad

Year

4200 78 ce

Transport

Air Ground Tram Port Pads

Communication

Radio Telephone

Literacy

05%

Economy

None

Industries

Salvage

Currency

Trade Goods

Climate

Temperate Very Hard Seasonal Changes



HISTORY

A vast ruined high tech city that is ripe for salvage. There is an airstrip and fueling stop here with a bunker to protect from things in the wreckage.

What makes this area a serious problem is the remaining Robots and Animals. The robots are deadly. The Animals have evolved to survive the robots and match them tooth and claw. Robots are also determined scroungers for parts for themselves and small groups that infest the area. Items that have been found are evaluated at the bunker and OK'd for shipping to the Environs.

Natives

There are scattered villages in the ruins. Some are secure on floors of the mile high buildings or under piles of debris. They are mostly human or mutated human.

There is no social order to NORAM other than warlords who protect or prey on the population. One group called the Lords of Polyester have been active in trading a few items with trusted explorers. This is a tricky enterprise because it is virtually impossible to tell just who is who.

While most salvage is junk a few very important items have been found. Nearly all of these are unique and not duplicatable.

Yup... Figure this is the future more than two years from now. Or maybe was. No folks out there are friendly except a few explorers. Lots of those damn tin cans. Haven't seen a War Machine in about 10 years. Nasty Bastards. Took a pair of .50's and a Couple of PanzerFaust to bust the last one into submission. Then it crawls away and comes back in a week. They don't talk, they don't reason, they just tear off your arms or heart or head. Animals out there almost as bad. Saw a skunk near 5 feet long that took out Thor Kuehl. Sprayed him and that's all she wrote. He was unconscious for near a week. The .50 took care of that monster too. Made a dandy rug 'cept for the holes...

Willie 'Salvage King Carson

Clanks go voot. BANG. Droids Bad, Andys Bad, Mutes Bad. All Bad.. Will trade food paks. Trade for Boomers... Maybe find more thins for Trader Man. Bad out there. Yes me can guide but good chance you be chow. Many things find there.. You want Android Doll? Nice... Doll should no have knife...



Fast Hok



SUB GRID
ENVIRON
LOCATION

21



Hardwired 046 Hinterland



NR • U •

PLACES OF INTEREST

NORAM is entirely a place of sadness and majesty. The vast city was designed with grace and beauty and then half flattened by weapons of unimaginable power.

There are vast buildings, apartments and every business imaginable, art centers, statues and the remains of parks. Wrecked robots in a thousand forms are scattered everywhere along with cars that flew and the remains of millions of people.

The Three Mile Spires

The most amazing sight in Noram is the miles of 1 to 3 mile high buildings and spires. These were the core of the city and the greatest engineering marvels found to date. They are also the deadliest area with legions of lethal robots and crazed survivors who seem to thrive in this environment.

Replicators (Makers)

The most amazing technology to come out of this Environ is the occasional Matter Replicator or Template. These rare and precious items are complex and mostly stuck on a single replication type. From a cheeseburger to industrial diamond dust, they command a fortune if salvaged back to the Core Environs.

Beta & the Proteins

At 24 years of age, Beta (later known as Flash) was just starting out in life when the Lords of Polyester massacred most of his village (6 Levy Spire NW Floor 497) in lieu of back tribute and replicated food.

With just a little skill in Brawling and Old Tech Repair Beta also has a talent, though not much in demand, for Blivel Rotation. Now with little else to do, and no chance of new Blivels, he packed his meager possessions and headed to the legendary heaven of Ellis Junction to find his destiny.








As he crossed the forested High Tech Junkyard of NORAM he was always surrounded by masses of low and high technologies left over from past ages.

While many of these are little more than rust piles, a few are intact and an even rarer few gleaming as if they were new. Beta realized that playing with many of these was like kissing a Blant during the happy cycle.

One device in particular fascinated him. A cluster of tubes attached to a mass of buried machinery. Touching the sides, he realized the device was still warm and giving off a pleasant harmonic vibration strangely reminiscent of Z Pod music. Mustering all his resolve he put his hand on the large red lever on the side and gave it a yank.

Mist rose out of the ground as lights sparkled and a musical tone rose in pitch. A machine voice sang 'Thank You for Shopping Protein Mart!' From the mist and the music, two identical women stepped out of the tubes. Both horrified and fascinated, Beta took the time to talk to these human constructs and realized they were friendly and innocent.

KEY

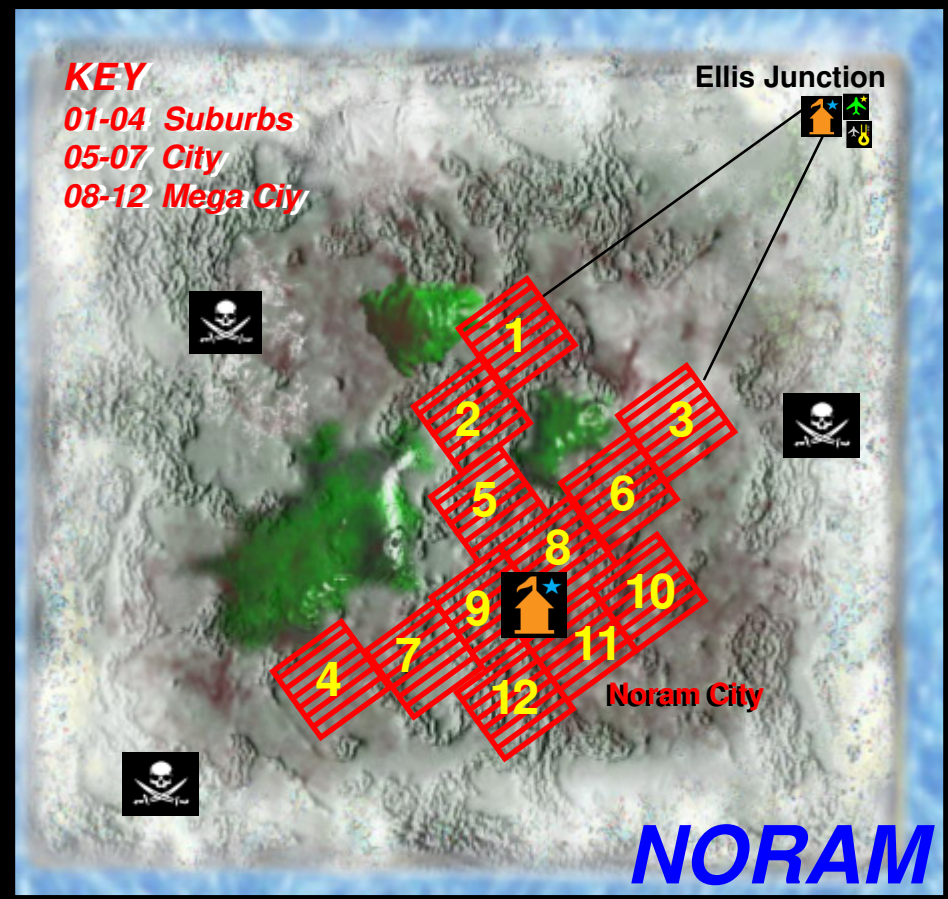
MAJOR CITIES	
ROADS RAIL	
AIRFIELD MAJOR	
FUEL STATION	
HELIUM ELECTRIC	
DANGER	 

KEY

01-04 Suburbs

05-07 City

08-12 Mega City



NORAM

ICECAP

Fuel Dumps Only

Population

2600

Government

Outpost

Transport

Air

Communication

Radio

Climate

Damn Cold with Snow Likely

Danger

Climate

Fuel Dumps

06

Manned Stations

2 Sub Zero Stations 1 Prison

Sub Grid Environ Location

07

HISTORY

This is an Icecap a thousand feet thick with a few mountain tops sticking out to hinder navigation. There is a prison here for the most dangerous criminals in the Hinterland. Called Zero, it is tunneled into the ice and holds nearly 2300 fellons.



MOUNTAIN MEADOW

University Station Only

Population

2500

Government

None

Transport

Air

Communication

Radio

Climate

Temperate Mild Seasonal Changes

Dangers

Cultural Hostility

Fuel Dumps

06

Manned Stations

2 Cultural Observation / Trade Centers

Sub Grid Environ Location

07

HISTORY

There are tiny farms scattered across six valleys with Latin speaking german herders. Bronze age technology at best, with a very bad attitude towards strangers. Natives are terrified of aircraft and do not seem to have any resources to speak of. Natives will trade goats and furs for trinkets and knives at two recently built centers.



Hardwired 048 Hinterland



NR • U •

SAHARA

Fuel Dumps Only

Population

250

Government

Outpost

Transport

Air

Communication

Radio

Climate

Harsh Arid Desert

Danger

Climate

Fuel Dumps

03

Manned Stations

3 Forts w/Airstrip

Sub Grid Environ Location

14



HISTORY

Nasty Desert Environ with Egyptian Ruins and no population. Water is scarce and the river beds have

Not seen rain in 40 years. Ruins are heavily trapped and plundered long ago. There are a few poisonous snakes and a dinner plate sized poisonous spider here.

LIZARD WOODS

University Station Only

Population

250

Government

None

Transport

Air

Communication

Radio

Climate

Temporate Seasonal Changes

Dangers

Large Dinosaurs

Fuel Dumps

02

Manned Stations

2 Biological Observation Centers

Sub Grid Environ Location

22



HISTORY

A huge old growth forest covers this Environ and provides a healthy home for a lot of small to large dinosaurs. The predators here are fast and deadly.

Two Biological observation stations have been established here with two more planned. While this area may eventually be ranched, the large predators have proved smart and hard to control.



Hardwired 049 Hinterland



NR • U •

GRUNLOG

Fuel Dumps Only

Population

1400

Government

Outpost / Fort

Transport

Air

Communication

Radio

Climate

Temperate Forest

Danger

Native Groups

Fuel Dumps

02

Manned Stations

2 Forts w/Airstrip

Sub Grid Environ Location

15

HISTORY

Temperate Forest with Elk and Bears. Nice place except for the Near Human natives that appear



to be an offshoot of humanity. They are crafty, vicious, and excellent hunters. They are also cannibals who are happy in their lifestyle.

OLD FOREST

Fuel Dumps Only

Population

100

Government

None

Transport

Air

Communication

Radio

Climate

Temperate Seasonal Changes

Dangers

Wildlife

Fuel Dumps

01

Manned Stations

1 Fuel Dump

Sub Grid Environ Location

16

HISTORY

This Environ is covered in a massive Old Growth Redwood Forest with trees the width of houses. It is a



spectacular place to visit, likened to walking through a Cathedral. There are deer, elk, wild boar and a few large bears but they are few and far between.

Beyond the trees and the fuel dump, the few living here consider it far too quiet.

FUEL DUMPS & OUTPOSTS

At the edge of the Known Hinterland the Key Environs have begun to establish Outposts that are mostly glorified Fuel Dumps. These are for flyers who are in need.

Costs

There may be fuel but costs out on the fringe are doubled unless the pilots are doing a mission for the University of New Windsor.

Facilities

Depending on the size of the dump and local hostility you may find 1 to several hundred living in the area. Some areas need extra personnel because of high traffic while many are just glorified fuel dumps.

Airstrip & Fuel Dump



DANGER Air & Ground



Who's There?

Roll a d100 for the facility and its caretakers.

01-10 ONE MAN

Watches over the fuel stock.

11-25 TWO MEN

Watch over the fuel stock and play cards.

26-50 CREW

At least d10 +10 that maintain the runway. Will have at least one mechanic.

51-75 LARGE CREW

At least d10 +20 crew that maintain the runway. Will have at least one mechanic and a radio operator.

51-75 SMALL SETTLEMENT

A permanent settlement around the airstrip with a farm or two. Will have at least one mechanic and a radio operator.

76-85 LARGE SETTLEMENT

Small town with an airstrip, repair, radio over a hundred people, a bar and more. Homey but livable. Usually maintain a rotary wing for any rescue of dropins or flight crews. Involved in outside commerce.

76-85 LARGE SETTLEMENT + FORT

Same as above with a fort to deal with local problems. The fort will maintain a tiny air wing of up to 4 fighters.

96-00 SMALL CITY + FORT

Same as above with up to 500 residents.

FORTS

In less than friendly areas there are Forts created to protect airstrip personnel.

Walled buildings or hardened bunkers, these are supply centers for firearms, aircraft parts and trained personnel. Either mercenaries or residents they are ready to deal with emergencies.

The average fort has a commander and at least 2 pilots and a ground crew to keep rescue planes in top notch shape. They often operate one or more stills to make alcohol (aircraft fuel).

Local farms supply grain and corn as well as food for the personnel. A trade store always opens after a fort is constructed.

LOCAL PROBLEMS

Whats going on in the area.

01-10 ABSOLUTELY NOTHING

Complete and utter boredom.

11-25 VERY MINOR

Boredom and Local Wildlife

26-50 MINOR

Arguments, Local wildlife may be hostile.

51-75 AVERAGE

Arguments, Local wildlife may be hostile. A few fights related to boredom.

51-75 HIGH

Problems with the natives, the wildlife and the Environ's locals. May be hostile.

76-85 SERIOUS

As above with a bit of crime. Natives are definitely causing serious problems with vandalism and theft.

76-85 VERY SERIOUS

The Natives or wildlife are hostile, there are personnel problems and Air Pirates spotted. Politics has reared it's ugly head and people are arguing on a course of action.

96-00 CRITICAL

Same as 85 above with Air Pirate attacks, warring natives, stupid politicians, angry settlers and not enough beer in the Bar. The Fort is undermanned and resupply is slow or just missing.



WEATHER

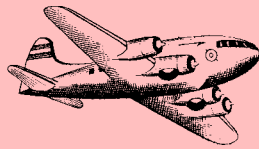
Weather is specific to the Environs or the seas. It runs the gauntlet of just normal weather and seasonal climate from spring to winter with random rain, fog and winds. Tornadoes are extremely rare. At the edge of any Environ the weather of that Environ takes precedence.

Over the oceans, the weather is normally a crisp and bright 71 degrees most of the time. This does not change by altitude. Oceanic Weather travels between the Environs and turns right, left or goes straight.

Every 4 hours of flight time, roll a weather check with a d100.

WEATHER

- 01-75 Clear
- 76-85 A Little Wind
- 86-90 Rainstorms
- 91-95 Thunderstorms
- 96-00 Fog
- 00 Hurricane



When weather reaches the edge of an environ it has 3 possible directions. Left, Right or Straight.

WEATHER DIRECTION

- 01-32 Left
- 33-62 Right
- 63-94 Straight
- 95-99 Disperses
- 00 Changes



WEIRD WEATHER

There is a flat 5% chance a pilot between Environs will hit WEIRD WEATHER. These meteorological abnormalities are the bane of pilots and can cause serious problems in navigation and flight performance. Pilots hate Weird Weather with a passion.



UNUSUAL WEATHER

- 01-05 BIRDS
- 06-10 COLD CLOUDS
- 11-15 DEAD CLOUDS
- 16-20 DEBRIS
- 21-25 ELECTRIC CLOUDS
- 26-30 FAST WEATHER
- 31-35 HOT CLOUDS
- 36-40 JELLY FIRE
- 41-45 LIFE CLOUDS
- 46-50 LIFTERS
- 51-55 LIGHTERS
- 56-60 MEMORY
- 61-65 NAV BUMP
- 66-70 NAV WESTER
- 71-75 PASSENGER CLOUDS
- 76-80 RUST CLOUDS
- 81-85 SLOW WEATHER
- 86-90 SWARMS
- 91-95 WIND SHEARS
- 96-00 **VERY RARE EVENT**

BIRDS

Birds are birds. Small birds are better, larger birds are a problem. While a good prop will shred a moderate sized bird, geese and ducks can smash into cockpits and damage structure. Condors and Pterodactyls can be hazardous.

COLD CLOUDS

Cold Clouds are frigid patches of air that cause instant snow and ice to form. They will drop small areas up to d100 degrees.

DEAD CLOUDS

These stinking monsters just damage and suck the energy out of living things. Fruit rots, passengers sicken and even the strong will pass out for d10 minutes.

DEBRIS

These are bits of almost anything that fall out of the sky. These can range from small bits to a Senior Travel Bus with members of the Wapakenetta Bingo Club. Generally larger items fall closer to shores of Environs like the case of the bus.

ELECTRIC CLOUDS

Nasty Nasty manifestations that create tiny storms and miniature lightning bolts. If not grounded or dispersed they will strike for moderate damage and start small fires. They have a good chance to surge electronics or damage a MDD. They can knock passengers or pilots unconscious for d10 minutes and cause a 5% chance of cardiac arrest.



FAST WEATHER

Decreases fuel usage by 10% for an hour of flight time..

HOT CLOUDS

These colorful bits of hell will start small fires around the aircraft. Figure d10 fires per 3 minutes of cloud contact. Cloud contact is for up to d10 minutes. Fires are always small and easy to extinguish before they grow into an extreme fire hazard.

JELLY FIRE

A sparkling mass of jelly that forms on wings and surfaces. Lasts for d10 minutes and weighs the aircraft down d100 feet in altitude per minute. Residue smells like fresh fruit and must be hosed off before it rots.

LIFE CLOUDS

The almost bane of flyers, these clouds heal, make seeds sprout and even make cured wood start to grow again. These clouds will act as a fertility drug on Humans and Animals.

LIFTERS

Null gravity clouds that can create internal problems for an aircraft including stalling, cargo and passenger shifting and loss of control for d10 minutes.

LIGHTERS

Areas of Brilliant light that can blind a pilot for d100 minutes.

MEMORY

These clouds are like going through a can of Alphabet Soup - memories, not the Pilot's will flood in. Often they are strong and leave a lasting impression. Many of these memories are fragments of calls for help.

NAV BUMP

Without the pilot realizing, this bump turns the plane in a random direction. It is usually accompanied with a large thump as if the aircraft rolled over a Speed Bump.

NAV WESTER

This bump moves the Aircraft d10 Environs in a random direction. It is usually accompanied with a large thump as if the aircraft rolled over a Speed Bump.

PASSENGER CLOUDS

Passenger clouds are fairly rare. They drop life forms into aircraft. Can range from people to animals as well as exotic creatures that may be benign or destructive. A full 5% of these dumps can be Restorkies or Gremlins. If you get d10 gremlins on board, better have a gun. Passengers stay with the aircraft until landing and then generally make their own way to their final destination.

RUST CLOUDS

These nasty manifestations pit windshields, warp or rot wood and corrode metal in small areas. Good maintenance is necessary when hitting one of these to find problems that will manifest later.

SLOW WEATHER

Increases fuel usage by 10% for an hour of flight time.

SWARMS

Concentrated swarms of bugs, birds, or small items like Canadian Lotto tickets

WIND SHEARS

Wind Shear will drop an aircraft d100 feet per minute for d10 minutes.

VERY RARE EVENTS

- 01-50 **HARD TRANSPORT**
- 51-75 **PSI**
- 76-85 **RED**
- 86-95 **BLACK**
- 96-00 **GOLD CLOUDS**



HARD TRANSPORT

A clouded ring of displacement that will dump an aircraft d10 +10 Environs in a random Direction.

PSI

An exposure to this cloud shocks the pilot and passengers giving them a 10% chance of picking up a very minor Psychic ability. This ability is permanent and often a blessing or a curse. Being hit with this cloud knocks 50% of the aircraft's humans and animals out for d10 minutes.

RED

These clouds are dangerous and hungry. If allowed to manifest they can be carnivorous. Survivors describe them as oily black clouds with mouths and teeth. They can be damaged with blunt weapons.

BLACK

Impressions of Batwings and a Laughing voice that promises many things and manifests amazing things. Generally the promises never work out right and anything created by the cloud doesn't live up to snuff.

GOLD CLOUDS

Impressions of Multiple Fluttering Wings and a voice that calls itself "I Am". Pilots are notoriously nice to this manifestation. It appears friendly and very powerful. Individuals who have annoyed it have suffered very bad luck and subsequent things that often make them wish they were dead.



WHERE DO BUILDINGS COME FROM?

This question has haunted scholars in the hinterland since the first buildings were found. What builds cities and leaves them for human habitation?



RESTORKIES

Spider Monkeys with Overalls, Tool belts and Attitudes. They come out of nowhere and build. Where the materials come from is anyone's guess.

With every band of d100 +25 you get a Shaman. The Shaman dances, waves his staff and directs the Engineers. He is seeing looking into other places and times to collect a detailed view of a structure. He then transfers his knowledge to a draftsman who creates blueprints for the others. These are transferred to the engineers who look at them in disgust and scream at the draftsmen.

The Workers finish their coffee and get to work only hampered by an occasional Union Boss who brings Donuts. Some bands can be massive, with thousands of Restorkies, Several Shamans and a Great Leader.

Great Leaders have been described as a senior shaman, almost always blind, surrounded by a dozen lesser shamens.

There is never a pattern to what they build. Anything from a simple garden shed to a Fast Food Taco Restaurant to a copy of Lower Manhattan.

Restorkies avoid humans and Animals wherever possible. They screech and cheep but do not talk. Humans have been known to visit a construction site as long as they keep out of the way. Restorkies politely move people out of the construction zone. If they are annoyed, they have hammers. Persistent annoyers are often bound to trees. Very persistent annoyers are bound to trees with a stale donut stuffed in their mouth.

Most Restorky work takes a single day or two and then the band teleports away to another project.

PACKADERMS

A common transportation animal used by Restorke Troops is the Packaderm. These are miniature elephants the size of a small pony. Powerful and intelligent, they can carry more than 500 pounds.

"I seen it once. It was a monkey with a big stick. It whirled and danced at sundown. Then hundreds of 'em appeared and started digging and hammering. At sunup, there was this new building. It was a barbershop in the middle of nowhere. Complete with a TV and magazines from 1968. Clean as a whistle. What the hell are you going to do with a barber shop in the middle of a Jungle? Cleaned it out down to the fixtures and got a lot for the chair and the hair cutters."

Boram Lester
Topflight Salvage

WHO MAINTAINS THE BUILDINGS?

This is even a stranger story. At the end of the building the Restorkies turn their projects over to MaintainAnts.

MaintainAnts are small green ants that live under structures created by Restorkies. They maintain the structure and clean it. They vanish when humans move into the structure for more than a few weeks. If structures are looted and left alone there is a 10% chance the contents will be replaced after 6 months. If they are occupied they age normally.

There is a lot more to these bugs than appearance shows. While resembling ants, they are nano machines or miniature robots programmed to clean and maintain. There is speculation they are directly linked to some form of Maker/Template technology that creates the material needed to restore structures.



WHAT ARE THEY BUILDING?

01-95 Single Building
96-98 Building Cluster
d10 Buildings of Related Origin.
00 City Segment
d10 Blocks or Streets of a City

ERA

01-50 20th Century
51-90 19th Century
91-95 18th Century
96 17th Century
97 21st Century
98 22nd Century
99 23rd Century
00 Random Very High Tech

Condition

A restorky construct in pristine condition is the rarest to be found. These sites, if noticed, are magnets for scavengers and traders.

Restorkies in the Core Environs

Restorkies still show up in the core Environs but never within three miles of human habitation.

Restorky Transport.

When the structures are finished the Restorkies assemble in a tight geometric pattern pointing towards their destination. They chatter madly and then there is a dead silence as they cross their eyes. A minute later the band teleports with a flash to another Environ within 3 Environs of the construction site. Daring adventurers have hitched a ride with the bands at the last minute by entering the pattern. Restorkies don't mind this.



Looking at the Whole Picture

Restorkies pose more questions on the nature of the Hinterland. Just what it was created for and if it is a creation in progress. This has religious implications but considering the mechanics of the process, the environs and natural laws here, it only shows that the higher powers may have a good sense of humor and appreciate Friday Nights at their favorite bar.

The Science of Navigating

The fact there are no magnetic poles in the Hinterland is a navigational nightmare. However there is one constant that lets you know what direction you are flying in. It is the alignment of the Power Points and Helium Vent. On all environs the Power Point is 13 feet from the Vent.

For this a mechanical compass or chirotron is attached to the plane and the pilot can tell the approximate direction he or she is flying. The chirotron is set with Port and Starboard, E to the South and H, Helium to the North.

The Hinterland chirotron is tuned when pilots are in civilized areas. Most landing fields have the True H emblazoned on their runways or in images visible from the sky.

Shown is a classic compass by Natcher & Natcher Chirotron Crafters in Almost Canada.



FLIGHT

A few individuals who come to the Hinterland decide to become Pilots and get their wings. This is a multi year process.

STUDENT

Spring always grows a bumper crop of folks who want to fly. Initial testing eliminates a few and some just decide to go back to an easier life. Serious applicants pay a \$100 application for training fee and appear before a board of 7 pilots to answer questions.

THE BOARD

Seven senior pilots review the student and ask him or her "Why do you want to fly?" The results are individual and voted on a scale from 1 to 20. If the student gets a score of 71 they make the grade and are accepted into school. Some question the use of pilots and their gut reactions to students. Mostly the pilots are right.

SCHOOL

Twelve weeks, 6 hours a day will pass in a flash of physics, aerodynamics, and a hundred other critical systems a pilot must know. In this time students learn to fly and maintain an aircraft. Some specialize and go into advanced engineering.

FINAL EXAMS

Students will Solo and take a Final Exam. Roll a d100 for the Final Exam and add modifiers. The GM can rate the character and add a gut reaction modifier. The student will pass at a final result of 60 or above.

Student Rating	Modifier	Student Rating	Modifier
Dedicated	+40	Poor	-10
Good	+20	Awful	-20
Average	+10	Really Awful	-40

COSTS

Flight instruction can be cheap or expensive. Any Pilot with Gold Wings can teach. University classes and Extension classes can range from \$3 to \$10 an hour. The pilot instruction can be anything the pilot decides. Students will put in 50 hours of flight time before they can solo and be tested by the local branch of the HAA.

HINTERLAND

AVIATION ASSOCIATION

The Hinterland Aviation Association makes the rules. They have offices at every major airstrip in the Key Environs.

They set fees and performance exams for Pilots of Questionable Character. Mostly they are appreciated but not taken seriously.

AIR KNIGHTS

In some rare occurrences for services above and beyond (achieving a total of 3 Royal Service Medals) duty or heroism, individuals may be Knighted in the Royal Palace in New Windsor. This is a single ceremony every year with Queen Sally (closest individual to the Royal Family) presiding. This can be a great honor for any Pilot. Other Environs have their honors but none quite top this.

AIR SERVICE MEDALS

A short list of awards that add to a pilot's reputation. These are not given out lightly.

Almost Canada

AIR KNIGHTHOOD

ALMOST CANADA ROYAL SERVICE MEDAL

UNIVERSITY WINDSOR KNOWLEDGE PRIZE

New Old New York

NONY MEDAL HONOR

NONY SERVICE AWARD

NONY LIBERTY MEDAL

New Pittsburgh

NEW PITTSBURGH RUSTY STAR

GOLD HEART

New Akron

AKRON FLIGHT MEDAL

AIR SERVICE MEDAL

AIR ENGINEERING MEDAL

New Brazil

NEW BRAZIL FLIGHT MEDAL

Anson's Kingdom

CRYSTAL MEDAL OF KINGDOM SERVICE

ROYAL AIR KNIGHT

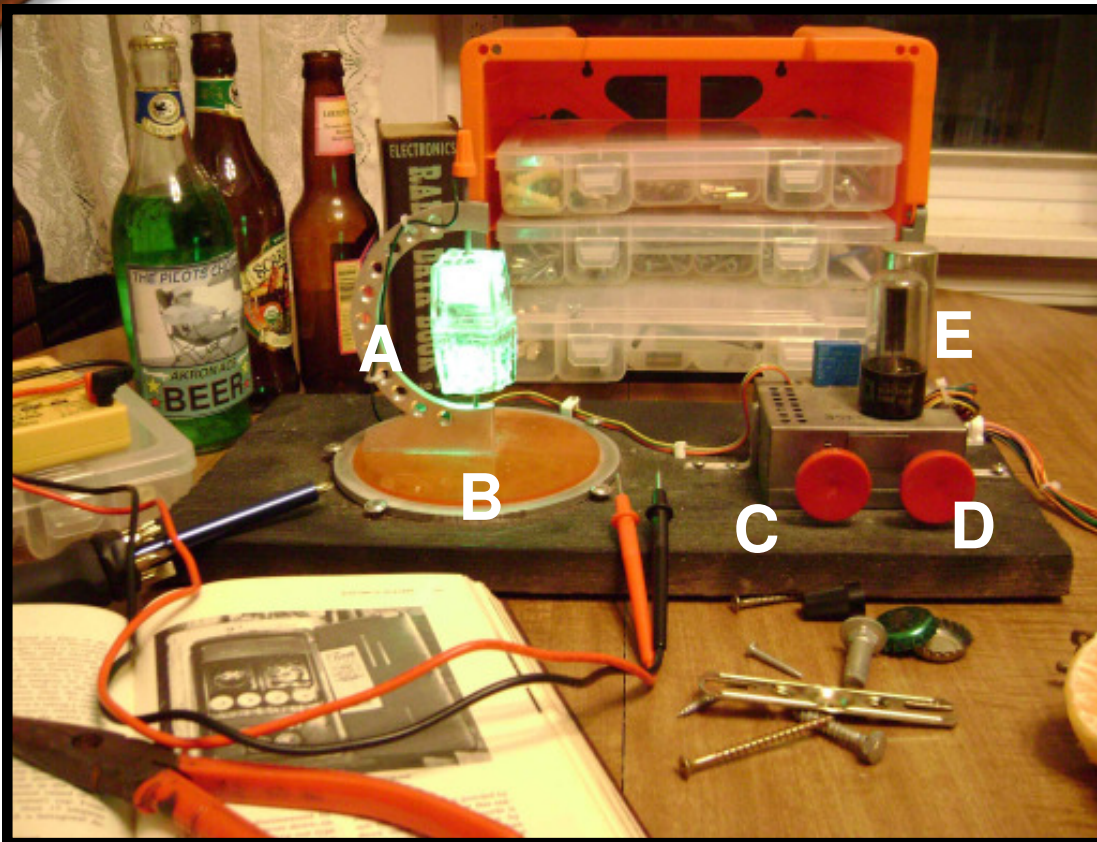
PILOTS WINGS

When pilots graduate flight school they are awarded wings, a scarf and a pair of cheap sunglasses. This is tradition and few know why. The color of wings is the measure of experience with years taked to be certified to the higher level.

CLASS OF WINGS

CLASS OF WINGS	Denotes	Requisite
Brass Wings	Student	
Bronze Wings	Pilot	1000 Hrs
Silver Wings	Pilot	25,000 Hrs
Gold Wings	Pilot	50,000 Hrs
Platinum Wings	Pilot	100,000 Hrs
Copper Wings	Pilot	200,000 Hrs





soon as the wheels hit the ground. Striking a mountain will also do this.

CRYSTAL COSTS

In any Environ a Crystal for an average plane will get you \$1000 easy. If it is calibrated and in an assembly, double it. Crystals come with certification. The certifiers often have reputations.

LIGHTNING ASSEMBLY

This is a standard Inertia/Mass Lightning assembly. Copper coils surround the crystal in a simple wood assembly. Power to the crystal is a basic 12 volt DC source from battery or aircraft.

That's an Airplane?

A single bit of technology has made flight easy in the Hinterland. It is called a Lightning Device. This bit of crystal and copper drops the mass of an aircraft and allows it to fly. As long as it has a Power Plant, Control Surfaces, a Lightning Assembly and a Pilot, it can fly as long as you can get it into the air.

Methods for getting into the air are Runway, Catapult and Cliff. Planes with Pontoons are rare but used inland.

DAMPING INERTIA and MASS

Inertia is defined as the tendency of a body to resist acceleration; the tendency of a body at rest to remain at rest. In the Hinterland, Inertia exists but it can be circumnavigated by a simple device.

The MDD's are not large but they are very powerful. Crystals are graded and calibrated for weight and aircraft size in New Akron if they are of a high enough quality.

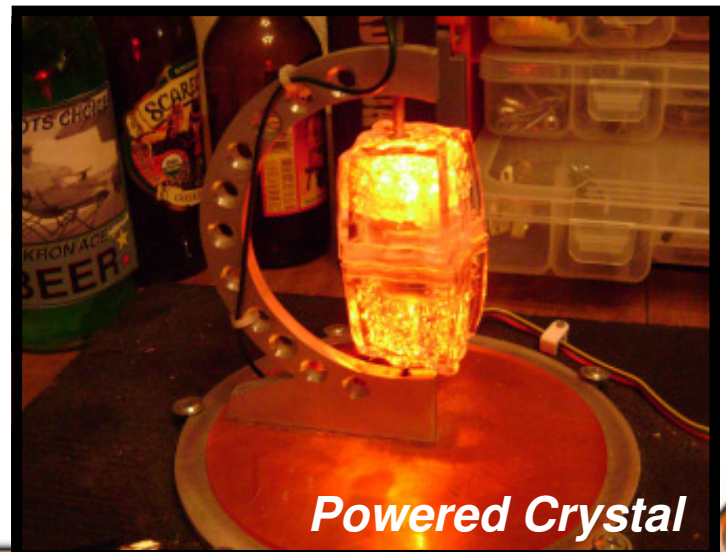
The whole key is to get the object off the ground. Then it has the characteristics of a normal Airplane during flight. On touchdown the Mass and Inertia return as

A single control knob is a resistor coil to drop power and adjust mass to meet the situation.

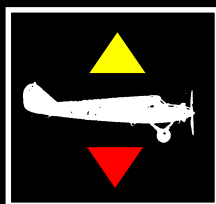
This will drop Inertia/Mass up to 90% for 10 tons. Multiple units will drop more mass and can be parallel linked. Smaller crystals and assemblies, while not effective for daily operation are used in emergency situations where a crash is imminent and the main Lightning Assembly has failed.

By Any Other Name, The MDD

The Lightning device is called by several names across the Hinterland. The Canadians call it a MDD or Mass Dropping Device. Engineers call it a Mass Choke. Most pilots call it a Lightning Device.



Powered Crystal



LIGHTNING DEVICE

- A Crystal
- B Ring Antenna
- C Power
- D Choke Switch
- E Tuner



CRYSTALS

Found mostly on the Anson's Kingdom Environ, Lightning Crystals are buried in mountain sides in Nodules. White Nodules are mostly junk. Red nodules are rare, so rare they are immediately purchased and can be auctioned without opening them. The average is about 7 inches in diameter. The largest found has been several feet.

Inside the red nodule is a clear crystal. Their quality is between foggy and crystal clear. They also range from classic crystal shapes to irregular lumps of crystal with potential. While not fragile, irregular crystal shapes are hard to grind to an even shape. This is done by specialists in New Pittsburgh.

A four inch crystal will kill the mass on an average plane. A 6 inch will lift a large aircraft. A 12 inch crystal will lift a floating dock. Crystals can be used as a cluster or several can be linked on an aircraft as a backup.

When they work they glow with a green light. When stressed the light turns from yellow to Red. Yellow and Red crystals have a chance of cracking and failure. If a crystal turns Brilliant Red it can indicate a critical failure or fracture.

Stress is not dependent on weight carried.



MDD TUNING or YOUR MDD is

Green

No Problems

Yellow (caution)

01-85 No Problem Check again in 10 +2d10 minutes.
86-95 Check again in 10 + d10 Minutes
96-98 Check Again in d10 Minutes
99-00 Go to RED

Red (critical)

01-85 Check again in 10 + d10 Minutes
86-95 Check Again in d10 Minutes
96-98 Crystal Looses Half Effectiveness
99-00 Go to Bright Red

Bright Red (critical)

01-85 Check again in d10 +10 Minutes
86-95 Check Again in d10 Minutes
96-98 Crystal shuts down for d10 Minutes
99-00 CRITICAL

CRITICAL

01-85 Crystal cracks becomes Permanently Yellow.
86-95 Crystal cracks becomes Permanently Red
96-98 Crystal becomes Permanently Bright Red
99-00 Crystal Explodes

When your aircraft has all the aerodynamics of a brick and your crystal fails you may have serious problems keeping it in the air. Parachutes are advised or a backup MDD Assembly.



REPAIR AND TUNING

A special skill of MDD Tuning and Basic Electronics is a must for the serious Flight Engineer. Along with a few handy tools, the MDD Bible by Jesus Acosta and a volt meter you too can fix these problematic devices.

There is no doubt manufacture plays an important role in the quality of your crystal and the time it runs successfully with a tweak or two. Some are just more temperamental than others and need a little more TLC.

Tune a MDD by tapping it with a with a low frequency Tuning Fork made for that crystal.





History of the DC3 in the Hinterland

It wasn't that the DC3 was one of the best aircraft ever built, sleek and structurally sound. It wasn't the ease of maintenance and reliability, or the universal respect, if not love the people who piloted them. It was simply their available and quantity.

The Boneyard

Just 80 miles south of Canton on New Akron is a valley of Death called the boneyard. Inhabited by a never ending race of primitive man like creatures, it is a graveyard of an estimated 29,000-50,000 DC3's in various condition. The planes are stacked across a 5 mile valley that is shrouded in cloud and fog. A permanent thunderhead crowns the valley with a constant rumble of thunder and a continuing lightning storm.

Basecamp Zulu

Off the edge of the valley is an airfield and fort known as basecamp Zulu. Named after the an obscure battle in history, Rorks Drift, it is a primary salvage yard for the DC3's. The camp is heavily fortified. Well paid workers are sent into the valley in teams to dismantle and harvest the aircraft with as much speed as possible.

The average crew can salvage a complete aircraft in about 7 days with a little luck and a lull in the native attacks. If the senseless and brutal attacks were not enough, the native sing badly.

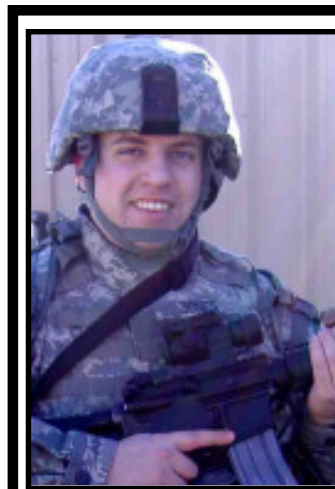
Ai' Ai' Garnosh

The constant pea soup fog is a deterrent and safety hazard. The spears and singing are worse.

There is no communication with the race that protects and worships the great silver birds. They would rather die than talk to the invaders of their valley. There is no trade, truce or holiday from the slaughter.

The base personal call them the Ai' Ai' Garnosh after the sounds they sing before they mass attack.

Individual attacks are constant, group attacks are common and once every few months a boiling wave of several hundred will leave the valley and attack the fort.



You ought to see those dirty buggers, short, muscled like gorillas, covered in hair and smelling like pigs. They scream and make spears with glass blades. They just don't stop till ya put 2 rounds in 'em. One in the head and one in the ass. I think they got 2 brains...

PJ Crittersworth



Ai' Ai' Garnosh Physiology

The Ai' Ai' Garnosh are tough and not quite human. They have three hearts and a brain at either end of their spine. Culturally, they are unknown. Their entire technology consists of Obsidian tipped spears, scraps of cloth, skin and leaves decorated with feathers and a sack to carry human heads. Bodys show massive healed wound scars and regenerated limbs.

If captured they will cut their own throats or just die.

Attack Matrix

This is a rough attack chart for the GM, Roll every d4 hours to see who is stalking the salvagers.

ROLL Quantity of Natives

- 01-90 Single Attacker
- 91-95 d4 Attackers
- 96-98 d4+4 Attackers
- 99-00 d100 +10 Attackers

ROLL Quantity of Attitude

- 01-90 Blatant, Screaming
- 91-95 Screaming Before Attack
- 96-98 Singing Minutes Before Attack
- 99-00 Stealth Attack, No Warning



Ai' Ai' Garnosh Additions

The Ai' Ai' Garnosh also occasionally have wolf sized dog-like lizards that are equally nasty but always silent.

Salvage of the Boneyard is deadly and costly. Money can be made but at a cost.

FUEL

While the 90% of the fuel used in Hinterland Aircraft are Alcohol/Corn based a number of new fuels are being experimented with. There are a number of rare power sources.

Gasoline

Rare and very expensive, Gasoline commands high prices for 50% better performance.

Bio-Diesel

New to the market is Bio-Diesel. While called the Hinterland fuel of the future, it is harder to make than alcohol and does not have much support yet. Compared to diesel, it is not a bad fuel, but still not proven with most pilots.

Steam

Common Coal and wood are used to power some engines used in short hops. Steam has only half the efficiency of Alcohol and creates serious weight problems for carrying fuel. However the fuel is cheap.

Nuclear

Rare in usable form Nuclear batteries have been found as salvage and are high demand items. They can power Electric Engines for years.

Fusion

Exotic, Fusion packs have been found and are used for electric engines. Cold Fusion and Zero Point and Exotic High Exotic Energy packs are very expensive items and in hot demand. Mostly they are found in Noram. Many of these are solid state and take no external fuels. Very Expensive.

High Exotics

Rarest are the Alien Exotic Drives that negate gravity or provide lift and push by some unknown Black Box technology. Only a few of these are known to be in private hands.

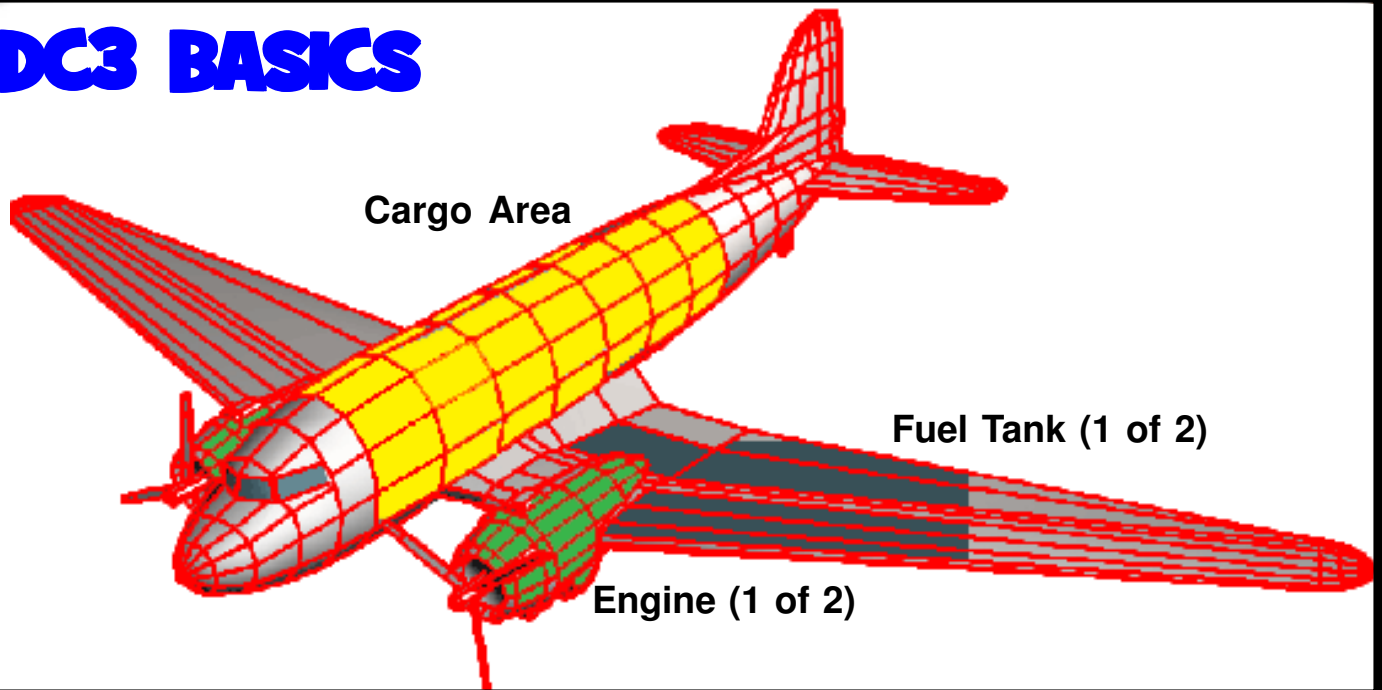
GREMLINS ON THE WING

John looks out the port and sees a Gremlin on the wing. He alerts the Flight Crew who looks at him a little oddly.

Cursing in Yiddish, the Flight Engineer comes forward and opens a cabin window. Hefting a double barreled shotgun half out the plane he takes careful aim at the creature. With a deafening boom, he fires both barrels and blows the annoyance off the wing.

"Thanks" he quips back at John. "Damn Wild Nuisances, usually show up when there is weird weather on the way!"

DC3 BASICS



THE DC3

Basis statistics and information for the Average DC3 in the Hinterland. These stats may change a little or see variations by salvage or design.

ENGINE SPECS

Engines 2 Wright Cyclone Radials or Pratt & Whitney 1200 HP Twin Wasp Radials
Large Engines

PERFORMANCE

Max Cruising Speed 200 MPH
Range 2000 Miles
Fuel Tanks Two 400g Tanks **Total 800g**

WEIGHT & CARGO

Weight Empty 16,800 lbs
Cargo 10,000 Lbs
Total Weight 27,000 lbs
Passengers Comfortably 25
Passengers Uncomfortably 40

AIRFRAME

Wingspan 95 Feet
Length 64.5 Feet
Height 17 feet

Uncle Bork's Fuel Helper

Makes Burning better 1 Gallon per 200 gallons of fuel that roughs out contaminated alcohol. Seems to give a 5% increase in fuel efficiency. Costs \$5 and no-body can figure out what is in it. At Better Fuel Dumps across the Hinterland.

Engine Issues

Most flights are care free as long as you maintain your engines with some regularity. A good mechanic is a must. Without this, make an occasional roll to see what can go wrong.

What Goes Wrong

01-96 Normal Flight
97-98 Minor Murphy
99-00 Major Murphy

Minor Murphy

01-50 Mechanical
51-95 Fuel System
96-98 Smoke
99-00 Bird or Prop Damage

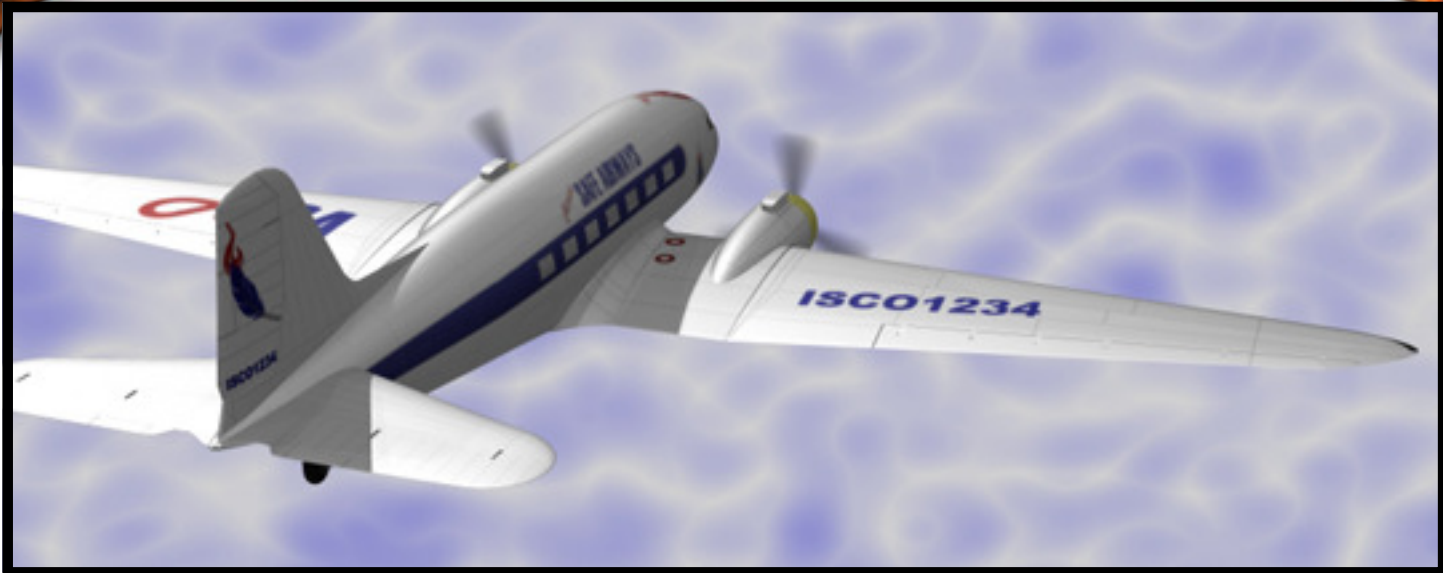
Major Murphy

01-50 Engine Just Fails
51-95 Engine Catches Fire
96-98 Engine Explodes
99-00 Engine Falls Off

SMOKE?

01-25 **Blue Grey Smoke Exhaust**
Oil Leak
26-50 **Grey Smoke Forward**
Blown Cylinder head
51-75 **Light Orange Fire**
Fuel issue
76-95 **Black Smoke Heavy White Smoke**
Engine Fire
96-00 **Black Smoke Orange Flame**
Serious Engine Fire

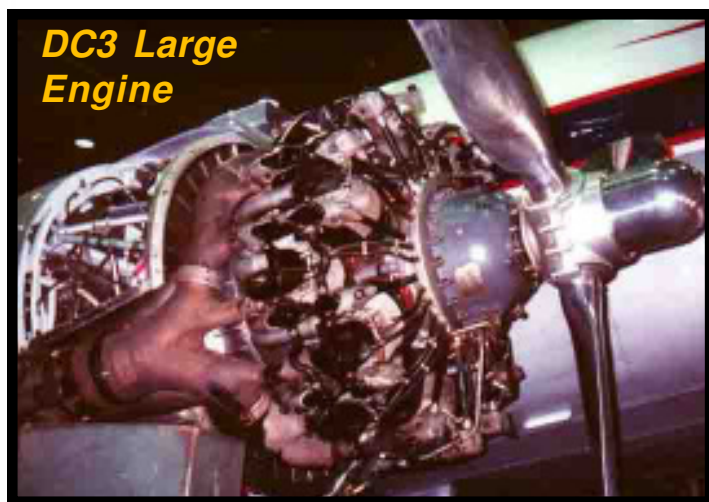




FUEL USE

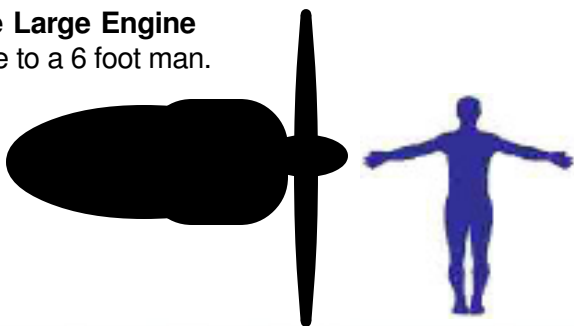
Use depends on your engine size and number of engines. Basic structure is the damage an engine takes before it fails.

ENGINE SIZE	MPG AVERAGE	ENGINE STRUCTURE
Micro Light	16	025
Small	08	050
Medium	04	100
Large	02	500
Gigantic	01	750
Monstrous	.25	990



DC3 Large Engine

Average Large Engine
Compare to a 6 foot man.



Fuel Issues

What goes wrong with fuel is mostly simple. Always have a fuel test kit to check the quality of that bargain you are buying.

What Goes Wrong

- 01-96 Normal Flight
- 97-98 Minor Murphy
- 99-00 Major Murphy

Minor Murphy

- 01-50 Minor Fuel Leak d10 gallons per hour
- 51-75 Fuel Mix has a lot of water. Poor Performance
- 76-95 Fuel is a little rich in mixture.
- 96-98 Fuel is contaminated with dirt.
- 99-00 Fuel is contaminated with something nasty and clogging.

Major Murphy

- 01-50 Nasty Fuel Leak 3d10 gallons per hour.
- 61-75 Fuel is Critically Poor in quality.
- 76-95 Engine Smokes
- 96-98 Engine Catches Fire
- 99-00 Fuel Leaks

FUEL WEIGHT

Fuel comes in Barrels that average 55 Gallons. The average barrel will weigh 385 pounds when full.

Outa Fuel?

There are always a few gallons remaining. Give the aircraft d10+4 miles. For experienced pilots add 2d10+4 miles.



STRUCTURE

Structure is the integrity of your aircraft. The difference between structural stability and a lack of stability is a lot of parts raining out of the sky.

Damage can be from combat, age, weather and a lack of maintenance. Combat is the biggest enemy.

Average Airframe Structure

Ultralight	0040 points	Ultralight
Small	0150 points	Piper Cub
Medium	0500 points	Fighter
Large	1000 points	DC-3
Gigantic	3500 points	ME323 Gigant
Monstrous	20,000 points	Air Beagle

Random Hit Location

01-50	Structure
51-75	Cargo
76-85	Fuel Tanks
86-90	Control Surfaces
91-95	Engines
96-97	Crew
98-99	Flight Controls
00	Lightning Device

Structure Loss

At half structure the aircraft will cost twice the fuel to fly and take additional damage per hour. An average of 2d10 points will come from vibration and structural failure, as long as it is in flight. At 10% of structure the aircraft will begin to take 4d10 points of damage per 10 minutes until it lands or reaches zero. At zero it falls apart and that can be real bad while in the air.

Electrical and Control Issues

Hits on Electrical or Controls can be minor to devastating.

Repair Chance

Area	In Air	Ground
Structure	limited	yes
Cargo	n/a	n/a
Fuel Tanks	no	yes
Control Surfaces	no	yes
Engines	no	yes
Crew	yes	yes
Flight Controls	yes	yes
Lightning Device	yes	yes

Fix Time Controls and Electrical

01-50	No Fix		
61-75	Easy Fix	d10	minutes
76-85	Harder Fix	2d10	minutes
86-90	Hard Fix	4d10	minutes
91-95	Impossible Fix	d4	hours
96-00	No Fix	d10	days or replace

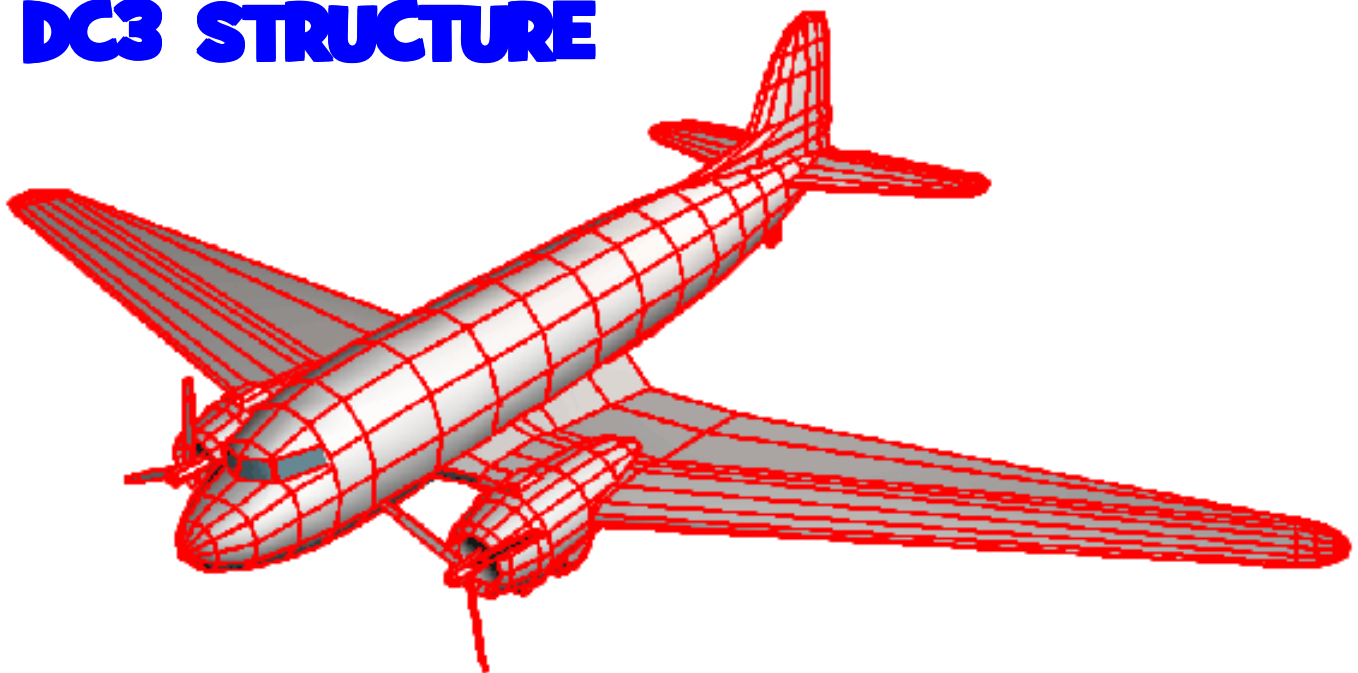
Fixing Structural Loss

Any good engineer can fix structure on the ground as long as he or she has the proper tools. Figure d10+10 points a day for the less experienced and d10 +20 for a master mechanic. In the air the average mechanic can fix d4 points per hour. With a master mechanic fixing d4+2.

Fixing the Lightning Device

Heavy loaded aircraft will begin to fall out of the sky if this device is damaged as well as doubling fuel cost.

DC3 STRUCTURE



COMBAT

Air combat is inevitable with Sky Pirates and Hostile Environs. The process is simply to determine the Aircraft Speed, Skill of the Pilots and the number of attacks that can be attempted in a Dogfight. The attacker hits or misses and then the Defender can attempt to break from the Dogfight.

Hits on Areas

See Page 63 for Structure and Hit Areas.

Rate your Aircraft Speed

SLO	Slow	075-120 MPH
AVR	Average	120-250 MPH
FAS	Fast	250+ MPH

Rate your Pilots Skill

GR	Green	A Hundred Flying Hours at Least.
AV	Average	Hundreds of Flying Hours
SK	Skilled	A Few Thousand Flying Hours
EX	Excellent	A Lot of Flying Hours (Years)
LE	Legendary	A Class to Yourself

PILOTS SKILL

Index attacker and Defender and pilots skill. for a modifier.

	AGR	AAV	ASK	AEX	ALE
DGR	+0	-01	-02	-03	-04
DAV	+01	+0	-01	-02	-03
DSK	+02	+01	+0	-01	-02
DEX	+03	+02	+01	+0	-01
DLE	+04	+03	+02	+01	+00

NUMBER OF ATTACKS

Speed Rate Rate between Attacker and Defence.

	DSLO	DAVR	DFAS
ASLO	1	2	3
AAVR	2	1	2
AFAS	3	2	1

Defender's Maneuvers

Hit chance can be modified by maneuvers but these can cost in the next dogfight.

01	Wingovers	+01
02	Barrel Rolls	+02
03	Hemilmans	+02
04	Speed	+01
05	Clouds	+02
06	Stupid Stunts	+02

DOG FIGHT RESULT

01-03	Miss
04-07	Graze on Aircraft Structure
08-10	Hit

Breaking from Combat

Modify the chance of breaking from combat by pilots skill and add Maneuvers.

AV	Average	+0
SK	Skilled	+1
EX	Excellent	+2
LE	Legendary	+3

Defenders Maneuvers Result

01-06	Still On You
07-08	One More Dogfight Then Breakaway
08-10	Brake Away

OTHER MODIFIERS (Optional)

Given the stress and strain of day to day flight, combat and just fate, a lot can happen. Take these into consideration. Damage from these can be slow and insidious to quick and devastating. An occasional d10 damage add up. So does 4d10 when a goose joins you in the cockpit the hard way.

Bird Damage

Structure and Engines

Weather Damage

Structure and Control Surfaces

Lightning Damage

Structure or Internal Controls

Age & Shoddy Maintenance

Structure or Internal Controls

AMBUSH

Ambush gives the attacker a free combat turn. After that start initiative with a d10 roll and count down from 10.

MULTIPLE ATTACKERS

Multiple Aircraft attacking a single target start initiative with a d10 roll and count down from 10.

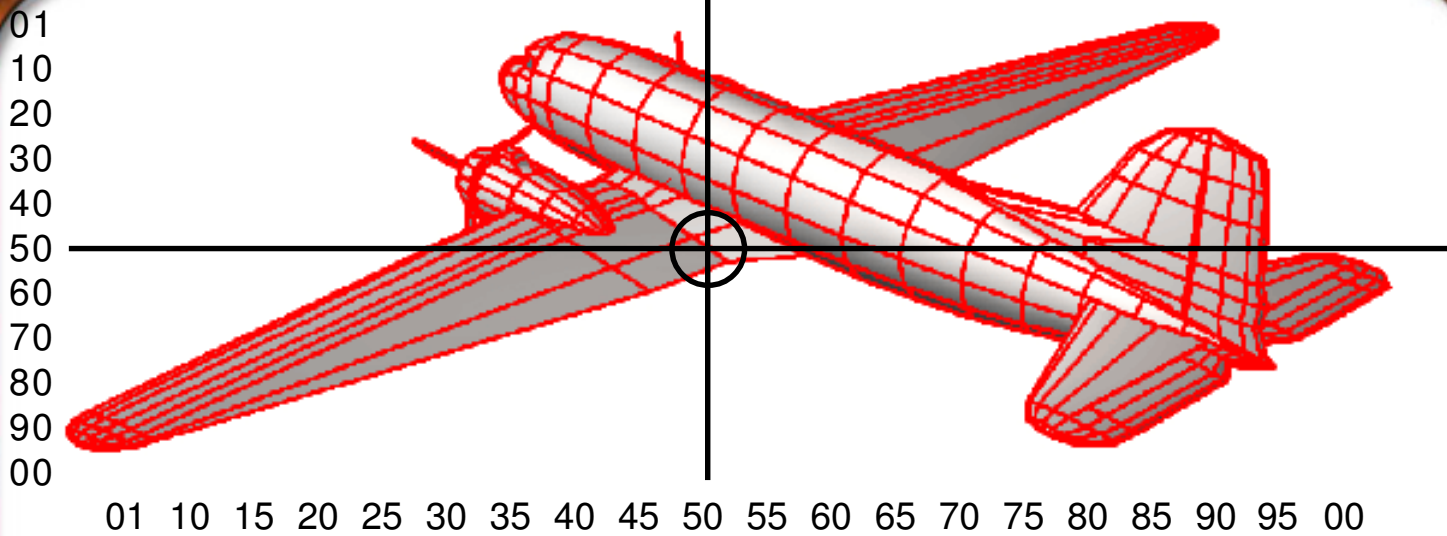
WEAPONS FOR AIR COMBAT

- Pistols
- Rifles
- Rockets
- Machine Gun Crewed
- Machine Gun Wing Mount
- Flak Bombs

WEAPONS Damage on STRUCTURE

Bullet holes	1 or 2	points
Machine Guns	3d10	points
.50 Cal machine Guns	5d10	points
Bigger holes	d10	points
Explosions	3d10	points
Big Explosion	4d10	or higher.





RANDOM HITS GRID SYSTEM

For easy and random hits on an aircraft imagine a grid and roll a d100 twice. Sight the DAMAGE with this handy Grid to figure out where the aircraft has been hit. You will need a bit of imagination but it is easy if you can think in percentages. Halfway across the structure is 50% Half of that is 25%

EXAMPLE

Louie Vital, the not so bright Air Pirate takes a shot at a Deak's DC3 Cargo clipper. He is fast and scores a hit. Damage is Structural. From the side of the aircraft we look at the side table 2 and roll a d100 with a 44 result. OK we have a hit in the left upper quad of the plane. Another d100 rolls show it to be about 37% Index the two and you have a wing hit just behind the Port Engine.

John Edwards puts burst of .50 cal rounds into Pierre's plane. The result is a 10 and a 35 A hit in the front mounted engine of Louie's Fighter. Damage is in the Engine. Not Good. A Second critical roll is a 95 and the engine just fails. For this we don't need a template.

Pierre curses in French and tries to restart it. Realizing he is falling fast, he hits the silk. Drifting to ground, he watches his smoking plane explode across the landscape.

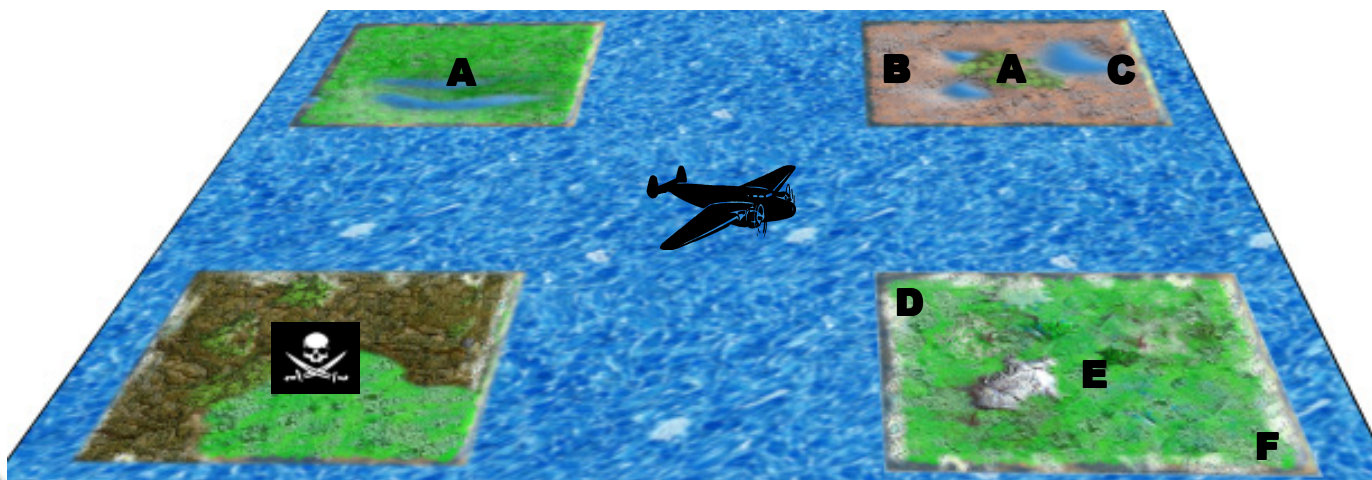
ENVIRON TO ENVIRON

FUEL USE



This basic chart will give you basic fuel use in gallons for various sized engines.

	MIC	SMA	MED	LAR	GIA	MON
A to A	025	050	100	200	400	1600
A to B	016	037	075	150	300	1200
A to C	031	062	125	250	500	2000
A to D	016	037	075	150	300	1200
A to E	025	050	100	200	400	1600
A to F	031	062	125	250	500	2000
050 mi.	003	006	012	025	050	0200
100 mi.	006	012	025	050	100	0400
200 mi.	013	025	050	100	200	0800



CRASH

Any Good Landing is defined as one you can walk away from. The Hinterland is no exception to this rule and proves a good landing is Any Landing you can Crawl Away From. Pilots and aircraft do have bad days. Crashing an aircraft is a rare but serious event, if not an expensive event. Insurance can be a good thing.

Luckily most crashes are in wilderness, on airstrips, or highways. These are best, as damaged personal property is paid for by the Pilot. As Lawyers are rare this makes for a more polite society.

RULE ONE

01 Sea Landings are Bad. (See Carna Whales) Beach or Field Landings are Better. Roads are good, flat fields and paved airstrips are best.

MODIFIERS

We will define a crash as an out of control or barely controlled landing at the less than optimum quality of aircraft or Pilot.

What You are about to Impact

Runways	+20
Beaches	-05
Light Trees are not good.	-15
Mature trees are not good at all.	-30
Old Growth Massive Trees	-50
Mountains are very bad.	-40
Snow or sand is good	-10
Snow on Mountains	-20
Inland lakes can be good	-10
Lakes if you have Pontoons	+10
Swamps are a Pain in the Ass.	-15
Buildings	-30

Speed of Landing

Slow	+15
Average Landing Speed	+10
Kinda Fast	-10
Way Too Fast	-20

Angle of Landing

Perfect Angle	+10
Good Angle	-05
Bad Angle	-10
Real Bad Angel	-20

Pilot Skill

High	+10
Average	+05
Low	-10
Pilot Prays Very Hard	+05
Monkey Prays Too	+01
Co-Pilot Curses	+0

CRASH LANDING RESULT

For a crash add your modifiers and roll a (Roll a d100) for the Damage.

01-05	Complete Wreck	Wreck Parts Salvagable at Best. Crew Critical
06-10	Wreck	Can be Rebuilt in Time. Crew in Bad Shape
11-50	Severe Damage	Can be Repaired in Time. Crew Wounded
51-85	Light Damage	Repaired in a Short Time. Crew Banged Up
91-98	Minimal Damage	A few Scratches, dings.
99-00	Perfect Landing	

CREW DAMAGE

How damaged is the crew after the mishap?

CRITICAL

50% Chance of Death.

Broken Bones Impact Trauma Bloodloss Internal Injuries Conscious 20%

BAD SHAPE

10% Chance of Death.

Broken Bones Impact Trauma Bloodloss Internal Injuries Conscious 40%

WOUNDED

Broken Bones Impact Trauma Bloodloss Light Internal Injuries Conscious 85%

BANGED UP

Cuts, Sprains, Scrapes, Light Trauma Bloodloss Very Mild Internal Injuries Conscious 95%



What About the Cargo?

For critical crashes roll a d100 to check the cargo's survival.

01-05	Hopeless	Salvage 10%
06-10	Wreck	Salvage 20%
11-50	Severe Damage	Salvage 50%
51-85	Damage	Salvage 70%
91-98	Minimal Damage	Salvage 90%
99-00	Perfect	Salvage 100%



CARGO

- 01 Explosives
- 02 Prisoners
- 03 Petroleum Distillates
- 04 Rare Earths, Radioactive Fuel
- 05 Gasses, Welding or Dangerous
- 06 Chemicals, Dangerous
- 07 Weapons, Light
- 08 Weapons, Heavy
- 09 Large Vehicles



**ALMOST
SAFE
AIRWAYS
CARGO**



- 10 Bulk Material, Wood, Iron, Aluminum etc.
- 11 Farm Animals (easy or difficult temperaments)
- 12 Colonists
- 13 Medical Personnel
- 14 Research Personnel
- 15 University Groups
- 16 Tourists
- 17 General Passengers
- 18 Businessmen
- 19 Corporate or High Officials
- 20 Entertainers
- 21 General Laborers
- 22 Technicians
- 23 Diplomats
- 24 Fresh Vegetables
- 25 Cold Fresh Food
- 26 Bulk Processed Food
- 27 Canned Goods
- 28 Packaged Alcoholic Beverage
- 29 Beer, Bottled, Tank, Packet, or Freeze-Dried
- 30 Securities (valuables)

- 31 Drugs
- 32 Politicians
- 33 Fertilizer
- 34 Animal Feed
- 35 Specimens (living or dead)
- 36 Plants (live or dead)
- 37 Bulk Grain
- 38 Paper Products
- 39 Clothing
- 40 Toys
- 41 Sporting Goods
- 42 Food Processing Equipment
- 43 Communications Equipment
- 44 Metal Sheeting, Metal Plates
- 45 Sealant or Oil
- 46 Computers
- 47 Books
- 48 Artifacts
- 49 Clothing
- 50 Emergency Survival Equipment
- 51 Medical Supplies
- 52 Medical Equipment
- 53 Small Vehicles
- 54 Aircraft Components
- 55 Helium Tanks
- 56 Engine Components
- 57 Miscellaneous Electronic Parts
- 58 Art
- 59 Electronic Fabrication Equipment
- 60 Farm Machinery
- 61 Mining Equipment
- 62 Undersea Equipment
- 63 Personal Belongings
- 64 Bulk Hardware
- 65 Candy, Luxury Foods
- 66 Emergency Shelters
- 67 Home Components
- 68 Furniture
- 69 Alcohol Generators
- 70 Steam Generators
- 71 Replacement Parts
- 72 Wind Generators
- 73 Aircraft Components
- 74 Coffins (empty or full)
- 75 Simple Tools
- 76 Paneling, Finished Wood
- 77 Bulk Plumbing
- 78 Bulk Wiring

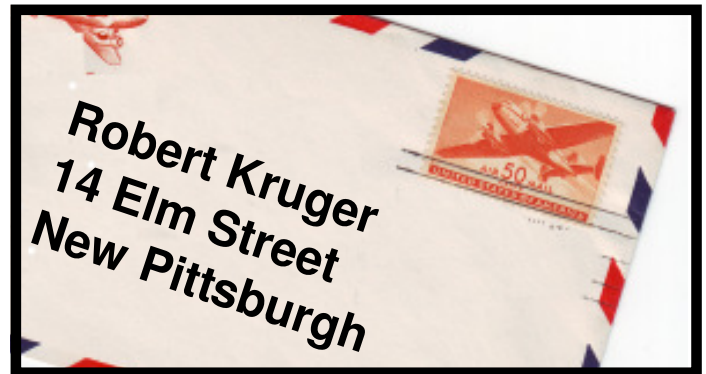


- 79 Photographic Equipment
- 80 Radio Relay Beacons
- 81 Water Purification Equipment
- 82 Air Filtration Equipment
- 83 Heavy Appliances
- 84 Auto Parts
- 85 Wild Animals, Live
- 86 Frozen Goods in canisters
- 87 Textiles
- 88 Bulk Ores and Minerals
- 89 Mail
- 90 Survival canisters
- 91 Carpeting
- 92 Entertainment Equipment
- 93 Office Equipment
- 94 Research Equipment
- 95 Secured Crates
- 96 Hydroponics Equipment
- 97 Mail
- 98 Heating and Cooling Equipment
- 99 Bulk Documents
- 00 Troops, Special Police

THE MAIL

The Hinterland Post is the only postal system in the universe that has kept a stable postal rate and made money for the last 20 years. Most pilots will grab a bag letters on their normal runs for a flat payment of \$2 a sack. Average mail times are 2 days local and 7 or less Environ.

MAIL CLASS	Local	Environ
Letter	\$0.05	\$0.50
Educational	\$0.02	\$0.25
Junk Mail	\$0.25	\$0.50
Sm Parcel Post	\$1.00	\$3.00



Nobody in the Hinterland messes with the mail. It is a crime punishable by years in the mines or one of the few offenses that warrant being dropped in the ocean. There are huge stocks of old US Postal Stamps salvaged from New Pittsburgh, New Old New York and New Akron so don't expect commemoratives soon.

TRADE & SALVAGE

Traders will sell and ship anything where is a profit to be made. From bulk Cargo to Politicians, there is a trader at the Exchange with a deal for you!

Traders come in all forms and sizes. From big companies to personal delivery of a few letters for the Hinterland Mail.

EXCHANGES

An Exchange is best described as lot of cigar smoking short guys with handfulls of papers and offers. Many state the wider a broker is the easier he can push others out of the way. Chalkboards of offers and windows of Cargo Insurance fill the walls of the brokerage house. Phones are always ringing.

They make an offer to have a plane move goods and you sign for them. They are delivered to your aircraft. You are paid HALF on Delivery. The second half stays with the broker until verification.

What the Hell! The system works.



Other Cargo Issues

Most of the time your cargo is what you assume. Once in a while it isn't.

- 01-95 What you think it is
- 96-98 Something Else
- 99 Contraband
- 00 Serious Contraband with Criminal Involvement



SECURITIES

One thing that changes hands are securities, high technology, and expensive Luxury Goods. For these runs you may need a good reputation or a good escort.

ESCORTS

Escorts are flyers with hot planes and hot guns as well as a talent for both. Soldiers of fortune, they will assure that any Air Pirates will think twice about interrupting your transport. Cost varies from \$250 to \$900 for a multi Environ hop.

PASSENGERS

Small numbers of passengers, Human or Animal are common on runs between environs.

Air Truckers	Philosophers
Archeologists	Pirates
Artists	Police
Average Folks	Politicians
Craftsmen	Royalty
Crazies	Scholars
Criminals	Scientists
Engineers Technicians	Shepards
Explorers	Sports Team
Farmers	Soldiers
Gangbangers	Students Soldiers
Indentured Servents	Teachers
Investigators	Tourists
Linguists	University Administration
Mages	Vacationers
Married Couple	Wealthy
Merchants	Witches
Peasants	Workers

LIVESTOCK

The greatest cargo hazard, voted by the Hardwired Pilots Association, is Livestock. Chickens, Emu, Pigs, Dinosaurs or Cattle it's always a nightmare of fur and feathers that would rather be on the ground. A crate of hogs is a crate of hogs until one of the 400 pounders is sitting in the copilot's seat suffering from air sickness.



An open hatch and a good .38 revolver can often be a fast solution to Livestock issues and a benefit to hostile sea life.

This becomes problematical when over inhabited areas or is considered a gift from the Gods.

GAMBLING

Gambling is common. Gambling Halls and Bars are always near Airports. These are run by ex Gangsters and Mob personnel. It mostly keeps them honest. Blackjack, Craps, Wings, Slots, Poker or Roulette. Most of the games are honest.



Easy Gambling

Stake an amount of money into that night's gambling and roll a d100.

FAST GAMBLING TABLE

01-50	Lost it All
26-50	Lost Half
51-75	Neither Lost or Won
76-85	Won 10%
86-95	Won 50%
96-98	Won 200% Twice What You Started With
99	Won 500% Five Times
00	Won 1000% Ten Times

Applicable Skills

Beginners Luck	+05
Average Gambling Skill	+0
Skilled Gambler	+05
Very Skilled Gambler	+10
Professional Gambler	+15

Beware

Inexperienced Cheat	-05
Experienced Cheat	-10
Professional Cheat	-25
Rigged Tables	-25

EXAMPLE

Will is playing Wings. A simple dice game of moving pieces in a track. He rolls a six sided dice and can move 6 spaces forward or to the side. With a proper roll he can land on a square next to his piece and challenge. Both players roll a pair of 6 sided dice. Ties are not counted. Whoever gets the highest knocks the other back d6 spaces.

Knocking back with a roll of a 6 eliminates the loser. Half way across the 8 foot loop the bets are on. Within another turn there are \$500 in bets on Will and his beginners luck.



FINDS

In Noram or Magicaust you may be able to salvage materials for sale. The big difference in items is in Noram there is high tech, in Magicaust the items are normal 20th century but occasionally contaminated with good or malign magics.

About every d4 hours of searching you may find something good. You may also stir up something nasty. Check for an encounter too.

CHANCE OF FINDS

01-50 Nothing

51-75 Roll on the main chart, but the item is junk or defective in some way.

76-85 Roll on the main chart for a find

86-95 Roll on the main chart for 2 finds.

96-00 Roll on the main chart for d4+1 Finds.

01 **Healitives** **\$200-\$500**

About the size of an aspirin, these tabs speed damage recovery 200% and aid limb and organ re-growth to a rate of an inch a day. Packs of 50 are common.

02 **Clothing** **\$1 to \$5K**

May be regular clothing in varied modern to futuristic styles or Smart Clothing that self cleans, warms, and protects the user. Some exotics change shape, color or serve as ballistic armor.

03 **First Aid Kit** **\$1K-\$5K**

Spider like device that cleans, repairs and stitches tissue. It helps heal the damage 400% faster. It can almost resurrect the dead.

04 **First Aid Box** **\$10K-\$200K**

Glass box the size of a coffin with a Nano Goo Layer. Can repair critical physical damage and resurrect the dead and restore them to full health in d100 hours, Within 1 hour the dead have a 100% resurrection chance. This drops 10% per hour.

05 **Craft Supplies** **\$10-\$100**

Sewing / Yarn / Knitting / Supplies that may have high tech properties. Glues, papers and fabrication kits. Tools, paint and brushes that are far from normal in function.

06 **Kitchen Utensils** **\$50-\$100**

Forks, spoons and knives all with high tech abilities and near AI features. Knives are forever sharp, brushes clean spectacularly, spoons will heat or cool.

07 **Beauty Supplies** **\$50-\$100**

Supplies that assist the user and are healthful.

08 **Clocks or Watches** **\$100-\$500**

Interactive time pieces that can provide a number of useful functions as well as serve as wearable computers.

09-10 **Disposable Paper Goods** **\$5-\$20**

Common plates and cups that are self cleaning and will dispose of themselves.

11 **Household Tools** **\$25-\$500**

Varied tools with AI and useful additional functions. Grav assist hammers, automatic drivers, saws and cutters that can cut steel like butter.

12 **Canning Supplies** **\$20-\$200**

Stasis containers to preserve fresh food.

13 **Writing Supplies** **\$10-\$100**

Pens, brushes and writing supplies with multiple functions.

14 **Camping Equipment** **\$500-\$5K**

AI controlled complete living structures that assemble themselves. Comfortable, self powered and structurally very tough.

15 **Small Knife** **\$500-\$1K**

Multi function survival knife with dozens of features to aid in survival. Starts fires, stays sharp, AI small data store for outdoor survival and food analysis.

16 **Hunting Knife** **\$1k-\$5K**

Like the small knife with a hundred or more features for survival.

17 **Axe** **\$5k-\$10K**

Like the small knife with a gravity assist for chopping, AI, Library, and hundreds of functions.

18 **Book** **\$100-\$1K**

Book sized device that stores written and video. Can project. Price varies on content and data.

01 Self Help

02 Childrens

03 Adventure Fiction

07 History

09 Culture

* GM's choice of Subject, How-To, Cooking, etc.

04 Romance

05 Magazines

06 Comic Books

08 Technical

10 Reference

19 **Books** **d10**

20 **Small Library** **d100**

21 **Large Library** **d100 x d10**

22 **Backpack** **\$200-\$500**

Backpack with built in AI for indexing contents.

Very tough. Has multiple useful items built in for comfort, safety and survival.



- 23 Linen \$5-\$20**
Basic linen or Blankets that self clean and are self repairing. May have an AI addition to change color or pattern or regulate temperature.
- 24 Towels/Blankets \$5-\$20**
Basic linens that self clean and self repair. May have AI addition to change color or pattern.
- 25 Furniture \$50-\$1K**
Basic AI furniture that is helpful to the owner and comfortable.
- 26 Sleeping Bag \$25-\$500**
Self regulating sleeping bag with music, AI and survival functions. Expandable to 10' x 10' size
- 27 Bathroom Fixtures \$500-\$1K**
Self cleaning AI bath fixtures.
- 28 Electrical Wiring \$5-\$20**
Wire or fiber optic cable (d10 x100 ft.)
- 29 Soap / Cleaning Supplies \$20-\$200**
Chemical compounds, nano enhanced for cleaning.
- 30 Dental Supplies \$25-\$500**
Sophisticated dental brush used to clean and repair teeth. AI system that can do extensive restoration.
- 31 Comm Equipment \$500-\$1K**
Small communications devices in a wealth of forms and sizes.
- 32 Music Player \$50-\$200**
Devices that store and play music. May be a small box or an ear clip. Music format can be beads, disks or chips. Some storage media can have hundreds of songs. The average player has d100 songs imbedded in the basic player.
- 33 Music Collection \$1 per song**
01 Classical 04 Pop
02 Rock 05 Electronic
03 Rhythm 06 Opera
07 Blues 08 Techno
09 Punk 10 Alien
* GM's choice of song quantity.
- 34 Imaging Equipment \$5k-\$10K**
Cameras that store images on a removable chip, bead, crystal or stick. Generally a removable device can hold 5000 pictures. Exceedingly rare and valuable to educational groups and governments. The average camera is the size of a pack of cigarettes though some have been found that fit into an eye as a contact lens with AI functions. Can only be downloaded to a Noram computer or printer. These devices make high-tech cameras look common.
- 35 Space Heater \$100-\$700**
Space heater that can warm a small room. With low tech it fuels with wood, fuel or electricity. With high tech it is a self powered AI that monitors and regulates an area's comfort zone.
- 36 Preschool Toys \$10-\$10K**
Simple and cute educational toys for beginning learners. May be simple to complex with built in AI to serve as teacher and protector. The most valuable are the AI Bears and Cute Animate Animals
- 37 Toys \$10-\$10K**
Any items including games, puzzles, kits and more that can be fun and educational. Some games can be very sophisticated with AI, 3-D projection and micro mechanical devices.
- 38 Building Supply \$10-\$500**
Panels, fasteners, adhesives, screws and bolts. May be simple to highly complex with a small to larger quantity of the material.
- 39 Sports Equipment \$10-\$50K**
Balls, bats and other physical sports equipment. Can be simple or have built in AI and geared for performance and education. Rarest are the AI Balls that simulate games and have their own gravity generators. A simple baseball will simulate a full game for a player with an opposing team.
- 40 Musical Instrument \$100-\$10K**
Simple to complex musical instruments that range into complex AI systems that self repair, tune and record. Can simulate additional instruments for the user up to a symphony orchestra.
- 41 Art \$100-\$50K**
Art objects that range from paintings to sculpture to animated light shows and more. Simple to highly complex AI's that interact with the user.
- 42 Large Tool Kit \$10-\$100**
Large unfolding tool box that contains a wealth of common tools from drivers to hammers to wrenches and saws. In high tech kits these tools are unbreakable, self cleaning and sharpening. The box will serve as a repair AI and even self fabricate needed items from a carbon store. (see makers) However it will not duplicate tools and has a set range of parts it will fabricate. Boxes can be specialized as Woodworking, Maintenance, Electrical, Robotic etc.



43 Battery **\$10-\$1K**
Small to large batteries for home or industrial use. Range from dead, corroded cells to smart, ever-powered AI systems with adjustable voltage.

44 Battery Recharger **\$10-\$1K**
Battery charger for smaller home devices or common batteries. High tech versions are self powered and have an AI system to analyze, repair and charge batteries.

45 Tire Patch Kit **\$10-\$100**
Simple tire patch kit. May have a powered or hand pump included.

46 Flares **\$10-\$1K**
Light signaling devices that range from burning chemicals to AI gravity assist beacons that float and throw bright lights.

47 Vehicle Parts **\$10-\$5K**
Varied and specialized, these common items are simple to complex devices for ground or air vehicles. While some are incomprehensible, a few like Ever Clean Windshield Blades are highly coveted.

48 Vehicle **\$1K-\$50K**
Stored vehicle that can be salvaged. May range from a bicycle to the mega rare flying car. The high tech versions of these may be self fueling and always have a cranky AI Theft Protect System.

49 Storage Boxes **\$10-\$100**
Wood, plastic or metal crates and barrels of any size. High tech versions are tougher and may have locks or the ability to put their contents into time stasis. These are the hot items.

50 Robots **\$1K-\$100K**
In lower tech conditions these are dummies or simple mechanical devices. Some may have the brains of a toaster, vacuum the floor or let the cat out. In high tech situations these can be any form of AI robotics up to perfect humanoids. They can be programmed to learn as well as become savage war machines. Robots can still be functional but trauma to a brain case may create severe mental abnormalities.

ROBOTIC TYPES

- 01 Household Robot with Specific Function
- 02 Household Servant
- 03 Worker
- 04 Fabricator
- 05 Office Worker
- 06 Medical Worker
- 07 Pilot
- 08 Security
- 09 Helper Companion or Pet
- 10 AI Brain Box for Multiple Robotic Control

DESIGN

- 01-75 Basic Robot
- 76-98 Humanoid Caricature
- 99-00 Perfect Humanoid

51 Cutters **\$10-\$5K**
Simple to complex cutters for fabrication or demolition. May be small or large. The more high tech the better it cuts. May have powered blades or micro Plasma cutters built in with higher tech.

52 Motors **\$10-\$5K**
Powered devices that spin a shaft in various sizes. May be attached to devices and controlled by computer or manual operation. Used for lower tech electrical generation or flight when powerful enough.

53 Paint Supplies or Paint **\$10-\$4K**
Simple paint. In high tech situations it may paint patterns, be very tough, color change or have a built in AI for the user to change his environment. In very high tech situations the paint will be a suspension of nanos that are perfect for covering walls and highly interactive. May regulate environmental temperature, humidity and have programmable light and music functions.

54 Money **\$10-\$5K**
From coin to bills, card to implant chip the universal item in societies is money. Coins are valuable depending on metal content. Gold is wonderful. Cards less so unless you want to scrape a windshield. Chips are user specific and generally die with their owner.



DC3 CARGO AREA



- 55 Shoes / Boots \$10-\$5K**
Sandals to high tech armored combat boots with built in AI for comfort and survival. Very highly prized.
- 56 Computer \$1K-\$50K**
Desktop to wearable Jewelry, a computer can be a friend or an annoyance. Some are simply mechanical calculators. Many are desktop devices that keep records and are a hub for communication and entertainment. A few control sophisticated machines create networks of computers by physical line or wireless communication. Computers from NORAM are mostly AI devices of power and sophistication. They work with the user to make his life better or frustrate them into a smashing frenzy.
- 57 Safes \$1K-\$50K**
Boxes small to large or rooms that protect their contents with strength, alarm, or even deadly force. The more sophisticated the tougher the safe can be. Safes that have not been emptied can have valuable prizes for the finder.
- 58 Alarms / Timers \$10-\$100**
Simple devices for the detection of movement, heat, gas, time or any imagined changes in the environment. May communicate with the user directly or just alarm. Small to large in size and sophistication.
- 61 Files and Papers Worthless**
Paper records of receipts to anything that needs a copy for posterity or 90 days. Records are everywhere and generally scattered to the four winds in disasters. Magicaust and NORAM are no exception.
- 62 Movies \$1-\$100**
Tapes, reels, cards, slugs, disks, crystals or stranger formats like beta or blue-ray are common. These are pure motion picture entertainment and in rare instances educational productions. Duration of a movie can be minutes to days in length. They commonly need a player. The most sophisticated films have built in 3-D projectors and AI systems for visual quality. Generally found in clusters and in rare instances a library. Less sophisticated may deteriorate with time.
- 63 Binoculars / Telescopes \$10-\$5K**
Imaging devices, hand held or mounted on stands. May include devices like remote security cameras
- 64 Glasses \$10-\$5K**
Personal visual devices, hard machined to a specific visual quality. Sophisticated versions have

built in adjustment for the user as well as sun screening and night vision function.

- 65 Tarps \$10-\$50**
Waterproof cloth or plastic sheets of any size or color. High tech versions may be rugged, self sealing, self cleaning and color changing.
- 66-70 Recreational Drugs \$10-\$50**
May include Beer, Whiskey, Tobacco and other substances.
- 71-72 WEAPONS**
Simple Slug Thrower to high tech blasters with AI. In many styles and sophistication. Add d100 +6 rounds of ammunition for each weapon found.
- | | | |
|-------|-----------------------------------|--------------------|
| 01-33 | Handgun | \$100-\$50K |
| 34-66 | Rifle | \$200-\$50K |
| 67-95 | Shotgun | \$200-\$50K |
| 96-98 | Assault Rifle | \$1K-\$50K |
| 99 | Grenade (d4) | \$10-\$50 |
| 00 | Gun Collection (with d10 weapons) | |
- 73 Weapon Cleaning Kit \$10-\$50**
Kit for cleaning weapons.
- 74 Radiation Counter \$100-\$500**
Hand held or clip on device.
- 75 LIQUID FINDS \$100-\$500**
- | | | | |
|----|--------------------|----|------------|
| 01 | Gasoline | 06 | Solvent |
| 02 | Motor Oil | 07 | Paint |
| 03 | Transmission Fluid | 08 | Soap |
| 04 | Kerosene | 09 | Syrup |
| 05 | Burnable/Food Oil | 10 | Food Puree |
- FOUND IN**
- | | |
|-------|----------------|
| 01-50 | Quarts (d6) |
| 51-75 | Gallons (d4) |
| 76-98 | Gallons d4+4 |
| 99-00 | 55 Gallon Drum |
- 76 Portable Generator \$1K-\$50K**
Portable Electrical Generator fueled by Fuel, Nuclear or Solar.
- 77 Garden Supplies \$10-\$5K**
Garden supplies and fertilizer. May be plant specific or nano enhanced for full gardening.
- 78 Rope \$10-\$5K**
Rope or synthetic line. May be very strong and self repairing.
- 79 Wax or Candles \$1-\$10**
Common Candles. May be wax or composite to enhance long time burn.



- 80 Rugs** **\$10-\$200**
Tapestries and expensive rugs.
- 81-83 Currency, Crystals, Gold** **\$1K-50K**
Anything precious and valuable.
- 84 Fireplace Accessories** **\$10-\$200**
Home Decor and carved wood as well as iron parts and occasionally stonework.
- 85 Fishing Equipment** **\$10-\$50**
Fishing supplies to small boats.
- 86 Fabric (d10 yards)** **\$1-\$100**
Bulk Fabric or any value or quality.
- 87 Bicycle or Bike Parts** **\$10-\$200**
Bulk Bicycle parts.
- 88-90 Beverages** **\$1-\$200**
Beer barrels to Fine Wine and Whiskey.
- 90-92 Pet Food** **\$1-\$20**
Bulk Pet Food and Animal Feed.
- 93-94 Spice** **\$1-\$20**
Bulk Spices in bale or cannister.
- 95-98 Canned Food** **\$1-\$20**
Canned food from Spam to vegetables. Cans can be self chilling or heating in high tech situations and never allow food spoilage. Any lower tech canned or bottled food of unknown age and origin is a toss up between intestinal terror and food poisoning.
- 99-00 Survival / Military Ration Packs** **\$2-\$20**
Boxed or in small bars, the Ready to Eat Meal is a prize worth having. Good for survival and replacing Airline Food. Higher tech versions never expire, taste better and digest easier. May have AI additions to improve health. Lower tech editions taste like hell but you can live on them.

Finds in Magicaust

The big difference between finds in Noram and Magicaust is Tech. A toothbrush in Noram can have dozens of built in AI (Artificial Intelligence) functions while a Magicaust toothbrush is simply a toothbrush with a chance of magical contamination.

Roll on the same d100 Finds table for Either Environ. If Salvaging in Magicaust do an additional check to see if the object is contaminated by magic.

CONTAMINATION

- 01-75 No Contamination
- 76-90 Contaminated
- 91-95 Critically Contaminated
- 96-00 Artifact Class Contamination

CONTAMINATION NATURE

- 01-50 Bad
- 51-95 Good
- 96-00 Neutral but has a Lot of Personality.

EXAMPLE

An example could be a Noram Coffee Cup. As a Noram Object it can hold liquid and adjust temperature for the user. It can draw moisture out of the air to provide a drink any time it is needed. With a little common carbon added the cup can create a dozen different flavors in the drank from coffee to chicken soup. The cup is resistant to fracture and is self cleaning. In some cases it might have a built in AI to assist the user. It may be able to alter its shape, color or have a range of decorative patterns.

Non Contaminated

A Magicaust cup is a simple ceramic cup. It holds what you pour in it and has no additional functionality. It will break if dropped on a hard surface.

Contaminated

A magic contaminated cup may do a number of things like the high tech cup including being responsive to the users requests. Good magic makes it a handy tool like the Noram Cup. Bad magic may give it a number of nasty functions that are at best dangerous for the user, Such can be draining life force, or blood, poisoning the drink or creating corrosives. Under the worst conditions it could attempt to kill the user. These items can be very hard to destroy without more powerful magics. It rare cases even more powerful magical contamination of the Artifact Class can give the object limited intelligence and the ability to morph its structure into monstrous surprises. Consider all contaminated objects a magical land mine with a spiteful personality.



PERSONALITIES

The Hinterland is filled with those odd characters who make life an adventure. These Larger than Life personalities are common across the Environs and bound to run into your characters sooner or later. They can help, they cause trouble, they have their own agendas.

Legendary folks always have Enemies and Followers. This can be good and Bad. When kids are looking up to you and nosy reporters and novelists want to talk to you it's hard to have a quiet night.

At these higher levels of reputation they also accumulate enemies and people who want to be them. Their stories grow.



Monkeys make a great addition to any Flight Crew.

So do Cats. Right...

MONKEYS

Monkeys are Great companions for flyers. They are dirty, ill tempered and cause trouble in the simplest of situations much like a co-pilot.

A monkey will invariably start a brawl in a bar or annoy a prospect in business. On the bad side, they can damage equipment and flip the wrong switch. Monkeys are best locked in cages where they will always pick the lock.

On the other hand the intelligent **Monkey** is charming, smart and can make a great accountant. They are outstanding additions to any crew. Some **Monkeys** have graduated from Akron Poly Tech and are excellent Mechanical Engineers.

While playing dumb they will pick up useful data and are excellent spies. They can be great thieves when the necessity strikes. Unfortunately the average **Monkey** has absolutely no use for a non intelligent **Monkey** and will often be found with a smoking gun near the monkey's body.

Strength:	Low	Intelligence:	Average
Constitution:	High	Wisdom:	Average
Dexterity:	High	Body:	Low
Agility:	Average	Firearms:	Low
Charisma:	Average	Magic:	No
Reputation	n/a	PSI	No

RUSTY

The extraordinary mechanic has a vast knowledge and nearly supernatural expertise with aircraft engines. With a cock of her head she can listen to an engine and diagnose problems. Engines she works on have a very long life.

Strength:	High	Intelligence:	High
Constitution:	High	Wisdom:	High
Dexterity:	Average	Body:	Average
Agility:	Average	Firearms:	Average
Charisma:	Low	Magic:	Little
Reputation	Very High	PSI	No



SKY CHIEF

The only Lakota Indian in the Hinterland. A large quiet man with a sense of justice and dignity. He is a protector of the innocent and a two fisted powerhouse when annoyed. His red fighter 'Pony' is a legend as well as his air combat skills.

Strength:	High	Intelligence:	Average
Constitution:	High	Wisdom:	Except
Dexterity:	Average	Body:	High
Agility:	High	Firearms:	High
Charisma:	High	Magic:	Yes
Reputation	Very High	PSI	No

KING POLUTA'U OF ETA WONGA

King of the Eta Wonga Environ and a very sharp but fair ruler. He also dabbles in smuggling and setting up Cargo Cults on some of the outlying islands. Best described as a character, he can be a friend of a dangerous enemy. He has been known to attempt to trade off one of his 40 wives at odd instances when he wants something.

Strength:	Average	Intelligence:	Average
Constitution:	High	Wisdom:	Average
Dexterity:	High	Body:	Average
Agility:	High	Firearms:	Low
Charisma:	High	Magic:	Low
Reputation	High	PSI	No

LESTER & LEWIS SALVAGE

Lester & Lewis Smith are known in every Environ as those twin brothers in that junk truck. Called Betsy, their 48 Ford Pickup is covered with dings, rust, and primer paint. Friendly and caring, they will go out of their way to help the Newcomers to the Hinterland.



The two run a salvage, transport, and towing business. They seem to have the inherent ability to turn left and Low Port, as they see fit or as the situation demands. Some rumor they have a Tropical Environ with warehouses filled with the Junk of the Universe. Others suspect One is a Tech Wizard and the other a Tech PSI.

Strength:	High	Intelligence:	High
Constitution:	High	Wisdom:	High
Dexterity:	Average	Body:	Average
Agility:	Average	Firearms:	Average
Charisma:	Low	Magic:	Yes
Reputation	Exception	PSI	Yes

THE SALESMAN

Joe Wynorski is a travelling salesman. He still sells brushes and Vacuums and has been selling since he vanished from Waco Texas in 1944. A walking wealth of information, he's been across the Hinterland and beyond. Where the material comes from is a bit of a mystery but purchases always show up in the Hinterland mail.

Joe loves coffee and fresh apple pie. He will talk about people, place, and things he has seen from the Orwell Farm to a Green Brick Road.



ALBATROSS AIR CARGO

The Albatross Air Cargo company is a Hinterworld phenomenal of success and near efficiency except on Mondays.

With their fleet of salvaged aircraft, they ply the skies of the Hinterworld to move passengers and cargo. While effective, they do have their problems and have set up a few supply stations and fuel dumps on the wrong Environs.

Strictly company, they hate independent flyers and air transport. For this reason they generate more bar fights-per capita than any other group.

INDEPENDENT FLYERS

With a few bucks and a lot of work, these aces fly cargo and passengers where only the brave dare go. Universally respected, they are the true backbone of the Hardwired Hinterland culture and the grease that keeps the gears of this new society running.

Many aspire to be pilots and a few actually make it through flight school and get their Iron Wings to start. A smaller number establish themselves carrying cargo and create companies with a good reputation.

A good number are also lost in the Hinterland every year.

Strength:	High	Intelligence:	High
Constitution:	High	Wisdom:	High
Dexterity:	Average	Body:	Average
Agility:	Average	Firearms:	Average
Charisma:	Low	Magic:	Yes
Reputation	Exception	PSI	Yes

Statistics Translation for Listed Characters

You can easily translate these characters into your favorite RPG system. We have listed them in a basic method that can be averaged into D20, Gurps, Palladium or other systems.

Awful	About as Low as you can go.	Firearms:	General Skills with Firearms
Low	Low but Usable	Reputation	Reputation of this Personality
Average	Average	Magic	General Level of Magic
High	Above Average	Psi	General Level of PSI
Very High	High Above Average	OTHER STATISTICS	
Exceptional	Way Above Average, Legendary	Generate as per your RPG System	

AIR-SEA RESCUE

The brave boys (and Girls) of the Air Sea Rescue search the Environs for dropins and fools who have tried boating.

With split second timing they can land at sea and grab a victim from the jaws of the Carna Whales.

Many contend that the service is a drain on progress and anybody stupid enough to travel the ocean deserves their fate. Others suspect they are a little deranged.

Based at multiple stations across New Akron, New Pittsburgh and Almost Canada they operate a fleet of rotary wing aircraft. They have Autogyros and a few helicopters.



PERDITION LEVY

There are legends of a single ship on the seas between the Hinterlands.

Perdition Levy is an exceptionally rare Legend that sails between Environs with Immunity. He will not talk about why he is tolerated by the Carna Whales.

Sometimes he will send his crew ashore for supplies and trade goods. It is rumored he knows more about the Environs than any man alive.

Strength:	High	Intelligence:	Average
Constitution:	High	Wisdom:	Average
Dexterity:	High	Body:	High
Agility:	Average	Firearms:	High
Charisma:	Average	Magic:	No
Reputation	High	PSI	Yes

WIZARDS

Some individuals are indeed Wizards. These are the skilled adepts of heavy magics. Mostly they don't announce this fact unless they need something or help from the locals. The cloak, robe and staff have given way to the Pen, the Suit and the Top Hat for many that have become entertainers rather than fight monsters or provide social services.

The greatest magicians are the ones you never see unless they want you to.



The Dragons of the Hinterland

Dragons are either marvelously intelligent or amazingly stupid. The stupid ones are a bane of pilots and a menace to Navigation. The smart ones are usually having a drink in a better bar, tea in a posh bistro, or dinner somewhere expensive.

Intelligent Dragons have the ability to Morph into humans. Dragons often teach their young about life as humans. That over enthused kid hanging around your cargo plane may be a lot more than he or she seems. Having a young dragon around is a lot of luck if you treat him or her well, or maybe it's just a kid.

BLACK JACK DEL RIO

As pirates go this rogue is known over the Hinterland. He is a hijacker and expert with ransom. What sets him apart is his code of honor and the fact nobody can pin anything on him legally.

His crews are fiercely loyal and outstanding flyers. They will literally do anything to protect their leader from harm.

Jack is a charmer when he visits restaurants and bars in New Brazil and often spends lavishly. There is a bounty on his head in New Akron and New Pennsylvania though HINTERPOL has not classified him as one of their Top 10 WANTED yet.



Strength:	Average	Intelligence:	High
Constitution:	Average	Wisdom:	High
Dexterity:	Average	Body:	High
Agility:	Average	Firearms:	High
Charisma:	High	Magic:	No
Reputation	Except	PSI	No



SKY PIRATES

Born to lead a life of danger and crime, the sky pirates are in a class by themselves.

Operating from wilderness Environs, they maintain small cities and airbases.

Larger cargo flyers are their usual targets when they have information of valuable cargo or securities being transferred.

They are prone to attacking slower moving aircraft by damaging and forcing them down or direct boarding.

BLACK MARKET

If there is profit to be made on illicit items, then there is always a Black Market to move them. The Black market operates in the seedier places in towns and in bars where you wouldn't take your significant other.

These dens of corruption are hot places for Gambling and a few good deals. Stolen MDD's are sold here as well as drugs and high technology.

The police and HRS frown on Black Market operations. The profits and the bribes can be very high for seller and smuggler.

AIR-SEA RESCUE



TACTICS

Pirates are a strange lot that employ any methodology to make money. Personalities range from Maniacs with a mixed crew of barely competent flyers to Gentlemen Pirates. Many are smart. Many don't have the brains to add milk to cereal. However they will all be loyal to a charismatic leader and blunder through their profession while embarrassing other pirates.

Usually you know you are in trouble when your lumbering cargo master is surrounded by small fast aircraft with skulls painted on the wings and tail. They will motion for a landing or lead you to a landing strip or a Helium Flying Field.

Prisoners are dropped onto a shore or just killed outright if the pirate has no class. In rare occasions pilots are returned to their empty aircraft and released.

PIRATE QUALITY

01-10 **REAL SCUM**

They will murder Air Crews and Captives

11-75 **AVERAGE**

76-85 **ABOVE AVERAGE**

Will listen to captives.

86-95 **VERY REASONABLE**

Honor their Word.

96-00 **GENTLEMAN**

Honor their Word. Treat captives as guests.

COMPANY STAFF

When you are in business you will always need a secretary. These men, Women and Animals are the backbone of keeping your business above the red line.

PRIVATE EYES

Somewhere between criminals and Law Enforcement are the shadows known as Private Eyes.

Investigators too honest for the crooks and too sleazy for government, they are a world onto themselves. They range from expensive to inexpensive and hungry for the next rent money. All are armed and knowledgeable about their cities and beyond. Mostly they have good hearts if they can stay focused. Never pay them up front or you will have to pull them out of gutters after happy hour.



THE RED BARON

This German fighter pilot is one of the most recognized characters in the Hinterland. Few know a lot about this dashing figure. Dressed in Black and wearing an Iron Cross, a few have had the pleasure of meeting him.

The Baron is dreaded by Pirates. Criminals have bailed out of their planes rather than tangle with this ace of aces.

AMELIA

About 70 years ago Amelia landed in Akron. She was instrumental in setting up the Key Environs and the Great Conference. Refusing to have an airport named after her, she did open a bar and ran it 2 decades until she again flew into the Hinterland and vanished.



COLONEL BLACKTHORN

Large British Colonel who has half a grudge against the Red Baron. He is pompous and fascinating, especially at bars. He may well be another legendary ace but nobody really knows that.

THE FLYING AMISH

A group of Amish dropins that maintain a pair of DC-3's and use them to transport Amish Farms to other Environs. The Amish way has been appealing to the young and many who have problems adapting to the Hinterland.

Every quarter three families and their supplies are transported to another Environ to form a colony.

The aircraft are painted black and have a large white A on the Tail. They only begrudgingly use a radio and hire their mechanics from the English. If you respect their lifestyle they will treat you well and trade food for basic goods.

JANDAS FLYING CIRCUS

Literally a Flying Circus with a small fleet of aircraft that transport performers to different environs.

THE IMPERIAL RUS AIR FORCE

Several fighter pilots from Earth's first and second world wars have found a home on the outskirts of Little Kiev. They have formed the Imperial Russian Air Force. Their mission is to protect Little Kiev from raiders and Pirates.

SNEEKY PETE

Just a grizzled old man who loves a free drink in a bar. If you recognize him and buy him several drinks he will tell you a lot about what is happening. Just don't feed him too many drinks or he lapses into Ancient Latin.

Pete has an agenda to get wealthy and open his own bar.

HONEST AMIT'S OUTFITTERS

Originally from Calcutta, India comes Amit Patel and his traders. He is a consummate scrounger and seller of anything you possibly need for survival in the wilds. From rope to backpacks, Dried food to Guides, he will help you organize your trip for a price.

MEMA CHANG

Head of the Chinese Flying Tigers. All 6 of them are a social club that operate an Air Wing to protect China Town in Windsor, Almost Canada. Not that they are needed, they are very visible and put on a good show.

Strength:	Average	Intelligence:	Average
Constitution:	Average	Wisdom:	Average
Dexterity:	Average	Body:	Average
Agility:	Average	Firearms:	Average
Charisma:	Average	Magic:	No
Reputation	High	PSI	No

GRANDMA GRAFF

Queen of the Airships. This pirate has been operating in the Hinterland for decades. With a crew of 100 and parasite fighters, her Zeppelin 'Baby' is a might to be reckoned with. It is rumored she has a Stealth device that hides her Zeppelin.

Strength:	Low	Intelligence:	Average
Constitution:	High	Wisdom:	High
Dexterity:	High	Body:	Low
Agility:	Average	Firearms:	Average
Charisma:	Average	Magic:	No
Reputation	Very High	PSI	No



WHAZATS

Odd creatures that defy description with their ability to fly and the damage they do to aircraft. No two are quite alike. They are believed to originate in some hellish Biological Processing Center in NORAM.

Many drift on the winds until they find cities. Many Whazats have a taste for smoking chimneys and stuff themselves head down in the opening. They range from the size of turkeys to the size of cows. On rare occasion a Whazat may build a nest of garbage and lay eggs that hatch into Ugs. They are also eaters of fresh meat and have claws, tentacles and beaks as well as barbs, stingers and razor sharp flight feathers and occasionally a fork.

UGS

A stinking 4 foot centipede like creature that feeds on nearly anything it can find. Their bite can inject alcohol. Six bites will probably knock a normal individual out. They are fast and viscous fighters.

GYPSY ARMADA

A large group of entertainers in colorful planes. Known as the Gypsy Armada, they land and do street performances of magic and fortune reading. Behind the scenes the other half of the Armada is stealing anything they can cram into their aircraft. The average Gypsy is fast talking and tough as nails. They never fight alone.

They are organized by family and King. There is a large Gypsy encampment at the edge of Ourkansas that does not worry the locals. It should.

TRANSPLANTS

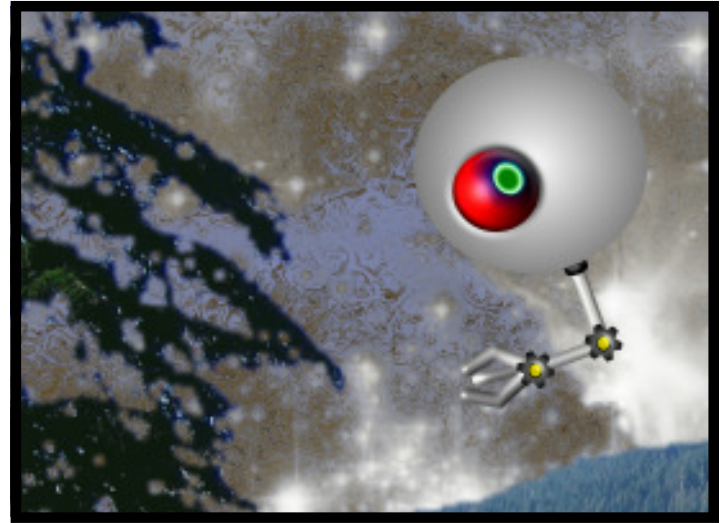
Transplants are a large group of individuals that have been transferred to the Hinterland. These events work the same as a drop in. A large flash of light and then 100 individuals or more find they are in the Hinterland. Unusually these events are rare and centered around more primitive populations of humans. A group of Eskimos in Almost Canada has been traced to a village vanishing in 1920 and several native groups on Eta Wonga claim to be from Java in 1876.

ODD BALLS, MAD BALLS & SCREW BALLS

More wreckage from a technological place, these hovering balls of silver metal have a single eye in the center and a single mechanical arm.

The average OddBall is a helpful device that attaches itself to an individual and stays with them. Cleaning, repairing, and generally a protective, if helpful hand is their mission. These alien devices do not communicate but they understand orders. No oddball has ever

harmed a living thing in memory. One will sacrifice itself to protect its owner. Destruction of one of these devices explosively scatters components, crystal, and oil in every direction.



MADBALLS

Madballs are much like Odd Balls with an attitude problem. The Mad Ball is entirely hostile and will use weapons to attack any unlucky enough to encounter one.

SCREWBALLS

Screwballs are defective Oddballs who seem to have a mission or are trying to build something without the tools and parts that are needed. It has been rumored the thousand foot signal tower east of Noonan Field, New Akron, started as an Oddball Construct and was topped by a case of beer and a brass seagull.

Only a lucky lightning strike destroyed the builder and allowed conversion to a powerful beacon for landing aircraft.

WABBITS

Wabbits are a universal nuisance on par with Ducks in that they are found everywhere.

Weighing in at around 20 pounds the Wabbit is rangy, smart and prone making Raccoons look bad in their skills when they raid the garbage.

Some say a Wabbit can be a great companion like a dog. Dogs disagree adamantly and would like to eliminate them with a passion if they weren't fast and smart. A Wabbit Warren is filled with stolen goods and household items. They are also prone to raiding the fridge but they have problems with can openers. Beer is a good way to lure a Wabbit out or knock him or her senseless after a six pack.

Killing a Wabbit is not murder if it is a fair fight as they will go armed with a knife or straight razor. Wabbits only talk when they want to and generally they have the manners of a trucker.



ANIMALS

It was discovered that many Animals, especially those in the Hinterland a long time have gained near Human Intelligence. Many of these are able to talk.

The covenant of Akron states the killing of an intelligent **ANIMAL** is paramount to killing a Human.

While some animals are not intelligent, and processed for food, it is generally assumed a year is a good indicator of finding the spark of intelligence. Almost all of the intelligent Animals will talk except cats. CATS talk when they want to. No matter the size, CATS have their own agenda. No CAT is more than five meals from changing their alliance to a person who feeds them. They can also be loyal as DOGS but will never admit it.

Intelligent Animals do not breed intelligent animals in any different numbers.

HELPERS

Some Animals have taken classes and gone to work in many aspects of society. Seeking acceptance and work, Monkeys and the ever so rare Great Ape are exceptional. Great Apes are thinkers. Monkeys are technicians and support personnel.

CHANCES FOR INTELLIGENCE

These are the rough chances that animals will be found to be intelligent.

Cats	98%
Dogs	75%
Horses	50%
Crows	10%
Raptors	20%
Parrots	70%
Pigeons	10%
Cows	20%
Pigs, Barnyard	25%
Pigs Wild	02%
Sheep & Goats	30%
Ducks	30%
Chickens	10%
Rats	10%
Rabbits	10%
Mice	07%
Monkeys	70%
Great Apes	95%
Elephants	90%
Bears	20%
Racoons	50%
Skunks	05%
Woodchucks	03%
Beavers	05%
Carna Whales	95%
Squids	10%



Dragons	95%
Unicorns	60%
Large Snakes	07%
Gators / Crocks	03%
Dinosaurs	03%

Problems with Intelligence

Intelligence can lead to a number of problems with new arrivals as well as racism and non-human agendas. Animals have the same general personalities as humans that range from Good to Just Evil. One positive aspect is nearly all of these species, mostly, have a liking for mankind and are comfortable to partner or live in his proximity.

A Short lesson in Hinterland English.

Animals without intelligence are referred to in lower case. Intelligence in upper case. So the sentence :The bear is in the trash. means you have a predatory if not dangerous animal in the yard destroying your trash cans, The BEAR is in the the trash. Means you have a hungry freeloader looking for a handout. It can reason with you and maybe bring in a load of firewood for a couple of sandwiches and a cup of coffee.



Hinterland Aeronautica

25¢

The Magazine of What's in the Skies



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Hardwired 082 Hinterland



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REGULAR SKILLS EXAMPLES

The following is a list of possible skills, if your Game System uses skills. The general level of technology where you find them. Pick the ones you want or create your own. Try to be, at least, a little specific with your skill. Bolded Skills are good for Hinterland adventures.

S	Space Age Society	1950	Beyond
H	High Industrial Society	1791	to 1950
M	Medium Tech Society	1400	to 1790
L	Low Tech Classical Society	2550BC	to 1399
F	Fantasy/Magic Based Society		

ENVIRONMENTAL SURVIVAL

Forest Survival	Jungle Survival
Arctic Survival	Desert Survival
Jungle Survival	Wetland Survival
Urban Survival	Rural Survival

GENERAL SKILLS

This is a general list for character creation. Your RPG System should provide basics for use and development. You are urged to create more and varied skills.

A

Abnormal Psychology	SH
Accounting	SHMLF
Administration	SHMLF
Air Sea Navigation	SHMLF
Aerodynamics	SH
Agriculture	SHMLF
Alchemist	MLF
Aircraft Technology	SH
Apothecary	MLF
Archaeology	SHM
Anthropology	SH
Animal Husbandry	SHMLF
Animal Training	SHMLF
Aquatic Vehicles Technology	SHML
Aquatics (Diving)	SH
Archery Technology	SHM
Archery	SHMLF
Architecture	SHMLF
Armor Maker	HMLF
Assassination	SHMLF
Art	SHMLF
Artificer	LF
Astronomy	SHM
Astrology	HMLF
Astrophysics	SH
Atmospherics (Weather)	SHMF
Atomic Science	SH

B

Bailiff	SHMF
Bag Person	SH
Baking	SHMLF
Banking	SHMF
Balloon Making	SHM
Balloon Technology	SHM
Barbering	SHMLF
Bargeman	HMLF
Bartender	SHMLF
Basket Maker	HMLF
Bear Tamer	HMLF
Beggar	MLF
Biology	SH
Blacksmithing	SHMLF
Blade Fighting	SHMLF
Blade Technology	SHM
Boating, Small	SHMLF
Boating, Large	SHMLF
Boating, Commercial	SHMLF
Book Binding	HMLF
Botany	SHMF
Bounty Hunting	SHMLF
Box Making	HMLF
Brewing	SHMLF
Brick Maker	HMLF
Brick Layer	SHMLF
Brokering	SHMF
Brush Cutter	MLF
Business Law	SMF
Butcher	SHMLF

C

Calligraphy	SHMLF
Carousing	SHMLF
Carpentry	SHMLF
Carter	SHMLF
Ceramics	SHMLF
Charcoal Burner	MLF
Chair Bearer	LF
Chef	SHMLF
Cheese Maker	SHMLF
Chemistry, General	SHM
Chemistry, Analytical	SH
Chemistry, Organic	SH
Chemistry, Inorganic	SH
Chimney Sweep	SHMF
Child Care	SHMLF
Civil Engineering	SHMF
Civil Law	SHMF
Clergy	SHMLF
Clerk	SHMF
Clock Maker	SHMF



Clothier	SHMF	Exterminator	SHMLF
Cobbler	HMLF		
Commando Training	SHM	F	
Communications Technology	SH	Fabrication, Metal	SHMLF
Computer Operation	SH	Fabrication, Wood	SHMLF
Computer Programming	SH	Fabrication, Plastic	SH
Computer Technology	SH	Falconer	LF
Confectioner	SHMF	Farming	SHMLF
Cooper	HMLF	Fashion Design	SHMF
Coppersmith	MLF	Fast Talk	SHMLF
Corporate Management	SH	Fencing	SHMF
Corporate Structure	SH	Finance	SHM
Cosmetology	SHMF	Fire Fighter	SHMLF
Courtesan	SHMLF	Fisher	HMLF
Crier	MLF	Fish Monger	LF
Criminal Investigation	SHMF	Fletcher	LF
Criminal Law	SHMF	Food Processing	SHMLF
Criminal Psychology	SHM	Food Taster	LF
Criminal Science	SHM	Fortune Teller	SHMLF
Cryptology	SHM	Fowler	HMLF
Crude Weapons	HMLF	Freighter	HMLF
Cuisine	SHMLF	Furrier	HMLF
		Fusion Technology	S
D		Fluidic Systems	SHM
Dancing	SHMLF		
Demolition	SHM	G	
Demon Hunter	LF	Gambling	SHMLF
Diplomacy	SHMLF	Gate Keeper	MLF
Dock Worker	SHMLF	Geography	SHMF
Dog Trainer	SHMLF	Geology	SHM
Dog Psychology	SH	Glass Blower	SHMLF
Draper	HMF	Glider Technology	SHM
Drover	MLF	Goldsmith	SHMLF
Duck Plucker	MLF	Grave Digger	HMLF
Drama	SHMLF	Grenade Weapons	SHM
Dyer	MLF	Grocer	SHMLF
		Grover	HMLF
E		Guerrilla Tactics	SHMLF
Ecology	SH	Guide	SHMLF
Education (Teaching)	SHMLF	Gymnastics	SHMLF
Electronic Diagnosis	SH	Gypsy	SHMLF
Electronic Technology	SH		
Electronics, Micro	SHMLF	H	
Embalmer	SHMF	Hand-To-Hand Combat	SHMLF
Emblazoner	MLF	Hand Weapons, Projectile	SHMLF
Emergency Medical Care	SHMF	Hand Weapons, Other	SHMLF
Entertainment	SHMLF	Harness Maker	MLF
Engineer	SHMF	Hatter	HMLF
Engineer Mechanical	SHMF	Health Care	SHM
Engineer, Civil	SHMLF	Heavy Equipment Operation	SHM
Environmental Engineering	SHM	Herbalist	HMLF
Escort	SHMLF	Herdsmen	MLF
Excavator	SHMLF	History	SHMLF
Executioner	LF	Horsemanship	SHMLF



Hunting

I

Idiot

Improvised Weapons

Inn Keeper

Interrogation

Inventor

Iron Monger

J

Jeweler

Journalism

Junk Collecting

K

Key Master

Kennel Keep

Knitting

L

Laborer

Lamp Lighter

Language, Additional

Lapidary

Laser Technology

Laser Weapons

Launderer

Law Enforcement

Leech (MD)

Linguistics

Lifesaving

Liveryman

Locksmith

M

Man at Arms

Marketing

Martial Arts

Mason

Mathematics, General

Mathematics, Higher

MDD Repair (Mass Dampening Device)

MDD Tuning (Mass Dampening Device)

Mechanical Diagnosis

Mercenary

Merchant

Metallurgy

Microwave Technology

Midwife

Miller

Milner

Mining

SHMLF

MLF

SHMLF

HMLF

SHMLF

SHMLF

MLF

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SHM

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HMF

MLF

MLF

SHMLF

Minstrel

Money Changer

Money Lender

Mortician

Monk

Mountain Climbing

Music Technology

Music Performance

N

Navigation

Net Making

Ninja Technology

Nobility

Nuclear Physics

Nuclear Weapons Technology

Nursing

O

Oceanography

Optics, Fiber

Optics, Lens

P

Painter

Perfumer

Philosophy

Physician

Photography

Physical Surveillance

Physics

Pigeon Keeper

Pilot, Light Motor Vehicle

Pilot, Heavy Motor Vehicle

Pilot, Heavy Military Vehicle

Pilot, Ultralight Aircraft

Pilot, Fixed Wing

Pilot, Commercial

Pilot, Rotary Wing

Pilot, Fighter

Pitch Maker

Playwright

Poet

Poison Maker

Police Science

Police Procedure

Political Science

Porter

Potter

Printer

Projectile Tech (Gunsmith)

Public Speaking

Psychology

MLF

LF

SHMLF

SHMF

SHMLF

SHMLF

SHMF

SHMLF

SHMLF

MLF

HMLF

SHMLF

SH

SH

SHMF

SH

S

SMHF

SHMF

SHMF

SHMF

SHMF

SH

SHM

SHM

MLF

SH

SH

SH

S

SH

SH

S

SH

LF

SHMF

SHMF

MLF

SH

SHM

SHM

HMLF

HMLF

SHM

SHM

SHMF

SHM



Q

Quarter Staff Combat

LF

R

Rag Collector
Rat Catcher
Religion
Retail Science
Robotics
Rocket Science
Roofer
Rope Maker
Rug Beater
Rug Maker

HMLF
MLF
SHMLF
SHM
S
SH
HMLF
MLF
MLF
HMLF

S

Saddler
Sailor
Sail Maker
Sanitation Engineering
Sawyer
Scholar
Scientist
Scrivener
Seamstress

HMLF
SHMLF
HMLF
SHMLF
HMLF
SHMLF
SHMF
HMLF
SHMLF

Security

Sewer Worker
Shepard
Shipwright
Siege Weaponeer
Sign Painter
Silversmith
Singer
Skiing
Slave
Slaver
Slight of Hand
Sociology
Solar-Electric Technology

SHMLF
SHMLF
MLF
SHMLF
LF
SHMLF
SHMLF
SHMLF
SHMF
MLF
MLF
SHMLF
SH

Soldier

Skydiving

SHMLF
SH

Spy

Squire
Stealth
Stone Carver
Street Sweeper

SHMLF
LF
SHMLF
HMLF
HMLF

Street Wise

Swimming
Structural Engineering
Survival, Basic, Any Specific Climate
Survival, Advanced, Any Specific Climate

SHMLF
SHMLF
SHM
SHMLF
SHMLF

T

Tax Law
Tactics
Tailor
Tanner
Tavern Keeper
Taxidermist
Teamster
Thatcher
Thief
Tinker
Tinsmith
Tracking
Trader
Trapper
Tunneling
Turnkey

SHM
SHMLF
SHMLF
MLF
HMLF
SHMLF
HMLF
LF
SHMLF
HMLF
HMLF
HMLF
HMLF
HMLF
HMLF
HMLF
SHMLF

U

Undersea Engineering
Undersea Survival
Unemployed
Upholsterer
Ultralight Aircraft Technology

S
S
SHMLF
HMLF
S

V

Vehicle Repair, Non Power
Vehicle Repair, Light
Vehicle Repair, Military
Vehicle Repair, Ultralight
Vehicle Repair, Fixed Wing
Vehicle Repair, Jet
Vintner

HMLF
SHM
SHM
S
SH
SH
SHMLF

W

Wainwright
Ward Layer
Watchman
Weapon Crafter
Weapon, Specific
Weapons, Military Light
Weapons, Military Heavy
Weapons, Surface to Air
Weapons, Military Explosives
Weaver
Wheelwright
Witch
Wood Cutter
Wood Worker

HMLF
F
SHMLF
MLF
SHMLF
SHM
SHM
SH
SH
HMLF
MLF
MLF
MLF
SHMLF

Z

Zoo Keeper

SHMLF



CRIMINAL SKILLS

Arms Dealing
Arson
Assassination
Assault
Brawling
Breaking and Entering
Computer Crime
Counterfeiting
Drug Running
Electronic Alarms
Espionage
Extortion
Forgery
Fraud
Lying
Organized Crime
Petty Theft
Pick Pocketing
Racketeering
Safe Cracking
Smuggling
Strong Arm Tactics
Terrorism
Traps

LANGUAGE SKILLS

Any character may take language skills. This may include Sign language or a skill of translating a dead language. Any language you take other than your native tongue breaks into Spoken and Written skills. Treat language like any other skill for development.

MEDICAL SKILLS

Anatomy
Anesthesiology
Autopsy
Bacteriology
Behavior Modification
Bionics
Biochemistry
Bioplastic Surgery
Botany
Burn Technology
Chemistry, Any
Dentistry
Dermatology
Drug Therapy
Freezing / Cryosleep
Genetic Engineering
Immunology
Internal Medicine
Microsurgery

Medical Technology
Neurosurgery
Obstetrics
Oncology
Orthopedics
Ophthalmology
Pathology
Parasitology
Pharmacology
Psychiatry
Radiology
Scan Technology
Space Medicine
Surgery
Surgery, Field
Toxicology
Virology

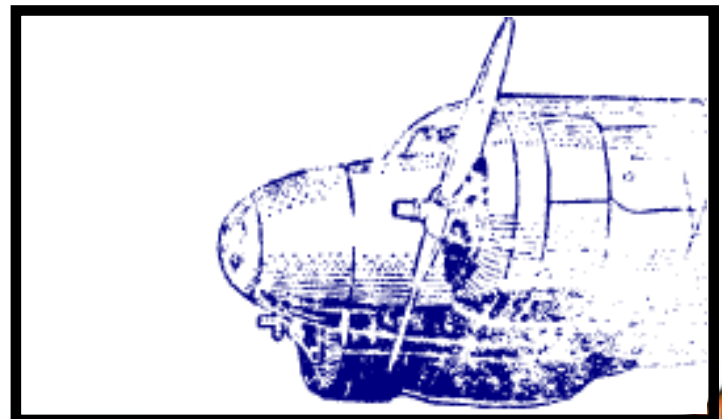
PILOT RATINGS

Pilots start with a skill set of Pilot (Generalized) and then specialize in other areas. Some of these are simple and others require serious study and flight training.

RATING	TRAINING
Blimp	06 Weeks
Bomber	08 Weeks
Bush/Explorer	06 Weeks
Fighter Pilot	08 Weeks
Glider	06 Weeks
Ground Attack	10 Weeks
Observer	06 Weeks
Passenger Plane	08 Weeks
Ram or Pulse Jet	06 Weeks
Rotary Wing	12 Weeks
Transport	08 Weeks
Ultralight	02 Weeks
Zepplin	24 Weeks

"Never Fly Higher than you are willing to Fall!"

Otto Lilienthal





CANTRIP MAGIC

There is a bit of magic in the Hardwired Hinterland. Most of this is a form of lighter magic, not your “Fantasy Wizarding” but subtle things. This is not to say there are not Wizards and such in the Hinterland because there definitely are.

Most characters have a flat 5% chance of learning a little magic. Check on this every 5 years. Once you discover you have a little talent you have the potential for d10 areas or little spells. Little Spells are Cantrips. If the individual rolls a 10 then you add 10 to a second d10 roll. You can have up to 20 Cantrips. While easy to cast, a focus always helps as well as a little training from a Magician.

The spells have an energy or Constitution cost that may vary per game system. Spells are classified C or R. C or Cantrips are easy to cast and require not much energy. R or Real Spells require training and serious energy.

SYU

SYU Success Year Use is the percentage chance, cumulative per year that you have of using it correctly. The longer you have the talent the better it gets.

Limits Per Day

Spells can be used once a day. Additional use cuts the Successful Use by 50 % and doubles Time To Cast. These spells are at best temporary.

Your favorite game system will modify this concept of Magis and Psi . Adapt the rules as you need. These are concepts for the fun of the game.

DEFINING MAGICAL COSTS

Costs for Magic are in MANA/Energy or the user’s Constitution. This should be defined by your core RPG system.

None	No Energy Drain
Low	A Little Drain on the Caster
Average	Expected Drain on the Caster
High	A High Level of Drain on the Caster
Very High	Suprisingly Hard Drain of Energy
Phenominal	A Critical Drain of Magical Energy or Constitution of the Caster.

TECH MAGIC

This group of Magical skills relates to technology and machines.

MECHANICAL ELECTRICAL

DIAGNOSE MINOR MECHANICAL PROBLEM C

You can find that small problem or ticking sound in a mechanical device.

TTC 10 Sec COST None 10% SYU

FIX MINOR MECHANICAL PROBLEM C

Fix a minor mechanical problem. Good for small parts, bearings, and gears. Lasts d10 +10 hours.

TTC 02 Min COST Low 05% SYU

DIAGNOSE MAJOR MECHANICAL PROBLEM C

Diagnose a major mechanical problem brewing within 12 hours or at onset of the problem.

TTC 05 Min COST Average 10% SYU

FIX MAJOR MECHANICAL PROBLEM R

Fix that major mechanical problem on the onset. Repairs damage to parts but does not replace things shot off or pistons that have left the aircraft. Lasts d10 +05 hours.

TTC 10 Min COST Very High 05% SYU

DIAGNOSE MINOR ELECTRICAL PROBLEM C

You can find that small electrical break or short in a electrical device.

TTC 10 Sec COST None 10% SYU

FIX MINOR ELECTRICAL PROBLEM R

Fix a minor electrical problem. Good for small parts, shorts, sparks, broken wires and tubes. Lasts d10 +10 hours.

TTC 02 Min COST Low 05% SYU

DIAGNOSE MAJOR ELECTRICAL PROBLEM R

Diagnose major electrical problem brewing within 12 hours or at onset of the problem.

TTC 05 Min COST Average 10% SYU

FIX MAJOR ELECTRICAL PROBLEM R

Fix that major electrical problem at the onset. Repairs damage to parts but does not replace things shot off or



smashed circuits or batteries or tubes. Lasts d10 +05 hours.
TTC 10 Min COST **Very High** 05% SYU

LIQUID TECHNOLOGY

LUBRICATE **R**

You can grease a small object or a squeek. Lasts for d10 +10 hours but is no substitute for a little 3 in 1 oil.

TTC 20 Sec COST **Low** 10% SYU

FIND LEAK **C**

You can find that small oil, gas or coolant leak in a machine or tank.

TTC 10 Sec COST **None** 10% SYU

PATCH SMALL LEAK **R**

Patch a small leak. A pinhole or crack in a tank or line. Lasts d10 +10 hours.

TTC 05 Min COST **Average** 10% SYU

PATCH MAJOR LEAK **R**

Patch a large leak. A bullet hole in a tank or a severed line. Lasts d10 +05 hours.

TTC 05 Min COST **Very High** 05% SYU

RESTORATION

CLEAN SMALL PART **C**

Takes the dirt and grease off a part.

TTC 10 Sec COST **Low** 10% SYU

RUSTOFF SMALL PART **R**

Blows the rust off a 4 square inch area and shows the metal. Also good for paint.

TTC 20 Sec COST **Low** 10% SYU

BUFF & SHINE **R**

Clean that part and make it shine. Will rust and tarnish proof for d10 weeks.

TTC 30 Sec COST **Average** 07% SYU

RESTORE QUALITY **R**

Restores the part to 'Out of the Box' quality for d10 +10 hours.

TTC 05 Min COST **High** 05% SYU

RESTORE TO NEW **R**

Restores the part to 'Out of the Box' quality for d10 +10 weeks.

TTC 10 Min COST **Very High** 10% SYU



HELPERS

GREMLIN HELPERS **R**

Gains d10 x .50 live Gremlins to do the magician's bidding. Generally good for loading supplies. They last for d10 hours then fly away to harass airline passengers.

TTC 10 Min COST **High** 10% SYU

DEMON HELPERS **R**

Gains d10 x .50 live Daemons to do the magicians bidding. Good for grunt work, dragging large loads and repairs. Smart and calculating. Lazy if not watched and supervised. They are bound for 10 +1 hour of servitude and then they are free to bargain for wages.

TTC 10 MIN COST **Very High** 10% SYU

COPILOT **R**

Conjures a ghost or demonic pilot to take over the plane. Pay him first or suffer the consequences of Wrong Way Bzalfax or Hard Landing Bexalbuf. Good for one flight of up to d10 +10 hours or d10 days as long as the Magician or Pilot pays expenses.

TTC 10 Min COST **Very High** 05% SYU

FLIGHT CREW **R**

Brings a full demonic flight crew, d10 +6 individuals, and d10 flight attendants to maintain an aircraft. Good for one flight of up to d10 +10 hours or d10 days as long as the Magician or Pilot pays expenses. Their bar-tabs are hellish.

TTC 20 Min COST **Very High** 03% SYU

FLIGHT & NAVIGATION

These spells deal with piloting an aircraft and navigation.

PILOT **C**

Allows the user to improve his skills and avoid fatigue for d10 +10 hours. Similar to good espresso.

TTC 20 Sec COST **Low** 10% SYU

ZEN AIRCRAFT **C**

The user really knows his or her aircraft, its functioning and its problems and strengths. Lasts d10 +10 hours.

TTC 20 Sec COST **Low** 10% SYU

NAVIGATE **R**

Points the user in the direction he or she wishes to go. Works for d10 hours.

TTC 05 Min COST **Average** 10% SYU

NAVIGATE SPECIFIC **R**

Points the user in a specific direction to find something that is pictured in the mind. Works for d10 hours.

TTC 10 Min COST **High** 10% SYU

WEATHER UPDATE **C**

Gives a weather update and shows weather changes in the next d10 hours in the direction of the user's choice.

TTC 05 Min COST **Average** 10% SYU





FUELISHNESS

FUEL FINDER R

Points the user in the direction of fuel for the aircraft. This is limited to alcohol in quantity of gallons or more.

TTC 10 Sec COST Average 10% SYU

FUEL PURITY R

Removes excess water and dirt from 5 gallons of fuel at a time.

TTC 05 Min COST High 10% SYU

TRANSMUTE R

Turns a gallon of water or wine into a gallon of Bio Diesel Fuel or Alcohol.

TTC 10 Min COST Very High 10% SYU

LIGHTENING R

Acts as a Mass Lifter until the plane makes ground contact. Lasts 10 + d10 Minutes.

TTC 10 Min COST Very High 05% SYU

LANDING R

Guarantees the Pilot a direction of a safe landing spot almost anywhere in an unknown area. Does not help the pilot land the plane.

TTC 20 Sec COST Average 10% SYU

FEW EXTRA GALLONS C

Gives the user d10+5 more gallons of fuel in a critical situation.

TTC 05 Min COST High 10% SYU

WILD MAGIC

This talent draws on the power of the universe to do the user's bidding. While not always apparent, this manifestation of raw magic will nearly accomplish what is needed in some obvious or mysterious way. Calling Wild Magic will invariably cause weather and pyrotechnic effects that border on the spectacular. Quite often, Wild Magic will backfire to create hideous problems and moral concerns.

TTC 01 Min COST Very High 05% SYU

ATTITUDE

The ability of Attitude is simply the impression that surrounds the individual. This talent lasts for 3d10 minutes on the average.

GO AWAY C

Repels most individuals of the same or opposite sex. Also works on kids, dogs and Animals.

TTC 30 Sec COST Low 10% SYU

QUIT THAT C

Stops somebody doing something annoying.

TTC 30 Sec COST Low 10% SYU

I KNOW WHAT I'M DOING C

Convinces that the user knows really what he's doing or talking about.

TTC 30 Sec COST Low 10% SYU

COOL C

Needs little explanation. The ultimate attitude. Created a positive presence.

TTC 30 Sec COST Low 10% SYU

SALESMAN C

The huckstering talent of selling anything.

TTC 30 Sec COST Low 10% SYU

TRUST ME C

The talent of trust for any devious purpose.

TTC 30 Sec COST Low 10% SYU

FRIEND C

The air of friendship.

TTC 30 Sec COST Low 10% SYU

PILOT'S FAVORITES

BAR C

Points the magician in the direction of a bar. Does not insure quality or what kind of people you will find. Generally these are on back streets.

TTC 30 Sec COST Low 10% SYU

SOBER**C**

Sobers you or other up from less than sober state.

TTC 30 Sec COST Low 10% SYU

CATCH**C**

Catch a thrown object.

TTC 05 Sec COST Low 10% SYU

TOOL**C**

You reach for or bring the right tool.

TTC 30 Sec COST Low 10% SYU

POCKET**C**

Something in your Pocket that is necessary.

TTC 30 Sec COST Low 10% SYU

LUCK**C**

Hand of cards or the single flip of a side of a dice.

TTC 30 Sec COST Low 10% SYU

SPARK**C**

Creates a small spark.

TTC 30 Sec COST Low 10% SYU

START**C**

Starts a cranky engine on the next try.

TTC 30 Sec COST Low 10% SYU

TIME**C**

Rough feeling of actual time.

TTC 30 Sec COST Low 10% SYU

FRIEND**C**

Gives a feeling of Friend or Foe, Truth or Liar.

TTC 30 Sec COST Low 10% SYU

CALM**C**

Calms a Child, Animal, or Passenger

TTC 30 Sec COST Low 10% SYU

MOTION**THE ART OF TURNING**

This is a special talent of movement from one Environ to another by simply turning left. Whether on foot, in the air, or by vehicle it takes you somewhere else.

TURN LEFT**R**

Teleports the user to the beach of the Environ on the left.

TTC 05 Min COST Phenominal 03% SYU

TURN LEFT II**R**

Teleports the user to the center of the Environ on the left.

TTC 07 Min COST Phenominal 03% SYU

SPIN**R**

Teleports the user back to the last point of Teleport.

TTC 30 Sec COST Very High 10% SYU

PORTING

Porting is a straight shot teleportation with a low port moving the user 500 miles in a straight line. A basic hole opens between points that can easily be crossed for 1 minute. A highport opens the same kind of portal directly above to the Up Hinterland. Air Highport or Lowport are simply the ability used from a moving aircraft.

Lowport

TTC 07 Min COST Phenominal 03% SYU

Highport

TTC 10 Min COST Phenominal 02% SYU

Air Lowport

TTC 07 Min COST Phenominal 03% SYU

Air Highport

TTC 10 Min COST Phenominal 02% SYU

**PSI TALENTS**

Every year in the Hardwired Hinterland gives any Psionically gifted individual a flat 5% chance of in the form of Technical Skills from the previous Magic list or a new list of talents specific to the Hinterland.

PSI talents are different than magic in that they are more permanent. A repaired line stays repaired. These talents can be used.

**MECHANICAL ELECTRICAL
LIQUID TECHNOLOGY
RESTORATION
FLIGHT & NAVIGATION
ATTITUDE
PILOTS FAVORITES
MOTION
BRIDGEPORT**



NEW PSI TALENTS

BRIDGEPORT

This Technical related PSI skill allows the user to shape and refine mechanical parts to a limited extent. His or her mind becomes a complex and precise cutting machine. This individual must have the skills of a master machinist. All have the same cost.

ROUGH IT

With a flurry of chips, it Roughs a piece of metal or wood into the desired shape.

TTC 05 Min COST High 10% SYU

HUNDREDS OF AN INCH

Refines the item to specifications within hundreds of an inch

TTC 05 Min COST High 10% SYU

THOUSANDS OF AN INCH

Refines the item to specifications within thousands of an inch

TTC 05 Min COST High 05% SYU

TEN THOUSANDS OF AN INCH

Refines the item to specifications within ten thousands of an inch.

TTC 05 Min COST High 05% SYU

PSI AREA EFFECT

The ability to manipulate other PSI use in a 50 x 50 area. Great for bars and crowded areas.

LIGHT SCAN

User does a quick impression of other PSI's in the area and activity. No specific information is gained and there is no chance of this being detected.

TTC 02 Min COST Low 05% SYU

HARD SCAN

Gives a definite area of PSI operation and the general nature of the mental ability being used. The other PSI has a 50% chance to detect this.

TTC 05 Min COST Average 05% SYU

PSI SHIELD

Shields a small group from PSI use for d10 minutes. This bubble does not show who the Psionic user is.

TTC 05 Min COST High 05% SYU

PSI DEADEN

Kills PSI use in a 20 x 20 area for d10 minutes. Not only does it deaden, it knocks out ongoing activity. This ability is like a beacon and alerts other PSI users who is the culprit.

TTC 05 Min COST Very High 05% SYU

PSI FAVORITES

A few PSI talents are easy and unique.

CAFFEINE TOUCH

After drinking a cup of coffee the Psionic can touch another and either sober or boost his or constitution with a heavy shot of caffeine.

TTC 30 Sec COST Low 10% SYU

CAMERA INVISIBLE

Simple ability that blocks the function of cameras. Individual will either not show on film, blur or stop the camera from taking the picture.

TTC 30 Sec COST Low 10% SYU

PSIONIC BALANCING

The user gains skill in balance, juggling or catching an object that is thrown.

TTC 30 Sec COST Low 10% SYU

DICE CONTROL:

All bets are off when the PSI takes direct control of the dice. Can be obvious or subtle depending on practice.

TTC 30 Sec COST Low 10% SYU

MENTAL BLINDNESS

Causes an individual or group to miss noticing a person or object. Limited to a few minutes use.

TTC 30 Sec COST Low 10% SYU

PHOTOGRAPHIC MEMORY

Gives the user a photographic memory for d10 minutes. That data is imprinted on the users brain for d10 days.

TTC 30 Sec COST Low 10% SYU

PHONOGRAPHIC MEMORY

Gives the user a limited phonographic memory for d10 minutes. That sound data is imprinted on the user's brain for d10 days.

TTC 30 Sec COST Low 10% SYU

PORNOGRAPHIC MEMORY

We won't touch this concept with a 10 foot pole but imagination can do wonders where a little charisma is needed.

TTC 30 Sec COST Low 10% SYU

MELD METAL

The PSI can weld or cut metals with hard concentration. Works for d10 minutes and allows 1 foot of cut or weld per minute.

TTC 30 Sec COST Average 05% SYU

BIND FIBER

Repairs paper or cloth, Lasts for d10 minutes with a square foot of repair per minute. Can be reversed.

TTC 05 Min COST Average 10% SYU

WILD PSI

Hard to activate, it is a good way to start a bar fight, break mirrors, and cause havoc. Something around the user happens to disrupt a situation but this is not controllable and most often just bad.

TTC 05 Min COST High 03% SYU



SCENARIO ONE

Pig in the Pokey

Jason Wentworth Cunningham Fast was not a lucky Pig by any means. In fact he was unlucky enough to be in the wrong alley at the wrong time. He was unlucky enough to see Sam "Butcher Boy" Blackwell slam a cop against a wall and knife him while his henchmen laughed. Sam, a crime boss was deeply involved in theft, smuggling, bribery and kidnapping. He was humorless to say the least and at best psychotic. He then remarked to his boys that this is the 4th nosey Cop he has kacked in the last year.

The Hinterpol police agency would like to put Sam behind bars. This is a priority considering the scope of his gang across the 5 Key Environs and beyond.

Being a good Pig was Jason's downfall. He went directly to the police and squealed. He squealed loud enough that he became the star witness in the arrest and trial of Sam and his Gang.

But Sam has friends in deep and high places. Knowledge of who is on the take could sink a few politicians in a number of Environs. Without Jason's testimony there will be no case. This rates his chance of survivability to zero if he is in the open or in a known area before the day of the trial. There is a rumored \$100,000 bounty on his head.

Starting

After the 3rd attempt on Jason's life in a safehouse he has decided that he can better take care of himself than the authorities. For a Pig this is a revelation. Maybe not a good one, but a revelation that paranoia and cowardice may help.

Your Crew

The Pig needs friends and a safe place to hide and your crew are in the wrong place at the wrong time. The reward will be \$20,000 in New Akron Gold.

You have 60 days to protect the Pig from a number of folks looking for him. Rumor has it there is a bounty on hitting the Pig for \$50,000 and more from the underworld. By accident or design Jason ends up with your crew at Mader's Waterfront Pub and makes his pitch. His story can be verified by newspaper or calling the Hinterpol offices. Calling the Hinterpol Office gives the caller a direct link to Agent Caldwell who is in charge of the case.

Witness protection for 30 days will seem like a breeze for the competent. As your crew takes the deal

you have little knowledge of the power of Crimelord Sam and the extent of his reach.

Hinterpol

After time it became apparent that the Hinterland needed a Multi-Environ Police agency to deal with Criminals, Pirates, Smugglers, Cartels and Gangs. The Hinterpol police agency has been granted a charter out of Almost Canada and the Key Environs to establish such an agency.

Agents of Hinterpol come from all environs and are trained by the toughest Canadian Mounties. They are not corruptible. They abide by local laws and take precedence when borders are violated.

It is rumored that only Hinterpol has a small number of Jet Aircraft as well as high tech weapons from Noram.



Strength:	High	Intelligence:	High
Constitution:	Average	Wisdom:	High
Dexterity:	Average	Body:	Average
Agility:	Average	Firearms:	Average
Charisma:	Low	Magic:	Yes
Reputation	Very High	PSI	Yes



Strength:	Low	Intelligence:	High
Constitution:	High	Wisdom:	Low
Dexterity:	Low	Body:	Average
Agility:	High	Firearms:	Low
Charisma:	Piggish	Magic:	No
Reputation	Average	PSI	No



TIMETABLES

What the protectors of the pig do not realize is that the Blackwell Cartel is financing a real wizard with the ability to find a target. *This talent functions every day at noon.*

Locating the Witness

No matter the location in the Hinterland, the magician will tag it to a circle 500 feet in diameter. This data is relayed to the Cartel and then to local criminals.



The Hired Magician

Branson Sidwell does not particularly enjoy working for the Blackwell Cartel but the money is very good and the perks are awesome. He works out of a small office in New Old New York where he does spells for locals and a few high paying clients.

Legality

By any stretch, what Branson is doing is illegal as it is for the assassination of the witness. What he suspects is that when the pig dies, his life may also be in jeopardy. He is trapped in this situation. While he is not a bad person, he is a little greedy.

What he does not know is that his leap of intuition is absolutely correct. After the Pig dies his life is not worth a can of Spam.

Strength:	Low	Intelligence:	Average
Constitution:	High	Wisdom:	Average
Dexterity:	High	Body:	Low
Agility:	Average	Firearms:	Low
Charisma:	Average	Magic:	No
Reputation	n/a	PSI	No



The Wolf Brothers

In charge of the assassination of the pig are the Wolf Brothers, Peter, Jack and Lon.

These three psychopaths take their work seriously and will hire out others to help them in the disposal of the Guards. Peter, the leader, intends to present the head of the pig to Sam Blackwell as well as bacon and a couple of good hams.

Strength:	Average	Intelligence:	Average
Constitution:	High	Wisdom:	Average
Dexterity:	Average	Body:	Average
Agility:	Average	Firearms:	High
Charisma:	Average	Magic:	No
Reputation	High	PSI	No

ENCOUNTERS PER 48 HOURS

01-25 LOCAL CRIMINAL

A local criminal that does not have a problem with murder. Low quality.

26-50 LOCAL GANG

At least d10 +5 individuals spurred on by the reward. May not be that bright or well armed.

51-75 BOUNTY HUNTER

Smart and talented, the average Bounty Hunter will ambush.

76-85 BOUNTY HUNTERS

Like above this is a group of Bounty Hunters with experience.

86-90 AIR PIRATES

Can be 1 to d10 Air Pirates in search of cash and a quick job. They have pilot skills and will attempt to stop a flight over land.

91-95 CROOKED POLITICIAN

A crooked politician on the take of the Blackwell Cartel. Protector of criminals, this former public servant will lie to protect his bribes.

96-98 CROOKED POLICE

Like the Crooked Politician, the Crooked Cop turns his head in the face of crime. He is on the take and will try to get into the good graces of the pig's protectors.

99-00 THE WOLF BROTHERS

The Wolf Brothers decide to take the situation into their own hands.



Nature of the Ambush

The problem with subcontractors is you never really know the quality. When dealing with criminal subcontractors you have a good chance of less than quality workmanship.

AMBUSH

01-25 **AWFUL**

The Defenders will absolutely be waiting with an ambush of their own.

26-50 **BAD**

The Defenders will have spotted the setup of the ambush and will be ready.

51-75 **AVERAGE**

The Defenders will be waiting but have no idea of when and how they will be hit.

76-95 **GOOD**

This ambush hits when not expected. They plan well.

96-99 **VERY GOOD**

Classic ambush that hits fast and hard. These criminals are professionals.

99-00 **PROFESSIONAL**

Absolutely cold and professional in their hit with a backup plan and the element of surprise.



PROFILE

RODNEY 'PUPPY LOVE' TULLY

Born in South Central LA, Rodney was an out-cast from the Gangs he so much wanted to be a part of. If he couldn't be a Banger, he's be a cop and make them real sorry he couldn't ride with the Big Dogs. A graduate of Clinton Community College in law enforcement, he was a private detective before he ended up in

Strength:	Average	Intelligence:	Low
Constitution:	High	Wisdom:	Low
Dexterity:	Average	Body:	Average
Agility:	High	Firearms:	Average
Charisma:	Average	Magic:	No
Reputation	Low	PSI	No

the Hinterland.

Within a year he was a detective in New Old Ney York and firmly on the take of the Blackwell Cartel. He appreciates the cash but has a small spark of humanity in not quite being comfortable with the things he has turned his back on.

Rodney will be called in to Cap the Pig. If the Defenders work at it, they can bring him over to their side and help them to survive or strike back at the magician who is making a mess of the Pig's attempt to hide.

Striking at the Magician

The best way to survive is to put the Magician on Ice one way or another. Either by arrest or direct confrontation. By bringing him over to the Defender's side, the attacks will lessen or stop.

Sixty Days Later

Two months on the lam have probably made the crew a little crazy and the Pig a little Porky. The last day the Pig needs to be in court in Windsor New Canada and that is the last time the Blackwell Cartel will have a shot at him. Getting him into court will be the last trick for the Defenders.

GM'S NOTES

The pig talks too much and is annoying. He is fastidious and has dietary problems with allergies. He gets air sick. He is an insomniac with an addiction to Sports Magazines. He is independent but also a coward. He is a snappy dresser.

The Blackwell Cartel at the end will try to bribe the Defenders for cash and more. There might be a used DC3 in the deal, the one with the bomb in the cockpit. They know that after their leader is put on Ice that squabbles will fracture the organization of the Cartel and end its operations.

Players can go either way on this. The disposal of the Pig will only give the Cartel an extended life and they will take out what cost them so much money.

Once the trial is over and Blackwell goes to jail for Life and a Day the Defenders will be paid. There will be an additional d100 x10 payments for expenses, interviews and media related rights. Their reputations will go up high. The Pig will fade back into civilian life for a week and then track the Defenders down and try to join them. He does have radio skills.

If there is experience involved with your RPG system, the Crew will really deserve it (and the reward) for making the right decision. If the Pig becomes a Player Character, and lives up to his annoying personality, give them a little more.

They may also incur the wrath of those who are now off the pad.



PLANES FOR SALE BY OWNER



PIPER CHIEFTAIN

Like new Chieftain Light with a great service record and lots of extras. Used for light Cargo & Passengers.

\$026 K **AKRON** **POST 3437**



SMYTHERTON ROTARY 7

Big Smytherton/Pitcairn Rotary 7 Autogyro. One of 10 built for Air Sea Rescue and converted for exploration.

\$014 K **Pittsburgh** **POST 3733**

Maxton 16

SIZE	Small	WINGSPAN	041
FUEL	220 g	LENGTH	032
RANGE	900 Mi.	SPEED	225
CARGO	4x6	CREW	002
LOCATION	New Akron	or PASS	002

Smytherton RotAry 7 Autogyro

SIZE	Medium	ROTOR	050
FUEL	280 g	LENGTH	025
RANGE	200 Mi.	SPEED	100
CARGO	4x8	CREW	002
LOCATION	New Pitts	or PASS	001



DC-3F COMMERCIAL

Old but sturdy DC-3F that ran mail between New Akron and New Pittsburgh. Lots of miles left in this Workhorse.

\$034 K **AKRON** **POST 3455**



RESTORED EARTH STERMAN

Restored Earth Stermann a beautiful plane from Earth found in Upstate New Old NY and restored by a Master Mechanic

\$028K **AKRON** **POST 3525**

DC-3F Commercial

SIZE	Large	WINGSPAN	095
FUEL	860 g	LENGTH	063
RANGE	1200 Mi.	SPEED	200
CARGO	8x8x16	CREW	003
LOCATION	New Akron	or PASS	024

Snow Stermann K1

SIZE	Small	WINGSPAN	032
FUEL	225 g	LENGTH	025
RANGE	500 Mi.	SPEED	100
CARGO	4x4x4	CREW	002
LOCATION	New Akron	or PASS	001



PLANES FOR SALE BY OWNER



POLOTSKI CESSNA 170

A clean Cessna small aircraft built from spare parts. Low flight time. Good for any Environ hopping and small cargo.

\$016 K **AKRON** **POST 3137**

Polotski Air 217

SIZE	Small	WINGSPAN	035
FUEL	100 g	LENGTH	027
RANGE	820 Mi.	SPEED	150
CARGO	3x3x3	CREW	002
LOCATION	New Akron	or PASS	001



RESTORED DC-3 AKRON K

Found on Eta Wonga, was dismantled and restored in Akron by the Reiher Brothers. Quality Work mostly.

\$051 K **AKRON** **POST 4143**

DC-3 Akron K Model

SIZE	Large	WINGSPAN	095
FUEL	880 g	LENGTH	064
RANGE	1200 Mi.	SPEED	220
CARGO	8x8x16	CREW	002
LOCATION	New Akron	or PASS	024



DC-2A COMMERCIAL

Classic DC-2A that was a passenger liner on the Canada/Akron run. Open for Cargo or Passengers.

\$044 K **CANADA** **POST 3925**

DC-2A Commercial/Passenger

SIZE	Large	WINGSPAN	085
FUEL	770 g	LENGTH	062
RANGE	1000	SPEED	190
CARGO	8x8x12	CREW	003
LOCATION	Alm Canada	or PASS	012



NEEDS WORK

Good starter for a small aircraft. Needs a lot of TLC to restore it. Engine not shown quarter mile from landing area.

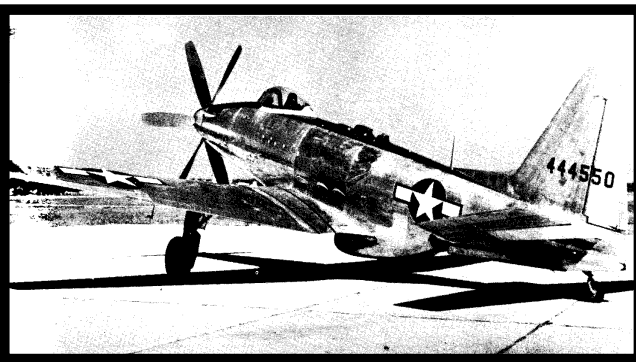
\$002 K **BRAZILIA** **POST 1466**

Unknown Light

SIZE	Small	WINGSPAN	32
FUEL	80 g	LENGTH	24
RANGE	570	SPEED	125
CARGO	2x2x3	CREW	001
LOCATION	N Brazilia	or PASS	001



PLANES FOR SALE BY OWNER



EAGLE XP 75 A

Found in New Kiev, this unique aircraft has a counter rotating prop and very little flight time. Combat plane from Earth.

\$026 K **N Kiev** **POST 3039**

Eagle XP-75

SIZE	Large	WINGSPAN	049
FUEL	630 g	LENGTH	041
RANGE	2300 Mi.	SPEED	390
CARGO	n/a	CREW	001
LOCATION	New Kiev	or PASS	n/a



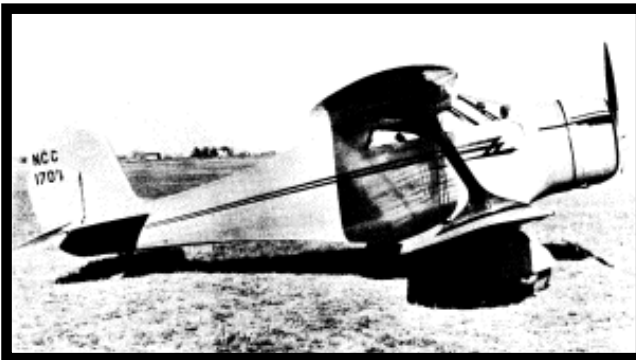
ME 323 GIGANT

Massive heavy Transport. A dream to fly. Convertible for cargo or passengers. Earth built and restored.

\$100 K **Pittsburgh** **POST 2139**

ME 323 Gigant (Giant)

SIZE	Giant	WINGSPAN	180
FUEL	280 g	LENGTH	093
RANGE	520	SPEED	160
CARGO	8x8x40	CREW	002
LOCATION	New Pitts	or PASS	120



Beech Stagger Wing

Good Executive Transport owned by a defunct Salvage company. Unusual wing stagger gives great performance.

\$017 K **AKRON** **POST 7650**

Beech Stagger Wing

SIZE	Small	WINGSPAN	032
FUEL	125 g	LENGTH	024
RANGE	550	SPEED	140
CARGO	3x3x3	CREW	002
LOCATION	New Akron	or PASS	004



Restored Earth Ascender

Unusual find. Can't tell if it's coming or going. Former fighter can be restored to full escort status and armed. 4 .50 cal MG's.

\$020 K **AKRON** **POST 7554**

Ascender XP-55

SIZE	Small	WINGSPAN	045
FUEL	110 g	LENGTH	029
RANGE	450	SPEED	380
CARGO	n/a	CREW	001
LOCATION	New Akron	or PASS	n/a



PLANES FOR SALE BY OWNER



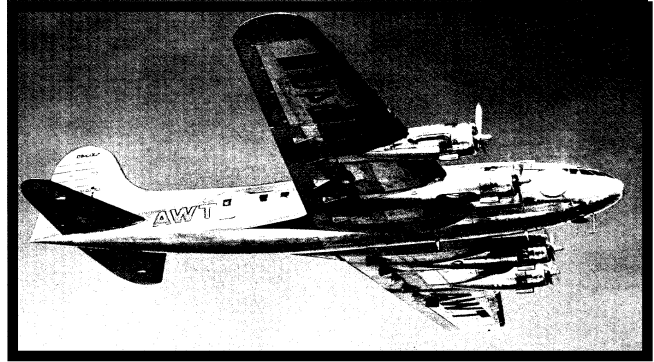
P36 HAWK

Good all around close support fighter. Quick and nimble, easy maintenance. Low miles and a fresh paint job.

\$017 K **Ansons** **POST 0975**

P-36 Hawk

SIZE	Small	WINGSPAN	028
FUEL	150 g	LENGTH	036
RANGE	650	SPEED	280
CARGO	n/a	CREW	001
LOCATION	New Akron	or PASS	n/a



STRATOLINER 307

Located on Icecap. Recent creation that has not flown yet, Under wraps for the right buyer. Absolutely Pristine

\$75 K **IceCap** **POST 7710**

Stratoliner 307

SIZE	Large	WINGSPAN	107
FUEL	1600 g	LENGTH	074
RANGE	1900	SPEED	250
CARGO	8x8x45	CREW	005
LOCATION	Icecap	or PASS	033



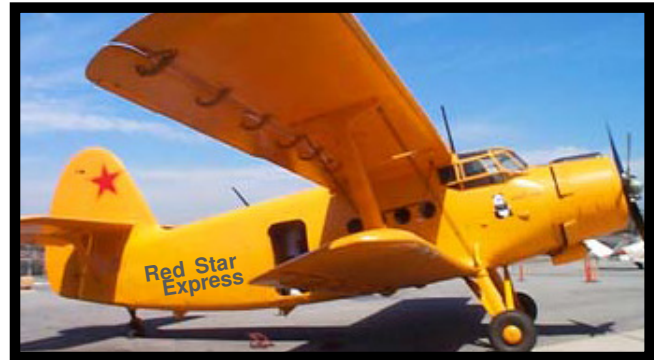
SC-7 Sky Van

Classic Flying box with low milage. Re-outfitted with Wright Cyclones. High cargo capacity . A real winner.

\$040 K **Pittsburgh** **POST 0554**

SC-7 Sky Van

SIZE	Medium	WINGSPAN	064
FUEL	320 g	LENGTH	040
RANGE	600	SPEED	165
CARGO	8x8x25	CREW	002
LOCATION	New Pitts	or PASS	20



Antonov AN-2 Colt

Earth Salvage built in Russia, utility aircraft, Shvetsov modified engine. Sturdy and easy to maintain.

\$022 K **BRAZILIA** **POST 7419**

Antonov AN-2 Colt

SIZE	Medium	WINGSPAN	060
FUEL	110 g	LENGTH	040
RANGE	400	SPEED	140
CARGO	6x6x10	CREW	002
LOCATION	N Brazilia	or PASS	014



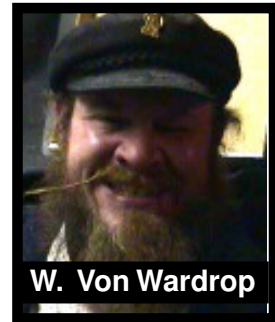
KNOWN AIRCRAFT



The Father of Flight

If you find one we can build it. It may take time, but the New Akron Airdock has the facilities to reverse engineer anything with an engine.

Some of the designs are now in common use and many are stored in the archives.



W. Von Wardrop

KNOWN AIRCRAFT in the Hinterland

There are a number of aircraft known and a few that are manufactured in the Hinterland. By far the majority of aircraft are cobbled together from pieces of salvage but a few are of Earth origin and even fewer are part of a new Aero Manufacturing effort at New Akron and New Pittsburgh. **Found** is the number that have been restored. **Manufactured** is the number of this design Manufactured in the Hinterland. Listings here are common and manufactured airframes. The first find is always a prize that is taken to New Akron and carefully dismantled to record the specifications of every part and system. After, the design can be bid on for manufacture. After 5 years the design becomes public knowledge.

D-31 De'Turbulent



D-31 De'Turbulent

SIZE	Small	ENGINE NUMBER	01	WINGSPAN	021
FUEL	020g	ENGINE SIZE	Micro	LENGTH	014
RANGE	250 mi	SPEED	100	STRUCTURE	030
CARGO	035 lbs	CREW	01	FOUND	01
CARGO AREA	2x2x2	PASSENGERS	n/a	MANUFACTURED	144

French design, inexpensive, used as an Emergency Environ Hopper. Easy to assemble. Patchable with Duct Tape.



E-1 Silver Flyer

E-1 Silver Flyer

SIZE	Micro	ENGINE NUMBER	01	WINGSPAN	033
FUEL	006g	ENGINE SIZE	Micro	LENGTH	018
RANGE	120 mi	SPEED	65	STRUCTURE	025
CARGO	020 lbs	CREW	01	FOUND	01
CARGO AREA	1x1x1	PASSENGERS	N/a	MANUFACTURED	116

Advanced ultralight for Environ travel. Short range and very easy to fly. Easy to pack down. Great fuel economy.



ULTRALIGHTS

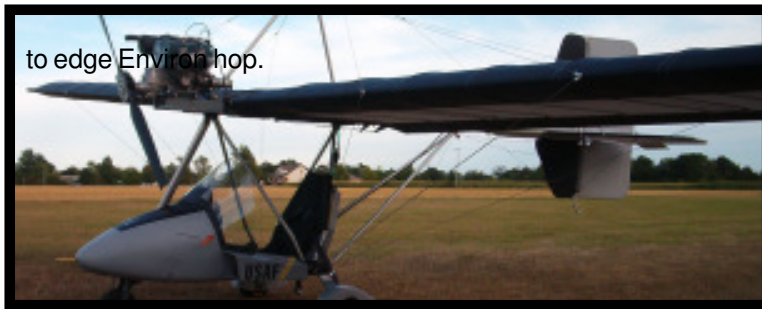
E-D Shadow



E-D Shadow

SIZE	Small	ENGINE NUMBER	01	WINGSPAN	032
FUEL	10-20g	ENGINE SIZE	Micro	LENGTH	021
RANGE	130-250	SPEED	90	STRUCTURE	040
CARGO	40	CREW	01	FOUND	01
CARGO AREA	2x2x2	PASSENGERS	n/a	MANUFACTURED	19

Short take off and landing. Extendable tanks, good performance. Great for an edge



A-1 DeRosier

A-1 DeRosier

SIZE	Micro	ENGINE NUMBER	01	WINGSPAN	030
FUEL	004g	ENGINE SIZE	Micro	LENGTH	016
RANGE	180 mi	SPEED	070	STRUCTURE	040
CARGO	025 lbs	CREW	01	FOUND	01
CARGO AREA	1x1x2	PASSENGERS	n/a	MANUFACTURED	55

This small ultralight can be used for exploration or outfitted for limited use as as a fighter.

SX-12 Ultralight



SX-12 Ultralight

SIZE	Micro	ENGINE NUMBER	01	WINGSPAN	035
FUEL	02	ENGINE SIZE	Micro	LENGTH	010
RANGE	040 mi	SPEED	50	STRUCTURE	012
CARGO	05 lbs	CREW	01	FOUND	01
CARGO AREA	1x1x1	PASSENGERS	n/a	MANUFACTURED	16

Clean, easy to transport ultralight great for exploration. Lands anywhere with a good pilot and a little breeze.



CLASSICS



Ford Tri Motor

Ford Tri Motor

SIZE	Large	ENGINE NUMBER	03	WINGSPAN	074
FUEL	230	ENGINE SIZE	Large	LENGTH	050
RANGE	500	SPEED	110	STRUCTURE	1200
CARGO	2100 lbs	CREW	02	FOUND	04
CARGO AREA	8x8x15	PASSENGERS	15	MANUFACTURED	77

Classic Ford Tri Motor design with modern modifications. Easy to manufacture and parts are plentiful.

Junkers JU-52



Junkers JU-52

SIZE	Large	ENGINE NUMBER	03	WINGSPAN	096
FUEL	270	ENGINE SIZE	Large	LENGTH	062
RANGE	800	SPEED	175	STRUCTURE	1100
CARGO	6000 lbs	CREW	02	FOUND	02
CARGO AREA	8x8x14	PASSENGERS	12	MANUFACTURED	10

Hard to shoot down, classic design. Pilots love this aircraft. Ignores weather and lands in hard terrain.



Sikorsky S-38 Flying Boat

Sikorsky S-38 Flying Boat

SIZE	Medium	ENGINE NUMBER	02	WINGSPAN	072
FUEL	250	ENGINE SIZE	Large	LENGTH	040
RANGE	750	SPEED	120	STRUCTURE	750
CARGO	2000 lbs	CREW	02	FOUND	01
CARGO AREA	7x6x14	PASSENGERS	10	MANUFACTURED	22

Dependable, lands on water or land. Rugged, easy to repair. Can fly 10 passengers or a ton of cargo.



BUSH PLANES

DH-82 Tiger Moth



DH-82 Tiger Moth

SIZE	Small	ENGINE NUMBER	1	WINGSPAN	030
FUEL	55g	ENGINE SIZE	Small	LENGTH	023
RANGE	650 mi	SPEED	100	STRUCTURE	250
CARGO	100	CREW	01	FOUND	01
CARGO AREA	3x3x3	PASSENGERS	01	MANUFACTURED	04

Easy to manufacture this wood framed aircraft can have a variety of engines. Rugged. Easy to fly.



De Havilland Otter

De Havilland Otter

SIZE	Large	ENGINE NUMBER	01	WINGSPAN	058
FUEL	270g	ENGINE SIZE	Large	LENGTH	050
RANGE	650	SPEED	170	STRUCTURE	1000
CARGO	3000 lbs	CREW	01	FOUND	01
CARGO AREA	6x6x8	PASSENGERS	12	MANUFACTURED	16

Very dependable in the bush and rugged. Optional with 2 Engines.

Piper Air Explorer



Piper Air Explorer

SIZE	Small	ENGINE NUMBER	01	WINGSPAN	035
FUEL	40g	ENGINE SIZE	Small	LENGTH	023
RANGE	600 mi	SPEED	100	STRUCTURE	650
CARGO	125 lbs	CREW	01	FOUND	01
CARGO AREA	3x3x3	PASSENGERS	02	MANUFACTURED	31

Used for messenger service and short hops across Environs. Not a lot of cargo space but rugged.



COMMERCIAL PASSENGER



Lockheed Constellation

Lockheed Constellation Model 049

SIZE	Large	ENGINE NUMBER	04	WINGSPAN	123
FUEL	6550	ENGINE SIZE	Large	LENGTH	095
RANGE	2500 mi	SPEED	270	STRUCTURE	1400
CARGO	7800 lbs	CREW	05	FOUND	04
CARGO AREA	12x10x70	PASSENGERS	60	MANUFACTURED	14

Lighter, fast heavy passenger transport. Needs a long runway. Can be configured for cargo. With wing tip tanks.

Z506 Cant



Z506 Cant

SIZE	Medium	ENGINE NUMBER	03	WINGSPAN	087
FUEL	800g	ENGINE SIZE	Medium	LENGTH	064
RANGE	1400 mi	SPEED	195	STRUCTURE	900
CARGO	4000 lbs	CREW	02	FOUND	08
CARGO AREA	6x6x6	PASSENGERS	12	MANUFACTURED	02

Italian transport configured for land or water landing. Good solid design.



ANT-20 Bis

ANT-20 Bis

SIZE	Giant	ENGINE NUMBER	06	WINGSPAN	207
FUEL	7500g	ENGINE SIZE	Giant	LENGTH	107
RANGE	750 mi	SPEED	140	STRUCTURE	1700
CARGO	20000 lbs	CREW	08	FOUND	01
CARGO AREA	10x10x90	PASSENGERS	72	MANUFACTURED	02

Odd Russian design that rates as Gigantic in all aspects. Not a popular design to fly or travel in.



TRANSPORT

C-46 Commando



C-46 Commando

SIZE	Large	ENGINE NUMBER	2	WINGSPAN	108
FUEL	900g	ENGINE SIZE	Large	LENGTH	076
RANGE	1500 mi	SPEED	100-200	STRUCTURE	1400
CARGO	3000 lbs	CREW	02	FOUND	01
CARGO AREA	10x10x30	PASSENGERS	35	MANUFACTURED	04

Good rugged, durable cargo hauler. Easily maintained. Popularity is close to the DC-3. Has more cargo capacity.



Catalina PBV

PBY Catalina

SIZE	Large	ENGINE NUMBER	02	WINGSPAN	104
FUEL	1700 g	ENGINE SIZE	Large	LENGTH	063
RANGE	2500 mi	SPEED	180	STRUCTURE	1800
CARGO	6000 lbs	CREW	02	FOUND	01
CARGO AREA	30x10x6	PASSENGERS	06	MANUFACTURED	22

Go anywhere, parts interchangeable with the DC3. Can land on Runway, water or moderately rough ground.

Lockheed Super Electra



Lockheed Super Electra

SIZE	Medium	ENGINE NUMBER	Medium	WINGSPAN	065
FUEL	640g	ENGINE SIZE	Medium	LENGTH	044
RANGE	2000 mi	SPEED	250	STRUCTURE	1000
CARGO	3000 lbs	CREW	02	FOUND	01
CARGO AREA	6x6x18	PASSENGERS	12	MANUFACTURED	44

General purpose for light cargo and small passenger runs. Designed by Howard Hughes.



CLASSIC FIGHTERS



Sopwith Camel

Sopwith Camel

SIZE	Small	ENGINE NUMBER	01	WINGSPAN	027
FUEL	050	ENGINE SIZE	Small	LENGTH	019
RANGE	300 mi	SPEED	115	STRUCTURE	225
CARGO	n/a	CREW	01	FOUND	02
CARGO AREA	n/a	PASSENGERS	n/a	MANUFACTURED	125

The Sopwith Camel is hard on novice pilots, hard to fly, and not loved. Used as a short range fighter.

SE-5A



SE-5A

SIZE	Small	ENGINE NUMBER	01	WINGSPAN	026
FUEL	85	ENGINE SIZE	Small	LENGTH	021
RANGE	225	SPEED	120	STRUCTURE	200
CARGO	50	CREW	01	FOUND	10
CARGO AREA	1x1x1	PASSENGERS	n/a	MANUFACTURED	120

Popular Ground/Defence aircraft without a lot of range. Easy to maintain carries two guns.



Fokker D-VII

Fokker D-VII

SIZE	Small	ENGINE NUMBER	01	WINGSPAN	029
FUEL	90	ENGINE SIZE	Small	LENGTH	023
RANGE	300 mi	SPEED	116	STRUCTURE	250
CARGO	50	CREW	01	FOUND	01
CARGO AREA	n/a	PASSENGERS	n/a	MANUFACTURED	120

Good Fighter, Fast, Reliable. Popular with Pirates. Easy to pilot by the Novice.



MODERN FIGHTERS

F-6F Hellcat



F-6F Hellcat

SIZE	Medium	ENGINE NUMBER	01	WINGSPAN	043
FUEL	600g	ENGINE SIZE	Large	LENGTH	034
RANGE	900 mi	SPEED	250	STRUCTURE	2400
CARGO	30 lbs	CREW	01	FOUND	01
CARGO AREA	3x3x3	PASSENGERS	n/a	MANUFACTURED	12

Small production, fast heavily armed and deadly. This is a rugged plane able to take heavy punishment.



Brewster Buffalo

Brewster Buffalo

SIZE	Small	ENGINE NUMBER	01	WINGSPAN	035
FUEL	500g	ENGINE SIZE	Medium	LENGTH	026
RANGE	1000	SPEED	265	STRUCTURE	1200
CARGO	n/a	CREW	01	FOUND	06
CARGO AREA	n/a	PASSENGERS	n/a	MANUFACTURED	45

It is said only fools fly a Brewster unless you are Canadian. Modified for Ground Attack and use on the Air Beagle.

Curtiss P-40 Warhawk



Curtiss P-40 Warhawk

SIZE	Medium	ENGINE NUMBER	01	WINGSPAN	037
FUEL	500g	ENGINE SIZE	Large	LENGTH	033
RANGE	850	SPEED	340	STRUCTURE	1800
CARGO	n/a	CREW	01	FOUND	01
CARGO AREA	n/a	PASSENGERS	n/a	MANUFACTURED	112

Good heavy duty fighter. that has 6 wing mounted 50 cal Machine guns.



ROTORY



Sikorski S-55

Sikorski D-55

SIZE	Large	ENGINE NUMBER	01	ROTORSPAN	063
FUEL	270	ENGINE SIZE	Medium	LENGTH	042
RANGE	370 mi	SPEED	100	STRUCTURE	700
CARGO	2000 lbs	CREW	02	FOUND	12
CARGO AREA	20x8x8	PASSENGERS	12	MANUFACTURED	29

Good reliable workhorse. Can move up to 1 ton of cargo or 12 passengers. Good for cargo between environs.

Hupp Dogship



Hupp Dogship

SIZE	Large	ENGINE NUMBER	02	ROTORSPAN	035
FUEL	500g	ENGINE SIZE	Medium	LENGTH	056
RANGE	450 mi	SPEED	100	STRUCTURE	600
CARGO	4000 lbs	CREW	02	FOUND	01
CARGO AREA	10x5x5	PASSENGERS	06	MANUFACTURED	04

Reliable heavy lift helicopter, hard to maintain. Has combat capabilities. Used for rescue and medical services.



Focke Achjelis

Focke Achjelis

SIZE	Large	ENGINE NUMBER	02	ROTORSPAN	040
FUEL	200g	ENGINE SIZE	Medium	LENGTH	047
RANGE	430 mi	SPEED	075	STRUCTURE	900
CARGO	3000 lbs	CREW	02	FOUND	01
CARGO AREA	10x6x6	PASSENGERS	06	MANUFACTURED	18

Design used in Mountainous Environs. Can carry 500 lbs cargo and passengers. Very steady platform.



AUTOGYRO

Pitcairn PC-A2 Autogyro



Pitcairn PC-A2 Autogyro

SIZE	Medium	ENGINE NUMBER	01	ROTORSPAN	045
FUEL	052	ENGINE SIZE	Medium	LENGTH	023
RANGE	370 mi	SPEED	100	STRUCTURE	250
CARGO	25 lbs	CREW	01	FOUND	03
CARGO AREA	4x4x4	PASSENGERS	n/a	MANUFACTURED	15

Zero Landing speed, good for mail and survey. Reliable but not for combat.



Heli-Thruster

Heli-Thruster

SIZE	Small	ENGINE NUMBER	01	ROTORSPAN	033
FUEL	025	ENGINE SIZE	Small	LENGTH	013
RANGE	600 mi	SPEED	100	STRUCTURE	80
CARGO	25 lbs	CREW	01	FOUND	01
CARGO AREA	2x2x2	PASSENGERS	01	MANUFACTURED	35

Unusual but efficient design for limited Environ hopping. Good for small cargo.

Fairey Rotodyne



Fairey Rotodyne

SIZE	Large	ENGINE NUMBER	02	ROTORSPAN	090
FUEL	900	ENGINE SIZE	Medium	LENGTH	059
RANGE	550 mi	SPEED	100	STRUCTURE	750
CARGO	6000 lbs	CREW	02	FOUND	01
CARGO AREA	10x8x40	PASSENGERS	48	MANUFACTURED	05

Turboprops replaced with DC-3 parts. Used for Environ Transport.



LIGHTER THAN AIR



ZMC-2 Blimp

ZMC-2 Blimp

SIZE	Gigantic	ENGINE NUMBER	02	LENGTH	150
FUEL	300g	ENGINE SIZE	Medium	WIDTH	053
RANGE	700 mi	SPEED	052	STRUCTURE	150
CARGO	600 lbs	CREW	02	FOUND	12
CARGO AREA	4x4x8	PASSENGERS	n/a	MANUFACTURED	06

Good for long range observation and survey. Not great in air combat. Metal Clad. May have a 50 cal.

Rigid Airship Macon Class



Rigid Airship Macon Class

SIZE	Gigantic	ENGINE NUMBER	08	LENGTH	785
FUEL	1200g	ENGINE SIZE	Medium	WIDTH	133
RANGE	4000 mi	SPEED	080	STRUCTURE	2900
CARGO	140000 lbs	CREW	91	FOUND	03
CARGO AREA	Diversified	PASSENGERS	n/a	MANUFACTURED	02

Will hold 5 Classic Fighters with trapeze recovery. Used for survey and long range exploration.



LZ 130 Graf Zeppelin II

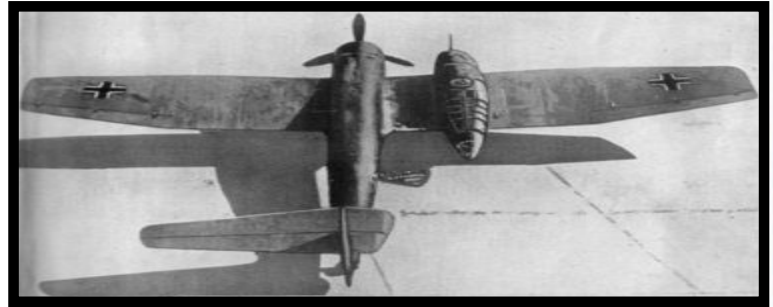
LZ 130 Graf Zeppelin II

SIZE	Gigantic	ENGINE NUMBER	04	LENGTH	804
FUEL	1200g	ENGINE SIZE	Large	WIDTH	135
RANGE	4000 mi	SPEED	080	STRUCTURE	2700
CARGO	22000 lbs	CREW	40	FOUND	01
CARGO AREA	Diversified	PASSENGERS	40	MANUFACTURED	01

Regal passenger ship. Used for exploration of the Hinterland. Carries light armaments.



Blohm Voss



Blohm Voss Observer

SIZE	Medium	ENGINE NUMBER	1	WINGSPAN	46
FUEL	500g	ENGINE SIZE	Large	LENGTH	46
RANGE	745 mi	SPEED	272	STRUCTURE	600
CARGO	n/a	CREW	03	FOUND	01
CARGO AREA	n/a	PASSENGERS	n/a	MANUFACTURED	03

Wonderful observation craft... Just don't look at it for too long!



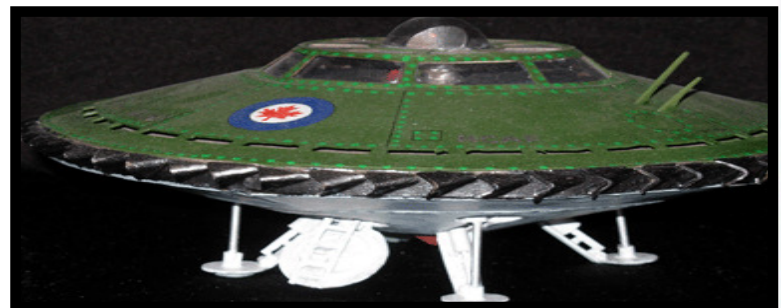
Aeroneff Airship

Aeroneff Hybrid Airship/Helicopter

SIZE	Gigantic	ENGINE NUMBER	24	WIDTH	045ft
FUEL	48,000g	ENGINE SIZE	Giant	LENGTH	350ft
RANGE	11,000mi	SPEED	85mph	STRUCTURE	2000
CARGO	50,000t	CREW	100	FOUND	0
CARGO AREA	11,000sqft	PASSENGERS	60	MANUFACTURED	01

Designed by a Genius or Madman, this airship has been over many of the Known Environs.

Frost Avero Mk II



Frost Avero Mk II

SIZE	Medium	ENGINE NUMBER	03	DIAMETER	045
FUEL	900g	ENGINE SIZE	Medium	LENGTH	045
RANGE	375 mi	SPEED	650	STRUCTURE	1800
CARGO	600 lbs	CREW	01	FOUND	01
CARGO AREA	6x4x1	PASSENGERS	02	MANUFACTURED	13

Odd airship manufactured in Almost Canada. Three Radial Engines, crew must be under 5 feet in height.



WHAT YOU REALLY BOUGHT

Buying an aircraft is a careful procedure that requires paperwork, certification, licensed brokers and the Dreaded Bank Examiner. Anything else can be defined as luck and watch your wallet. Cash deals and gambling is common in the Hinterland and a high stakes poker game may see the transfer of several aircraft. The law does not regulate most of this other than the \$2 Transportation Transfer Tax and Registration. Sometimes you even get what you pay for and Pigs do fly in the Hinterland.

Quality of Aircraft

01-25 **PIECE OF JUNK**

If this gets off the ground you better be over a junkyard. It will require a master mechanic, a case of good whiskey and a lot of extra cash to bang it into shape. Figure d10 weeks of work if you can get the parts.

26-50 **NEEDS HELP**

A very good Mechanic is going to be needed for this aircraft. It may look OK but it does have a few serious problems that will manifest within d10 flights.

51-75 **EXPECTED**

What you see is what you get and the problems in this aircraft are obvious or told to you by the previous owner. A little time and money can iron this out in d10 days.

76-95 **CLEAN**

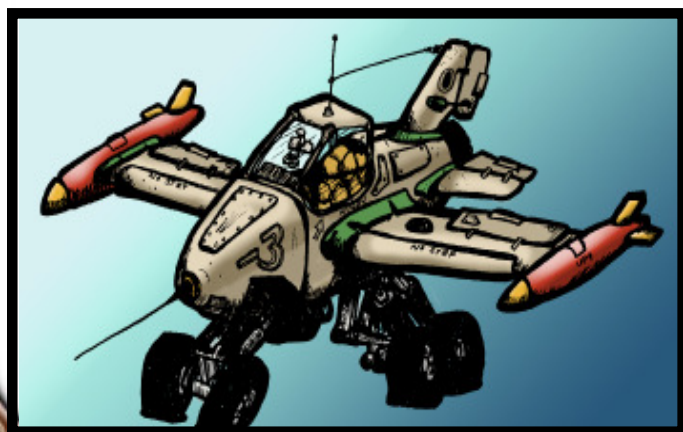
A few problems, a few idiosyncracies and a few bucks will make this plane a good flyer.

96-98 **VERY CLEAN**

Minor problems crop up in d10 weeks of ownership but these are just minor annoyances. You got a great deal to say the least.

99-00 **AMAZING**

Unusually clean and free of any problems. This aircraft will prove to be a workhorse and rarely prone to major problems. Baby it and watch it last for a very long time.



INSURANCE

Insuring an Aircraft is just a matter of an insurance broker and cash. Brokers are usually out of where a plane's owner calls home. Figure \$100-\$500 a month.

Insurance

01-50 **BASTARDS**

You have a claim, the insurance company will try to find a way to weasel out of this so they don't have to pay.

51-75 **COVERED**

Your insurance has a Co-Pay and you will be covered by damage. But they are maddingly slow on the paperwork.

76-95 **EASY**

Insurance covers the entire problem quickly and effectively.

96-00 **COVERAGE PLUS**

Insurance covers the entire problem quickly and effectively and then cancels you as a risk.

BANKS

Banks are a little better in the Hinterland. They are a place to deposit money and secure loans for home and purchases. Interest rates average 3% a year with no bank fee over \$1. There are no credit ratings or charge cards. Checks are generally rare and used for large transactions. The Key Environs have banks local to that environ. There are no branches across Environs. An average pilot may have 7 bank books.

However there is the Dreaded Bank Examiner who decides on the validity of loans. These social misfits are only a step above the ERS, Environ Revenue Service.

Bank Loan Chance

01-50 **THINKING ABOUT IT**

The Bank is unsure or the Examiner is having a bad day. You are way too new and a few more weeks may change their mind.

51-75 **YOU HAVE THE LOAN IN TIME**

Your loan will be decided by a Board of Loan officers in d10 +10 days. Any attempt to rush the process adds another d10 days.

76-95 **THE LOAN IS GRANTED**

You are granted the loan in d10 days

96-00 **YOU HAVE THE LOAN**

The loan is granted and available Immediately.

COLLECTION AGENCIES

If you don't pay your loan after a 3 month delinquency the payment is turned over to a collection agency. Bounty hunters at best, they will reposes your property.



TEMPLATES

One of the most sought after items in the Hinterland are Noram Templates. These odd pieces of glass and electronics are programmed to replicate matter, exactly duplicate materials fed into their hopper. Templates are basically the same design in different sizes from a 12 inch block to 20 foot cube. All are simple in design. Templates are probably nanotech. Dump garbage in the hopper, press a button and then drop in the material to be duplicated. It creates a number of copies until it runs out of base matter (more garbage). These wonders do not produce living matter or radioactives. Because of the ability to abuse this technology, the known templates are highly regulated and guarded.

CANNED SPAM SECRETS

One of the most common items in the Hinterland is Canned Spam. There is a persistent rumor that there is a Template somewhere on New Akron that turns it out by the truckload. At \$1 for a 12 pack, you can live on it, but it is still Spam.

Many of the Tribes on Eta Wonga will kill for a few cans of the pink goodness. Slice and fry, bake or eat it in cold in your salad, it's still the Wonderful Pink Goodness of Spam.



Scenario 2

It's Full of F...

The island of Eta Wongo is known as one of the Hinterland's hot spots for Tropical Beauty. Of its 200 miles of islands enclosed by a 4 mile rock wall, many have remained unexplored and populated by bad tempered natives.

Josh Mendoza was an explorer mapping one of the smaller islands. His messages were usually picked up by a number of stations until that fateful day.

"You've got to see this... Like the DC-3 Graveyard on New Akron. Thousands of them... It's Full of Fo...."

By triangulation and a little bribery the players can eventually track this island and it's misty volcanic Crater. After a hard landing and multiple Native Encounters they will find the secret.

What Josh was trying to say before the Wongese Natives BBQ'd him for their royalty was "It's full of Ford Fiestas!" Indeed, there are 70,000 of these small cars (1978 Model) filling the crater.

SCENARIO THREE

THE ANDALUZ ENGINE

Nobody had any clue where 55 gallons of high test jet fuel came from but it showed up in the Great Air Market in Akron. It was sealed and banded with NASA invoices. The bidding was hellish. Then 6 more showed up over the next few weeks with identical drums down to the same serial numbers.

Speculation began that somebody had found a Template in the NORAM ruins. Templates were known but very rare. They produce identical items or are a legendary variety that can produce multiple items.

There was one man who was at the top of the bidding, the wealthy and moderately eccentric master of airframe design, Michaelangelo Andaluz. As the bidding ended he yelled "I will be the First!"

Jets in the Hinterland

Jet engines were known in the Hinterland but they were rare and fuel for them is almost nonexistent. What little experiments were done to create JP-1 (Jet Propellant 1) were crude and most often ruined the engine explosively. Alcohol was still king.

A year later Andaluz announced an exploration mission to the Up Hinterland by Rocket Plane. He would fly to the mysterious Hinterland above and return safely with a crew of scientists.

Another year rolled by and then the official announcement came out that this project would be the first major research project that would be launched by the Air Beagle.

THE AIR BEAGLE

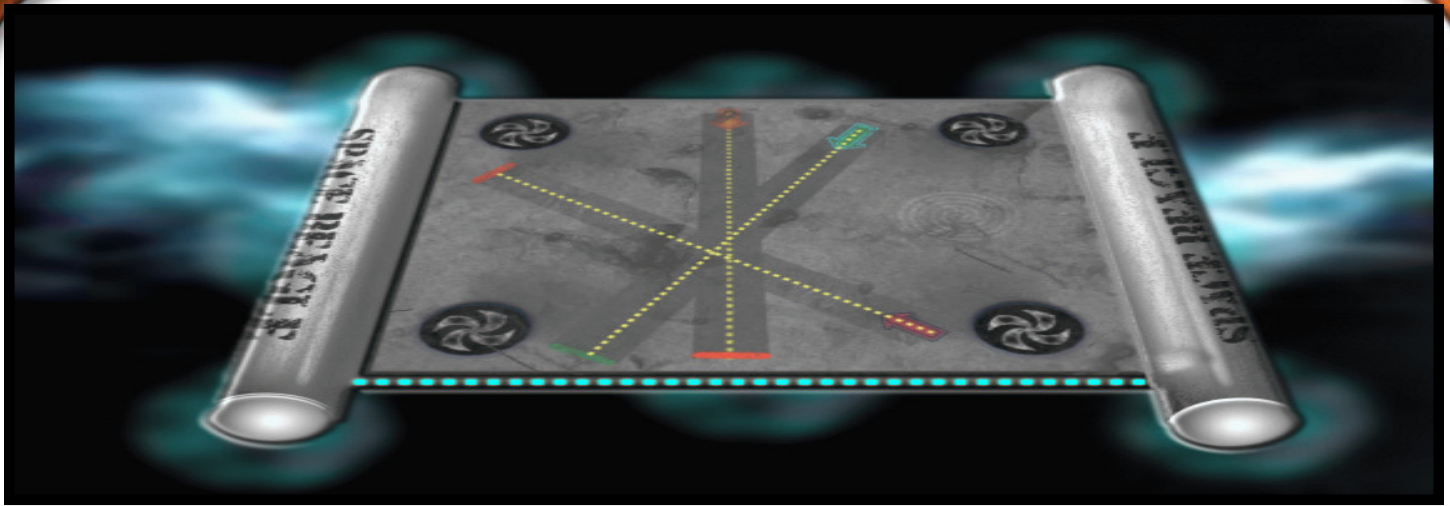
The largest engineering project of the Hinterland is centered at New Pittsburgh. It is called the Air Beagle. Originally designed at the University of New Windsor, Almost Canada, and Andaluz this massive flying air dock is an effort that has taken 10 years and the services of 6 Environs to complete.

Nobody really thought this was more than a Pork Barrel Project and a target for Air Pirates until Andaluz bombarded the media with Radio Ads and News Articles on **THE NEW FRONTIER** and promoted the Exploration of the Hinterland.

With the help of the Hinterland Geographic Society, the idea of exploration and high adventure caught on with the younger folk.

A radio serial **Jack Bauer and the Adventures of the Air Beagle 7** didn't hurt a lot either. Neither did the monthly movie serial that always had free popcorn and a cartoon.





Air Beagle 1

SIZE	Gigantic	ENGINE NUMBER	04	WIDTH	1600
FUEL	260,000g	ENGINE SIZE	Gigantic	LENGTH	1000
RANGE	n/a	SPEED	35	STRUCTURE	90,000
CARGO	LOTS	CREW	1780	FOUND	0
CARGO AREA	1000x1600	PASSENGERS	100	MANUFACTURED	01

The first flying airbase and air dock. Fully armed. Full facilities for Repair with massive storage.

AIR BEAGLE SPECIFICATIONS

The Airbeagle measures 1600 x 1000 feet in width with a 55 foot thickness of platform. Constructed of light wood and aluminum it is lifted by a series of helium cells that help support the platform with the addition of 5 Lifting engines. Four of the lighter crystals are more than 3 feet in diameter. The fifth is the Hinterland's largest at 6 feet.

Powering the system are a dozen sealed nuclear electric engines salvaged from Noram and a backup Steam system.

Crew compliment is nearly 1780 support personnel, scientists, pilots and engineers. The Beagle's main command crew is a Multi Environ group called the BNF or Beagle Naval Force. They are supported by 100 Marines.

The Beagle carries more then 300 aircraft in vary-

ing configurations from Ultralight to fighters to DC-3 sized Freight Liners and Fighters.

There is a persistent rumor that there are several Alien Aircraft hidden a security zone in the hanger. These may be to deter Air Pirates or actual Noram salvage.

Flight crews are trained for speed and accuracy to move aircraft from storage to flight status.

Opposition

The great Lightning Crystals are unique. Opponents would like to see each returned to commercial service. A few environs have a political undercurrent that states that the knowledge will be regulated to the more developed Environs and not shared. Some believe it will fall into the wrong hands and become a massive military platform that reins terror onto the peaceful nations of the Hinterland. A few just don't want it falling on their homes or cities.

Flight Operations

From the center deck aircraft can be dropped or exit the side hangers. All landings are done from the top of the dock with the landing elevators and ramps used to drop the aircraft to the center deck.

One of the first projects is to boost the Beagle 40 miles into the air and launch a specialized vehicle to the Up Hinterland. Michael Andaluz is the genius behind this project His goal is to pilot the first rocket to be launched beyond the Down Hinterland in the hopes to reach the up Hinterland and return.

Michangelo Andaluz

The owner of Pinata Airframes is an enigmatic figure that came from Early 21st Century Earth. His love of flight, imagination and hard work created the largest Aircraft Design studio in the hinterland. His friendly exterior hides a very sharp mind.



Pinata Ship One

The ship is a basic 40 foot disposable booster with a Lightning Crystal core. Once it is lifted the ship flies to the edge of the Helium layer. There the booster engine ignites and the ship is shot through the region to the Up Hinterland side. It extends wider wings and glides to a landing in the up Hinterland. When it Lands, it is righted, launched, flies to the edge of the Helium Layer. A second engine ignites and the small ship parasails down, finally breaking away into a pair of 3 man ultralight landers. The ship has seating for a Pilot, 2 Scientists, and an Engineer.

Political Issues

Many would like to see this project ended before it becomes a critical disaster. There is a growing general fear that the exploration of the Up Hinterland may be more than man needs to know. Some religious leaders believe there may be powerful Forces up there and it is best to let sleeping dogs lie. This belief has taken a life of its own and has created followers who would sacrifice their lives to protect their bit of Paradise.

Launch Day

The day of the launch, players are a security team assigned to Andaluz. They will follow and keep him safe as well as protect the launch vehicle.

There will be 2 Assassination attempts on Andaluz as well as a bomb plot.

The first will be an inept gunman who screams that God will be displeased and then draw his weapon, a hunting knife. With the knowledge that only a fool brings a knife to a Gun Fight, this person should be easy to stop.

The Second attempt will be the presentation of a bottle of Fine Brazilian Rum to Andaluz. The bottle seems to be the real thing, but if poured into a glass begins to etch the glass. It is an acid.

At the critical juncture, Andaluz will be in the ship as shots are fired and a flaming fuel truck races across the field to the launch pad. An attempt can be made to stop the truck and the drivers or join Andaluz in a preemptive launch of the vehicle before it is burned.

The travel upward is hard, bumpy and moderately successful.

The ship will leak because of a couple stray rifle shots and require a quick fuel line patch and a broken conduit being rewired. Flight suits and oxygen masks are worn as the aircraft performs perfectly, passing through the helium layer and drops into the Up Hinterland Sky.

The target Environ is lightly forested with grasslands and lakes. The ship lands just before the sky lights. Exploration shows the area is lousy with small Raptor Like Dinosaurs with primitive spears and a decidedly bad attitude. They are leery and keep their distance. If friendly contact is attempted they will spear the victim. They are also carrying shields made from hubcaps and scrap from a higher technological period.

Exploration

If the group can explore a bit and use a telescope they can spot a downed DC-3 in the distance that has been scavenged for metal. The side of the aircraft is labeled Square Island Charter in English and French.

The aircraft has been barricaded into a fortress that the Rapteroids avoid. Approaching the vehicle will trigger the lone inhabitant, Pierre Lemmon to curse at them and shoot. With a little time, Pierre can be rescued and will give a different side of life in the Up Hinterland.

His plane contains the remains of a very compact alcohol still, six 55 gallon barrels of Alcohol. There is also a cargo of Diamonds that Pierre says are just decorative junk, cigars and three Fusion Max Generators that were found here. There is No Lightning Equipment. The Frenchman has never heard of this technology.



Extra Fuel

A single barrel of the alcohol can be used to help boost the extra weight of Pierre to the up Hinterland. He has no family after the Rapteroids ate his Girlfriend and will gladly be rescued. He would like to be the first explorer to go back to the Up Hinterland and take back the Lightning technology to the people of Little Paris. He sees his ticket to fame and wealth. Pierre will tell the explorers of 6 explored Environs and the politics of these nation states.

EXPLORED UP HINTERLAND ENVIRONS

The Six explored Environs on Pierre's Up Hinterland are independent city states.

Little Paris

1924 Paris France fragment complete with river. A half million now live in the surrounding countryside. The French and adopted French are proud and progressive.

Moo's Advent

Staunch Christian community that stays in the 1800's. Mostly pastoral life-style with a strong emphasis that this is the promised land. They will trade for machine parts and carefully controlled technology that supports their life style.

The Republic of Mormon

A growing 19th century styled Mormon community that also believes the Hinterland is the Promised Land. They have an odd kinship with the Christians of Moo's Advent as well as stark differences. They are not friendly with the french though they trade with them.

Gnosia

A Greek community that had 14th century roots. This peaceful community has learned technology and has uplifted itself with help from the French. They will not deal with the Germans.

Mammoth Field

This odd place has yard high Columbian Mammoths and primitive men who are at best a foot tall. New Paris maintains a research base here to trade with the little people. In turn some of the small folk have come to Little Paris to work small Industrial jobs to create fine craftsmanship.

Kaiser Wolfgang's Land

Descended from a hospital ship/freighter missing in WWI, this hearty German society is moving quickly to the forefront of Up Hinterland technology. They are friendly in a cautious sort of way. While they deal fairly with the French, they still disdain them. Their tri-wing aircraft are the top of the line for this area even though

they do not possess Lightning technology.

Going Home

Getting back to the Launcher is going to be an issue. More than 50 Rapteroids are sick and tired of Pierre shooting at them. This raid has been planned and the advent of more folks like Pierre has driven them to a frenzy. What Pierre does not know is that a base has been established 10 miles south of his Wreck.

First Wave

The Rapteroids will attack the aircraft with spears and look for weakness. This will be an all day procedure with a break at mid day. Attacks come in waves after the little monsters sing at the humans in hatred. This will continue until the helium layer starts to fade into night.. At that time the Rapteroids will sing at the demons of the night and flee to their village.

Night

Night brings winged predators and small squat Tyrannosauruses. They are crafty and fast but tend to roar and charge. Crafty does not mean very bright. However they are hard to kill and tough as a dock worker. They have left Pierre alone as they are clever enough to scarf up the dead Rapteroids that are shot.



If the characters manage to kill 40 of the marauders, the raptors will sing to the explorers, leave a gift of meat and retreat. The meat is poisoned.

Getting back to the launcher will be a running battle. At the launcher it will take a bit of time to get ready and launch the vehicle. This must be timed exactly to pass through the Helium layer at night.

There is a 95% chance that Michelangelo will be able to set the time. If The designer of the craft is killed there is a logbook under his seat that has specifications and instructions for the launch home.

The Welcome Home

The Air Beagle will still be waiting for the explorers with a heroes' welcome. Every evening they will detonate a single ultra-bright flare to show their position. This will give the returning craft a target when they pull the release to break up the capsule and unfold the ultralights.

The explorers will gain the gratitude of the Beagle, a citation from the Beagle Marines, Citizenship of Almost Canada and \$20K each in Gold along with a single 50K diamond from Pierre, now the First Ambassador from Little Paris of the Up Hinterlands.



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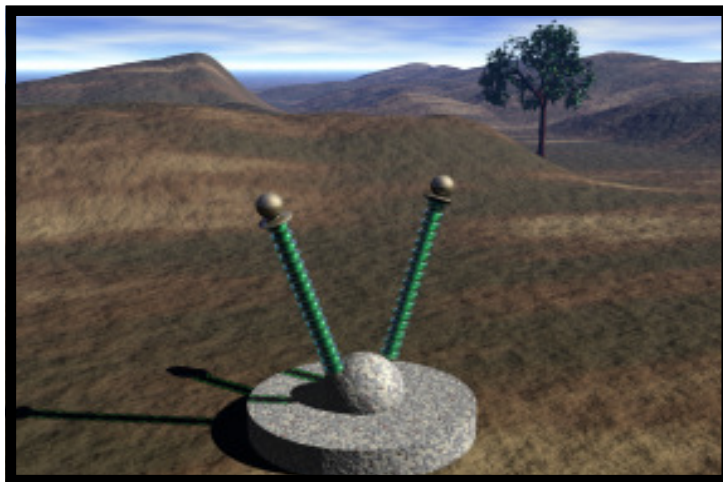
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Power Point

It doesn't look like much but the Power Point is a marvel of Strange engineering that provides whatever is needed in AC current. Many of these are near larger cities. While every Environ has one of these, a number have several with the largest counts in New Akron (17) and New Old New York (31).



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SCENARIOS

Andeluz Engine 113

The Right Stuff takes Adventurers on the Hinterland's first exploration of the "Up Hinterland" with a genius --or is he a madman?

It's Full of F... 113

The last message of a dying explorer starts a mad rush to find a valley with a vast treasure and deadly guardians.

Pig in the Pokey 093

A Pig sees a crime and becomes a star witness in a trial that may leave he Adventurers hunted by Assassins.

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Michangelo Andaluz

Father of the Hinterlands First Exploration of the "Up Hinterland".

FUEL CALCULATOR

ENVIRON TO ENVIRON FUEL USE

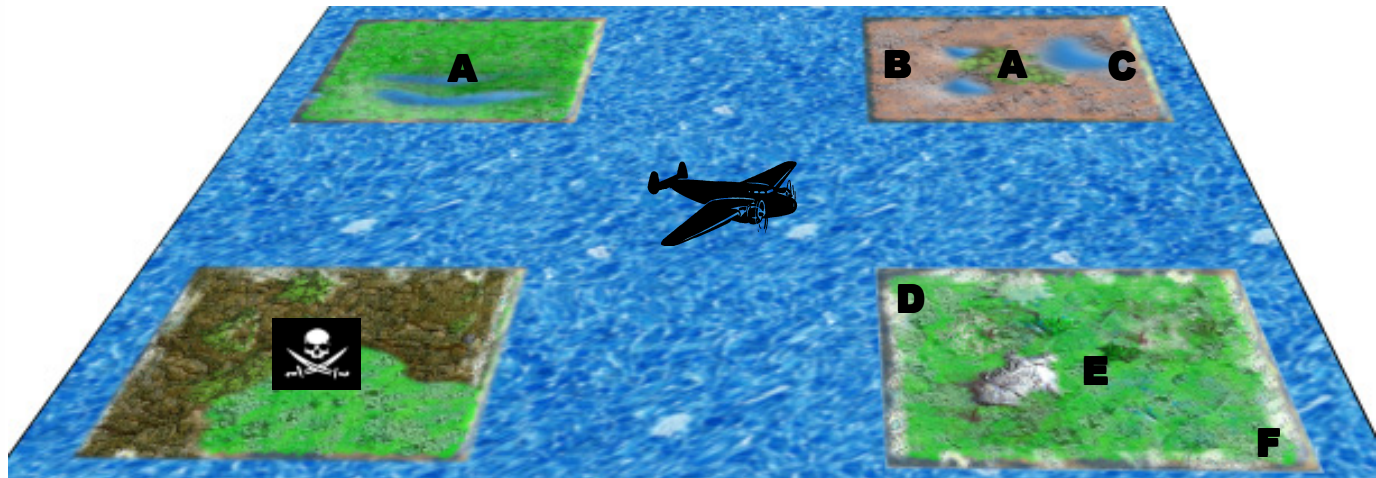


This basic chart will give you basic fuel use in gallons for various sized engines.

	MIC	SMA	MED	LAR	GIA	MON
A to A	025	050	100	200	400	1600
A to B	016	037	075	150	300	1200
A to C	031	062	125	250	500	2000
A to D	016	037	075	150	300	1200
A to E	025	050	100	200	400	1600
A to F	031	062	125	250	500	2000
050 mi.	003	006	012	025	050	0200
100 mi.	006	012	025	050	100	0400
200 mi.	013	025	050	100	200	0800



Airdock New Akron



Designers Final Notes

We started on this project in 1985. Rich Jervis named the concept during one of his 'Island' style parties that were held at SF Cons. We tried a play test in Lansing Michigan at U Con. It was a hysterical success and the gamers decided they wanted a copy.

This was long before the Pulp Adventure RPG's and Steampunker started. As usual, Tri Tac was a Bellweather with concepts and gets them done years later...

About 40 pages were transcribed and then the universe got in the way. By 92 the new Games formats were coming out and Incursion took the slot in production. With Hardwired Hinterland scheduled for 95.

Unfortunately something premiered that all but ended the small RPG companies and our distribution. Magic was an astounding success that eventually took down TSR and far too many small companies. Distribution fell into politics and everybody invested in their own card game. Thinking you could compete with Magic was akin to shooting yourself in the ass. Those companies that created the 'next big card game' are virtually all gone now. The giants fell and the large sports card companies gobbled up the winners.

In 1999 I was with the Dorsai doing security at the Oshkosh Air Show. Behind the scenes was a marvelous way to see aircraft and meet the great folks who gave us modern flight. About 300 digital images I took rekindled my thoughts on Hinterland and again I thought of finishing the book. Sitting on my wall is a hat autographed by Chuck Yeager and Bud Anderson. I ended up being the chief cook for the EAA Warbirds. During breakfast a P-47 flew low over us as a wakeup and we had to jump tarps over the food because of the rolling dust. The old pilot next to me looked up and said "Yup! Just Like North Africa!"

In 2006 while recovering from heart surgery I pulled the notes and went back to work on the Hinterland Book. Joining me were William Wardrop and Bob Sadler with whom I had worked with on the Morrow Project. Joining us was Melody Natcher who changed the face of all of Tri Tac and did amazing graphic designs.

So sit back, relax, listen to some Jimmy Buffett music and have a good beer. Hope you enjoy the 5th Tri Tac RPG concept.

And if you don't like the style, art, concept or editing, you are welcome to purchase and burn as many as you wish. Discount rates are available.



NUMBER MULTIPLIER

01-50

.12	.25	.50	.75	1.00	1.25	1.50	1.75
001	001	001	001	001	001	001	001
001	001	001	001	002	002	002	003
001	001	001	002	003	003	004	005
001	001	002	003	004	005	006	007
001	001	002	003	005	006	007	008
001	001	003	004	006	007	009	010
001	001	003	005	007	008	010	012
001	002	004	006	008	010	012	014
001	002	004	006	009	011	013	015
001	002	005	007	010	012	015	017
001	002	005	008	011	013	016	019
001	003	006	009	012	015	018	021
001	003	006	009	013	016	019	022
001	003	007	010	014	017	021	024
001	003	007	011	015	018	022	026
001	004	008	012	016	020	024	028
002	004	008	012	017	021	025	029
002	004	009	013	018	022	027	031
002	004	009	014	019	023	028	033
002	005	010	015	020	025	030	035
002	005	010	015	021	026	031	036
002	005	011	016	022	027	033	038
002	005	011	017	023	028	034	040
002	006	012	018	024	030	036	042
003	006	012	018	025	031	037	043
003	006	013	019	026	032	039	045
003	006	013	020	027	033	040	047
003	007	014	021	028	035	042	049
003	007	014	021	029	036	043	050
003	007	015	022	030	037	045	052
003	007	015	023	031	038	046	054
003	008	016	024	032	040	048	056
003	008	016	024	033	041	049	057
004	008	017	025	034	042	051	059
004	008	017	026	035	043	052	061
004	009	018	027	036	045	054	063
004	009	018	027	037	046	055	064
004	009	019	028	038	047	057	066
004	009	019	029	039	048	058	068
004	010	020	030	040	050	060	070
004	010	020	030	041	051	061	071
005	010	021	031	042	052	063	073
005	010	021	032	043	053	064	075
005	011	022	033	044	055	066	077
005	011	022	033	045	056	067	078
005	011	023	034	046	057	069	080
005	011	023	035	047	058	070	082
005	012	024	036	048	060	072	084
005	012	024	036	049	061	073	085
006	012	025	037	050	062	075	087

NUMBER MULTIPLIER

51-100

.12	.25	.50	.75	1.00	1.25	1.50	1.75
006	012	025	038	051	063	076	089
006	013	026	039	052	065	078	091
006	013	026	039	053	066	079	092
006	013	027	040	054	067	081	094
006	013	027	041	055	068	082	096
006	014	028	042	056	070	084	098
006	014	028	042	057	071	085	099
006	014	029	043	058	072	087	101
007	014	029	044	059	073	088	103
007	015	030	045	060	075	090	105
007	015	030	045	061	076	091	106
007	015	031	046	062	077	093	108
007	015	031	047	063	078	094	110
007	016	032	048	064	080	096	112
007	016	032	048	065	081	097	113
007	016	033	049	066	082	099	115
008	016	033	050	067	083	100	117
008	017	034	051	068	085	102	119
008	017	034	051	069	086	103	120
008	017	035	052	070	087	105	122
008	017	035	053	071	088	106	124
008	018	036	054	072	090	108	126
008	018	036	054	073	091	109	127
008	018	037	055	074	092	111	129
009	018	037	056	075	093	112	131
009	019	038	057	076	095	114	133
009	019	038	057	077	096	115	134
009	019	039	058	078	097	117	136
009	019	039	059	079	098	118	138
009	020	040	060	080	100	120	140
009	020	041	061	081	101	121	141
009	020	041	062	082	102	123	143
009	020	041	062	083	103	124	145
010	021	042	063	084	105	126	147
010	021	042	063	085	106	127	148
010	021	043	064	086	107	129	150
010	021	043	065	087	108	130	152
010	022	044	066	088	110	132	154
010	022	044	066	089	111	133	155
010	022	045	067	090	112	135	157
010	022	045	068	091	113	136	159
011	023	046	069	092	115	138	161
011	023	046	069	093	116	139	162
011	023	047	070	094	117	141	164
011	023	047	071	095	118	142	166
011	024	048	072	096	120	144	168
011	024	048	072	097	121	145	169
011	024	049	073	098	122	147	171
011	024	049	074	099	123	148	173
012	025	050	075	100	125	150	175
012	025	050	075	101	126	151	176
012	025	051	076	102	127	153	178
012	025	051	077	103	128	154	180
012	026	052	078	104	130	156	182
012	026	052	078	105	131	157	183
012	026	053	079	106	132	159	185

Fraction Rounding

All numbers in this table are rounded down to the closest whole number. In the case of fractions of a whole number, the whole number (1) is substituted for playability.

Index from the center column.



PASSPORT BOOKLET

PASSPORT

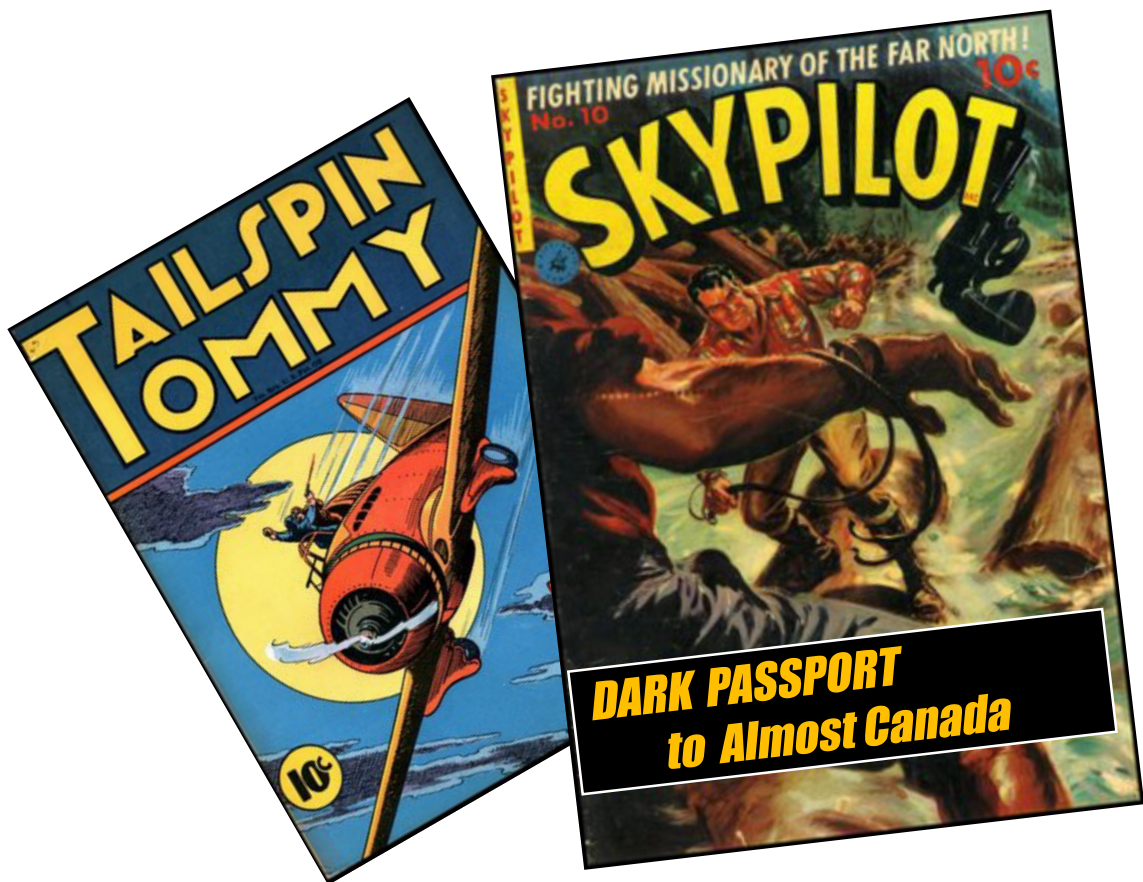


Exterior Passport (Print on Cardstock)

<input type="text"/>		<input type="text"/>
NAME		
<input type="text"/>		<input type="text"/>
ENVIRON		
<input type="text"/>	<input type="text"/>	<input type="text"/>
Front	Side	

Interior Passport Cover (Print on Paper, Remove White Part of Photos with Razor Knife, Insert Pictures Behind and Spray Glue this onto the cover back.)

Interior Passport Page Front and Back (Copy to Make 2 Sides and Insert Pages in Passport)



Pilot's Certification Booklet

PILOT'S CERTIFICATION



Exterior Pilot's Certification (Print on Cardstock)

<input type="text"/>		<input type="text"/>
NAME		
<input type="text"/>		<input type="text"/>
ENVIRON		
<input type="text"/>	<input type="text"/>	<input type="text"/>
Front	Side	
		Pilots Certification Stamp

Interior Pilot's Certification (Print on Paper, Remove White Part of Photos with Razor Knife, Insert Pictures Behind and Spray Glue this onto the cover back.)



Aircraft Certification Booklet



Aircraft Certification (Print on Cardstock)

<input type="text"/>		<input type="text"/>
NAME		
<input type="text"/>		<input type="text"/>
ENVIRON		
<input type="text"/>	<input type="text"/>	<input type="text"/>
Front	Side	
		<input type="text"/>
		Aircraft Certification Stamp

Interior Aircraft Certification (Print on Paper, Remove White Part of Photos with Razor Knife, Insert Pictures Behind and Spray Glue this onto the cover back.)





PILOT LOG

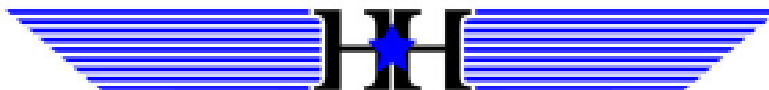
DATE

Lined writing area for the pilot log.



CARGO MANIFEST

ITEM	QTY	WTE	PACK
01			
02			
03			
04			
05			
06			
07			
08			
09			
10			
11			
12			
13			
14			
15			
16			
17			
18			



Large grid area for drawing or notes.

TYPE
Built By

AIRCRAFT SPECS

ENGINE SPECS

Engine Type and Number

PERFORMANCE

Max Cruising Speed

Range

Miles

Fuel Tanks

Total Gallons

AGE

Flying Time

WEIGHT & CARGO

Weight Empty

Cargo

Total Weight

Passengers Comfortably

Passengers Uncomfortably

AIRFRAME

Wingspan

Length

Height

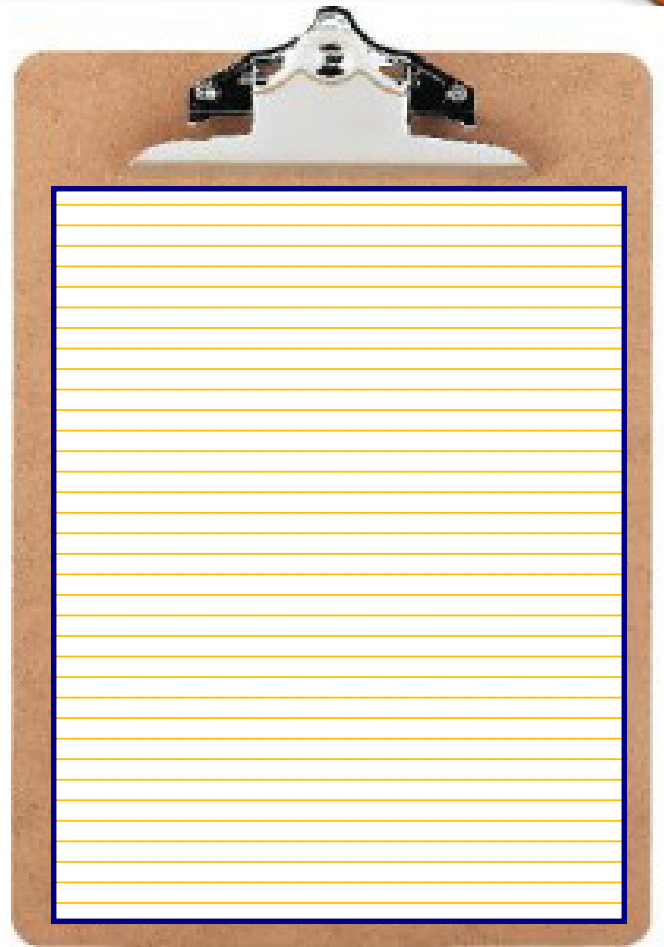
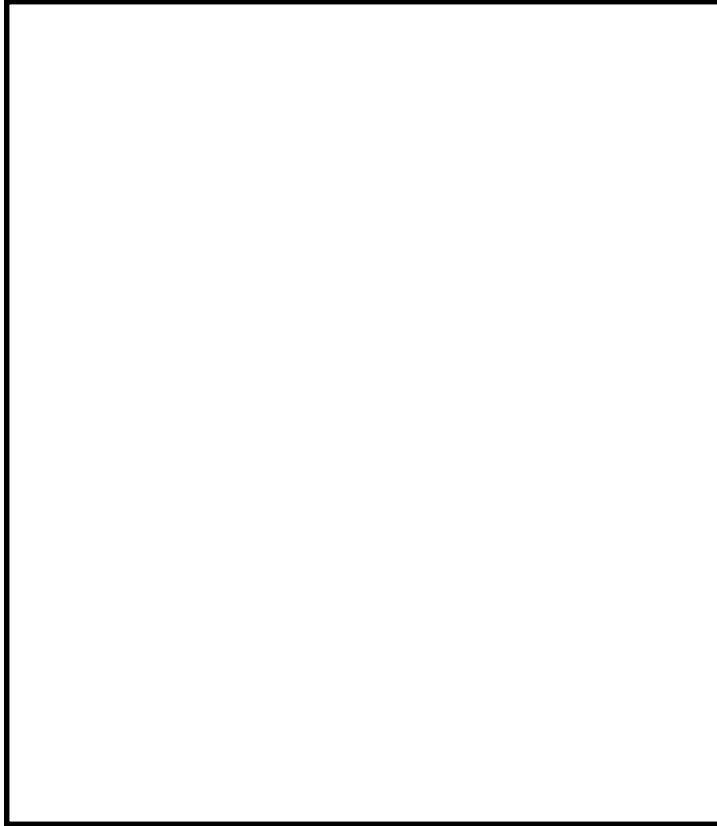
WEAPONS

CREW

PASSENGERS



PLACES OF INTEREST



KEY

MAJOR
CITIES



ROADS
RAIL



AIRFIELD
MAJOR



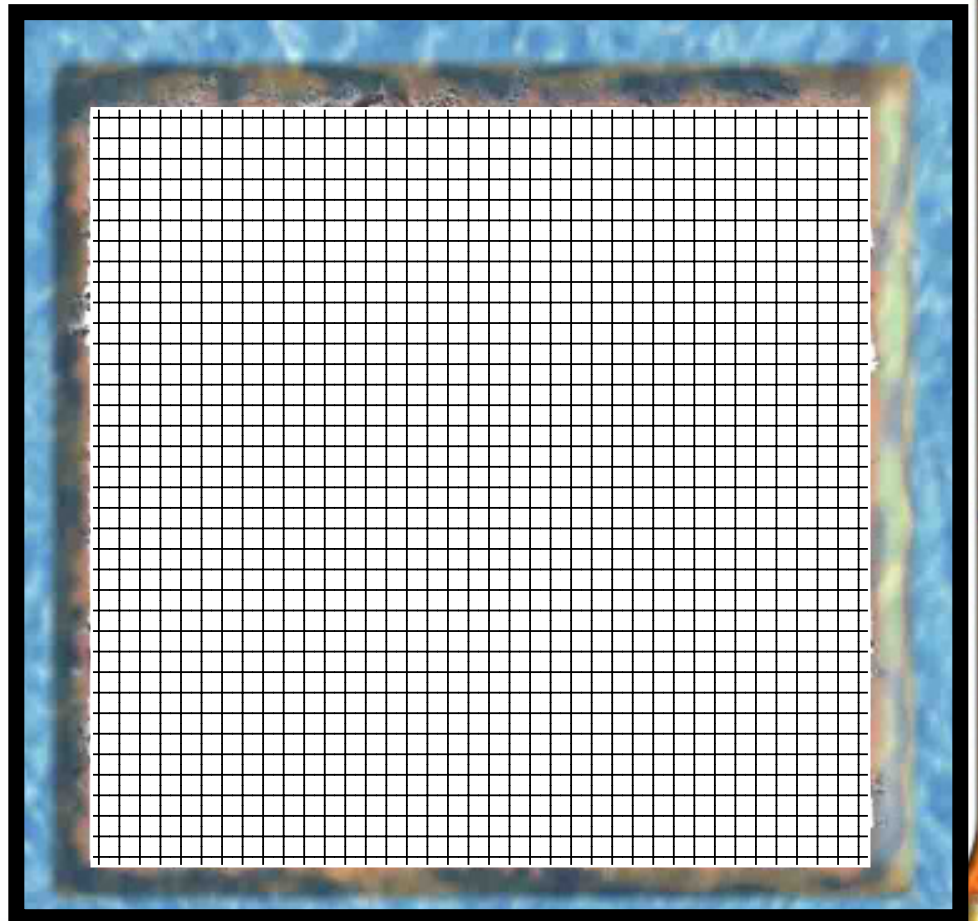
FUEL
STATION



HELIUM
ELECTRIC



DANGER



Common Name

Population

Government

Transport

Communication

Climate

Danger

Fuel Dumps

Manned Stations

Sub Grid Environ Location

HISTORY

Common Name

Population

Government

Transport

Communication

Climate

Dangers

Fuel Dumps

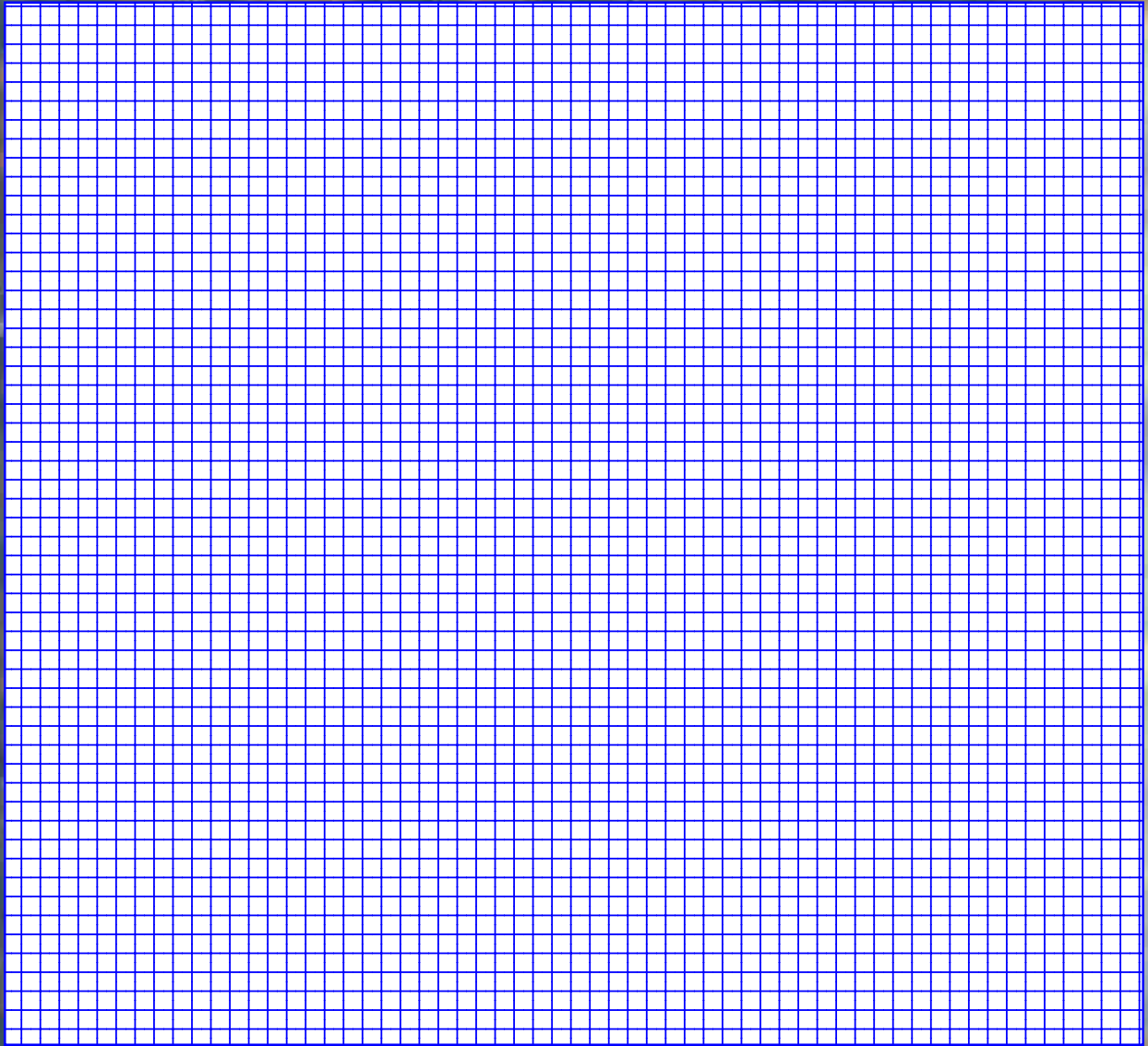
Manned Stations

Sub Grid Environ Location

HISTORY



ENVIRON EXPLORER'S MAP



NOTES

Blank lined area for notes, containing 10 horizontal lines.

Blank lined area for notes, containing 10 horizontal lines.



Wings

Welcome to Wings, a Hinterland Bar Game.

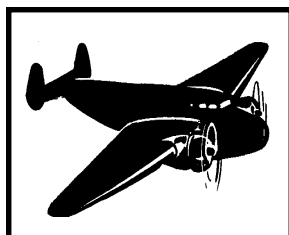
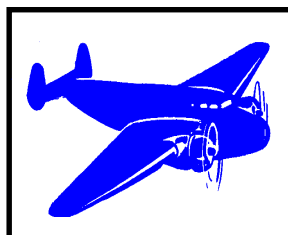
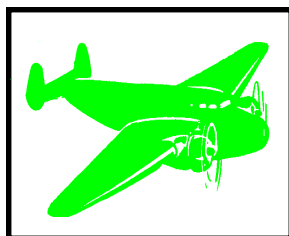
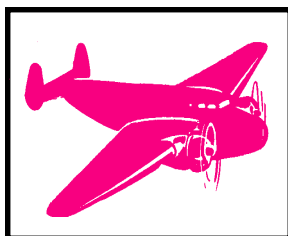
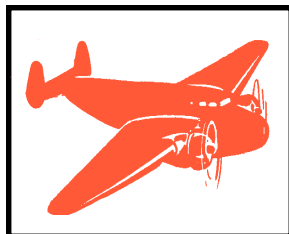
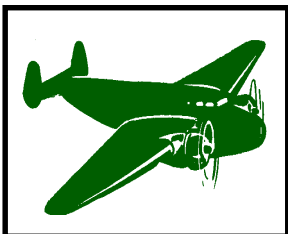
Wings is a simple dice game of moving pieces in a track. Roll a six sided dice and can move 6 spaces forward or to the side. With a proper roll you can land on a square behind an opponent and challenge. Both players roll a 6 sided dice. Whoever gets the highest knocks the other back d6 spaces.

Simple and easy to play this silly game has caught on in bars and become a betting game. Some better establishments have built elaborate wood tracks and use model aircraft carved from fine wood.

Materials Needed

Wings requires a few simple items.

- 01 Up to 6 Six Sided Dice d6
- 02 A copy of the **Planes** on card Stock
- 03 Seven copies of the **Map** on Card Stock.
- 04 Two to Six Players
- 05 A Couple of Beers
- 06 A Rowdy Crowd
- 07 A Beer for the Winner.



BASIC RULES

Turn Segment

- 1 **Roll a 6 sided and move**
 - a Two Planes can start from the same Hex.
 - b Move straight or diagonally.
 - c Pilots Must Move their full roll 1 to 6
 - d A Plane can pass through a square with an other plane.
 - e Planes can not occupy the same square at the end of the turn.

Combat

- 2 **Any plane that lands behind another plane can shoot at the plane directly in front of it.**
 - a If the Attacker wins the defender goes backwards d6 or 1 to 6 squares.
 - b If the defender wins he sends the attacker back d6 or 1 to 6 squares.
 - c If the dice is a tie there is no combat.

Victory

- 1 **Whoever Crosses the Finish Line**
 - a The losers buy the Winner a Beer
 - b Everybody Shakes Hands
 - c Cigar Smoke is not considered Cloud Cover
 - d Air pirates are not allowed.



FINISH

Start

Cut the first map at the dividing line.
Additional maps, cut the start and Finish off and
lay edge to edge. Make a long map.



Stinkey's Repair Hanger



Quality Aircraft Repair for 30 Years
Specializing in DC-3 Repair & Maintenance
Financing Available

AREA	Minor	Major	Replace
Aircraft Maintenance	\$100	\$250	n/a
Avionics	\$200	\$400	\$600
Electrical	\$300	\$600	\$1000
Flight Controls	\$400	\$600	\$1200
Lighting	\$100	\$200	\$300
Warning Systems	\$100	\$200	\$400
Fuel System	\$200	\$400	\$800
Powerplant	\$500	\$1000	\$2000
Propeller	\$100	\$200	\$300
Fire Protection	\$100	\$300	\$400
Pneumatics	\$300	\$600	\$1000
Ice and Rain Protection	\$100	\$200	\$400
Environmental Systems	\$100	\$200	\$300
Hydraulic Power Systems	\$200	\$400	\$600
Landing Gear & Brakes	\$300	\$600	\$1000
Structure	\$300	\$600	\$1000
Weapons Mounts	\$100	\$200	\$400
MDD Tuning/Electrical	\$100	\$200	\$1500

Prices Vary on Job Add 25% for Labor

Ridley Field New Akron



Hardwired 136 Hinterland



NR • U

Beyond Anywhere you Know:

Dreams Take Wings

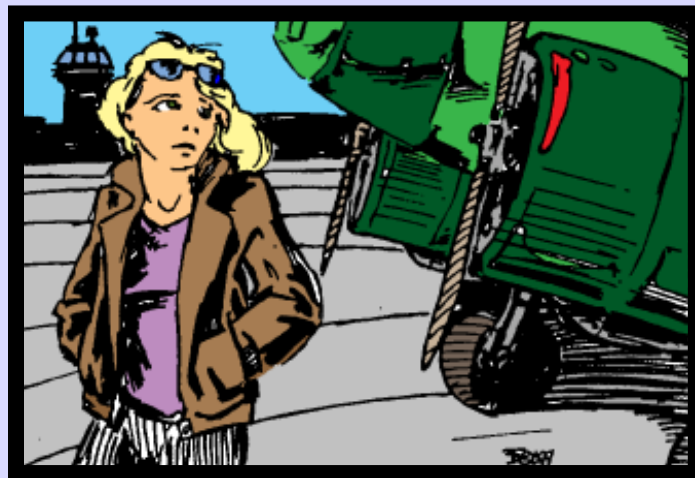
Elsewhere

It's a place where magic and hard science work side by side.

It's a wild place where the measure of your fame are the wings pinned on your jacket.

The Hardwired Hinterland is a roller coaster ride of wild adventure and strangeness beyond our universe.

You have turned left and have fallen into the greatest adventure you will ever face.



Hardwired Hinterland[™]

You are now a Resident in one of the Strangest places in the Universe.

WELCOME TO THE HINTERLAND
...your Wings are waiting for you!

HARDWIRED HINTERLAND is a Role-Playing Game Concept that is Compatible with your Favorite Game System.



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TTG #5001