

Crimson Skies Jump

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V1.01

In the 1920s, a combination of state enforced prohibition combined with a highly deadly mutation of the influenza virus caused states to close their borders, prompting smugglers and raiders to adopt airplanes to avoid them. In 1928 low voter turnout allowed states rights proponents to gain power and used it to severely restrict federal authority, and the stock market crash of 1929 crashed the global economy, prompting first Texas, then California and other states to secede. Powerless to prevent it, the federal government dissolved completely, with military units swearing allegiance to their states or deserting entirely to become mercenaries and bandits. Interstate commerce ceased almost overnight, and a series of brushfire wars destroyed most of the bridges and the continental railway, causing a huge rise in the popularity of gyro taxis, gyro buses and zepplins as the main mode of transportation. This inturn led to a new type of bandit: Air Pirates. It's now late 1937 and America is a continent politely at war with itself.

Welcome to Crimson Skies, Jumper. Take this 1000cp and good luck.



Location: You may choose to start in any of the following, or gain 100cp for rolling a 1d12

1) Empire State: New York City is still the shining political and trading capital of North America, the Empire State has been in a longtime feud with the ISA for years over taxes and control over trade routes. The Black Swans pirates have been recently contracted to raid the ISA by the Empire State.

2) The Industrial States Of America: Consisting primarily of the great lake states, and Chicago is the new capital. The ISA's industrial capacity is unrivaled in North America, though they chafe from the high taxes from exporting their products to forgin markets. The Red Skulls legion operate with almost open support from the ISA government and are based in the capital.

3) People's Collective: The Communist Midwest, heavily backed by the Soviet Union. The Peoples collective has strong support from the poor farmers whose land was threatened with repossession by rich bank owners in Chicago.

4) Confederation of Dixie: The South has risen again! The Confederation, along with their puppet state of Outer Banks, funnel bootleg moonshine into the Empire State and the ISA, to

fund its unofficial war between it and its surrounding nations. Heavily backed by England, who's interference in North America has generated great animosity in the Empire State and Texas.

5) Louisiana: Sandwiched between the two belligerent nations of Texas and Dixie, Louisiana relies heavily on french forgin aid and troops to keep its sovereignty.

6) Republic Of Texas: The Lone Star State runs roughshod over its neighbors, taking what it wants and destroying any perceived threats, making it very few friends. Recent attacks by Free Colorado and Dixie have the Texas Rangers biting at the bit for revenge.

7) Arixo: Nestled between Texas and Hollywood, the native americans carved out their own nation from the former states of Arizona and New Mexico. A militant 'dry' nation, they strictly patrol their borders and execute any alcohol smugglers. Arixo provides unoffical support to terrorist groups in eastern Hollywood and standing bounties on several successfull smugglers from Free Colorado.

8) Kingdom Of Hollywood: California has certainly prospered since the fall of the federal government. Known mainly for the film industry, the Kingdom of Hollywood. The Hollywood Knights, the state militia, have extensive backing by Howard Hueghs.

9) Pacficia: To Hollywood's north lies the nation of Pacifica who tries to keep to itself, as it fights off attempts by the White Russians in Alaska, though only a few years ago they were facing constant raids from Hollywood.

10) Sky Haven: Located ten miles south of Grand Junction, Free Colorado, Sky Haven is a notorious pirate stronghold surrounded by the Zeppelin graveyard. Tightly controlled by the Black Hat Pirates, none may pass through their territory without exorbitant 'protection' fees or risk attacks.

11) Sea Haven: Pirate den located 32 miles off the coast of Hollywood. Built on an active volcanic island, the city boasts a population of around 2000 people, mostly in the legal gray area of servicing private and private groups who like to use the area as a base. The Ragin Cajuns pirates base here, as will the Fortune Hunters eventually.

12) Free pick: You may choose from any of the above, or any other nation in the world. Be aware the chinese civil war rages while the japanese slowly attempt to conquer the pacific, and in europe the germans have rearmed and world war 2 is on the horizon. In South America, German forces are attempting to create a facist empire, and not much is known about the situation in africa.

Origins:

All origins may be taken as drop in, each origin gets two (2) discounts each on 100 and 200cp, and one (1) discount each on 400 and 600cp perks. 100cp perks are free when discounted. Sex and age are free to choose.

Actor/Actress: Are you one of the bright upcoming stars of Hollywood? You're a minor celebrity, known for a few supporting roles in several popular films and with a little luck, and skill you could soon be an A-lister.

Air Pirate: The scourge of the skies, air pirates vary from the loveable rogues like Nathan Zackary's Fortune Hunters to the merciless Jonathan 'Ghangus' Khan's Red Skull Legion. Air pirates come in all shapes, sizes and creeds, how will you make your mark in these turbulent times?

Militia/Private Security: A member of the armed forces that serve the new nations that have risen from the fallen states or perhaps you're a private security company, like 'Paladin' Blake's? Either way you have a few years under your belt as a pilot of a nation of your choice, whether you choose to stay enlisted is up to you.

Scientist: Wars aren't just fought by soldiers on the battlefield, they're fought in the laboratories, workshops and factories by scientists and workers who design, build, modify and maintain the weapons that soldiers fight with. You are now one such person, perhaps you worked with the germans like Dr. Fassenbiender and grew tired of being an accessory to mass murder and left or maybe you are a self taught genius who works from their own garage?

Perks:

As stated above, each origin gets two (2) 100cp perks free with a 50% discount on two (2) 200cp perks and one (1) for each tier above that.

Earned Your Wings (free): Basic training and competency when flying an aircraft and commanding a Zeppelin. Equivalent to a six week course in both as well as 200 flight hours behind the stick.

Hollywood Hottie (100cp): You have the looks of a Hollywood superstar in the making, a solid 8/10 in looks.

Chase Cam (100cp): You can, at will, shift your perspective to third person. You can use this to also look behind yourself as well. While in this view you will still be able to control your body normaly.

Ace Up Your Sleeve (100cp): You are incredibly skilled at smuggling contraband of all sorts, finding fiendishly clever places to stash them where customs won't think to look or planning out routes to avoid patrols. This also helps you in finding legitimate buyers for your products.

Steady Hand (100cp): When the pressure is on, you don't crack. Combat, and other high stress situations don't affect you, allowing you to keep a cool head.

Dead Eye (100cp): Keeping a bead on a target comes easy to you, knowing just how far you need to lead them and where the best place to drop your rounds onto.

Nap Of The Earth (100cp): The skill and experience to fly mere inches from the ground without crashing. Very helpful in confined spaces like tunnels or cities.

Queen/King Of Hearts (200cp): You have some quality that makes it so people just can't help but like you, even as you steal right from under them.

Poker Face (200cp): A real talent for acting, easily remembering your lines, hitting all the cues and faking your emotions so well that no one could tell the difference.

A Cry For Help (200cp): When you're in trouble, your allies tend to show up in the nick of time to pull you out. The better relations you have with them, the quicker and stronger response they will muster to your aid.

Double Down (200cp): With a brief bit of concentration, you can double the rate of fire of any weapons at your control, be they personal, attached to a vehicle you're controlling, or part of a ship you command.

Pushing The Envelope (200cp): A natural knack with machines, allowing you to use them to their full potential and even pushing them past it for a short while.

Texas Holdem (400cp): What's yours is yours and dam anyone that tries to take it from you. Your foes will find it difficult to damage, subvert or intrude your financial interests.

Fortune Hunter (400cp): That belongs in a museum! Wait, wrong series. You have a sixth sense where to look for valuables, whether that means treasure, lost technology or supplies.

Joker's Wild (400cp): You're unpredictable, throwing your enemies well laid plans into disarray. Works against precognition, fate and magic.

Grease Monkey (400cp): Sifting through the oily guts of machines is nothing new to you. You can easily strip an aircraft, replace half a dozen parts and have it reassembled good as new in less then a day. You also know which parts you can remove or replace to keep it running without loss of performance and how to make on the spot repairs to get it back in the fight. This works for all machines, though obviously the more complicated, damaged or alien it is, the longer it will take.

Fassenbiender's Genius (600cp): The rapid and radical development of aircraft and zepplins paved the way for this new age of sky piracy, and you now stand amongst the giants who made it all possible. You have the skill, experience and pure genius to design, build and incorporate new technologies at an incredible speed.

Aces High (600cp): You can keep track of dozens of targets at once, knowing exactly where they are in relation to you and your allies, all while lining yourself up for a perfect attack run.

The High Road to Revenge (600cp): When wronged you have the uncanny ability to strike back, dealing far more damage than what they inflicted.

Items:

Items will self repair and respawn in the warehouse if lost/stolen/or destroyed, unless stated otherwise. You may import similar items for free (such as clothing to the iconic outfit).

Each Origin gets two (2) 50cp items or upgrades free, and one (1) discount for each of the other tiers (100, 200, 400). You may use higher tier discounts on lower tiers.

Models (Free/50cp): For free you get a highly detailed model kit of any planes and zeppelins you own or shot down during this jump. For 50cp more this will carry forward to other jumps (including past jumps).

Iconic Outfit (50cp): A stylish outfit that includes leather aviator jacket, fog proof aviator goggles, a pair of leather gloves with built in altimeter and compass, a pair of leather steel toed boots, all in your choice of colors, including unit patches.

Armored Up (50cp): Adds concealed armoring to the outfit, negating smaller caliber weapons and stab wounds.

Parachute (One free per person, additional 50cp): A must have for anyone these days, a compact silk and nylon personal parachute that will always deploy without issue. Once used, simply stuff the chute back in the bag and it will repack itself immediately.

Controlled Descent (50cp): Upgrades the parachute to allow the user to adjust their course and also upgrades the materials to be bullet and incendiary resistant, in case anyone gets the idea to finish you off.

Side Arm (50cp): A pistol, your choice of make and model, though must be something made or designed before 1938. Never jams, misfires, comes with three magazines (or equivalent) with daily respawning ammunition.

Camera (50cp): A 1930s era camera, with unlimited film as well as a small set of tools to develop the film. Updates to the highest publicly available technology in other jumps. If the Iconic outfit is purchased, this also gives you a small hidden camera disguised as a button on the jacket with the same abilities.

Atlas (100cp): Several large and extremely accurate topographical maps, which will display your location along with any known objectives, friendlies and hostiles. Comes with a smaller folding version for use in aircraft.

Air Combat Simulator (100cp): A very realistic cockpit flight simulator that can be reconfigured to accurately simulate any aircraft. Comes preloaded with Crimson Skies and Crimson Skies High Road to Revenge in realistic graphics, with full bug fixes and if you purchase the Drones upgrade in the Zeppelin customization, you can use this to train the artificial brain.

Air Action Weekly (200cp): A two dozen or so page magazine that contains useful information. All article will be about true events that may interest you, interviews with prominent friends or foes that you may meet in the future, accurate speculation about new technologies and a classifieds section that has rare and uncommon items for sale that you can write a response to, drop in the mail (or nearest equivalent) and the item will appear just as described shortly. New issues arrive weekly, either in your warehouse, at your door or under whatever you slept on last.

Treasure Map (200cp): Much like the map swindled by Nathain Zachary, this map leads to a well hidden treasure that has yet to be found. The clues will require some time to decipher but the treasure will be worth several million in modern currency. Refreshes once a year.

Mine (400cp): An abandoned mine, containing a vast replenishing seam of a rare metal of your choice. In future jumps you may change it to any known natural metal (including those unique to that universe).

Base (400cp): A hidden base with a small airfield and facilities to maintain and repair up to two large (or a single extra large) zeppelins, as well as two large ships (if located on the coast, an island or large river). Concealed railroad tunnels link it to disused railroad tracks connected to the main lines, if said lines exist, otherwise they terminate in a small hidden depot a few miles away.

Carrier Sub (400cp): A large submarine that can launch aircraft while surfaced. May be used in the Zeppelin customization section, counts as a Small w/19 hex.

Aircraft:

You may take one aircraft for free. You may use your item discounts here as well. Each Aircraft gets 1000AP to use in the Aircraft Customization section below.

Whitley and Dougles M210 Raven (100cp): Single seat multiroll fighter-bomber with great agility thanks to its design and pusher configuration, though its max speed is only 250mph. It comes equipped standard with two .50 cal machine guns on the inner weapons bay and four .40 caliber machine guns, two per wing.

Curtiss-Wright J2 Fury (100cp): Direct descendant of the first powered aircraft, the Wright flier. A single seat puller, armed with a single .70 caliber mounted center, two .30 caliber and two .40 caliber machine guns mounted on the wings.

Curtiss-Wright P2 Warhawk (100cp): Triple engine puller designed as a long range bomber escort and interceptor. Though slow with a top speed of 200mph, it is extremely heavily armored and sports four .60 caliber machine guns.

McDonnell S2B Kestrel (100cp): A unique double hull aircraft, the kestrel is typically used as an anti-zep role, using its large armament to great effect against the slower moving targets. Equipped with two .30, two .40 and three .60 caliber machine guns mounted forward, and twin .30s in a rear defense turret behind the right cockpit, it also has eight hardpoints for other weapons. Poor maneuverability and climbing make the kestrel a poor dogfighter.

Bell Valiant Mk 2 (50cp): Speedy but lightly armored and armed fighter in pusher configuration. It only comes armed with six .30 caliber machine guns, but has a passenger seat and can go up to 300mph.

Gruman E-1C Avenger (100cp): Twin engine single seat puller interceptor with wide operational range. Armed with six .30 caliber and two .60 caliber machine guns and can carry an exceedingly heavy payload on its hardpoints.

Hughes Aviation P21-JMk II Devastator (100cp): Outperformed every combat aircraft in speed, armament, and maneuverability, when it was first released. With a top speed of 300mph, this two seater pusher is armed with four .40 cal machineguns and its rugged design is favored heavily by pirates.

Hughes Bulldog (100cp): A high powered single engine monoplane designed for inner city use. Equipped with twin 25mm cannons. great speed but larger than average turning radius. primarily used as a mail courier. Comes with a free Aerial shotgun.

Hughes-Lockheed Firebrand (200cp): One of the newest aircraft in use, there are currently fewer than 60 in service. The Firebrand was designed as a flying wing, allowing high altitudes to

be attained and a formidable weapon payload, but causes a reduction of the agility, speed and acceleration. Twin pusher engine design with a two man tandem cockpit that allows either pilot to control the aircraft, it has a large operational range of 800 miles though going over 180mph drastically reduces this. Armed with two .50 cal and two .70 cal machine guns and well armored.

Hughes Aviation Blood Hawk (100cp): Newly designed single seat pusher fighter that can quickly reach an impressive 300mph. Armed with two .30 cal, and two .40 cal machine guns.

Marquette PR-1 Defender (50cp): Born of a crash development program for the nessant People's collective, the Defender is a traditionally designed single seat puller fighter. While maneuverable, the poor airframe and underpowered engine limit its speed to 250mph and only recent russian fuel systems have allowed it to be fitted with a turbocharger. Lightly armed with two .50 cal and a single .30 cal machine gun.

Fairchild F611 Brigand (200cp): Favorite of air pirates, the Brigand is a single engine, two seater puller heavy fighter. Primarily used as an anti-zep role, its heavily armed with four .50 cals and a rear twin .30 cal turret, as well as three hardpoints directly under the cockpit.

Sanderson FB14 Vampire (100cp): A massive two seat fighter bomber with a twin engine pusher design, the vampire's primary role is ground attack, using its two .40, two .60 and two .70 calber guns to tear though targets with ease. While considered slow at 200mph, its 700 mile range along with its armament and heavy armor has made it a favorite for long range reconnaissance and mail delivery.

William and Colt Peacemaker 370 (100cp): A unusual dual hulled single engine pusher fighter design from Texas, the Peacemaker has its cockpit in one hull while the other contains its primary armament, four .60 caliber machine guns. Another unusual feature is its use of diesel fuel instead of traditional aviation fuel. One known variant replaces the left hull guns with a turret and adds a rear facing .60, though this hampers its operational range.

Dassault MD 445 Dauphin (50cp): French single engine puller primarily used as an anti zep aircraft. Equipped with a single 25mm canon. Unusual for being amphibius, as well as zep launched.

Ravenloft Dust Devil (50p): Originally a non combat carrier, it was redesigned after the need for was apparent. Equipped with four .30 machineguns and a single heavy machine gun. its a effective all around combatant but its poor maneuverability and wooden construction are a deterrent.

Ravenscroft Coyote (100cp): Originally a custom-built plane manufactured by the Hopi at Second Mesa stolen by the Navajo and reverse engineered.The Coyote is able to successfully

fill varying roles, even against aircraft designed for a single role. In particular, the Coyote serves as a spotter, bomber, and a gunship for the Native American tribes. A single engine pusher flying wing design with a offsenter two seater cockpit, it is armed with four .40 cal and two .50 cal machine guns, with average armor for its mass.

Ravenloft Desert Fox (200cp): Next generation version of the Coyote, redesigned as a single engine puller, the aircraft is currently restricted to the Militia. Equipped with four .50 caliber machine guns and two .60 caliber cannons. Well armored and maneuverable.

Focke-Wulf FW-193 Hellhound (100cp): Distinct for its forward swept wings, this unique german aircraft has become more common in north america the past few years. Twin engine puller with two seats. armed with four.30 and four .40 caliber machine guns as well as a twin .30 machinegun turret.

Messerschmitt BF-106 Piranha (100cp): German single seat puller fighter aircraft designed to work in tandem with the FW-206. Equipped with four .40 caliber machine guns. Very maneuverable. Comes with a free tesla projector.

Focke-Wulf Fw-206 Doppelganger (200cp): German single seater with an offset puller engine. In the engines normal place is a 80mm blockbuster cannon and two 25mm cannons are mounted on either side. The Blockbuster is built in and cannot be removed, reducing available hardpoints to four.

Ford Hoplite (50cp): Heavily armed civilian autogyro typically aimed at security firms. Equipped with two .50 caliber machine guns and usually used as a civilian taxi in the cities.

General Motors MiniGyro (50cp): First commercially available autogyro, armed with two .30 caliber machine guns. Commonly used as a rapid courier in downtown areas. Comes with a free Sniper Cannon.

Bristol Type-140 Balmoral (100cp): Twin engine puller bomber used primarily by the british in the pacific. Slow, unmanuverable and outdated, the balmoral has been mostly replaced by more modern stratigic bombers, though its ability to be carried and launched by zeps has kept it in service amongst Zeppelin commands and in the colonies and territories of the British empire.

Zeppelin:

With the breakup of the United States and the ensuing conflicts, most bridges and roads were destroyed, and in their place the Zeppelin was adopted as the primary transport for people, cargo and mail.

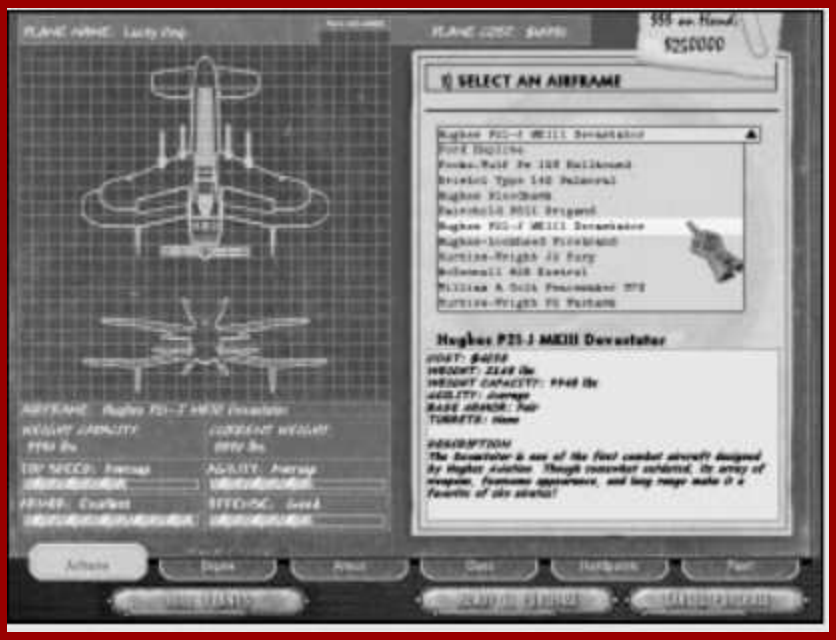
For simplification purposes, each airship comprises a number of hex, and length and width can vary dramatically between classes, though none may be wider than they are long with the max width being 4 hex. Each Airship/Zeppelin purchased below comes with a 1000zp (Zeppelin point) stipend for the Zeppelin customization section below. You may use your item discounts here.

Small (4-19 hex, Free): Small cargo airships and specialized gunships. Classes include Beacon, Echo, Altsoba, Sky Runner, Phoenix, Lorane, Queen Anne.

Medium (20-29 hex, 50cp): The mainstay of the airship fleets as cargo ships, transports and patrol vessels. Any pirate group worth their wings maintains at least one. Lehigh Valley, Queen Mary, Appomattox, Republic. Minimum width 2.

Large (30-49 hex, 100cp): The battleships and aircraft carriers of the skies, these airships form the core of every nation's military, lately many have ended up in pirate hands. Examples include the Cleveland, Bismarck, Queen Elizabeth, Hercules and Legacy class. Minimum width 3.

Extra Large (50-70 hex, 200cp): Gigantic titans of the skies, these behemoths are rarely built due to the large investment of resources required. The only known classes of this size are the Leviathan and Starker Strum. Minimum width 4.



Plane Customisation:
Each plane purchased gets 1000 AP (Aircraft Points) stipend. Aircraft stipends may not be combined.

Import (free): Have an aircraft already? You may freely import it here to give it an alt form and extra customizations, though I suspect Jets and sci-fi fighters will benefit little from the local weaponry. If you did not purchase an aircraft above or do not wish to combine it with a local aircraft, it gains a 1000 AP stipend.

Paint Job (Free): Color, Pattern and nose art/decals of your choice, professionally painted.

Convert: You may convert CP to AP at a 1:2 ratio.

Engine:
You may only have one type of engine per aircraft.

Puller (free): Standard prop in the front, much like propeller aircraft from your own world.

Pusher (Free): prop in the rear, granting a clear forward view, easier docking with airships.

Gyro (Free): The original helicopters, gyros are very lightweight and maneuverable, but have few weapons and practically nonexistent armor.

Tune (100ap): For a small pitance, we'll upgrade your engine to be 20% faster then normal. This effects acceleration and top speed.

Turbocharger (100ap): By forcing more air and fuel into an engine, this device increases engine power and fuel efficiency.

Reinforced Frame (100ap): Increases the payload capacity by 25% each upgrade,

Booster (200ap): Increases the speed of the aircraft dramatically by injecting additional fuel into the engines. Lasts 30 seconds.

Guns:

Maximum of Twelve (12) guns per aircraft 25ap per gun. If upgrading existing guns you get two for the price of one.

.30 cal (Free): These pea shooters can barely scratch the paint on most aircraft, they do have a great rate of fire. Default for new purchase.

.40 cal (25ap): A step in the right direction, though the caliber is uncommon

.50 cal (25ap): Perfect middle ground between the two extremes, good damage and rate of fire.

.60 cal (50ap): More damage then the lesser calibers, though it has a noticeable decrease in rate of fire and ammo capacity

.70 cal (50ap): The second heaviest guns non zeps mount, the damage these pump out are great for poping Zeps and bombers.

25mm (takes 2 gun mounts per gun, max of 4, 100ap): Only seen on the newest planes, usually the germans, the 25mm maintains a slow but steady rate of fire while dishing out punishing damage.

Each gun carries a limited amount of ammo. The following is just for reference:

Armor Piercing: Use primarily to strip the armor off of aircraft, the narrow damage profile tends to do only limited damage against internal components compared to Dum Dums. Default ammunition for all guns.

Dum Dum: Great for soft targets, these hollow point rounds are used to damage internal components after their armor has been stripped away by armor piercing rounds.

Ceramic Coated Magnesium: Specialty ammunition that inflicts little initial damage but sets the target on fire, causing catastrophic explosions if it hits ammunition or fuel.

Ammo Switching (100ap): Using newly designed innovative technology, you can switch between different types of ammo, though they must be loaded on the aircraft ahead of time.

Secondary Weapons:

All aircraft can have up to Eight (8) hardpoints, though few carry more than four (4) other than the Balmoral or Warhawk. Each Purchase is for one hardpoint, extra munitions which will respawn in specially marked crates that are located on your Zeppelin if you have one or your warehouse.

Bombs (100ap): Big hunks of high explosives encased in a metal casing, these weapons come in various sizes: 100/250/500/1000 lbs. Zero guidance and usually used only against ground targets, though a few more talented pilots have managed to use them against zeps.

Rockets (25ap): Unguided, but cheap and plentiful, these rockets are mounted in racks of 3. Come in several flavors: High explosive, Armor piercing, flack, flare, sonic, harpoon.

Beeper Seeker (25ap): A two part weapon, the first part, the Beeper, is a homing device that when fired, will attach to a target, allowing the second part, the Seeker, to home in. Pretty much a diesel punk air to air missile.

Magnetic Missile (50ap): Evolution of the Beeper Seeker, the magnetic missile will home in on the magnetic profile of its target, much like a traditional waterborne magnetic torpedo

.

Drill Rocket (100ap): A rocket tipped with a powerful drill that upon striking the target will dig in, heavily damaging anything in its way.

Triple Rockets (100ap): Further evolution of the Magnetic Missile, this fires three rockets at once with individually smaller warheads.

Aerial Torpedo (100ap): A slow, unguided but destructive weapon with a 45kg warhead. Once fired it travels up to 2km in a straight line. For safety reasons the warhead will not arm till it has flown for 300 meters, where its normal white smoke trail turns red to indicate its been armed.

Concussion Rockets (150ap): Mounted in sets of four, these four inch, six hundred pound rockets are the successor to the Aerial torpedo. Much faster, with no minimum arming distance but packing a slightly less powerful warhead.

Aerial Shotgun (100ap): Fires a short ranged cluster of shrapnel that is devastating to any aircraft or airship, though it lacks the penetration necessary to damage tanks.

Sniper Cannon (100ap): Similar to the blockbuster, this is the aircraft equivalent of a sniper rifle, firing a single penetrating round. Can only be effectively used by an autogyro.

Tesla Projector (100ap): Nazi developed weapon that fires a bolt of lightining at a target, usualy disabling the engine and controls for a short time.

Blockbuster Cannon (150ap): a 80mm tank cannon somehow made usable by a fighter sized aircraft, the Blockbuster inflicts massive damage on whoever is unfortunate enough to be hit, though its recoil is hard to manage. This weapon takes up 4 hardpoints.

Upgrades:

Armor (100ap): Increases the amount of armor on your aircraft by 25% without affecting maneuverability or speed. Also replaces the cockpit and instrument glass with bullet resistant glass.

Turret (100ap): Adds a manned twin machine gun turret (default .30 cal) to the aircraft. May be placed above, below or on the tail of the aircraft. Guns may be upgraded using the Guns table above.

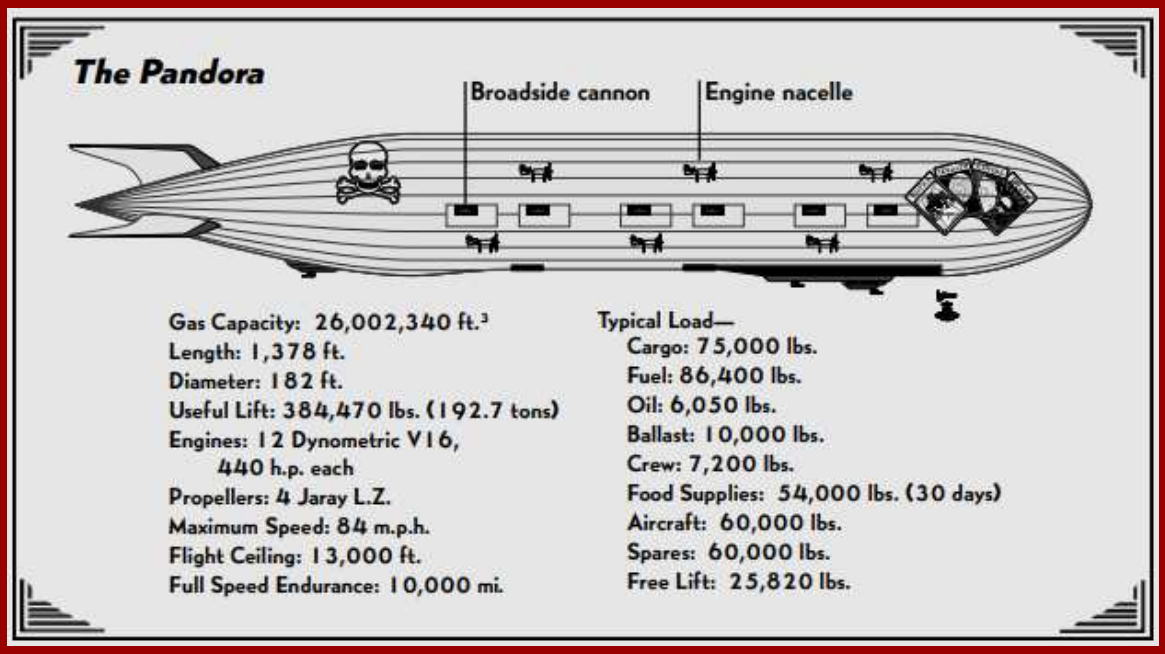
Passenger Seat (25ap): Most aircraft only have room for the pilot, though for a small fee you can install a passenger seat behind the pilot that has minimal impact on the performance of the aircraft. only available on single seat aircraft.

Self Sealing Fuel Tanks (100ap): A rare and quite new invention, self sealing fuel tanks will automatically stop any leaks, and prevent any catastrophic fuel explosions, though they will still need professional repairs once they return to base.

Infinite Ammo (300ap): Why worry about having to rearm in the middle of a fight? With this purchace you have infinite ammo for your guns, and your secondary weapons will refill at a modest rate (20 seconds for smaller weapons like rockets or magnetic missiles, 40 seconds for Blockbuster, Tesla, Aerial Torpedos, Concution Rockets and 500/1000lb bombs). In future jumps this will apply to other Fiat backed weapons, such as energy for lasers, heat seeking missiles etc. Can be combined with Ammo Switching.

Infinite Fuel (200ap): Not quite as useful as some of the other options, this gives you functionally infinite fuel for your aircraft, though if you attempt to exploit this by siphoning it will cease to function until the tank is refilled.

Self Repairing (300ap): Quite the godsend to most pirates, this slowly repairs your aircraft, about 1% a min, so long as it is still flyable. It also automatically cleans the plane, unjams the guns, and waxes the paint job, all the while leaving it with a adjustable smell of your choosing.



Airship customizer:

1000zp (Zeppelin Points) stipend with purchase or import of a zep. Multiple zeps may not combine stipends.

Import (Free): Already have some vehicle you like? Well you can import it here free.

Paint Job (Free): You may choose to paint your airship any color you wish, with any camo patterns or nose art of your choice. This will have no effect on performance.

Convert: You may convert CP to AP at a 1:2 ratio.

Engines:

Single engines (mounted in pairs, on either side of the hull, free). Airships typically come with 2 per 4 hex, though some mount more.

Armored Engines (50zp): While pretty tough, it doesn't take much to take out the maneuver engines on a military zep, let alone a civilian. With this your engines are much tougher, armored inside and out and can easily clear shrapnel. May purchase multiple times.

Double Engines (100zp): Instead of one engine per mount, you have two, which dramatically increases power. Double engines are also more armored and each engine can mount a turret. Can be combined with extended engine pods.

Extended Engine Pods (Free for large and extra large, 50zp): Positions the engines on brackets further away from the hull, making them more efficient and increasing speed by 25%. Airships may not have a main battery and extended engine pods. Can be combined with Double engines.

Weapons:

Main Battery (50zp each): Up to 6 per broadside, 2 per purchase: large cannons that can fire either standard artillery or anti air flak rounds. Large cannons normally used as naval artillery, the advent of the combat airship brought with it the need to mount such weapons on the versatile platforms, turning them into flying battleships. Main batteries fire through large doors in the side of the airship that close between salvos, but are very vulnerable when open. Medium, large and extra large four (4) free purchaces. Main batteries must be all the same size and come in the following sizes:

5"/127mm Cannons (default).
6"/155mm Cannons (50zp for all).
7"/180mm Cannons (100zp for all, restricted to Large and XL Airships).
8"/203 mm Cannons (150zp for all, restricted to Large and XL Airships).

Double Up (200zp): Now this is something you don't see, instead of a single gun, you have two. This doubles the guns per door, allowing up to 12 per broadside.

Turreted (200zp): Another invention yet to be seen, instead of the doors your main batteries are now placed in turrets which removes the vulnerability between the doors opening and closing. Can be combined with Double Up.

Defensive Turrets (25zp): One free turret per engine, plus one forward and aft, large and extra large get two forward and aft instead of one. Additional (25sp).

Guns (Free w/turret): By default turrets are mounted with two .50 caliber machine guns.

Additional gun (25zp): add an additional gun of a caliber (.30-.70) of your choice to all gun turrets. Purchasable twice.

Cannon (25zp): Usually used as an anti Zeppelin weapon, this upgrades two turrets to 25mm cannon.

Twinlinked (100zp): Two 25mm cannons instead of one, upgrades all Cannon turrets.

Magnetic Missile (50zp): Just like the fighter version this will home in on the magnetic profile of its target.

Triple Rockets (100zp): Further evolution of the Magnetic Missile, this fires three rockets at once with individually smaller warheads. Upgrades all Magnetic Missile launcher turrets.

Guided Missile (50zp): A slower firing user guided missile. High damage but leaves the turret vulnerable as a second missile cannot be fired while the first is active. The missile itself is very fast, making it difficult to hit small maneuverable targets.

Tesla (50zp): Airship sized directed energy weapon. Does little damage but will temporarily knock out controls of most vehicles it hits. Will also electrocute exposed infantry.

Strafing Wires (25zp): Passive defense. Thin but strong wires mounted on struts around the zeppelin, preventing fighters from coming too close least they get caught and crash.

Main components and upgrades:

Armor (100zp each): By default your airship is considered armored with .5" steel plates but for 100zp we'll double that per purchase. 4 purchases max.

Unique Armor (50zp): Oh you have some fancy metal that's better than steel? for a small stipend we'll replace the steel with it.

Self Sealing Gas Cells (100zp): Taking the next logical step up from self sealing fuel tanks, this upgrade will automatically seal any smaller punctures, though larger holes such as those caused by rockets or aerial torpedoes are well beyond its ability to stop.

Tesla Defense System (200zp): Developed by the nazi's secret weapons projects, the tesla defense system creates a electircal field around the airship that can damage and disable aircraft. Cannot tell the difference between friendly and hostile aircraft.

Turbocharged (100zp): Adds an air compressor that feeds more oxygen to the engines, increasing the top speed and fuel efficiency.

Afterburner (100zp): Adds a self recharging compound to the engines that doubles the speed of the Airship for 1 min with no additional wear and tear or risk of explosion. 1 hour recharge.

Bridge (1 hex, 1 required, free): Where all the operations for the Airship are controlled. Generally situated forward along the bottom of the airship for easy steering and field of view.

Armored Viewports (0 hex, 50zp): Replaces all glass with bullet/explosive resistant and shatterproof glass.

General Stores (1 hex, 1 required per 10 hex, free): Where all the food, fuel and other supplies are kept. Each holds enough supplies to keep active operations for 30 days.
Compact Stores (0 hex, 50zp): Upgrades general stores to hold an extra 50%. Can be applied to Combined General store/Quarters.

Crew Quarters (1 hex, required, free): Room for 40 crew per purchase.

Pack Em In (0 hex, 50zp): Unpopular 'upgrade' that shrinks the personal space of the crew to allow additional personnel. Holds 50% more crew per quarters. Can be applied to Combined General store/Quarters.

Deluxe: (0 hex, 50zp) Instead of communal showers and restrooms, this adds a personal shower, sink and toilet for each personal cabin. Incompatible with Pack Em In.

Engineering (1 hex,1 per 6 engines required, free): Internal machine spaces and equipment vital for airship operations.

Workshop (0 hex, 50zp): Adds a small work area that can fabricate replacement parts.

Combined General Stores/Quarters (1 hex, free): Supplies for up to 5 hex, and room for 20 crew. May replace general stores or crew quarters.

Passenger Cabins (1 hex, 25zp): Luxurious cabins for up to 20 passengers, includes a personal restroom for each room.

3rd Class (0 hex, requires passenger cabins, free): You may instead install these quarters, which allow 60 passengers in less luxury.

Aircraft hooks (.5 hex, 25zp per purchase): Carries 1/3 Flight externally, but with no room for repairs, refuel or rearmament.

Small/Medium/Large Aircraft Hangar (3/5/7 hex 50/100/150zp): Holds 1/2/3 flight(s) of aircraft, with maintenance facilities. Minimum of 2/3/4 width airship.

Automated Refits (0 hex, requires at least one hanger of any size, 100zp): All hangers are fitted with automated machinery that will allow pilots and maintenance personnel to quickly rearm, refuel and repair docked aircraft.

Small/Medium/Large/Giant Bombbay: (1/3/5/7 hex, 25/50/100/150zp): Can hold up to 50/150/300/450k lbs worth of bombs. First small bombay is free.

Small/Medium/Large/Giant Cargo bay (1/3/5/7 hex, 25/50/100/150zp): Can hold up to 75/175/325/475k lbs worth of cargo. First small cargo is free.

Crane (requires a cargo bay, 100zp): A compact but efficient crane that allows the airship to load and unload cargo without landing. Purchase upgrades all cargo bays.

Messhall (.5 hex, 50zp): While all airships have a basic kitchen and eating area, with this purchase you get a full kitchen, walk-in freezer, and dining area. Any meals prepared or served here raise the spirits of the crew.

Medical (.5 hex, 50zp): A dedicated infirmary to deal with all the kinds of injuries one could get while working on an airship. State of the art...for the late 30s. Lucky it retains any modifications, as well as halving the recovery time of any injuries treated here.

Bar(0 hex, 50zp): Whether it's a purpose built luxury establishment with scenic views or something slapped together out of planks and cargo boxes, this bar has several amenities that help the crew (and any passengers) relax during long or stressful voyages. Includes a seemingly never ending supply of liquor, a jukebox, pool table, and a radio that never seems to be out of receiving range. Can be combined with Messhall.

Wind Turbine (Hex equal to length of airship, extra large airship only, 600zp): Based on Great War designs by Dr. Fassenbiender, this giant device can control the weather within 50 miles. It can generate and directly control any natural weather phenomena, such as multiple F5 Tornados.

Drones (0 hex, requires aircraft hangar of any size, 400zp): Instead of having to rely on valuable pilots, your planes can be remotely controlled via radio connection to an artificial mechanical helium cooled brain located on the airship. Only has a range of 10 miles, though luckily it's unjammable and hack proof. The brain is an average pilot but as it gains experience it can become an ace.

Companions:

Birds of a Feather (2/8/16 for 50/100/200cp): Import or create up to 16 companions. Each gets 600cp to use on perks and items, along with one free aircraft. They may not purchase additional companions or zeppelins/airships.

Canon Recruitment (free): You may recruit any canonical characters for free.

Zeppelin drawbacks:

You may take as many as you feel you can handle, just like normal drawbacks these disappear after the jump is over.

Hindinberged (+200zp): Sadly unlike most modern zeps, yours still uses hydrogen gas instead of helium. On the plus side: it's cheap and widely available, on the downside, well it's highly flammable and can explode violently with a spark.

Slow Turrets (+200zp): For some reason your turrets can only traverse at half the speed of normal, vastly reducing their effectiveness against fast moving aircraft.

Voyage of the Damned (+400zp): Much like the People's Voyage, your airship has terrible luck, often getting attacked away from any allied support.

What a Steal (+400zp): Instead of starting out with the airship, it's now a prototype you have to steal from a well guarded private airfield. Any abilities and technology from an imported airship will not be available to the crew until it is in your possession.

Drawbacks:

All drawbacks only last for the length of the jump. Some drawbacks may be taken by companions and are noted in the descriptions. No drawback limit.

Off the Wagon (+100cp): You have a nasty habit of always being liquored up. which could be a problem considering how many 'Dry' nations have sprung up. Companions may take this drawback.

Radio Show (+100cp): Someone has decided to make a radio show about a parody of you and your adventures and this will endlessly embarrass and annoy you. You'll receive no royalties and nothing you do will get it taken off the air, any acts will only heighten its popularity. As compensation, you'll receive a fiat backed copy of every episode the day after initial broadcast.

Air Sickness (+200/+300cp): Here, have a barf bag. you easily get nauseous when inside an aircraft. Luckily this doesn't apply to Airships but for another +100cp it does. Enjoy watching the action from the ground.

Persona Non Grata (+200cp): You pissed off someone high up in one of the nations, expect to get hunted down the moment you enter their borders and to be a target of opportunity if you are near one of their raids.

Bounty (+200cp, requires Persona Non Grata): Ooh you really stepped in it now. The nation who you angered has put up a hefty bounty on your head and this will attract every mercenary and pirate with more guts than sense to come after you.

Wing and a Prayer (+300cp): By taking this drawback you will lose all outside perks and powers with the exception of your body mod until the jump is complete. Companions may take this drawback but only gain +200cp.

Prohibition (+300cp): In accordance with the 18th amendment of the Jumpchain constitution, all outside items and warehouse access are hereby prohibited for the duration of the jump. Items imported will lose their out of verse properties until then.

Unionist (+600cp): The Balkanization of the United States (and Canada), must come to an end. You're now part of the Unionist movement, a group that seeks to reunite the former states back under a single government. This is now your goal too and you have till the end of the jump to do so. You'll face heavy opposition, both from the local states turned nations, as well as their forgien backers abroad.

The War To Come (+600cp): The Second World War is on the horizon, and with the breakup of the United States the allies' chances are looking grim. Without your involvement the Axis powers will likely be triumphant. Your mission is the defeat of Nazi Germany, Faciset Italy and Imperial Japan, getting them to surrender unconditionaly.

After 10 years in this wild world of air combat, its time for you to make a choice.

Return To Hangar: Go Home, taking your powers, items and companions with you.

Next Mission: Continue Jumping.

Notes

1: A flight is 6 aircraft in the crimson skies universe.

2: Rear mounted turret on pusher aircraft: It's assumed that if you choose this set up, the guns will be fitted with an interrupter that stops the guns from firing when they strike the prop.

3: I tried to keep as close to lore accurate as I could for most planes, though some have conflicting information, even from the same source.

4: Unless stated otherwise, assume planes have a max speed of 250mph and an operational range of 400 miles at full load.

5: I took most the zep customization from Yahzuk's Zeppelins fan supplement, which while not official, is pretty in depth vs the very barebones version in the core rulebook.

6: Top speed: most zeps have a max speed of 30-40mph, though several of the newer designs, especially those from the british and germans, go up to 70mph. Double engines will get you up to these speeds unless you're in an Extra Large Airship, which caps out at 60mph.

7: Airships/Zeppelins engines run on something called Blu-Gas, which has the same weight as air, removing the need to constantly adjust the lift of the zep.

8: For Unionists, you don't have to reunite Canada, though you may choose to or to incorporate it into the new United States.

9: For both unionest and the war to come you have till the end of your time here or till your goal is completed, whichever comes last.

10: This is the first jump I've done on google docs mobile and I've yet to get familiar with the features so things may look…..subpar, even for me. Once I get my pc connected again I hope to do a quality of life update.
Version
.01: beta test version.
1.0 first release.
1.01 minor capitalization fixes, added import option for zeps, changed pricing in small cargo small Bombay, clarified plural restrooms, added 4 free purchases of main battery for airships

larger than small. Two per purchase for upgrading existing guns on an aircraft, changed name of atlas maps to just atlas.