

AIRSHIP TROOPERS THE ZEPPELIN AGE™ VOLCANIC DINOSAUR ISLAND OF DOOM

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A NOTE ON PRONOUNS & CAPITALIZATION

The Director is always referred to with female pronouns, and Players and Characters are referred to by male pronouns. This is not meant to restrict the gender of any role. We capitalize game terms to distinguish them from their common usage.

The DECO (Descriptive Engine, Creative Outcomes) game system provides swift resolution to Players' Characters reactions to the Director's described scenes.

The Director runs the game, setting the scene by describing everything the Characters can see (apart from each other). Players' Characters react, employing their Characters' broad Descriptions and specific Trademarks in creative ways, while roleplaying their Goals and Hooks to earn Pavlov Points which increase their chances for success.

THE GENERAL RULES

Apply these general rules to all the others. They're provided here to avoid repetition later.

GENERAL RULE #1: BE CREATIVE, BUT THE DIRECTOR IS ALWAYS RIGHT.

Employ your Descriptions in creative ways: a Character with a Spy Description can do anything a Spy can do. However, the Director always has the final say on the result of that action. The Director's decisions override everything else, including any rules in this or any other book. If you want your Character to do something and the Director doesn't approve, do not bog down the game discussing it.

GENERAL RULE #2: EXAMPLES, NOT COMMANDMENTS.

We're just providing examples to help spark your imagination, not limit it. Just because we didn't include something in this book, that doesn't mean you can't use it in your game. If you don't like the way we've presented something, change it. Rule #2 is always subject to Rule #1.

GENERAL RULE #3: STREAMLINE

When making a decision on the rules, always aim to make things more streamlined. If you've come up with a rule that's more complicated, you're probably going in the wrong direction, subject to Rule #1 and Rule #2.

CHARACTERS, CREATURES, CONTRACTIONS

DECO rules allow you to represent anything the Characters might encounter by simply describing and rating them, including other people, monsters, gear, and vehicles. DECO unifies the terms representing all these things, using one consistent set of rules throughout.

RESOLVING ACTION OVERVIEW

The Director will set the scene. Then she will proceed around the table asking each Player what they'd like to do. The Player should then:

1) Announce his Action, including what Description & Gear his Character will use.

2) Check for Helpers. Other Players describe what they're doing to help, which awards the acting Player additional Helper Hits.

3) Roll Description Dice. A rolled 5 or 6 on each six-sided die counts as a Hit. Using a Trademark means a 3, 4, 5, or 6 on each die counts as a Hit. If using an Uncommon Description, the Player may make reroll any misses *once* that Action. The Player may also spend a Pavlov Point (if he has any) to reroll a Common Description or re-reroll an Uncommon one. *Only reroll misses.* Keep rolled Hits.

If you do not roll any Hits, add up all your remaining 1s and 2s (after all rerolls) and report those as Errors to the Director, and she will skip to step 5b.

4) Adjust the total with Gear and Helper Hits. Use of Gear or help from other Characters may give you additional automatic Hits.

5) The Director reports the result.

5a) Player Wins! Announce Bonus! If the Player succeeded, she will say so, and the Player should reports his Gear Bonus (if any) which she will add to the result.

5b) Player Loses! Damage & Resilience Check. The Director will tell the Player how many Hits he lost by (and thus what Damage he'll receive), and he can decide if he'd like to reroll (if able). If he does not, she will then hand him Damage Points, and the Player will make a Moxie Check. If he fails that, the Character is out of the fight.

5c) A Tie! Everybody Loses! If both sides have the same Adjusted Hits, both sides make Moxie Checks.

6) Move to the next Player.

That's essentially it for the rules! If you have new Players, just hand them the info above and they should be good to start rolling dice. The rest of the rules expand on the above and provides point-based descriptive rules for rating Characters, Creatures, Gear, and Vehicles.



ACTIONS & ROUNDS

After the Director sets the scene, she'll check for reactions. The acting Player will say how he's using his Description and Gear for that Action. After all Players have had an Action, the Round is over. Everything within one Action is considered simultaneous.

WHO GOES FIRST?

The Director will let you know. If you have an immediate reaction, you may be able to take the initiative. The Director has several options to determine who goes when, but the key is that everyone will get an opportunity to act.

DESCRIBING YOUR ACTION

Say **which** Description and Gear you're using, **why** they'll be effective, and describe **how** you're using them!

Select the most appropriate Description for the given situation. Uncommon Descriptions get one free reroll of misses each Round, making them more effective than Common Descriptions. Common Descriptions shared by all characters (Physical, Mental, Social, and Resilience) act as defaults if your Uncommon Descriptions do not apply.

HOW MANY DICE?

You roll the rated number of Dice from **ONE** Description per Action. You **ALWAYS** roll the rated number of Description Dice regardless of any penalties from Damage or Gear.

HITS & MISSES

For each Die you have in a Description you roll an ordinary six-sided die and check **EACH** die to see if you got a Hit.

DICE USED	ROLL TO GET A HIT PER DIE
Description	5 or 6
Trademark	3, 4, 5, or 6

ERRORS

Errors count as Hits for your opponent, and as such, that usually means Damage Points for you.

If you do **NOT** roll **ANY** Hits, **BUT** still have 1 or 2 on any of your dice after any rerolls, count each of those 1 or 2 results and report them as Errors to the Director. If you roll a Hit on even one Die, you can ignore any 1 or 2 results: they are not Errors in that case, merely misses. Any

other die result is also a miss.

HIT ADJUSTMENTS

Penalties from Gear or Damage reduce your number of rolled Hits. Penalties never effect the number of Dice you roll. After applying Penalties to rolled Hits, refer to the new total as Adjusted Hits.

Gear or Helper Hits don't override Errors (only rolled Hits do), but Gear or Damage Penalties can make them worse: be sure to include them before reporting your Error total. Gear Penalties only apply when using the Gear, but Damage Penalties apply to **ALL** rolled Hits.

HELPER HITS

Helpers say which Description and what Gear they'll use to help the acting Player succeed. Helping does not count as an Action. Helpers that rate as good or better than the acting Player provide +2 Hits. Helpers that rate below the acting Player provide +1 Hit. Rate Players by adding their active Description to their active Gear Hit Adjustment.

The maximum number of Helper Hits should not exceed the Character's Description Rating.

Effective cooperation usually requires the ability to effectively communicate, so you may not be able to help in every situation.

Any time you have multiple Characters attempting a single task (repairing something, attacking a single target) you should use the Helper Hits rule.

REROLLS

Uncommon Descriptions (like Airship Trooper) get one free reroll for each Action. If you spend a Pavlov Point, you may reroll one Action. You may do both the Uncommon and Pavlov Point rerolls in one Action. You only reroll misses: keep your Hits!

TARGETING

If you rolled no 1s or 2s you can decide between applying Damage to a Character or his Gear or his Vehicle, **OR** you may opt to ignore the target's Armor.

EXCEED TO SUCCEED

Your Adjusted Hits must **EXCEED** the Director's Hits or Danger Rating for Character success, with the difference resulting in Damage Points for the loser.



WHAT IS DAMAGE?

Damage can represent things other than physical trauma: it can denote impairment to your reputation for social tasks, a lack of confidence in mental tasks, or the effects

of fear. Mechanically, however, they work the same: each Damage Point forces you to ignore one of your rolled Hits.

A Gear Bonus increases Damage, Armor decreases it, and Scale can do both. Your Director will handle the details, but the mechanics are spelled out in the Gear, Vehicle, and Creature sections.

MOXIE CHECK

When your Character receives Damage you immediately make a Moxie Check to see if the Damage takes your Character out of the conflict. You roll your Resilience Dice, and you must get at least one Adjusted Hit to stay in the fight. How much you failed the roll by tells you how many Rounds you must wait before making another Moxie Check. When you do, If you get at least one Adjusted Hit you may get back into the fight.

HEALING & REPAIR CHECKS

Healing Checks remove Damage Points. You make a Healing Check using Resilience, and **EXCEED TO SUCCEED**. Each Adjusted Hit (after applying the Damage Point Penalty) removes one Damage Point. Gear can only make a Healing Check following a Repair Check.

A Repair Check aids Healing Checks. The Character making the Repair Check rolls appropriate Dice. Each Adjusted Hit gives the Damaged Character an additional Die when making a Healing Check. Note that multiple Characters attempting a Repair Check should use the Helper Hits rules (page 2).

Your Director will tell you how often you may make a Healing Check or Repair Check. Healing Checks might be limited to once per day. Gear could be checked once every hour. A Healing Check to remove Fear damage could be made when the situation changes (for example, if the fear source is destroyed).



PAVLOV POINTS

The Director awards Pavlov Points as a reward for entertaining roleplay. They greatly increase your the odds in your Character's favor.

After the Director reports results of an Action, Players may spend Pavlov Points to:

- Reroll misses (but keep rolled Hits), even after the free Uncommon Description reroll.
- Ignore all Penalties for one roll.
- Add more Dice to your Character.

Players may do **each** of these **once per Action**. For example, a Player could spend a Pavlov Point to ignore Damage Penalties and then spend another to reroll misses in the same Action.

ADDING DICE TO A DESCRIPTION

Players permanently add one Die in a Character's Description by spending the Character's DECO Number (page 4) in Pavlov Points. If a Character has enough Pavlov Points to spend, his Player may add more than one Die. Players may do this at any time, but only once per Description per Action. Players may also create a new Uncommon Description for their Characters by buying Dice.

Characters cannot have more than their DECO Number in Dice in a Description.

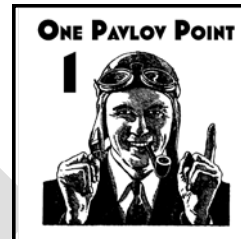
When adding a Die to a Description, Players may change that Description's Trademark.

PAVLOV STRATEGIES

Avoid Damage: The best way to avoid having to make a Moxie Check is to avoid Damage. If you lose an Action and the Director hands you Damage, spend a Pavlov Point to reroll your misses. Even if you don't win the Action, you'll have less Damage.

Don't Spend Points Too Early: While you can convert your Pavlov Points into extra Dice, wait until you need the Dice for a roll. Rerolls and ignoring Penalties can be life-savers.

Suggest Awards: If you think someone else deserves a Pavlov Point award, mention it to the Director. She'll let you know the appropriate way to nominate someone.



Each broad Description has a narrowly defined Trademark that represents the Character's speciality. A Trademark greatly increases your chance of success, but not having a particular Trademark does not prevent you from attempting that type of task. For example, anyone can roll Physical Dice to attempt to shoot something, even without the Shooting Trademark.

How MANY DICE?

When creating a Character, the Director will tell you the total number of Description Dice available to divide between your Common and Uncommon Descriptions. For Airship Troopers, all Players can divide 18 Dice between Common and Uncommon Descriptions. Each Common Description must have at least 1 Die, and elite Airship Troopers should begin with 6 Dice in the Uncommon Description **Airship Trooper**.

DECO NUMBER

The sum of your Description Dice divided by 3 (rounded down) is your DECO Number, which equals both the number of Pavlov Points you must spend to add a Description Die and the maximum number of Dice you may have in a Description. Airship Troopers begin with a DECO Number of 6 ($18 \div 3$).

The DECO Number doesn't change until *after* you buy the Die that bumps up the Number.

COMMON DESCRIPTIONS

All Characters have dice in Common Descriptions ((Physical, Mental, Social and Resilience): they act as defaults if your Uncommon Description does not apply to an action, as well as showing how well rounded the Character may be in broad areas. Any Trademark from an Uncommon Description may be used for Common Descriptions: what's listed below are only examples.

PHYSICAL

Physical covers any activity you need strength, coordination, or stamina to perform.

Bombing: Using grenades (thrown by hand or dropped via dive-bombing) or Cooper bombs.

Brawling: Any hand-to-hand melee fighting.

Flying: Piloting a rocket pack, aeroplane, glider, or airship.

Shooting: Any aimed, ranged weapon, powered by muscle or chemical reaction.

Sneaking: Attempting to move undetected.

MENTAL

Mental abilities require more recall than reflex. If a good result requires quicker thinking than lightning reflexes or more memory than muscle, it probably falls under Mental.

Fixing: Repairing contraptions.

Healing: Repairing people.

Scrounging: Finding what you need, often in the most unlikely places.

Spotting: Spotting an ambush, or calling in targets for bombing or artillery strikes.

Thinking: Puzzling things out.

SOCIAL

Social measures influence: getting people to do what you want, or not do what they want.

Charming: If everybody likes you, they're far more likely to go along with your plans.

Intimidating: Coercing someone by threats, or getting people to do what you want through fear.

Leading: Getting people under your command to do a horrible, dangerous task and enjoy it.

Shouting: If they don't understand you, maybe if you just shouted a little louder! Having a voice that carries is an essential part of any Drill Sergeant's arsenal, but it is also good for conversing in foreign languages, or making sure you've communicated your desires to people some distance from you.

Translating: Fluency in languages.

RESILIENCE

Resilience represents the capacity to bounce back from loss: it is your moxie, grit, or guts. In DECO terms, you use Resilience for Moxie Checks when you've lost a Action and receive Damage, and when you make Healing Checks to remove Damage Points.

Brave: Your fearlessness allows you to bounce back from fear-based Mental or Social Damage.

Hard-Boiled: You're able to more easily shrug off Social and Physical Damage that deters you from your Goal. If your Goal doesn't apply, neither does this Trademark.

Resolute: With your focus and concentration you easily bounce back from Mental Damage.

Savvy: Your adroitly handle Social Damage.

Tough: You're an iron man and recover quickly from Physical Damage.

Your Character's Mission Goal, Motivations, and Hooks (along with entertaining roleplay) help you earn Pavlov Points, which in turn improve your chances of success. Your selections also tell the Director what kind of adventures and character moments you'd enjoy. The Director may offer Bits that are key to that adventure. You may add or remove them at any time.

Roleplayed game events that change Motivations or Hooks can have large Pavlov Point payoffs.

MISSION GOAL

The Director will assign the Mission Goal at the beginning of the adventure.

MOTIVATION

The Character's Motivation is the Player's touchstone when trying to decide what the Character would do in a given situation.

SAMPLE MOTIVATIONS

Advocate: Your character strongly believes that his (one or more of nation, company, philosophy, or religion) is the best, would like you to join (if possible), and will defend it against all detractors. Contrast with Chauvinist or Obsession.

Exemplar: The Character strives to prove that someone of his race, sex, age, nationality, or family background can make a great (fill-in-the-blank). As a role model, the Character is very careful about his public image.

Glory: The Character wants to prove his skill and bravery by taking risks beyond those routinely associated with Airship Troopers... but he'll want to make sure there are witnesses.

Daredevil: The Character loves doing dangerous things, not for the Glory of recognition, but just because it makes him feel more alive.

Defender: The Character has a natural protective instinct, and values the lives of others over his own.

Lifer: The Character loves being an Airship Trooper, and wants to stay one for life.

Obsession: The target of the obsession may vary, but whatever it is gives the Character focus. Options include lost love, the latest technology, flying, and many, many others. Obsession, unlike Advocate, is very personal.

Redemption: The character has a dark blot in his past, and wants to de-blot.

Revenge: The Character seeks revenge for an unpunished crime against the Character, his friends, family, community, or Nation.

HOOKS

Hooks represent bits that help guide your roleplaying, tell the Director towards the kinds of scenes you'd like to play, and evoke Character backstory. The Actor is only rewarded with Pavlov Points when he plays these Hooks in an entertaining way.

Almost anything from other games' Disadvantages/Hindrances/Quirks sections probably apply here.

SAMPLE HOOKS

Catch Phrase: That thing your Character says all the time. Often alliterative ("Jumpin' Jupiter!" or "Leapin' Lizards!") but not always.

Chauvinist: A Chauvinist believes that his (race, nation, philosophy, religion, sex) is the best, and all others are inferior. Unlike an advocate, a Chauvinist isn't looking to convert anybody: Chauvinism just colors his world view and judgement.

Drunk: While you don't want to fly drunk, you *really* don't want to rocket drunk.

Famous: It isn't all bad, and it isn't all good. But it does make it hard to be anonymous.

Impulsive: You won't be rewarded for being reckless. You'll be rewarded for being entertainingly reckless, or moving things along when they begin to bog down.

Memorable: Handsome? Beautiful? A shock of hair, red like the flames of hell? What makes the Character memorable?

Patter: The character has a distinctive way of speaking. Classic war-movie examples include Bronx, Irish, and Cockney accents.

Phobia: Pick one. Or more.

Ripping Yarns: After an exciting action scene, the Character's clothes are in tatters. This won't result in nudity, but will leave strips of clothing in strategic areas. Note that this applies to civilian clothing, not the extremely sturdy Airship Trooper uniform. Though if the Character it caught in an explosion...

Sucker For A Pretty Face: Your Character is easily drawn into plots by an attractive potential mate.

Vain: There's a fine line between a snappy dresser and an narcissist. Played correctly this has a lot of comic potential.

Players should use the Description that gives them the best chance of success. That'll usually be one of their Uncommons. Commons are general backups, though a Trademark in a Common may be better than using the main Description in an Uncommon. Trademarks statistically work out to be equivalent to two or three more dice, and have the added benefit of greatly reducing the chance of Errors. Uncommon Descriptions give you a free reroll, which greatly improves your odds and reduces the potential for disaster, though not as much as a Trademark would.

WHAT DO MY DICE RATINGS MEAN?

While all having a Rating of 5 Dice really means is that you roll 5 Dice when you attempt something with that Description, below are rough guidelines to what Dice Ratings could mean in game.

GENERAL RATING EXAMPLES

DICE	FUDGE	PRICE	CAREER
1	Poor	\$10 to \$99	Student
2	Mediocre	\$100 to \$999	Trained
3	Fair	\$1k to \$10k	Experienced
4	Good	\$10k to \$100k	Veteran
5	Great	\$100k to \$1m	Elite
6	Superb	\$1m to \$10m	Hero
7	Legendary	\$10m+	Legendary

CAREER RATING EXAMPLES

DICE	BASEBALL	BUSINESS	NAVAL OFFICER
1	Sandlot	Mail room	Midshipman
2	Bush League	Clerk	Ensign
3	Minor League	Manager	Lieutenant
4	Major League	Vice Pres	Commander
5	All Star	President	Captain
6	MVP	Tycoon	Commodore
7	Hall Of Fame	Mogul	Admiral

WHAT DICE RATINGS DON'T MEAN

Having a 1 Rating in Mental doesn't mean your Character is stupid. It just means he isn't a Mental generalist. For example, a Character could have a 5 Scientist and a 1 Mental, and that could mean he is crackerjack in his field, but don't know much outside of it. Having a 1 Die Physical doesn't mean a 5 Dice Airship Trooper isn't buff: it just means he isn't great at things outside of his training.

DANGER RATINGS

Your Director may roll opposing Dice for Characters and Creatures, or she may assign a Danger Rating. A Danger Rating represents the difficulty of the task or opponent with a negative number. Your Adjusted Hits are added to the number, and a positive result means victory, but a negative result means Damage.

SAMPLE DANGER RATINGS

Danger Ratings roll up everything about an opponent into a single number, including their Description, Gear, and even numbers of opponents.

DIFFICULTY	DICE	DANGER RATING
Easy	1	0
Routine	2	-1
Difficult	4	-2
Daunting	6	-3
Improbable	8	-4
Impossible	10	-5

An elite soldier (6 Soldier • Shooting) with a Tommy Gun (+3 Hits) would have a Danger Rating of -6. Two of those soldiers would have a Danger Rating of -8 (+2 Helper Hits).

Remember you need to **EXCEED** the Hits for success, or a positive result versus a Danger Rating. A tie (or zero) indicates failure for both sides, requiring a Resilience Check for both.

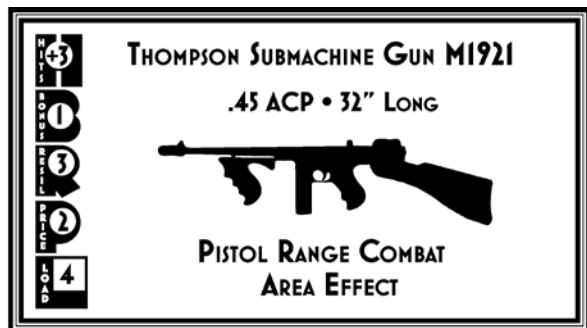
MORE UNCOMMON DESCRIPTIONS

Soldier	Spy	Wonderdog ¹	Wondersaur ²
Brawling	Brawling	Barking	Biting
Driving	Disguising	Biting	Clawing
Marching	Forging	Growling	Hunting
Scrounging	Shadowing	Jumping	Jumping
Shooting	Shooting	Smelling	Roaring
Spotting	Sneaking	Tracking	Swatting

1. An unusually smart and capable canine, such as Rin-Tin-Tin or Flash the Wonder Dog.
 2. Just like a Wonderdog, if your dog is a dinosaur.

Gear covers anything your Character can wear or carry that provides an in-game advantage.

If you're actively using Gear that requires your hands, you place the appropriate Gear card on the hand(s) on your Character sheet. Horizontal or landscape-orientation cards indicate Gear that requires two hands to use, while vertical or portrait-orientation cards require only one hand.



UNDERSTANDING YOUR GEAR

Every piece of Gear has these qualities:



Hits shows the number Hits you add or subtract to reach your Adjusted Hits.

Bonus adds to your Damage done or success **AFTER** winning an Action with Adjusted Hits.

Resilience for Gear represents reliability, or how well the item bounces back from Damage or malfunction.

Price combines the broad price tier of the item and the difficulty of acquiring it.

Load represents the weight and bulkiness of an item. Each Load point represents about five pounds.

HANDS FULL?

If you attempt to use two different pieces of Gear (one in each hand), you get a **maximum** of +1 Hit for the second item. Also, if you attempt to use a two-handed item one-handed, you ignore half of your Hits (first round down, then include Penalty adjustments).

MAX LOAD

Because of the lift limits of the rocket pack, Airship Troopers total Load cannot exceed 20 Load Points or the Trooper will not be able to land safely. Aside from that limit, Load limits may be optional: check with your Director.

Unless it makes more sense to use an Uncommon Description (like Airship Trooper), Physical is the default for calculating a Character's Load Capacity. For larger Scale Creatures or Characters, multiply the Load capacity by the Scale Rating.

LOAD HIT PENALTIES

LOAD	PHYSICAL/UNCOMMON	HIT PENALTY
Safe	x5	0
Moderate	x10	-1
Heavy	x15	-2
Over	x20	-3

GEAR ABILITIES

Each Gear card indicates the Gear's utility, but you may explore more novel uses. While most of the abilities are self-explanatory, a few effects trigger new rules.

AREA EFFECT

Area Effect Gear generates a Hit on 3, 4, 5, or 6 on each Die. If you attack multiple targets, you divide your Hits and Bonus between them.

ARMOR

When receiving Damage, the Character suffers one less Damage Point per point of Armor. Attackers may ignore Armor if they roll no 1s or 2s.

BURN

Gear with Burn continues to do Damage on subsequent Rounds, doing one less Damage per Round until reduced to zero Damage or until the Burn source is neutralized. Burn represents effects like fire, acid, or poison.

EXPLOSIVE

Explosive Gear does not divide Hits between multiple targets: everything in the blast radius rolls against the same number of Hits. Bonus also indicates the initial full Damage blast radius in meters. Each additional multiple reduces the damage by 1. So a grenade with a Bonus of 2 would do full damage within 2m, Damage -1 within 4m, Damage -2 within 6m, and so on.

We don't expect you to get out a tape measure unless you're using the minis rules (pg 13). Approximate freely.

HOLLOW GEAR SYMBOLS

Hollow Gear symbols indicate expendable Gear. Check the hollow to track usage. Examples include grenades, dynamite, and rockets.

If the Director believes that Gear should have different Ratings than what we present, she is more than welcome to change them! Consistency within your game world is key.

GEAR HIT ADJUSTMENTS

Gear Hits Adjustments estimate the improvement to your chances for success rather than the quality of the final result. A weapon’s Hit Adjustment represents additional accuracy rather than damage potential, while an aircraft’s Hit Adjustment would measure ease of control and agility rather than speed.

- +3 Hits: Easiest to use, most effective
- +2 Hits: Very easy to use, big advantage.
- +1 Hits: Easy to use, provides advantage.
- 0 Hits: Provides function.
- 1 Hits: Difficult to use.
- 2 Hits: Daunting to use.
- 3 Hits: Positive results Improbable.

Advantages covered by Area Effect, Armor, Burn, or Explosive shouldn’t add to the Hit Adjustment.

HIT ADJUSTMENT EXAMPLES

ADJ.	WEAPON
+3	Tommy Gun, BAR, Shotgun
+2	Two-Handed Weapon, Rifle
+1	Large One-Handed Weapon, Pistol
0	Small One-Handed Weapon, Derringer

ADJ.	GREAT WAR AIRCRAFT
+3	Fokker D.VII
+2	Fokker Dr.1 (Triplane)
+1	Royal Aircraft Factory S. E. 5
0	SPAD XIII
-1	Sopwith Camel
-2	Royal Aircraft Factory F. E. 8
-3	Coanda 1910

GEAR RESILIENCE

Resilience represents the reliability and sturdiness of the Gear. For Gear **NOT** invented by your Characters, you may assign Ratings based on the following table:

BASE DESIGN RATING	MODIFIERS
1 Experimental	+2 Excellently Made
2 Prototype	+1 Well Made • Simple
3 Commercial	-1 Complex • Poorly Made
4 Well Established	-2 Fragile • Very Complex

Minimum Resilience for any Gear is 1. Gear with a Resilience of 0 will not function.

GEAR BONUS

A Bonus represents Gear impact when used successfully. For weapons, this represents the damage they do rather than their accuracy.

GEAR BONUS EXAMPLE: AMMO

BONUS	AMMO TYPE
-1	Varmit Ammo: .22 Short
0	Typical Pistol Ammo: .38, 9mm
1	Heavy Pistol Ammo: .45 ACP
2	Heavy Rifle Ammo: .30-06/.303
3	Elephant Gun Ammo: .450 Nitro Express
4	Heavy Machine Gun Ammo: .50 BMG
5	Light Cannon Ammo: 20mm
6	Medium Cannon Ammo: 1"/25mm
7	Heavy Cannon Ammo: 37mm-40mm
8	2"/50mm Artillery
9	3"/75mm Artillery
10	4"/105mm Artillery
11	5"/125mm Artillery
12	6"/155mm Artillery
13	7" Artillery
14	8" Artillery
15	9" Artillery
16	10" Artillery
17	12" Artillery
18	14" Artillery
19	16" Artillery
20	18" Artillery

GEAR PRICE

The Price Rating represents the number of zeros in the price (in period US Dollars), creating broad price bands (see pg 7). This system mimics the value of the item without getting bogged down in the wild price fluctuations of the Zeppelin Age.

PURCHASING GEAR & RESOURCE CHECKS

Rather than actually track dollars and cents, a Resource Check against the Price of an item simulates the Character’s difficulty in acquiring the item. An Airship Trooper may attempt to requisition Gear or an Industrialist might try to buy it, but both would make a Resource Check against the Price Rating.

GEAR LOAD

Each Load point equals five pounds. Gear Load includes fuel, reloads, and other expendables except as noted on the card or in the description. You may add an additional point or two for bulky items.

You carry Gear around, but Vehicles carry you around. Any man-made contraption with which you travel is a Vehicle, from the unicycle to a Zeppelin.

You rate Vehicles as Gear, but without Load while adding Scale and Speed.

In a combat situation, the Director will apply Damage Points to Vehicles before passengers, unless the damager rolled no 1s or 2s, in which case he may choose which is damaged.

VEHICLE SCALE EXAMPLES

MOD	LBS	EXAMPLES
0	125+	Man
1	250+	Motorcycle
2	500+	Early aeroplanes
3	1000+	Model T, Sopwith Camel
4	1 ton+	Model A, Bristol F.2B Fighter
5	2 tons+	Armored car (1920s)
6	4 tons+	Tankette
7	8 tons+	Light tanks, large aircraft
8	16 tons+	Heavy tanks, small Zeppelins
9	32 tons+	
10	64 tons+	Large Zeppelins: <i>Graf Zeppelin</i>
11	128 tons+	Giant Zeppelins: <i>Hindenberg</i>
12	250 tons+	
13	500 tons+	Submarine
14	1,000 tons+	Destroyer
15	2,000 tons+	
16	4,000 tons+	Light Cruiser
17	8,000 tons+	Heavy Cruiser
18	16,000 tons+	Early Battleship, <i>Dreadnought</i>
19	32,000 tons+	1930s Battleship, <i>Titanic</i>
20	64,000 tons+	RMS <i>Queen Mary</i>

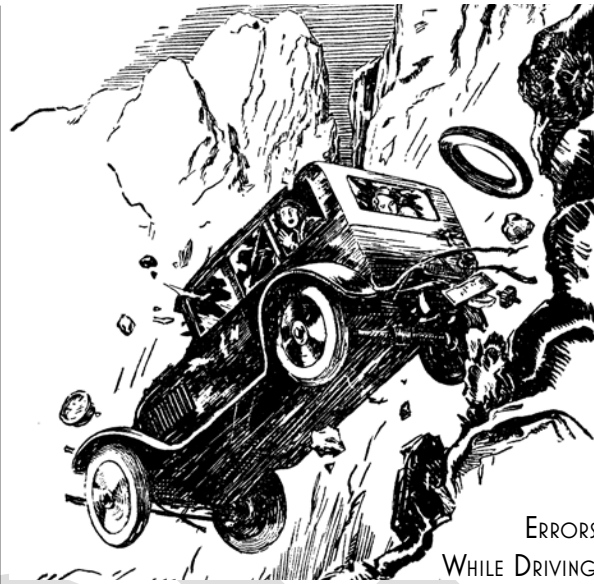
SCALE EFFECTS

Scale impacts the effect of Damage. After calculating total Damage Points, subtract Scale. If the result is less than zero, the target was hit, suffered no Damage, but must still make a Resilience Check.

Scale can also increase Damage. If a target with Scale greater than the attacker's succeeds, the difference in Scale between the two opponents is applied as a Bonus to Damage. The attack must occur in some way that Scale would be meaningful, usually involving collision or contact.

FEAR EFFECTS

While not all Vehicles cause Fear, some, like tanks, certainly do. If appropriate for Vehicles, apply the Creature Fear rules on pg 12.



SPEED RATING

Vehicles have a Speed Rating, with each 40 KPH or 25 MPH equaling one Speed rank.

RANK	KPH	MPH	EXAMPLE
0	0+	0+	Man
1	40+	25+	Birds, Horses, Model T
2	80+	50+	Early Planes, Zepps, Model A
3	120+	75+	Early War Fighter, Motorcycle
4	160+	100+	Great War Bomber
5	200+	125+	Late War Fighter
10	400+	250+	20s Speed Planes
15	600+	375+	30s Speed Planes
25	1000+	625+	40s Rocket Plane

SPEED RATING EFFECTS

Speed is applied like Scale. If one side has a faster Vehicle, then that difference is applied during Damage calculation.

If Speed effects result in zero Damage, no Resilience Check is needed: the attacker missed.

VEHICLE CAPACITY

These simple rules of thumb give you a quick-and-dirty guesstimate on the cargo and passenger capacity of different types of Vehicles.

Scale -1: Surface (Ground or Water)

Scale -2: Air (Aeroplane or Airship)

A Scale 1 motorcycle and a Scale 2 aeroplane could both carry a Scale 0 passenger. The director should cheerfully apply penalties for overloading Vehicles.

THE ZEPPELIN AGE™ IMPROVISING & INVENTING 11

Improvised Gear mimics something commercially available in the Character's era. Invented Gear cannot be bought in the Character's Era at any price. As always, the Director has final say.

IMPROVISING GEAR

Characters may improvise Gear otherwise available in the setting by making Mental rolls or using Trademarks like Tinkering, assuming they have the raw materials required (and Trademarks like Scrounging could help). The Director may optionally require a Resource Check for materials. Resilience of improvised Gear is always 1.

INVENTING GEAR & VEHICLES

To invent Gear not commercially available in the Character's Era, the Player must make an Invention Check, which requires rolling appropriate dice to invent the Gear, spending Pavlov Points, and a making a Resource Check.

The number of Hits needed, Pavlov Point cost, and Resource Check Rating equals the difference between the Player's current Era and the Era the item was commercially available.

ERA	YEARS	KNOWN AS THE
1	1900-1910	Progressive Era
2	1911-1915	Early Great War
3	1916-1920	Late Great War
4	1921-1929	Roaring Twenties
5	1930-1934	Depression
6	1935-1939	Pre-WWII
7	1940-1945	WWII
8	1946-1960	Atomic Age
9	1961-1980	Space Age
10	1981-Now	Computer Age
11	Now+	The Future

To invent a jet aircraft in the 1920s, you'd need to roll (8-4=4) 5 Hits to invent it, spend 4 Pavlov points to make it, and make a Rating 4 Resource Check to afford it. Note that the Director may assign a higher Resource Check if she feels the Gear requires expensive components, or run an adventure to acquire very rare ones.

INVENTED GEAR & VEHICLE RATINGS

For each Hit that exceeds the Invention Check, the Player receives one point to add to Dice, Bonus, Resilience, or Armor. The first point **MUST** go into Resilience: Gear or Vehicles with

zero Resilience will not work.

At the Director's discretion, the Player may increase Hit Penalties for Bonus, Speed, or Resilience Dice. For example, a -1 Hit Penalty could be worth one more point of Bonus or Resilience. The Hit Penalty should not exceed -3.

The Player may add points to the invention using a new Invention Check and spending Pavlov Points for each new point added on a one-for-one basis: you don't need to spend the Pavlov Point cost of the initial invention each time. The frequency of these checks should depend on the complexity of the device.

Load is solely up to the Director, but new experimental Gear should be large and bulky. A good starting point for Load is the Invention Check. Increasing any Ratings or decreasing Penalties should involve more rolls, more Pavlov Points, and more Resource Checks for each rating point.

For Vehicles, Scale adds to the Pavlov Point cost and Wealth Checks, but not the Invention Check.

INVENTED VEHICLE & GEAR ABILITIES COST

The Gear abilities Area Effect, Burn, and Explosive each cost the equivalent of 3 Dice or Points when adding them to an Invention.



If it isn't human but shows signs of life, we consider it a Creature, covering everything from Automaton to Zombies.

Creatures have all the elements of Characters while potentially adding Scale, Speed, and Armor.

ELEMENT	COST
Speed	1 Die Per Rating Point
Armor	1 Die Per Rating Point
Scale	3 Dice Per Rating Point

Directors don't need to fill out every Description for a Creature, but Players creating Creature Characters or sidekicks do.

CREATURE CHARACTERS

Perhaps a Player would rather play a trusty dog companion, gorilla with a human brain, or unusually intelligent T-Rex. If the Director approves, build the Creature using the above rules, and let havoc ensue. Note that Airship Troopers are restricted to Scale 0 or they cannot use their Rocket Packs.



APPLYING SCALE EFFECTS

UNCOMMON DESCRIPTION = CREATURE TYPE

For example, a DECO Tiger could have the Uncommon Description "Tiger" and a Tiger Trademark: Ambushing, Biting, Clawing, Hunting, Jumping, Roaring, or Sneaking.

CREATURE SCALE EFFECTS

In addition to the Scale effects listed on page 9, Creatures may also induce a Fear Effect. The Player would roll appropriate Dice against the Creature's Social or Uncommon Description, and if the Creature succeeded the Character would suffer Fear Damage (including the Scale difference as a Bonus) with all the same effects as Physical Damage. He may make a Resilience Check to remove the Damage if he witnesses the Creature's defeat.

CREATURE SCALE EXAMPLES

MOD	LBS	EXAMPLES
-7	0+	Mouse
-6	1+	Rat
-5	3+	Rabbit
-4	7+	House Cat, Fox
-3	15+	Small Dog
-2	30+	Medium Dog, Coyote
-1	60+	Large Dog, Wolf
0	125+	Man, St. Bernard, Orang
1	250+	Gorilla
2	500+	Lion, Tiger, Horse, Alligator
3	1000+	Camel, Dolphin, Draft Horse
4	1 ton+	Crocodile
5	2 tons+	Rhino, Hippo, Great White
6	4 tons+	Elephant, T-Rex, Triceratops
9	32 tons+	Sperm Whale, Brontosaurus
11	125 tons+	Blue Whale

GIGANTISM

However improbable, giant versions of common creatures are a pulp staple. Creating these with DECO is a snap: just assign a Scale of -3 and you've got an ant the size of a dog, or assign a Scale of 5 and you've got a spider the size of a hippo.

SPECIAL EFFECTS

Some Creatures may have abilities that apparently aren't covered by these rules, but can usually be adapted. For example, a (modern) zombie's ability to withstand damage could be simulated by Armor or a high Resilience score.

If you're not using miniatures to play Airship Troopers (and it works fine without them), you don't need to spend much time on Range: whoever wins the Action can dictate that. However, if you are using minis, measurement can come into play, so we provide these rules for folks who enjoy mixing minis with their role playing. Note that except for what's below, all the DECO rules remain in force.

MINIATURE SCALE

We use 28mm figures and models. For clarity (and simplicity of use in the US), miniature scale is expressed in inches, and game or "real life" scale is expressed in meters, so 1" in mini scale equals 2m in game scale. You can adjust the scale for your favorite minis.

We base the Trooper minis on 1" round bases, which makes it a little easier to eyeball distances.

SAMPLE RANGES

Each Range Rating represents a zero behind the 1:

RATING	RANGE	METERS
0	Touch	1m or less
1	Melee	10m or less
2	Pistol	100m or less
3	Rifle	1,000m or less
4	Artillery	10,000m or less

RANGE PENALTIES

Gear may have a Range listed on it. For each Range multiple past the base, apply a -1 Hit Penalty.

EXAMPLE PISTOL RANGE PENALTIES

RANGE	PENALTY
Less than 100m	No Penalty
101m to 200m	-1 Hit Penalty
201m to 300m	-2 Hit Penalty

MOVEMENT

Any Character can move 1m without rolling. Characters or Creatures can roll Physical or another appropriate Description to move that many Hits in meters. Creatures may add their Scale or Speed Rank in meters. A Character piloting a Vehicle makes an appropriate Flying or Driving roll and adds those Hits to the Vehicle's Speed Rating in meters. As with all other rolls, Penalties apply.

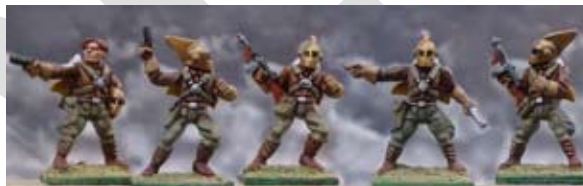
MOVE & ATTACK

In non-mini DECO, movement is included as part of whatever Action the Character attempts. For minis, however, the Round should be broken up into two phases: in the first phase everybody moves, and in the second phase everybody attacks. All results are still simultaneous.

The Director decides whether the opposition or the Players move first. The Director may ask the Players which they'd prefer: the advantage gained is very situational.

ZEPPELIN AGE MINIATURES RESOURCES

Bob Murch sculpts Pulp Figures, the official minis range of the Zeppelin Age. He has an extensive collection of great pulp characters. We've adapted his US Rocket Corps for our



Airship Troopers. He also has a free minis rules set available on his site, along with an online catalog of his available castings:

www.pulpfigures.com

Mike Copplestone has several pulpy lines of excellent figs, including High Adventure, and Gangsters. His Back of Beyond line would make great underpinnings for a roleplaying campaign:

www.copplestonecastings.co.uk

For vehicles, our preference is 1/48 or O Scale, which seems to work best with 25 or 28mm figs. Creatures like giant bugs, giant animals, or dinosaurs are readily available (frequently in tube form) from all of your better toy shops.

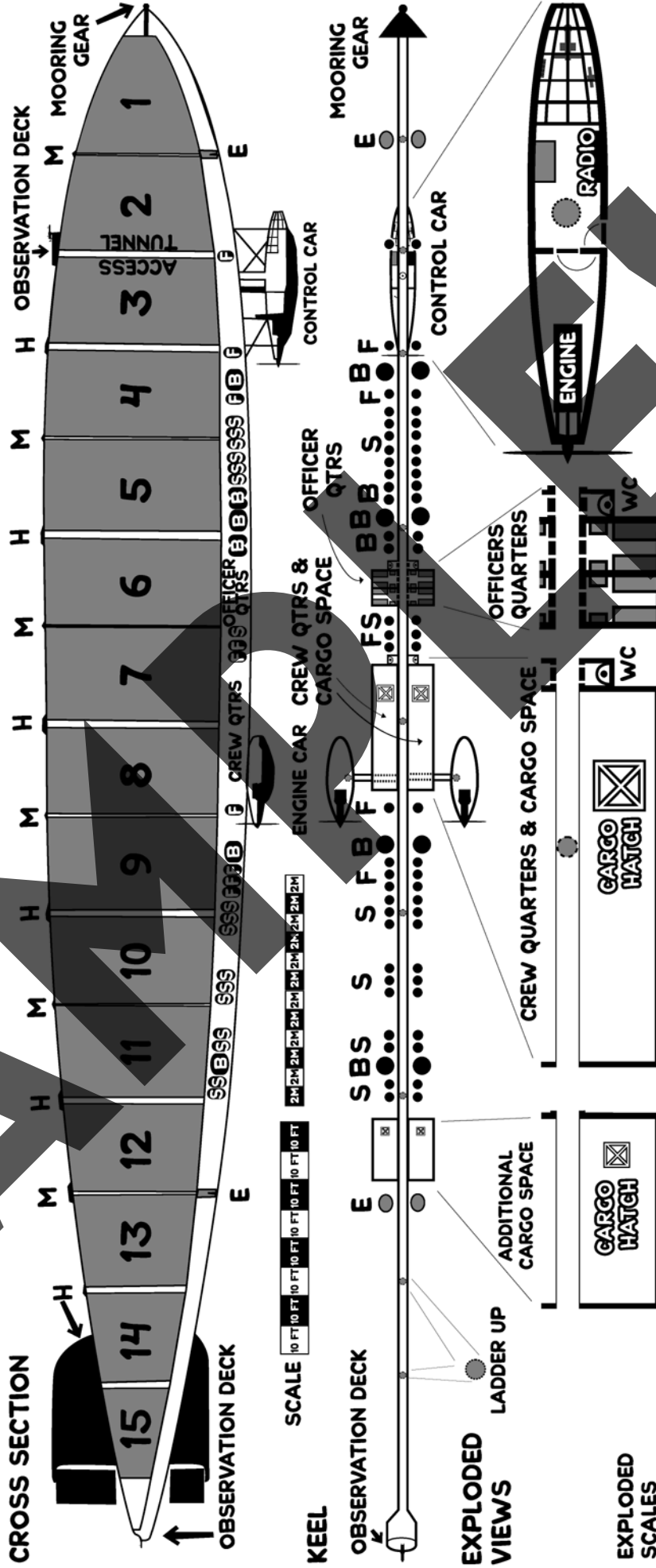
The Miniature Building Authority's pre-painted resin buildings provide many excellent scene anchors, and their High Adventure and Middle Eastern lines are noteworthy for pulp fans:

www.miniaturebuildingauthority.com

For the budget conscious, making buildings or vehicles from card stock has some advantages beyond price: if the Characters blow a hole in the wall of a building, you can simply tear it out.

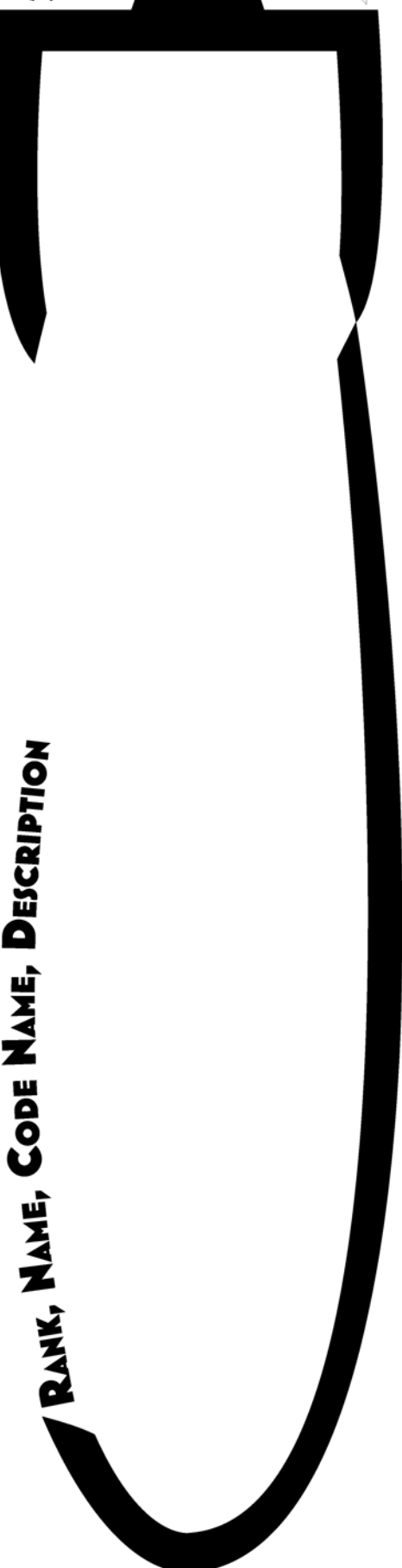
MAA ZENOBIA (FORMER R-80)

LENGTH: 528 FT
 DIAMETER: 74 FT
 MAX SPEED: 85 MPH
 CRUISING SPEED: 70 MPH
 RANGE: 10,000 MILES



B = FIXED WATER BALLAST TANK
 E = EMERGENCY WATER BALLAST
 F = FIXED FUEL TANK
 H = AUTOMATIC GAS VALVE HOOD
 M = MANUAL GAS VALVE HOOD
 S = SLIP FUEL TANK
 WC = WATER CLOSET

10 FT 10 FT 10 FT 10 FT
 2M 2M 2M 2M 2M 2M
 2M 2M 2M 2M 2M 2M



RANK, NAME, CODE NAME, DESCRIPTION

COMMON

DESCRIPTION TRADEMARK

DESCRIPTION TRADEMARK

GROUP GOAL

DESCRIPTION TRADEMARK

DESCRIPTION TRADEMARK

MOTIVATION

DESCRIPTION TRADEMARK

DESCRIPTION TRADEMARK

HOOKS

DESCRIPTION TRADEMARK

DESCRIPTION TRADEMARK

CATCH PHRASE

UNCOMMON (FREE REROLL)

FOLD HERE

DESCRIPTION TRADEMARK

DESCRIPTION TRADEMARK

DESCRIPTION TRADEMARK

DESCRIPTION TRADEMARK

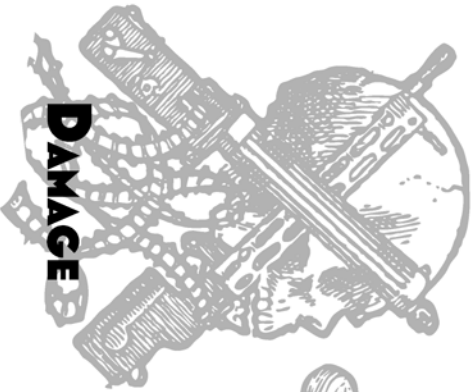
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DECO NUMBER

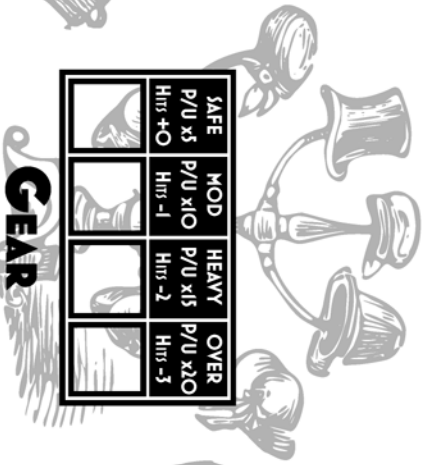
TOTAL DICES

SAFE P/U x5 Hrs +0	MOD P/U x10 Hrs -1	HEAVY P/U x15 Hrs -2	OVER P/U x20 Hrs -3
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DAMAGE



GEAR



LEFT HAND



RIGHT HAND



PAYLOV

