
Bringing Down the Hindenberg: Airship Sabotage for the Crafty Operative

This greensheet details how to sabotage, juryrig and destroy the *HMS Dauntless*. If you are reading this greensheet, then you have some knowledge of how carry out inflight sabotage.

This airship is kept in flight by five critical *Airship Stations*. Occasionally these stations become broken through normal wear and tear, but, much more commonly, they can be sabotaged into not working properly. The fate of the *Dauntless* depends on how many stations are operational at the end of game. If all stations are operational, the airship comes to a perfect landing. If three or four stations are operational, the airship lands bumpily and shamefully, and safely. If one or two stations are operational, the airship issues mayday warnings, and plummets into the nearest mountain or tall building. If no stations are active at the end of game, the airship explodes with a brilliant fireball.

However, it as a bad idea to try to sabotage everything five minutes before landing, as any ship worth its salt has a crew of engineers able to fix it. . .

Following this is a breakdown of how to sabotage each of the five *Airship Stations*:

Envelope Tie

1. The envelope tie is the only station that can be sabotaged by anyone.
2. Find a **Edged** weapon.
3. Spend two minutes in front of the station.

Steering Wheel

1. Find a single **Toolkit**.
2. Stand within ZoC of the station. It requires three minutes in front of the station. Once completed, destroy the **Toolkit**.

Boiler

1. Find a **Lead Pipe**, or a **Sword**.
2. Spend one minute attacking the sign with this weapon.
3. Find a **Metal Sheet**.
4. Spend one minute within ZoC of the station and destroy the **Metal Sheet**.

(It is possible to disable the Engine in two ways)

Engine

1. Hit the Engine with two **CR 4 Wound** attacks.
2. OR
3. Find a piece of **Fireworks**, and spend two minutes within ZoC of the station with it.

Repulsorlift Stabilizer

1. Find a **Heat Shield**, to protect yourself while you work.
2. Find a **Propane Torch**.
3. Spend two minutes in front of the Repulsorlift Stabilizer and destroy the **Propane Torch**.

Leashing the Beast Within: Grace and Sin

This greensheet details the workings of the curse that has been inflicted upon you. A raging creature of hatred, violence and sin has been awoken deep inside you, and every moral misstep you make feeds it. Likewise, pious actions will fend off the beast - or, if you choose, will set an example for others.

This balance is represented in game with the **Grace** and **Sin** stats. They can be modified by events that take place in game. Be your own harshest critic as to when the following apply.

Grace

1. Publically lead others in prayer during a time of danger - 1 point. (You may only do this once per game, and one additional time for any major cataclysms that occur during game - e.g. The captain dies and the ship begins to plummet)
2. Talking down an argument to at least a grudging compromise - 1 point.
3. Stopping a violent conflict - 2 points.
4. Directly saving a life through your own action - 3 points.
5. Being injured while pursuing these goals - 1 point in addition to any other rewards.
6. Dying as a result of pursuing these goals - 3 points in additon to any other rewards, including being injured.

Sin

1. Viewing public, obvious displays of anger (shouting, throwing things, swearing) - 1 point for each instance.
2. Observing any of the traditional sins - stealing, violence, promiscuity, lying, etc. - 1 point.¹
3. Taking an item without the owner's permission - 1 point, 3 points if it is an expensive item, such as jewelry.
4. Not telling the truth, or telling the truth in a deliberately misleading fashion - 1 point.
5. Directing violence towards another character - 2 points per incident.
6. Killing someone - 5 points.

Effects of Grace and Sin

1. You can use Grace points to power your Preach ability. One point allows one activation of the power. People without a χ stat are either already Christian or inconvertible. If you use this ability on someone without a χ stat, Grace is still expended. Grace cannot go below zero.
2. If your Sin ever increases to or above 4, open your W packet. If your Sin is above 4 and increases, open your W packet. You may have to open this packet multiple times during game. Follow its instructions each time.

¹Unconscious, Wounded or Dead bodies count as observing violence.

These Legs Were Made For Walking: Fixing Mechanical Body Parts

This greensheet details how to repair your legs.

Your legs are not top-of-the-line medical prosthetics, and as such do not require being in a hospital to repair. This is a good thing, as your legs have been damaged in three places. At the start of game, *you must limp or walk stop-step, and your CR is reduced to 1.*

You have three repair packets, which may be opened once you complete the given repair task. These tasks must be performed in order, and you may have other individuals complete individual steps.

The right calf has only superficial damage.

Right Calf

1. Find a **Propane torch**.
2. Find a **Metal Sheet**.
3. Spend two minutes working on the leg and destroy these two items.

Left Ankle

1. Find a **Toolkit**.
2. Find a single **Lead Pipe**.
3. Find a **Rigging Kit**
4. Find a **Metal Sheet**
5. Spend five minutes working on the leg. Afterwards, destroy these items. This requires the presence of somebody with the "Repair" ability.

Left Knee

1. Find a **Soldering Iron**.
2. Find a **spool of copper wire**.
3. Find a **Standard Piston**
4. Find a **Rigging Kit**
5. Find a **Toolkit**.
6. Find two **Lead Pipes**.
7. Spend five minutes working on the leg. Afterwards, destroy these items. This requires the presence of somebody with the "Repair" ability.

Hear Me Baby, Hold Together: In-Flight Repair for the Cocky Engineer

This greensheet details how to repair the *HMS Dauntless*. If you are reading this greensheet, then you have some knowledge of how carry out emergency inflight repairs.

This airship is kept in flight by five critical *Airship Stations*. Occasionally these stations become broken through normal wear and tear, but, much more commonly, they can be sabotaged into not working properly. The fate of the *Dauntless* depends on how many stations are operational at the end of game. If all stations are operational, the airship comes to a perfect landing. If three or four stations are operational, the airship lands bumpily and shamefully, and safely. If one or two stations are operational, the airship issues mayday warnings, and plummets into the nearest mountain or tall building. If no stations are active at the end of game, the airship explodes with a brilliant fireball.

However, it as a bad idea to leave the repair of all stations until five minutes before landing. Letting stations stay broken for long stretches of time can have disastrous effects. . .

Following this is a breakdown of how to fix each of the five *Airship Stations*:

Envelope Tie

1. The envelope tie is the only station that one does not need to be a trained engineer to repair.
2. Find a **Canvas Sheet**.
3. Find a **Rigging Kit**.
4. Spend two minutes in front of the station and destroy these two items.

Steering Wheel

1. Find up to three willing people. They need not have any knowledge of airship repair.
2. Each person participating must have a **Wooden Tools**, (yourself included).
3. Find a single **Lead Pipe**.
4. Each person must stand within ZoC of the station. It requires eight minutes, divided by the number of workers, to repair. Thus, you can repair it by yourself in eight minutes, and in two minutes with three helpers (the maximum).

Boiler

1. Find a **Lead Pipe**.
2. Find a **Toolkit**.
3. Find a **Metal Sheet**.
4. Spend three minutes within ZoC of the station and destroy these three items.

Engine

1. Find two **Metal Sheets**.
2. Find a **Heat Shield**.
3. Find another willing person. They don't have to know anything about airship repair.
4. Both of you must spend two minutes with your hands firmly on the sign. Destroy the three items.

Repulsorlift Stabilizer

1. Find a **Heat Shield**.
2. Find a **Canvas Sheet**.
3. Find a **Toolkit**.
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5. Spend three minutes within ZoC of the station and destroy these four items.

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2. Find a **Canvas Sheet**.
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Ms. Manners' Tips for Well-Mannered Young Adults

This Greensheet describes how you can collect data to develop a personality of your very own.

You may complete the following four steps in any order, and you may interleave them. Keep track of the steps separately, however. The only people that may be used for this mechanic are ones with badge numbers #532, #537, #239, and #337.

- Get three people to tell you a story about their past. The story must be at least two minutes long. If it is shorter than that, keep asking questions until it has been the full two minutes. Write down who told you the story, and what it was about. (The list is not in-game.) Circle which story was most interesting, and give the list to a GM.
- Get three people to demonstrate an ability that you do not have, and give you an in-game, in-character explanation about how it works. They must be three different abilities. The explanation should last at least a minute. If it doesn't, keep asking questions until it has been a minute. Write down who showed you what ability, circle which one you liked best, and give it to a GM.
- Get three people to tell you a non-trivial (if in doubt, ask a GM) secret. If you as a player don't believe them, it doesn't count. Write down who told you what secret, circle which one you liked best and give the list to a GM.
- Get three people to tell you what they think is the most important personality trait for a person to have, and why. Write down who told you what, circle which one you most agree with and give the list to a GM.

Once you have completed these tasks, you will begin incorporating the collected information into your new personality. It will take the GMs a few minutes to get back to you, but we will shortly hand you a description of your new behaviors.

Not For the Claustrophobic: Crawling around the *HMS Dauntless*.

To learn how to crawl around the inside of the *HMS Dauntless*, read this greensheet. If you have a ϕ stat, you are small, slender or athletic enough to crawl around more easily than normal.

There are four Crawlspace locations on the airship, and moving between them is generally one-way.

Locations

1. **Crawlspace Alpha** in 38-3 leads to **Crawlspace Beta** in 36-3.
2. **Crawlspace Beta** in 36-3 leads to **Crawlspace Gamma** in 26-3.
3. **Crawlspace Gamma** in 26-3 leads to **Crawlspace Delta** in 24-3.
4. **Crawlspace Delta** in 24-3 leads to **Crawlspace Alpha** in 38-3.

Departing from this Crawlspace

1. Place both hands on the Crawlspace sign and count to ten. This is an interruptable action.
2. Go Not Here. Place your hands above your head or put on a white headband. While Not Here, you can still hear and see game action around you, and you may still speak. Your voice sounds like it is coming out of the walls.
3. Start walking to the location of the next Crawlspace. If you do not have a ϕ stat, you must walk heel-toe, and you become **Winded** (you can only walk heel-toe and your CR is lowered by one) for a minute after you arrive at your destination. If your ϕ is one, you may walk normally and suffer no ill effects from using a Crawlspace. If your ϕ is two, you may run at a safe speed between crawlspaces, and suffer no ill effects.
4. At no point may you stop moving at least at heel-toe speed to the next Crawlspace.

Items

Along the way in your explorations of the crawlspaces of the *HMS Dauntless*, it is possible you might run into interesting items. When you arrive at a Crawlspace you may take a single item out of an envelope marked **Items** attached to the back of the **Open** sign. You may not take another item out of any Crawlspace unless you return to game, and then re-enter the crawlspace system. If your ϕ is 2, you may take two items.

Arriving at a Crawlspace

1. If the Crawlspace is marked as **Open**, come back into game upon arriving at the Crawlspace at tagging the sign. You may not automatically proceed to the next Crawlspace without climbing back in.
2. If the Crawlspace is marked as **Closed**, then you are in trouble. The end of this Crawlspace is sealed with a **Metal Sheet**. If you have a **Toolkit**, you may follow the instructions on the front of the Crawlspace sign to remove **Metal Sheet** and exit the Crawlspace.
3. If you are trapped at a **Closed** Crawlspace, and it suddenly becomes **Open**, you tumble out of the Crawlspace and back into game.
4. Alternately, if the Crawlspace is **Closed**, you may turn around and return to the Crawlspace you came from.
5. Note that it is possible to get stuck bouncing back and forth between two **Closed** Crawlspaces with no **Toolkit**. You are then at the mercy of the ship's other passengers.

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