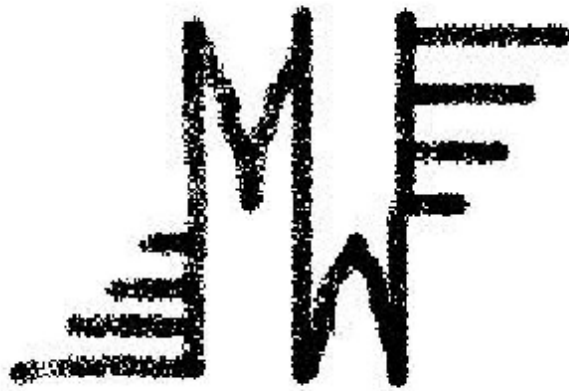




MURDERWING



A 24HR RPG EXPANSION FOR 3:16

By JOE J PRINCE

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3:16 USED COURTESY OF GREGOR HUTTON

WWW.BOXNINJA.COM

IF YOU DON'T HAVE IT WHY NOY?
WHAT'S WRONG WITH YOU MAGGOT?





MURDERWING



Welcome to MurderWing , an expansion for 3:16.
You need a copy of 3:16 to play this game.

Play the flashy flyboys of the 3rd expeditionary aerial force - the **MurderWing**. Take to the air and unleash bloody murder on the enemies of Terra! Soar over the ground pounding grunts and bring death from above.

One of you will be the GM, as usual, the rest of the players will take the roles of pilots.



CHARGEN

Much the same as regular 3:16, pick your flyboy Name and Rep.

Split 10 points between the two abilities: WINGS and MURDER.

WINGS ABILITY (WA) covers all thing to do with flying: piloting, navigation, mechanics, maintenance, repair - hell even witty banter and getting your wing commander's attention. Wings never applies to doing harm to someone (or something). For that you use...

MURDER ABILITY (MA): covers firing pulse lasers, targeting sonic stingers and dropping mega-cutter warheads. Also for fisticuffs or springing a booby trap. Basically murder is analogous to FA in the original game.

EVERYTHING ELSE (EE): because WINGS is more focused than NON-FIGHTING ABILITY, PCs also have an EVERYTHING ELSE ability - this is set at the lowest of WINGS/MURDER ABILITY +1 (EE caps out at 9 though).

KILLS

Starting kills are determined as normal - rolling a number of D10 equal to MA naturally.

FLASHBACKS

PCs begin with access to one Strength and one Weakness.

Unless the game is intended to be a 1 shot, in which case roll a D10 : 1= no flashbacks, 2-6 = weakness available, 7-9 = strength available; 10= strength & weakness available.





MURDERWING



Yeeee-haw!

RANK

Highest Wings = Sergeant

Highest Murder = Corporal

Rest= Aircraftman

BIRD

Choose your vehicle from the following:

- **Jackdaw** class fighter
- **Raven** class bomber
- **Rook** class fighter-bomber
- **Storm Crow** dropship (corporal only)

GUBBINS

Jackdaw - choose two air-to-air (a2a) weapons.

Raven - choose two air-to-surface (a2s) weapons *or* one air-to-surface weapon and extra armour.

Rook - choose one a2a and one a2s weapon.

Storm Crow - comes with extra armour, choose any one weapon.

NAMING

If you haven't already, come up with a name for your bird.

STIM & RAGE

You get one dose of each of the combat drugs, Stim & Rage per mission. Stim allows a WA reroll, Rage allows a MA reroll. You take a kill if you roll a 10.

THREAT TOKENS

When preparing Threat tokens the GM should proceed as usual. I.e. 5 tokens per player. You still get to use Alien Special Ability and (imaginative storytelling may be required)!

Get ready to rock n roll!





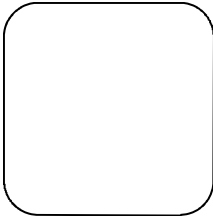
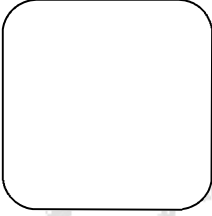
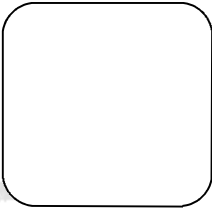
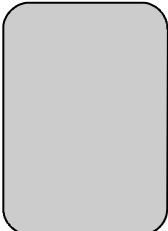
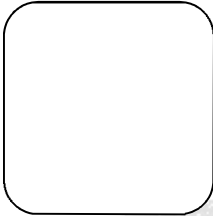
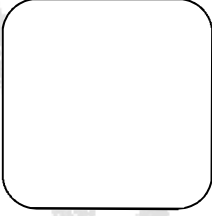
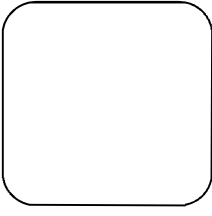
MURDERWING



Combat Brief

ENCOUNTERS

Encounters proceed in a similar way to those in 3:16. The biggest difference is the range grid.

	DISTANCE			
	CLOSE	MID	FAR	
XENO THREAT TOKENS				HIGH
				ALTITUDE
				LOW

Generally speaking, WA is analogous to NFA and MA works as FA.

When shifting range, a PC can either move altitude or distance. A PC can leave a battle from high altitude at mid range.

Otherwise follow the normal rules from 3:16.





MURDERWING



Gubbins

SONIC STINGER *AIR-TO-AIR*

Basic profile	CLOSE	MID	FAR
HIGH ALT	d6	d6	d6
LOW ALT	1	1	1

PULSE CANNON *AIR-TO-AIR*

Basic profile	CLOSE	MID	FAR
HIGH ALT	1	d6	d10
LOW ALT	0	1	1

EMP ROCKETS *AIR-TO-AIR*

Basic profile	CLOSE	MID	FAR
HIGH ALT	d10	d6	1
LOW ALT	1	1	0

PLASMA MISSILES *AIR-TO-AIR*

Basic profile	CLOSE	MID	FAR
HIGH ALT	1	2d6	1
LOW ALT	0	d6	0

ION BEAMER *AIR-TO-AIR*

Basic profile	CLOSE	MID	FAR
HIGH ALT	2d10	1	0
LOW ALT	1	0	0

PARTICLE ACCELERATOR *AIR-TO-AIR*

Basic profile	CLOSE	MID	FAR
HIGH ALT	0	1	2d10
LOW ALT	0	0	1





MURDERWING



More Murder Gear

TWIN TURBO CANNONS

AIR-TO-SURFACE

Basic profile	CLOSE	MID	FAR
HIGH ALT	1	1	1
LOW ALT	d6	d6	d6

CAM NUKES

AIR-TO-SURFACE

Basic profile	CLOSE	MID	FAR
HIGH ALT	0	0	1
LOW ALT	1	d6	2d6

E-LASER

AIR-TO-SURFACE

Basic profile	CLOSE	MID	FAR
HIGH ALT	0	1	1
LOW ALT	1	d6	d10

GATLING BLASTER

AIR-TO-SURFACE

Basic profile	CLOSE	MID	FAR
HIGH ALT	1	1	0
LOW ALT	d10	d6	1

NEUTRON BOMB

AIR-TO-SURFACE

Basic profile	CLOSE	MID	FAR
HIGH ALT	0	0	0
LOW ALT	1	2d10	1

MEGA C WARHEAD

AIR-TO-SURFACE

Basic profile	CLOSE	MID	FAR
HIGH ALT	1	0	0
LOW ALT	2d10	1	0





MURDERWING



Murder Gear

RAM / SHOCKWAVE	DESPERATE MOVE	(counts as hand to Hand)	
Basic Profile	CLOSE	MID	FAR
HIGH ALT	1	0	0
LOW ALT	1	0	0

OFFICER RANKS

NCOs: Corporal, Sergeant

COs: Flight Lieutenant, Squadron Leader, Wing Commander, Air Commodore, Marshal of the MurderWing

I'm afraid that's it, for now - enjoy the game in it's raw state.

After coming up with the idea for MurderWing I couldn't help but think that 3:16 already did what I was thinking of, so it seemed daft not to use it (with Gregor's kind permission and encouragement). I think it should play ok, because 3:16 gives you so much! I'm keen to see what others think.

cheers

Joe

www.princeofdarknessgames.com





MURDERWING



PC SHEET

NAME: _____

REP: _____

RANK: _____

KILLS

Total: _____

This Mission: _____



MURDER ABILITY

WING ABILITY



EVERYTHING ELSE



BIRD

Class:

Name:

Sorties:

WEAPON

CLOSE

MID

FAR

HIGH ALT

LOW ALT

WEAPON

CLOSE

MID

FAR

HIGH ALT

LOW ALT

WEAPON

CLOSE

MID

FAR

HIGH ALT

LOW ALT

WEAPON

CLOSE

MID

FAR

HIGH ALT

LOW ALT

ARMOUR

☐☐

EXTRA ARMOUR

STRENGTHS / WEAKNESSES

DAMAGED CRIPPLED DESTROYED

☐☐☒