

The Dukes Air Adventures

What is it?

- The Dukes Air Adventures is based off a short story by Alex Kremer. In it a revolting population decides to end WW1 on its own. Instead of allowing their federal governments to rule them they revert to an older system.
- Because Aircraft are just coming around, and since the federal government doesn't really have the money, 'anymore,' to really build an entire Air Force. Dukes step in and at first use the aircraft as a status symbol as a tool. Then after the 'Air-Battle of Cyprus' they begin to see that it is indeed a useful weapon of the air!

Level of Technology

- The Dukes in this game are using WW2 type aircraft. Most of these aircraft are American made. So using real life American Equipment is the best way to go. Any Soviet made equipment of the time period would also work well, as the revolution has prevented them from really reverting to the same ways as the other Euros.
- When figuring after 1940-1945 you should remember no war ever happened to accelerate the degree of international weapons. Thus if you want to play in a game of today a duke may be surprised at a jet going the speed of sound. However if you wish to play otherwise then a duke with an F-18 is not 'unreasonable'

Make me a Story Duke

- So what are stories like? Well stories in this version of Mach. are all about discussing your air exploits in the manner described in the rule book for the main game. Talking about how you, 'Destroyed 12 Air Pirates.' or single handedly defeated, '25 American Knights' would bring lots of praise among the group.
- Building excitement with in a group is very important, discussing your exploits and how you came to inherit an aircraft the size of a B-17 would also be very interesting. When it comes to aircraft and dukes the story ideas are endless.

The Story

Story Example

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Last update: 2005/11/22 17:52



