

**MAGNETIC
PRESSPLAY**

**WEST
END
GAMES**



CARBONGREY

THE ROLE-PLAYING GAME



WHERE LIES YOUR DESTINY?

The Carbon Grey Role-playing Game is a gateway to a turbulent, dystopian, dieselpunk world at war. Whatever role you assume here is up to you.

Become heroes struggling against a seemingly unstoppable empire with world-conquering aspirations. Survive the grimness of trench warfare. Dare to soar the deadly skies. Master the art of espionage to uncover the secrets of your enemies. Navigate the social hierarchy and underhanded dealings of both the nobility and the underworld. Discover and learn to manipulate the strange powers that affect the very reality of the world around you.

In a world made for war, battle lines are fluid. Skirmishes are fought not only in the mud, muck, and mire, but also in the ballroom. One needs to be willing to go to any lengths to eke out even a small victory—or die trying. Such is the world of Carbon Grey.

In the Carbon Grey Role-Playing Game, furor, dread, and action await your every die roll. You will face the might of a nation, be forced to make grim choices, stand against deadly challenges, and take on missions no one else dare attempt. So steel your nerves, check your



THE WORLD OF CARBON GREY

More historical fantasy than historical fiction, the world of Carbon Grey is a dieselpunk setting that evokes a style and period strongly reminiscent of the First World War. The in-universe inclusion of anachronistic technology (including modern weaponry and aircraft) is not a discrepancy—strange stone shards cause reality shifts when two strong-willed minds clash.

This entropic energy can randomly alter any given confrontation for the better or the worse. The chaos and pandemonium can be both manipulated and held in check by an order of monkish acolytes—Marshals of Order and their Dharman Adepts—with the ability to shape and influence different strands of time and space. It is a world of escalation. As the Great War consumes one nation after another and more people seek to control the chaos, reality collapses further in upon itself until the entirety of space, time, matter, and energy is at stake.'

THE STONE OF GOTTFAUT

In the universe before ours, in the time of giants, a star screamed from the heavens. It burned the skies over Mitteleuropa and streaked to the ground, burrowing into the chest of a peasant shepherd. Rather than kill the boy, the star's core lodged in his heart in the form of a stone. And that stone called to him, claimed him. It gave him the power of a star... and the nature of a god.

As it happened, the first kaiser was hunting Fenris nearby. Distracted by the star-spectacle, he soon found himself at a disadvantage—now the wolf was hunting him.

The star-powered shepherd-god leapt to his sovereign's aid, felling the wolf with a single blow. The kaiser, driven by both gratitude and greed, named the shepherd boy, now his new champion, Gottfaust. Loyal to the throne, Gottfaust brought about the meteoric rise of the kaiser and his dominion over all of Mitteleuropa.

For centuries, the legend of Gottfaust ensured Mitteleuropa's place as the world's prepotent superpower. As the world entered the 20th century, however, the power of the Gottfaust myth diminished. Myths and propaganda have started to give way to science and truth, causing doubt and conflict to flourish among Mitteleuropa's neighbors. And this situation, of course, has bred war.

THE POWERS THAT BE

THE MITTELEUROPEAN EMPIRE

Ruled by a kaiser believed to be an ever-reincarnated god, Mitteleuropa has a strong culture steeped in myth and legend. A lasting vestige of the old world hopelessly clinging to the old ways, the Mitteleuropean Empire was once the single dominating power on the world stage. Over time, the Empire weakened as each of its eight states turned its focus to its own needs. Mitteleuropa was in trouble long before the West grew strong enough to stand against it. The kaiser made his move too late.

Consolidating his power base, the kaiser sought to bring all the states' industrial and military might under one flag—an obvious power grab that had its own consequences. The Allies took notice. Now, Mitteleuropa is under siege from without and within.

THE ALLIES

The Allies are a gathering of self-assured western nations determined to keep Mitteleuropa and its kaiser in check. Their combined manufactured militaries, abundant economies, and new technologies represent a threat to Mitteleuropean might. When the kaiser asserted his dominance over the disparate states of the Empire, the Allies were not about to let this world-altering coup go unchallenged.

The result is the Great War.

As the conflict escalates, whispers of fierce angels raging against Mitteleuropean forces reach the Allies, causing them to wonder if there is more to the Gottfaust myth than the world believes...

THE WORLD AT WAR

**"The Western Front--where pawns are given guns and sent to die."
--Freelady Frigga of House Leopold**

THE WESTERN FRONT

This series of deep, zig-zagging furrows runs like a hundred-mile scar over the face of the western world, fortifying arbitrary battle lines scrawled across a map. Mitteleuropean and Allied forces alike stand vigilant in these entrenchments, ready to charge across No-Man's Land and gut their opponents at the first sign of weakness.

Life in the trenches is miserable. You're up against rats, rain, mud, and a sniper round to the head if you stand up too straight. Survive all that, and a tank might just roll over you while a cannon walker crushes your buddy. If those

fates weren't bad enough, these trenches have repercussions beyond the battlefield itself. They've devastated the lands around them, polluting fresh water, ruining farmlands, and displacing wildlife.

DOGFIGHTS AND AIR RAIDS

Open warfare blankets the skies as well as the landscape of the Western World. Warplanes and bombers out of sync with our time, biplanes, and experimental jet fliers weave between juggernaut airships and hot-air balloons, and over Allied cities besieged by Mitteleuropean airship bombing runs. These frequent attacks have caused most cities to adopt air-raid sirens, to signal the people that Death is once again about to rain down on them.

FORCES ON THE FRONT

These are but a smattering of the friends and foes—mostly foes—who await you on the battlefield.

THE SISTERS GREY

The ruling elite of Mitteleuropa use fierce bodyguards to maintain order. Called the Sisters Grey, these one-woman armies strike with deadly combat precision. There are always three: one embodying wisdom, another strength, and the third grace. These warriors are said to be the descendants of Gottfaust himself, the demi-god champion of Mitteleuropa. May he help anyone who gets in their way.

the complete devastation of their targets. The ominous drab uniforms, full-face gas mask and headgear, cutting-edge armor, and high-tech armaments give the Purge Corps an advantage over all but the most seasoned of soldiers.

CANNON WALKER (KANONENLÄUFER)

Designed for psychological warfare as well as superior firepower, the Cannon Walker is designated a tank killer. These mobile artillery turrets have four sturdy legs on a chassis mounted with multiple howitzers and heavy guns.

FENRIS PACKS

The sight of stark-white, horse-sized Fenris Wolves in the otherwise drab landscape of war is a recent addition to the battlefields of Mitteleuropa. Humankind has destroyed the habitat of the noble creatures, forcing them into the trenches and ruined villages in search of food and shelter.

STONE DEMONS

Incidents of a carnivorous beast running through Witchill have increasingly made the front page of the Kernow Guardian. What the papers aren't saying is that there are more than one—a great many more. These monstrous ape-like beings seem to erupt from common townsfolk, transforming human bodies like a disease, metamorphosing flesh and bone into powerful sinew and jagged fangs. Some say they were summoned from the Stone of Gottfaust. Others believe they were inside those people all along, and that the Stone merely brought their inner beasts to the surface. To make matters worse, an army of these demons is being assembled by Queen Vasilyeva for an attack on Ursa.

THEMES

Missions in Mitteleuropa will always involve one or more of these key thematic concepts. Bloodlines. Nations are built on family—the descendants of kings were meant to be kings. But tradition is a stranglehold on society's growth. Will the PCs further these royal bloodlines or sever them?

War is Hell. Nothing can ever prepare you for the brutal savagery of war. Its horrors will haunt the PCs on the land, in the skies, and in the battlefields of their minds.

Revolution. Might does not make right. The people need to rise up on their own and take back what's rightfully theirs. Will the PCs join the rebellion, or squash it where it stands?

Imperialism. The superpowers are expanding their territories through whatever means necessary, be it diplomacy or by force, and the PCs are swept up in the repercussions of it.

Propaganda vs. Truth. Truth is fluid—dam it up and divert the flow where you want it most. At least that's what the powers that be are pushing. Do the PCs buy into their lies, or expose them?

Darkness Within. Something sinister stirs in all of us, and the bends and tears in our reality can bring it to the surface. The PCs can either feed the corruption or bring balance to existence.

WHAT IS A ROLE- PLAYING GAME?

Often called an RPG, a role-playing game is a tabletop game in which you and your friends (the players) assume the roles of fictional player characters (called PCs). The decisions and actions of these PCs are directly controlled by you and the other players as you face various challenges and mysteries. A semi-structured narrative is laid out before you by another player called the Game Master, or GM.

The GM is your guide through gameplay and controls every other character in the game. These additional characters are called non-player characters (NPCs). PC or NPC, a character's actions are determined by way of a game-specific rule set utilizing dice rolls, decision-making, and play-acting.

NO BOARD— AND NO PATH BUT YOUR OWN

While characters' actions and movements can be plotted on a map using detailed miniatures, there is no board for this game. How to proceed during any given adventure is completely up to you. If the mission seems to be leading your character west, you can turn around and go east. This might be a really bad idea—it may get you killed!—or you may find an alternative solution to the problem, but either way, the choice is yours.

The free-will aspect of RPGs often means that no two gaming sessions of the same adventure will ever be alike. It is this freedom of choice that makes RPGs all the more

WEST END GAMES' RETRO RPG ROOTS

The D6 System is a tabletop role-playing game system created by West End Games (WEG). Best known as the basis for movie-based tabletop games such as the original Star Wars and Ghostbusters RPGs, the D6 System has provided the tabletop foundation for many popular role-playing games since. Widely beloved for its ease of play, the D6 System is the perfect ruleset for introducing new players to tabletop gaming. The system is named after the many 6-sided dice rolls used to determine success and failure in the game.

THE MAGNETIC VARIANT—CLASSIC GAME PLAY WITH A HINT OF GREY

Over the years, various versions of the D6 System have been developed by West End Games and its affiliates for different types of game play. The Carbon Grey Role-Playing Game uses what we're calling the "Magnetic Variant" of these classic tabletop role-playing game rules (D6MV). The Magnetic Variant rewinds the D6 system back to its classic roots and streamlines it for a forward-thinking modern audience. Here are some of the rules variations unique to the Magnetic Variant of the system:

GENRE DEFINED ATTRIBUTES, STREAMLINED SKILLS

The original D6 System utilized six core attributes—Dexterity, Knowledge, Mechanical, Perception, Strength, and Technical. The Magnetic Variant embraces this rule of six but melds the Technical attribute into Knowledge and Mechanical to create room for Willpower. Additionally, skill lists have been reorganized and boiled down to just six signature skills per attribute for ease of play.

STATIC DEFENSES

To keep combat swift and action-oriented, the Magnetic Variant moves away from reaction skill rolls and boils defenses down to an easy SRP—Surprised, Readied, and Psyche.

HIGH-TENSION INITIATIVE

Combat order can change every round through the application of new initiative rules.

NEW COMBAT OPTIONS AND ATTACKS

Auto-fire, pulling punches, and armor stacking round out the rules for a grittier combat experience.

SHAKE, RATTLE, AND ROLL

As its name suggests, the D6 system makes use of the same six sided dice you'd find in a typical casino or board game. In addition to the special Wild Die explained below, the Carbon Grey Deluxe Boxed Set comes with two differently colored sets of dice for two gamers, but you might want to raid the closet for extra six-siders. The more proficient in a skill your character gets, the more dice they get to rattle and roll.

MANIPULATE, DIVINE, AND TRANSMOGRIFY

Manipulate the threads of existence to fine tune your reality. Divine the ebbs and flows of space/time—discerning the extant from the nonexistent. Transmogrify continuity, bending and breaking it at your whim. The fluctuating energies of the universe are expressed via classically-inspired powers and a unique Wild Die that influences every exciting story arc.

SURGE, FLUX, AND THE WILD DIE

The Carbon Grey universe is unraveling, leaving it rife with continuity errors and alternate outcomes. Each set of five dice included in the Deluxe Carbon Grey RPG Boxed Set includes a special Wild Die. The Wild Die adds an element of chaos to the game—a single Wild Die roll can change the entire course of an encounter for better or worse, as explained in the core rulebook.



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HOWARD NHIEN
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MENTAL DEFENSE

Between bomb blasts, demon hordes, and breaks in reality itself, Mitteleuropa is a terrifying place. Luckily, your character comes fortified. This mental defenses is your Psyche--and it will help protect you from shell shock, torture, or the supernatural.

CORRUPTION POINTS

The flux and flow of continuity takes a toll on the mind, body, and spirit of living creatures. Too much exposure will scar you forever, corrupting you into a hideous mockery of life, hell-bent on murdering everything around you.

TYPES OF PLAY

Carbon Grey gameplay missions and adventures have a few distinct approaches. In addition to those listed here, more types of play will be added as more Carbon Grey products are released.

SERIAL PLAY

Similar to a streaming series, Serial Play follows the same characters through a campaign of many adventures, telling a larger “season-long” story arc through several sessions of play. This eventually leads to a final adventure which brings closure to either the current season or the campaign itself.

PREMIERE PLAY

Similar to one of those moving picture shows, a Premiere adventure usually tells a bombastic story with massive stakes. Premiere Play is often deadlier than Serial Play, and often uses pre-generated characters for players to pick up if their own should meet an untimely demise.

SOLO PLAY

Solo Adventures can’t keep you warm at night, but they can keep you occupied under quarantine. With Solo Play, you are the sole player, and your GM is the adventure book—telling you what to roll and what page to turn to based on success or failure.

A short Solo Play adventure is included in the Carbon Grey RPG Core Rulebook with others planned for future releases.

THE MAGNETIC VARIANT



CHARACTER CREATION

The Carbon Grey RPG Core Rulebook walks you through crafting your own character trying to survive in a war-torn, reality-damaged world. You'll start with a specific archetype template and then tailor your character to your preferences and role within your team. As your character lives through more and more adventures, they gain points that can be applied towards increasing skill levels.

CHARACTER ARCHETYPES

The world of Carbon Grey is populated with various military, aristocratic, and mystic archetypes. You can assume many different roles, including the commando-like Royal Operative, the roguish Moonlighter, the ace pilot Dog Fighter, and the reality-shifting Dharman Adept. You even have the option to take the role of a Fenris Wolf—an intelligent animal whose habitat has been ravaged by war.

CHARACTER PERSONA

Player characters may be larger than life, but they are still only human. Your character has personality quirks that help define them, and obligations that affect the choices they make.

QUIRKS

Heroes are people too. Carbon Grey characters have serious personality quirks that are balanced with enhanced physical or intellectual abilities, making them ripe for dramatic roleplay. These quirks have been designed to

add flavor to your gaming table, giving inexperienced or timid players a guide to acting out their characters.

OBLIGATIONS

Your character has lived a life before gameplay even begins. Often, you will have to reconcile commitments with your own beliefs and ambitions. There are six worldly obligations in the Carbon Grey RPG, contracts with yourself or others that you must abide by to survive. Obligations are a pain in the neck, but they enhance your character's story and offer some benefits as well. Fulfill these commitments and you will be rewarded—shrug them off and there will be blood.

CHARACTER SELECT TEMPLATES

The Creator Creation chapter of the core rulebook will help you use these templates to craft a unique character in the world of Carbon Grey. While there are a total of twenty-four playable archetypes to choose from, the ten here offer a wide range of characteristics that can help make any mission successful.

A MINI YOU

While they are not necessary for gameplay, scale gaming miniatures can be used in conjunction with maps and tiles to help players visualize their character in relation to the world around them. Each of these ten select archetypes on the next page has a corresponding detailed 32mm-scale miniature, included in the Carbon Grey Deluxe RPG Boxed Set.

DHARMAN ADEPT

An old soul trapped in a child's body, the Dharman Adept has the ability to divine and manipulate continuity errors in our fragile reality.

DOGFIGHTER

Combining crack military skills with the reflexes and know-how needed to pilot any number of aircraft, the Dogfighter is a deadly ace in the sky.

FREE LADY

An aristocrat with no debt to the government, the Free Lady swears no allegiance but to their own crest. The ballroom and the dinner table are their battlefields.

FENRIS WOLF

These white wolves are sentient creatures that live in harmony with the environment. Grounded to reality, the Fenris act as anchors against errors in the space time equation.

MASTER SPY

The Master Spy is a shadow in the night with the tools and skills to topple nations from within.

MOONLIGHTER

An undisciplined scoundrel that lives by his luck and wits rather than skills, the Moonlighter walks the line between right and wrong.

RELUCTANT MENTOR

The Reluctant Mentor is an elder expert of a defeated house. Too useful to be eliminated, they are given the chance to prove their loyalty as advisors to the new regime.

ROYAL OPERATIVE

Part intelligence officer, part assassin, Royal Operatives are the aristocracy's warrior-elite.

SOVEREIGN

An elder statesperson, the Sovereign's knowledge of the inner workings of Mitteleuropa's halls of power makes them a formidable asset in the war against oppression.

TRENCH FIGHTER

The backbone of any armed force, the Trench Fighter holds the line against impossible odds to keep people safe from invaders both human and otherwise.

LIFESTYLES OF THE RICH, THE FOOT/LOGGERS, AND THE LAWBREAKERS

These three viewpoints offer some perspective on the world of Carbon Grey.

Aristocracy. Often, these are the bastards at the top who just don't get it—using people as chess pieces to protect their own self interests. Some nobility actually do care, providing relief efforts to those hurt by the war.

Doughboy. The people in the heart of the war—small-town villagers who have seen wanton destruction that has ruined their lives for reasons outside the scope of their day to day lives. They can be a villager who has lost everything, the green soldier in the trench, or even a veteran warrior.

Outlaw. Someone looking for an angle—a way to use the war to turn a profit or make themselves a better life. An AWOL soldier wanted for deserting his post is as much of an outlaw as a smuggler, thief, or killer.

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