

BUILDING AN AIRSHIP

The first part of fighting airships is building one, so here I am going to lay out the rules for airships, the different classes, different weapons, upgrades, etc.

CORE

All airships have the following basics pertaining to speed, size, class and base parts which are all explained below. The base parts are: Hull Frame, Hull Armour, Engine and Helm, these are the core four for each airship and each have their own HP, AC and consequences should any of them be reduced to half, and then down to 0.

SPEED

The speed of your airship is impacted by your engine, ship class and Helm, each supplying some modifier to the total. The movement speed is how far your ship can travel in the straight line, the turn speed is through what angle can your ship move in a single turn and the raise speed is how far up/down your ship can move in a single turn. When taking the movement part of your ships action you must take these movements one at a time, but they can be split.

SIZES

Each airship has a size, the main impact size has is on cost and hp, as the guide progresses refer back to this table and any mentioned gp costs should be multiplied by your ships size modifier unless stated otherwise. For instance, when calculating repair or fuel costs. Also when calculating hp for the various parts of your ship multiply that hp calculated by the size modifier unless stated otherwise.

SHIP SIZE CATEGORIES

Size Category	Size Modifier	Dimensions (cube)
Tiny	0.2x	<15ft
Small	0.5x	15ft - 50ft
Medium	1	50ft - 500ft
Large	5x	500ft - 1000ft
Colossal	10x	1000ft - 5000ft
Titanic	50x	>5000ft

CLASS

The main impact that your airship class has is on mandatory suites that come with the craft. The mandatory suites are explained in the 'suites' section and clearly marked. The table below names all classes and their mandatory suites, it should also be noted that it is not possible to obtain another classes unique suite without changing the class of your ship.

MANDATORY SUITES BY CLASS

Ship Class	Mandatory suite
Hulk	None
Blimp	Balloon
Flash	Blink Drive
Fortress	Gunnery Core

HULL FRAME

The Hull Frame is the core of your airship, around which everything is built, it represents the combined HP of all internal structures (including suites). Each suite will impact the Hull Frame HP in some way, in addition the frame itself can be upgraded and many varieties exist (detailed later). The frame will often have a lot of HP and very low AC, the frame will only take damage if the source of the damage is inside the ship, or all Hull Armour is gone. Hull repair costs 10gp per hitpoint. When the frame is reduced down to half hp, all rolls the ship makes are made with disadvantage, at 0hp the ship is destroyed and falls out the sky.

HULL ARMOUR

The Hull Armour exists only to protect the hull frame, it can come in many different forms and is much easier to upgrade. The Hull Armour will often have less HP than the frame, but a higher AC. In addition almost all armours will come with a Damage Reduction (DR) or Damage Threshold (DT). Damage Reduction means that all incoming damage to the ships armour is reduced by that amount, Damage Threshold means that in order to deal damage to the ships armour, the single attack damage must be over that amount. Hull armour costs 5gp per hitpoint to repair.

ENGINE

The engine is the powerplant of your ship, without it nothing functions, as standard they are coal powered though new and exciting methods of powering a ship are arising all the time. The engine room serves as a station for a crewmember to occupy as detailed in the roles. The engine impacts your movement and turning speeds as well as your capacity to run advanced equipment. More advanced engines have Power Die, these die are regenerated every turn on initiative 20 and may be distributed by the engineer. When reduced down to half hp, movement and turning speed are halved and powered unit capacity and power die generated (minimum of 1) are also halved. When reduced to 0 hp, movement, turning speed, powered unit capacity and power die are reduced to 0 and if your airship does not have a balloon or other method of generating lift then it will begin to fall. The gp cost of repairing the engine is detailed in the stats.

HELM

Where your pilot is able to navigate, steer and give commands from. It manifests in many forms from thinking machine autopilots to a simple wheel and altitude crank. The pilot station also serves as a station for a crew member. The maneuverability of your ship is impacted by the type of helm you have as well as the ability for crew members to coordinate in combat. At half hp, all piloting checks and crew member actions are rolled disadvantage, at 0 all control is lost of the ship and it will begin to move in a random direction each turn. The gp cost of repairing the pilot station is detailed in the stats.

SUITES

Suites are additions to the ship that are everything from crew quarters, mess halls, hangars, workshops, etc. Each suite can be installed seperately and comes with a set of benefits and potentially some draw backs. Suites do not have their own health stats unless stated (at which point you should keep track of it on your sheet) but instead use the Hull Frame stat generally. Installing a suite is a set cost not impacted by the size modifier but each size of ship can sustain a different number of suites detailed below. Round up with consitution modifiers below. Some suites will take up multiple suite slots, suites can be taken multiple times unless stated otherwise. Higher level suites may come with a 'power cost' meaning that they require some of the engines power, these suites are not functional if they do not have power allocated to them. You can find the full list of suites in The Dockyard resource.

SUITE MAX BY SIZE

Ship Size	Max Suites
Tiny	0
Small	1 + 1/2 con mod
Medium	3 + con mod
Large	30 + 10x con mod
Colossal	300 + 100x con mod
Titanic	3000 + 1000x con mod

EQUIPMENT

Equipment are the general utilities of a ship, from internal sprinkler systems, atmospheric sealing on the doors, spyglasses and radios there are any number of possibilities, though it should be noted that equipment is all installed in the ship itself, it is not simply items left on deck. There is no limit to the amount of equipment you can load onto your ship, however many of them require system power to be functional. The full list of equipment can be found in the equipment resource

WEAPONS

The main draw of airships is the oppurtunity to have them bristling with weapons. Each weapon must be mounted to a hardpoint, which dictates its firing arc (angle of aim), the various types can be found in the equipment section. Once a weapon is installed it may be fired as an action by any crew member , though non-gunners roll with disadvantage on weapons with the heavy property and do not get to add proficiency. Each weapon has a capacity attached to it, once that capacity (each attack action with the weapon uses one capacity) is reached an action is required to reload it. Each weapon also has its own range, AC and hp. At half hp all rolls made with that weapon are rolled with disadvantage, at 0hp the weapon breaks and must be repaired.

PUTTING THE SHIP TOGETHER

When it comes to building your own ship, pick a name, class and size first. Stats should be picked from a standard array of 8, 10, 12, 13, 14, 15. You should then pick your core systems of frame, armour, engine and steering before picking up your suites, equipment and weapon systems. After this have your ships map built. Consult the parts store for all of the available parts.