The Dockyard

Here we'll be breaking down the nitty gritty of exactly what parts are available for you to put into your ships! This will start with listings on the core four systems of Frame, Armour, Engine and Steering then on to suites, equipment and last weapons. For information on how all these parts fit together take a look at the 'Building an Airship' document. Please note that for core four systems and some equipment (as specified), please multiply cost by your size modifier.

Contents

Equipment

The Frame

Frames are the skeleton of an airship, when your frame drops to 0hp the whole ship is considered destroyed. Many frames simply come down to material but some have special capacitites. The hp of your frame should be considered the hp of your suites and equipment.

Wooden MK. I

Cost: 2500
HP: 50
AC: 8

The wooden frame is the absolute most basic framing that you will find on an airship, simply hardwood and nails keep this ship together

Wooden MK. II

Cost: 3500
HP: 75 (DT 5)
AC: 8

Slightly better than your MK. I framing the MK. II is made of stronger wood with sturdier fastenings. Its reinforcement make it invulnerable to light damage. The ships Constitution score increases by 1.

Wooden MK. III

Cost: 5000
HP: 100 (DT 10)
AC: 9

Again an improvement on the MK. I and MK. II, the MK. III is made with the sturdiest wood around and firmer fastenings granting increased resistence against light or medium damage. The ships constitution score increases by 2.

Steel MK. I

Cost: 4000
HP: 60
AC: 9

A welded steel frame is the obvious choice for any distinguishing shipsman, hard to break and bend with lower space requirements than wooden counterparts.

Steel MK. II

Cost: 5000
HP: 100 (DR 5)
AC: 9

Using low carbon steel and fractal joining patterns the MK. II frame is stronger and sturdier with an inbuilt resilience to all damage. The ships constitution score increases by 2.

Steel MK. III

Cost: 10000
HP: 150 (DR 10)

AC: 11

Made with the very best ironmongers have to offer, the MK. III steel frames are the best of the traditional framing methods. Heavy duty but low space and low weight with incredible durability and a natural damage reduction from all sources. The ships Constitution score increases by 3

Hollowpoint Framing

Cost: 8000
HP: 80 (DT 8)
AC: 12

Hollowpoint framing is made from high-quality steels but instead of the traditional beam structure the supports have been widened and hollowed creating a much lighter but still strong skeleton. As a result of the hollowing, any crew on the ship of size medium or smaller can travel between various inbuilt vents on the ship. As an action on their turn a creature may enter one of these ports and exit at any other point on the ship.

The Armour

Armour is responsible for protecting the frame and internals of the ship, armour is easier to repair than deeper frame damage so keeping solid armour is vital for any crew surviving in the skies.

Canvas MK. I

Cost: 2000
HP: 10
AC: 13

A basic canvas wrapping, incredibly light and resistant to the elements it provides next to no protection against damage. This armour has vulnerability to fire damage.

Canvas MK. II

Cost: 3500
HP: 15
AC: 14

With chemical coating and distributed strutting techniques it is possible to make canvas into a much more absorbent structure. This armour has vulnerability to fire damage and resistance to bludgeoning damage. The ships Dexterity score increases by 1.

Canvas MK. III

Cost: 5000
HP: 20 (DT 8)
AC: 14

With top of the line chemical coating and metal framing behind it all, the MK. III canvas is extra light and provides significant aerodynamic benefits. This armour is resistant to bludgeoning damage, and your speed increases by 50 feet. The ships Dexterity score increases by 2.

Steel, Reinforced MK. I

Cost: 3000
HP: 15 (DR 4)
AC: 11

Heavy steel cladding provides robust protection against damage, the steel is able to diminish the impact of all incoming fire.

Steel, Reinforced MK. II

Cost: 5000
HP: 20 (DR 8)
AC: 12

Sturdier, heaving plating with added rivet redundancy makes this an obvious but more costly improvement over the MK. I. The ships Strength score increases by 1.

Steel, Reinforced MK. III

Cost: 7000
HP: 30 (DR 8)

AC: 13

The hardest armour that the shipyard has on offer, capable of standing up to supreme punishment from enemy fire, this armour allows you to treat critical hits as normal hits for all attacks made against your vessel. The ships Strength score increases by 2.

The Engine

The heart of a vessel, the engine is what keeps you moving through the skies as long as you keep it fed and healthy. The majority of offerings currently available are coal powered though some more specialist yards may offer devices which run off oils, biomass and even raw arcana.

Coal, Makeshift

Cost: 500
HP: 5
AC: 5
Speed: 150
Turn Speed: 45
Raise Speed: 30
Power Capacity: 0
Repair Cost: 5

Barely hanging on by a thread, cobbled together from odd parts.

Coal MK. I

Cost: 1500
HP: 15
AC: 12
Speed: 200
Turn Speed: 90
Raise Speed: 50
Power Capacity: 0
Repair Cost: 20

Coal MK. II

Cost: 2500
HP: 20
AC: 12
Speed: 250
Turn Speed: 110
Raise Speed: 60
Power Capacity 3
Repair Cost 30

Coal MK. III

Cost: 3500
HP: 25
AC: 13
Speed: 300
Turn Speed: 130
Raise Speed: 70
Power Capacity: 5
Repair Cost: 40

As better engines are more finely tuned, this engine generates 1d6 power die. The ships dexterity and strength scores increase by 1

Coal MK. IV

Cost: 5000
HP: 30
AC: 13
Speed: 350
Turn Speed: 150
Raise Speed: 80
Power Capacity: 7
Repair Cost: 50

This engine generates 2d6 in power die. The ships dexterity and strength scores increase by 1

Coal MK. V

Cost: 7000
HP: 30
AC: 14
Speed: 400
Turn Speed 180
Raise Speed: 90
Power Capacity: 12
Repair Cost: 70

This top of the line standard engine generates 3d6 in power die. The ships dexterity and strength scores increase by 2

The Helm

The helm is the brain of the ship, where its directions flow from and where all status updates should flow. The pilot mans the helm.

Wheel MK. I

Cost: 300
HP: 15
AC: 12
Repair Cost: 10

As basic as it gets when it comes to steering, a simple wheel, acceleration crank and an altitude lever.

Wheel MK. II

Cost: 500
HP: 20
AC: 12
Repair Cost: 15

A little more advanced, the wheel more responsive, any levers coated with weather resistant paint. All checks the pilot makes with this station recieve a +1 bonus

Wheel MK. III

Cost: 700
HP: 25
AC: 12
Repair Cost: 20

The standard best kit you'll recieve without specialising in some way. Highly responsive and robust. All checks the pilot makes with this station recieve a +2 bonus

Coordination Deck

Cost: 1000
HP: 20
AC: 14
Repair Cost: 20

This helm comes equipped with advanced control mechanisms running throughout the ship. While at this station the pilot may use a bonus action to activate or deactivate any of the ships systems without being physically present, In addition they may use this action to prompt one of the gunners to use their reaction to fire a weapon.

Cranks and Levers

Cost: 1000
HP: 10
AC: 14
Repair Cost: 30

The cranks and levers approach to ship control is a controversial one, having specific command over every strut and wing the ship has requires an intense amount of focus, as such any pilot attempting to man this station requires a minimum intelligence of 16. This helm provides a +3 to all checks made with this station.

Suites

Armory

Cost: 5000

This suite comes with storage for weapons and armor to outfit 10 crewmates. When installed it comes fully stocked with all common forms of firearms and armour. The armory is also equipped with both a key and a code lock. The armory can be accessed with a DC 20 Intelligence (Thieves Tools) check. When the armory is accessed, an alarm sounds in the Helm and Security Suite (if it exists). If a player rolls a 25 or higher on the Intelligence (Thieves Tools) check to unlock the armory, or has the key or code, the alarm can be bypassed.

Additionally, it comes with a number of firing ranges equal to one-fourth the ship's suite capacity by size (minimum of one), as shown in the Starship Size Suite Capacity table.

Lastly, when a creature completes a long rest involving this suite, they gain advantage on the first attack roll they make before the start of their next long rest.

Casino

Cost: 5000

This suite offers all of the necessary implements, including furniture and customized chips, to run a gambling institution. In order to operate, the casino requires one crewmember per suite, you may take the Casino suite multiple times to expand its size.

A casino can comfortably host 10 guests.

At the end of each gaming day, the GM can roll a d20 to determine whether and how much the casino makes or loses money. The amount the casino makes or loses depends on the number of casino suites installed.

Casino end of day profit

d20 result	Profit (times by num. suites)
20	1500gp
16-19	720gp
12-15	350gp
8-11	100gp
4-7	0gp
2-3	-480gp
1	-900gp

Command Centre

Cost: 3500

This suite creates a separate command center designed to give a comprehensive view of the area surrounding the ship. When a crewmember deployed in a command center takes the help action, they can target an additional ally and may target any ally throughout the ship. This ability can only be used once per ship turn.

Crew Expansion

Cost: 2500

You integrate an additional seating arrangement in your ship. Your ship's maximum crew capacity increases by 5

Hangar

Cost: 5000 x ships size modifier
Requirement: Ship size medium or larger
Space Taken: 2x ship size modifier suites

This suite comes equipped with an integrated mechanic's kit and has space for all of the necessary equipment to launch, receive, repair, rearm, and house other airships. The size it can house varies depending on the ship's size.

- Medium: A Medium docking bay can house one Tiny ship.
- Large: A Large docking bay can house two Medium ships.
- Colossal: A Colossal docking bay can house one Large ship.
- Titanic: A Gargantuan docking bay can house one Colossal ship.

Alternatively, this suite can house multiple ships of smaller size. A Huge ship takes up the space of 5 Large ships, which in turn takes up the place of 5 Medium ships. One Medium ship takes up the space of 3 Small ships, which in turn takes up the place of 2 Tiny ships. You can also replace a ship with a droid or construct of four size categories larger. Up to two hangars can be combined to combine their storage capacity. Over the course of 1 minute, a crewmember at the helm can launch or dock in the hangar.

Droid Storage

Cost: 5000

This suite offers a single room featuring tightly-packed racks suitable for storing and housing 10 Medium droids

Alternatively, this suite can house droids of other sizes. A Huge droid takes up the space of two Large droids, which in turn takes up the place of two Medium droids, and so on.

Escape Vessels

Cost: 7000

This suite adds escape pods to your ship. Each escape pod comes equipped with emergency rations and

in both hot and cold climates. This suite comes with the facilities required to house and rapidly launch one escape vessel, each replacement vessel costs 2000gp.

Holding Cells

Cost: 5000

This suite includes a security post and 3 individual holding cells equipped with both a key and a code lock. Holding cell doors are magnetically sealed to prevent them opening in the event of power failure.

Hidden Storage

Cost: 4000

This suite comes equipped with hidden storage compartments. Finding the hidden storage compartments requires a successful DC 20 Intelligence (Investigation) or Wisdom (Perception) check, which is made with disadvantage.

Hydroponics Garden

Cost: 5000

This suite grows plants for either consumption or commerce.

If the Garden is configured for consumption, every day it produces common food in an amount capable of supporting 5 crew members

If the Garden is configured for commerce, at the end of every month, it produces plant goods with a market value of 40 x 2d10 gp. In some cases, a GM may determine that this value could be increased if a particularly rare plant good is produced. In such cases, the players may need to procure rare starter material such as seeds or cuttings to start or continue production.

Interrogation Chamber

Cost: 3500

This suite includes all of the necessary implements and apparatuses necessary to interrogate, or even torture, 3 prisoners. When interrogating a prisoner, the interrogator has advantage on Charisma (Intimidation) and Charisma (Persuasion) checks. If they spend at least an hour interrogating a prisoner, the prisoner has disadvantage on Charisma (Deception) checks.

Investigation Suite

Cost: 5000

Investigation rooms are equipped with an integrated archaeologist kit, disguise kit, forgery kit, jeweler's implements, security kit, tinkers kit, and mapmakers implements.

While making a check with any of these tools in an investigation room, you can add your proficiency bonus to checks you make if you do not already do so. If you already add your proficiency bonus to checks you make, you instead add double your proficiency bonus. If you already double your proficiency bonus to checks you make, you add your proficiency bonus again.

Additionally, while crafting in an investigation room using the integrated tools, the total market value you can craft per day increases by an amount of gold equal to 5 x your character level. If you add double your proficiency bonus to checks you make with them, the market value increases by 10 x your character level.

Lastly, when a creature completes a long rest involving this suite, they gain advantage on the first Dexterity (Stealth), Intelligence (Investigation), Wisdom (Insight), or Wisdom (Perception) check they make before the start of their next long rest.

Kennel

Cost: 5000

This suite comes with all of the proper equipment to house beasts and comes with an integrated trapper's kit. When making Animal Handling or trapper's kit checks on your ship, you can add your proficiency bonus to checks you make if you do not already do so. If you already add your proficiency bonus to checks you make, you instead add double your proficiency bonus. If you already double your proficiency bonus to checks you make, you add your proficiency bonus again.

Additionally, while crafting in a kennel using the integrated kit, the total market value you can craft per day increases by an amount of gold equal to 5 x your character level. If you add double your proficiency bonus to checks you make with them, the market value increases by 10 x your character level.

Lastly, this suite can house 10 beasts of size medium. Alternatively, this suite can house beasts of other sizes. A Huge beast takes up the space of two Large beasts, which in turn takes up the place of two Medium beasts, and so on.

Laboratory

Cost: 5000

Laboratories are equipped with an integrated alchemist's kit, biotech's implements, geneticist's implements, poisoner's kit, and a spicer's kit.

While making a check with any of these tools in a laboratory, you can add your proficiency bonus to checks you make if you do not already do so. If you already add your proficiency bonus to checks you make, you instead add double your proficiency bonus. If you

already double your proficiency bonus to checks you make, you add your proficiency bonus again.

Additionally, while crafting in a laboratory using the integrated tools, the total market value you can craft per day increases by an amount of gold equal to 5 x your character level. If you add double your proficiency bonus to checks you make with them, the market value increases by 10 x your character level.

Lastly, when a creature completes a long rest involving this suite, they gain advantage on the first Intelligence (Nature) or Wisdom (Medicine) check they make before the start of their next long rest.

Mechanics Shop

Cost: 5000 x ship size modifier
Requirement: Ship size small or larger
Space Taken: 2x ship size modifier suites (minimum 1)

Mechanical rooms are equipped with an integrated artillerist's kit, aerotech's implements, constructor's implements, mechanic's kit, and a scavenging kit.

While making a check with any of these tools in a workshop, you can add your proficiency bonus to checks you make if you do not already do so. If you already add your proficiency bonus to checks you make, you instead add double your proficiency bonus. If you already double your proficiency bonus to checks you make, you add your proficiency bonus again.

Additionally, while crafting in a mechanic's shop using the integrated tools, the total market value you can craft per day increases by an amount of gold equal to 5 x your character level. If you add double your proficiency bonus to checks you make with them, the market value increases by 10 x your character level. Lastly, this suite can house droids and constructs, depending on the ship's size:

- Small: A Small mechanic's shop can house one Medium droid or construct.
- Medium: A Medium mechanic's shop can house one Huge droid or construct.
- Large: A Large mechanic's shop can house one Gargantuan droid or construct.
- Colossal: A Colossal mechanic's shop can house 10 Gargantuan droids or constructs.
- Titanic: A Titanic mechanic's shop can house 100 Gargantuan droids or constructs.

Alternatively, this suite can house constructs or droids of smaller sizes. A Gargantuan construct or droid takes up the space of two Huge constructs or droids, which in turn takes up the space of two Large droids

Medbay

Cost: 5000 x ship size modifier
Requirement: Ship size small or larger
Space Taken: 2x ship size modifier suites (minimum 1)

This suite offers a single room featuring medical equipment and storage for medical supplies. When this suite is installed it comes stocked with the following items.

- Small: 1 Medbed.
- Medium: 2 Medbeds.
- Large: 10 Medbeds and 4 suspension tanks.
- Colossal: 100 Medbeds and 40 suspension tanks.
- Titanic: 100 Medbeds and 400 Suspension tanks.

For every two hours spent in a Medbed or one hour spent in a bacta tank, a creature's exhaustion level is reduced by 1, and it can roll a Hit Die to recover hit points without expending the die. After two hours, a creature in a suspension tank is also cured of any poison, disease, or harmful condition (such as blinded, corroded, deafened, paralyzed, poisoned, or weakened).

Medical stations are equipped with an integrated biochemist's kit, bioanalysis kit and medics kit. While making a check with any of these tools at a medical station, you can add your proficiency bonus to checks you make if you do not already do so. If you already add your proficiency bonus to checks you make, you instead add double your proficiency bonus. If you already double your proficiency bonus to checks you make, you add your proficiency bonus again

Additionally, while crafting at a medical station using the integrated tools, the total market value you can craft per day increases by an amount of gold equal to 5 x your character level. If you add double your proficiency bonus to checks you make with them, the market value increases by 10 x your character level.

Mess hall

Cost: 5000

This suite comes with one dining area and one kitchen which can accomodate up to 10 crew. Kitchens are equipped with an integrated brewer's kit and a chef's kit.

While making a check with any of these tools in a kitchen, you can add your proficiency bonus to checks you make if you do not already do so. If you already add your proficiency bonus to checks you make, you instead add double your proficiency bonus. If you already double your proficiency bonus to checks you make, you add your proficiency bonus again

Additionally, while crafting in a kitchen using the integrated tools, the total market value you can craft per

day increases by an amount of gold equal to 5 x your character level. If you add double your proficiency bonus to checks you make with them, the market value increases by 10 x your character level.

Lastly, when a creature completes a long rest involving this suite, they have two additional Hit Dice and have advantage on Constitution saving throws against disease for the next 24 hours.

Quarters, Basic

Cost: 3000

This suite features a single room, or series of rooms to house 10 crew members. Whether it is individual quarters or bunk beds each bed is liveable but not comfortable and comes with some individual storage.

Quarters, Living

Cost: 5000

This suite features separate rooms to house 5 creatures. Each room comes fully furnished and includes a refresher station. When a creature completes a long rest involving this suite, their exhaustion level is reduced by 2, instead of only 1.

Quarters, Luxury

Cost: 7000

This suite features separate rooms to house 2 creatures. Each room comes fully furnished with highest finery and includes its own refresher station. When a creature completes a long rest involving this suite, they regain all spent Hit Dice, instead of only half, and their exhaustion level is reduced by 2, instead of only 1.

Recreation Hall

Cost: 5000

Recreational areas are equipped with integrated artist's implements, gaming sets, musical instruments, and writer's implements.

While making a check with any of these tools in a recreational area, you can add your proficiency bonus to checks you make if you do not already do so. If you already add your proficiency bonus to checks you make, you instead add double your proficiency bonus. If you already double your proficiency bonus to checks you make, you add your proficiency bonus again

Additionally, while utilizing any of these tools, you gain a benefit based on which tools you are using:

- Gaming set or musical instrument: While playing one of the gaming sets or musical instruments, you can always readily read the emotions of those paying attention to you. During this time, and for up to one minute after completing, you have advantage on Wisdom (Insight) checks to read the emotions of those you performed for or competed against.
- Artists's implements or writer's implements: While crafting with these implements, the total market value you can craft per day increases by an amount of gold equal to 5 x your character level. If you add double your proficiency bonus to checks you make with them, the market value increases by 10 x your character level.

Lastly, when a creature completes a long rest involving this suite, they gain advantage on the first ability check they make before the start of their next long rest.

Storage Compartment

Cost: 500

A large open space for storing goods.

Transportation

Cost: 1500

This suite offers a single room, or series of rooms, typically located near the cockpit or entrance ramp, featuring a number of seats and individual storage, as well as communal refresher stations to transport 25 medium creatures.

Vault

Cost 5000

This suite comes equipped with a vault. The vault is equipped with both a key and a code lock, and is magnetically sealed to prevent it opening in the event of power failure. The vault can be accessed with a DC 25 Intelligence (Thieves Tools) check. When the vault is accessed, an alarm sounds in the Bridge and Security Suite (if it exists). If a player rolls a 30 or higher on the Intelligence (Thieves Tools) check to unlock the vault, or has the key or code, the alarm can be bypassed.

Workshop

Cost: 5000

Workshops are equipped with an integrated armourers's implements, arms's implements, artificer's implements, audiotech's implements, augmenters's implements, demolitions kit, gadgeteer's implements, munitions kit, tinker's implements, and a trapper's kit.

While making a check with any of these tools in a workshop, you can add your proficiency bonus to checks you make if you do not already do so. If you already add your proficiency bonus to checks you make, you instead

add double your proficiency bonus. If you already double your proficiency bonus to checks you make, you add your proficiency bonus again.

Additionally, while crafting in a workshop using the integrated tools, the total market value you can craft per day increases by an amount of gold equal to 5 x your character level. If you add double your proficiency bonus to checks you make with them, the market value increases by 10 x your character level.

Lastly, when a creature completes a long rest involving this suite, they gain advantage on the first ability check using tools they make before the start of their next long rest, except for checks made while using a suite.

Central M.A.C

Cost: 10000 x Ship Size Modifier
Requirement: 2 x Ship Size Modifier Power Units
Space Taken: 2x Ship Size Modifier Suites (minimum one)

The Frame of the ship is retrofitted to fit a truly gargantuan Magnetic Accelerator Cannon, capable of ripping through entire vessels. This weapon can be fired by the captain if they have a helm capable of running remote systems otherwise it is fired as an action from the suite itself, the ship uses its dexterity for this attack. Reloading the M.A.C takes an action. The cannon is only capable of firing directly forward so the ship must be facing the target. The cannon stats are detailed below:

Range: 2500ft/4000ft
Capacity: 1
Damage: 8d12 Piercing damage

Special: Core: By default, half of the M.A.C's damage is dealt to the targets armour and the other half to the targets frame. You can take a -10 to the attack role to attempt to shoot right through the centre of the ship, on a successful hit you deal full damage to the armour, engine and frame of the target vessel.

Garage

Cost: 5000
Requirement: Must be positioned with at least one wall facing outside the ship.

Garages are equipped with an integrated constructor's implements, mechanic's kit, and a scavenging kit.

While making a check with any of these tools in a workshop, you can add your proficiency bonus to checks you make if you do not already do so. If you already add your proficiency bonus to checks you make, you instead add double your proficiency bonus. If you already double your proficiency bonus to checks you make, you add your proficiency bonus again.

Additionally, while crafting in a garage using the integrated tools, the total market value you can craft per day increases by an amount of gold equal to 5 x your character level. If you add double your proficiency bonus to checks you make with them, the market value increases by 10 x your character level.

Weapons

Light Hardpoint Weapons

Light weapons can be mounted on **Light Hardpoints** on Airships. they stand ~4-5' tall and long, you can stand next to the weapon and pivot around its anchor to the ship, this gives you the **weapon arc**, some weapons require a more sturdy base so their arc may be tighter than others.

Aten Lens Array

Multiple focusing lenses decorate the barrel of this odd piece of machienery. As the trigger is heald, more lenses fold in, and like a magnifying glass to an ant; the beam becomes unbelieveably hot, cutting through even thick Armour plating.

Cost: 700
Hp: 10
AC: 12
Range: 300ft/1200ft
Capacity: 3
Arc: Wide
Damage: 1D6 + Dex, Fire Danage

Special: Laser Focused: If you continue to fire multiple rounds in a row, the Lens Array becoms stronger, every round you attack with the Array consecutively, the arc tightens up, going from wide to medium arc, then medium to line arc. Every time this happens the Lens Array deals an extra **2D6** fire damage. If the weapon is abandoned during this charge up time the build up is lost.

Beacon Flare Gun

This small mounted flare gun is used often to hail other ships for assistance. sometimes for more nefarious purposes, like firing it into a cloud to see if any foes lie in the white folds of vapor. This weapon favors the creative.

Cost: 200
Hp: 10
AC: 10
Range: 200ft/600ft
Capacity: 1
Arc: Wide
Damage: 1D4 + Dex, Fire Damage

Special: Beacon: when the Beacon is fired, blazing light erupts from the shot. everything within a 200ft radius of the beacon is treated as being in bright light, 50ft further as dim light. If you are within the same hex as the beacon you must pass a DC 15 constitution Save or be Blinded for 1D4 rounds. If you have darkvision the constitution Save is made at disadvantage. the beacon will hang in the air for 1D4-1 rounds after being fired.

Cannonade

Sometimes called "The Barking Dog" the carronade has a good bite to go with the bark, known for shredding many an unfortunate crew's Balloons. This gun will happily take chuncks out of other ships without much remorse.

Cost: 500
Hp: 10
AC: 12
Range: 400ft/800ft
Capacity: 2
Arc: Wide
Damage: 3D4 + Dex, Piercing Damage

Special: Buck Shot: Deals ½ Damage to adjacent components

Dragon Tongue Flamethrower

Inspired by the great Red Dragons, the Dragontongue specializes in a clensing Inferno. Etched in aingent Dragon text down the main barrel is the words "*Yol Toor Shul*"

Cost: 600
Hp: 20
AC: 12
Range: 100m/150m
Capacity: 3
Arc: Wide
Damage: 3D4 + Dex, Fire Damage

Special: Yol Toor Shul: When you deal damage to a ship, the component you hit and the adjacent components have a chance of lighting on fire, the DC is the attack roll to hit, and the pilot must make a Wisdom Save or the components will catch on fire dealing 2D4+2 Fire Damage at the start of the Round. You have advantage when targeting components already on fire.

Februus Weaponised Coil

Designed by Goblins, the Februss Weaponised Coil harnesses the power of lightning, one dares not think about how many goblins were lost in the testing phase of development. As janky as the design is, the results are truly shocking.

Cost: 700
AC: 9
Hp: 25
Range: 250ft/500ft
Capacity: 3
Arc: Medium
Damage: 2D4 + Dex, Lightning Damage

Special: Instead of firing the coil, you may choose to spend that shot as charging. Each charge adds **1D8** damage and will arc to one additional random component. If the full magazine is used to charge, it must fire at the end of that firing phase. If the coil is **broken** while charging the ammunition is consumed and will need to be reloaded before firing again.

Gatling Gun

The Ol' Reliable, the gatling cannon can lay out sustained fire for long periods without damaging itself thanks to its 6 barrels, with a chance to cool down before firing again makes this one of the most universally useful weapons of combat designed to this day.

Cost: 400
Hp: 15
AC: 11
Range: 700ft/1400ft
Capacity: 3
Arc: Medium
Damage: 1D6 + Dex, Piercing Damage

Special: Armour Shredding: When damaging hull armour, add 1D4 damage to hit. However, dealing damage to gas bags deals -1D4 damage (minimum of 0).

Hades Cannon

With a trained gunner, this is one of the most devistating weapons to come up aginst. hearing the distinct ignition of the cannonball is a sirens call of destruction for all in its wake. You are in for one hell of a ride.

Cost: 1000
Hp: 20
AC: 10
Range: 1000ft/2000ft
Capacity: 5
Arc: Medium
Damage: 1D8 + Dex, Bludgeoning Damage

Special: Ignition Rounds: If target is further than **200m** away the cannonball from the Hades will ignite, adding **1D8** fire damage to impact. On a failed **DC15 Dexterity** *or* **Wisdom save** from the pilot of the affected ship, the target takes **1D4** fire damage for **1D4 rounds** or until extinguished. This effect stacks.

Harpoon Launcher

At first this was used for Hunting Aboleth, Dragon Turtles, and the mighty Kraken, these days the harpoon is used for sky fishing. The Harpoon is also popular among pirates that prefer boarding enemy vessles.

Cost: 500
Hp: 15
AC: 10
Range: 100ft/300ft
Capacity: 1
Arc: Wide
Damage: 1D6 + Dex, Piercing Damage

Special: Grapple & Reel: after making a successful hit, you may use an attack action to attempt to reel in the targeted creature/object, a creature can make a strength saving throw to attempt to dislodge itself from the harpoon, an object normally can't resist, however if the object is a ship, the pilot may make a wisdom save to dislodge the harpoon. The DC is determined by the 'to hit' roll. On a successful save: the harpoon is pulled out of the creature/object and cannot be reeled in. On a failed save: the creature is reeled in 100ft towards the harpoon gun. The harpoon gun may also be used as a zipline, if the ship is at a higher altitude than its target a player may ride down the zipline traveling at 100ft a round until reaching their destination (making an acrobatics check to stick the landing, DC determined by the DM)

Mercury Light Field Gun

You will hear the shot about 3 seconds *after* it hits you. The Mercury Light Field Gun is really good at dealing with long distance relationships, if ending them is your description of dealing with them. Her single target damage is unparraleled, she is heavy enough to almost be a candidate for the Heavy weapon class of artillery. If you care about your message going places, the Mercury is your tool for the job.

Cost: 1000
Hp: 15
AC: 10
Range: 2000ft/3000ft
Capacity: 2
Arc: Line
Damage: 2D10 + Dex, Piercing Damage

Special: Component Disable: When damaging guns/engines add D6 damage to the hit (2D10 + D6 + Dex)

Phobos Mine Launcher

Refurbished depth charges equipped with a deployable balloon make up the ammunition of the Phobos. These mines make for a good defence, simply wait for the sound. Alternatively they are a great tool for setting traps, even the slightest puncture in one of these mines once its deployed will set it off. Handle with care.

Cost: 1200
Hp: 25
Range: 150ft/300ft
Capacity: 1
Arc: Wide
Damage: 4D10 + 10 Force Damage

Special: rather than targeting ships, the mine launcher will target a point in space, the "on target" DC will be determined by the DM, every 5 below the "on target" DC the mine will land 50 ft away from intended deploy space. The mine has an AC of 15 and a HP of 1. The mine can be pushed by the wind as well as other forces; however if the mine's Hp drops to 0 the mine will detonate in a 50ft radius around the mine; dealing 4D10 Bludgeoning Damage + 10 Force Damage on a failed

Dexterity save, and half as much on a successful save (DC is the attack roll to deploy mine).

Scylla Double-barreled Mortar

Two Drums of Destruction. The Scylla fires rapidly and hard, punching further and further into your opponent. The hollow thump of every shot will be music to your ears as you see more and more holes appear in the hull of your foes. The world is chaos and you are it's humble guide.

Cost: 700
Hp: 25
AC: 10
Range: 500ft/1000ft
Capacity: 6
Reload: 2
Arc: Medium
Damage: 1D8 + Dex, Bludgeoning Damage

Special: Hull Hammer: You may fire one additional shot. When dealing damage to hull armor, deal 1D4-2 (minimum of 0) damage to the frame of the ship, each consecutive hit deals +1 damage to the frame until the start of the next shooting phase. (example. 1D4-2 on first hit, 1D4-1 on second hit, 1D4+0 on third, and so on)

Heavy Hardpoint Weapons

Heavy weapons can be mounted on **Heavy Hardpoints** on Airships. they stand ~6-10' tall and long, heavy weapons have a place to sit, using the controls you can pivot around its anchor, this gives you the **weapon arc**, some weapons require a more sturdy base so their arc may be tighter than others.

Heavy Flak Artillery Cannon

The Heavy Flak is a hravily armoured Artillery cannon designed to deliver pinpoint destruction over long ranges, her armour piercing rounds break through even the toughest of plating.

Cost: 2000
Hp: 30
AC: 8
Range: 2000ft/3000ft
Capacity: 2
Arc: Line
Damage: 2D12 + Dex, Bludgeoning Damage

Special: Armour Piercing: -1 AC to the Targeted Ship/Creature

Nemesis Heavy Carronade

Inspired by the cannons of the great sailing ships, the Nemesis takes it to a whole new level, bigger kick, bigger payload. These cannonballs break into ships and sometimes go completely through them! it is a sight to see a Nemesis blast a hole clean through a ship.

Cost: 2000
Hp: 30
AC: 8
Range: 1000ft/1600ft
Capacity: 2
Arc: Medium
Damage: 3D10 + Dex, Bludgeoning Damage

Special: Armour Bypass: When targeting the Armour, deal ½ the damage to Armour and the remaining damage goes to frame (regardless of Armour condition)

Wyvern Heavy Missile Barrage

A goblin engineer asked their dragonborn friend, "*what if there were more missiles?*" The Dragonborn's answer? Enter the Wyvern Heavy Missile Barrage. In a single volley the Wyvern will blast 30 or so rockets out of its metal Dragon skulls decorating each of the missile pods. line up your shot, wave away all the smoke, and your problems are suddenly gone!

Cost: 2500
Hp: 35
AC: 10
Range: 1000ft/2000ft
Capacity: 1

Arc: Medium
Damage: 1D6 fire Damage + 1D6 + Dex, thunder damage

Special: Gout of Missiles: The missile launcher makes four attacks at a time, you must target a single ship with this attack but each attack my target a different component of that ship.

M.A.C Swivel

Man has long been infatuated with making things go fast, and the Magnetic Accelerator Cannon is the state of the art. Traditionally these things are placed in the centre of a ship, though in the air sometimes you need a bit more maneuverability. Placed on a heavy hardpoint and kitted with a small magazine this pivoting cannon is a great addition to any arsenal.

Cost: 3000
Hp: 30
AC: 13
Range: 1500ft/3000ft
Capacity: 3
Arc: Medium
Damage: 4d12 piercing damage

Special: Unstoppable Force, Moveable Object M.A.C accelerated rounds rip through ship armour like a knife through butter, 1/2 of the total damage of your attack is dealt to the ship armour, the other half is dealt to the frame of the ship.

Equipment

An all encompassing term for additional technological works on the ship, these things do not take up significant space but instead concern additions to existing systems or equipment like telescopes and radio.

Hardpoint Armour

Cost: 110 per light weapon, 200 per heavy weapon

Armour plating is applied to all of your hardpoints, protecting them from more damage to the vital components that let the weapon function.

+5hp to all installed weapons

Stasis Bed

Cost: 3000

This "bed" stands vertically like a doorway, on the side of the doorway hangs a small device with 3 buttons on it. Upon activation of the top button, any creature that is in the doorway is petrified instantly. When the second button is pressed; the large block that contains the creature, can float 3 feet off the ground and 10 feet behind a creature holding the device . The third button will send the block floating back to its doorway. The petrification only holds for 7 days before wearing off and dissolving off the creature completely, The petrification can be ended early by pressing the first button again.

Sky Anchor

Cost: 450gp

A large Immovable rod is installed on the ship and can be activated from the Helm using an action, upon activation the ship is locked in place, activating again releases the immovable rod and the ship can move normally again.

Fire Supression System

Cost: 1000

The system has 2 charges that can be used to extinguish all fires on the ship at once, this ability recharges at dawn.

Invisibility Core

Cost: 15000

As an action anyone can activate the Invisibility Core to cast Invisibility on the ship with a duration of 1 minute. It takes a DC20 Perception check to see the ship's location. Attacks made against the ship are at disadvantage. This effect ends upon making an attack. The invisibility Core recharges after 1 hour of exposure to bright moonlight.

Greater Invisibility Core

Cost: 22000

As an action anyone can activate the Invisibility Core to cast Greater Invisibility on the ship with a duration of 1 minute. It takes a DC25 Perception check to see the ship's location. Attacks made against the ship are at disadvantage. The Greater Invisibility core does not conceal projectiles or smoke plumes from weapons. The invisibility Core recharges after 2 hours of exposure to bright moonlight.

Friendly Floorboards

Cost: 1200

These floorboards are friendly to few, to activate them you must call out the command word or phrase. When activated all flooring becomes difficult terrain for all unwelcome creatures to the speaker of the command word. The effect lasts for 1 hour after activation. This ability can be used once before needing to recharge, which happens every dawn.

Arcane Disguise System

Cost: 4000

Using artificer created projection paneling and an illusion core this upgrade can project a passable image of another ship model and/or separate paint job for mid-to-long range disguise purposes. At close range the illusion can start to be seen through as crew movements and original ship shape can start to bleed through the illusion (depending on how complex the illusion that has been created is). Lasts for 3 hours or can be deactivated early. 1 charge, recharges at Dawn's first light.

Redundant Component parts

Cost: 1000

Upgrades The Helm or Engine

"Nobody ever complained about a component being over engineered, they do complain when it is under engineered however!" - Eng. Giddings. : If the component is reduced to **less than** half hp, the component automatically heals to half its base hp +1. The component must be repaired back to full hp before this ability can be used again.

Lucky "Phoenix Claw" Charm

Cost: 600

Upgrades The Helm

*"I swear it makes this baby turn on a dime! and No! It is **Not a chicken's foot!** It's a **Phoenix Claw!!**" -Cpt. Urdothor.*

This curious good luck charm that is *definitly* a Pheonix claw and is sworn by pilots across the land that it definitly helps their ship turn faster. It's rather macabre to put it honestly.

The claw is hung on the Helm, when you rub the claw it expends one of its five charges, for the next seconds round, turning ability is doubled. This is an unstable item however, when you use this ability you deal 1D4+1 necrotic damage to your engine.

The claw regains 1D4+1 charges at midnight.

Unbreakable Engine

Cost: 400

Upgrades The Engine

Engines with this upgrade do not receive the Broken condition until at one quarter of their maximum health rather than at half of their maximum health.

Injection Fuel Engines

Cost: 500

Upgrades The Engine

Ship speed increased by 50, may be taken multiple times

Improved Manuvering Thrusters

Cost 500

Upgrades The Helm and Engines

Ship turning speed increased by 10, may be taken multiple times

Arcane Armour Plating (+1,+2,+3)

Cost: 1500 for +1, 4000 for +2, 10000 for +3

Upgrades the Hull Armour

+1, +2, or +3 to AC, choose two damage resistances that the armour system is now resistant to against non-magical attacks. +3 Arcane armour gains a third damage resistance.

Druidic Contengency Reinforcement

Cost: 4000

Upgrades the Hull Armour

Upon the armor system being rendered broken the armour system will immediately gain 5D10+10 temporary hp as roots and vines sprout out and seal the gaps in the armor. These protective roots last for 8 hours or until the temporary hp drops to 0, this ability

regenerates when the armour is touched by the first rays of dawn.

M.A.D. Plating

Cost: 3000

Upgrades the Hull Armour

When the armor takes damage roll a D100, on a 75 or higher half of the damage taken is also dealt to the attacker. On a 50 or higher, ¼ of the damage taken is also dealt to the attacker. If the attacker is a ship, the damage is dealt to the attacker's hull armor. This ability only applies while the armor remains functional.

Sturdy Light Turret Base

Cost: 500

Upgrades a Light Weapon

Increases one light airship weapon's Arc (line goes to medium, medium goes to wide)

Fast Fire Light Turret System

Cost: 1000

Upgrades a Light Weapon

Light Weapons with this upgrade may fire on additional time when a gunner takes the attack action with them.

Arcane Material Manipulator (+1, +2, +3)

Cost: 1000 for +1, 3500 for +2, 8200 for +3

Upgrades a Light Weapon

+1, +2, or +3 to hit and damage. Allows a light weapon to deal magical damage for the purposes of overcoming damage resistance. +3 Weapons gain the ability to deal an elemental damage type, this is optional.

Lightweight Flared Magazine Well

Cost: 400

Upgrades a Light Weapon

The magazine well is redesigned to give room for an increased ammunition supply. Increases the capacity by 1.

Clockwork Assistant Reloader

Cost: 1500

Upgrades a Light Weapon

Embossed on the weapon is one of three mechanical animals, an octopus, spider, or monkey. Each round the animal on the weapon will animate and will spend one action to reload the weapon, if the weapon is attended it

will assist in the reloading process. If the weapon is broken (less than half hp) the animal won't animate again until the weapon is fully repaired.

Heavy, Heavy Weapon Armour

Cost: 700

Upgrades a Heavy Weapon

Armor covers all the essentials without compromising performance. +10hp to the equipped weapon.

Magitech Targeting

Cost: 900

Upgrades a Heavy Weapon

Once per round as a bonus action, the creature operating the enchanted gun can activate a charge to gain a +2 to the attack role and damage. This enchantment has 3 charges, which refresh at first light.

Heavy Flared Magazine Well

Cost: 1000

Upgrades a Heavy Weapon
   The magazine well is redesigned to give room for an increased ammunition supply. Increases the capacity by 1.

Dead Man's Trigger

Cost: 2000

Upgrades a Heavy Weapon

If the weapon is broken or destroyed, latent enchantment is activated. Enchantment conjures loaded spectral version of the equipped heavy weapon with 1 shot that can still be fired. Once fired, the conjuration fades away. If not fired within 1 minute then conjuration fades away. Spectral projectile fades after attack is made. After the weapon is restored to full HP the enchantment requires 24 hours to recharge. If broken again before 24 hours have passed then count is stopped and won't resume until, repaired to full HP again.

Radio MK. I

Cost 250

A simple box radio, unreliable, but lets you talk with other vessels. Can be placed in a single position on the ship, due to the low quality the radio imposes disadvantage on all charisma checks made when speaking through this radio box.

Radio MK. II

Cost: 750

More robust, capable of maintaining an actual conversation across the airwaves this bit of kit allows for regular, uninterrupted chats.

Explosive Plate Armour

Cost: 5000

A sheet of directional explosives covers your armour, these explode outward instantly on impact. While your armour has more than 0hp you are immune to all damage which bypasses armour.