

Skyship Combat System

SPINLOKI

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1 The Combat Round

1.1 Maneuver Actions

1. **Roll Maneuver Dice:** Each ship rolls its base **Maneuver Dice** pool (speed + maneuverability + pilot skill).
2. **Determine Initiative:**
 - The Attacking Side goes first.
 - If both sides are attacking, the side with the ship that has the highest sum of **Maneuver Dice** is treated as the Attacking Side.
3. **Claim Environmental Dice Pools:**
 - (a) Attacking Side chooses one **Environmental Dice** pool.
 - (b) Defending Side chooses one from remaining options.
4. **Maneuver Actions:**
 - (a) Attacking Side chooses a ship to act. This is the **Attacker**.
 - (b) Attacker may roll 1 **Area Denial Die**, adding it to its **Maneuver Dice** pool.
 - (c) Attacker bids two **Maneuver Dice** against a target. This is the **Defender**.
 - (d) The Defender may:
 - Roll 1 **Area Denial Die**, adding it to its **Maneuver Dice** pool.
 - Receive **Escort Dice**. Allied ships may sacrifice two of their own **Maneuver Dice** to grant one of them to the Defender.
 - Match Attacker's bid using any number of **Maneuver Dice**.
 - (e) Normally, the Attacker has **Advantage**. If the Defender matches with only one die, it can either take **Advantage** or designate an allied ship as the new Defender.
 - (f) If the Defender cannot match the Attacker's bid, it is **Outflanked**.
 - (g) Any unused **Escort or Area Denial Dice** expire.
 - (h) Resolve the Shooting Action between the Attacker and Defender.
5. Repeat this process for the Defending Side.
 - Either side can decline to act on their turn.
 - If neither side initiates a maneuver, all maneuver dice expire, and a new round begins.
 - If the Attacking Side initiates no maneuvers in a round, the Defending Side may choose to become the Attacking Side in the next round.
 - If neither side initiates maneuvers over the course of a round, either side may choose to end the combat.

Fleeing Combat

Instead of bidding two dice to maneuver against another ship, a ship may bid **all** of its remaining maneuver dice to attempt to flee the combat.

The fleeing ship can gain **Area Denial or Escort Dice**, the same as if it were the Defender in a Maneuver Action.

All opposing ships can pool **Maneuver Dice** together to match the fleeing ship's bid. They can use **Area Denial and Environmental Dice** as normal.

The fleeing ship escapes if the opposing side cannot match its bid. Otherwise, all bid dice are lost.

1.2 Shooting Actions

1. Determine Facing and Range:

- (a) The ship with **Advantage** chooses its own facing.
- (b) The opposing ship chooses its own facing.
- (c) The ship with **Advantage** chooses the engagement range.

2. Firing and Defending:

- (a) Each ship may fire once from each weapon on the chosen facing.
- (b) Shooter declares which weapons it will fire (forming the **Attack Dice** pool).
- (c) Defender decides whether to spend power to Evade, choosing to either gain **Evasion Dice** equal to its base **Maneuver Dice** pool or adjust the engagement range by one band.
- (d) Defender decides whether to fire Defensive weapons to gain **Evasion Dice**.
- (e) Both sides roll their respective dice pools.

3. Attack Resolution (Bid-Match):

- (a) Shooter bids one weapon die.
- (b) Defender must match or exceed using **Evasion Dice**, or take the hit.
- (c) Repeat until shooter is out of **Attack Dice**.
- (d) Repeat Attack Resolution, swapping Attacker and Defender.

4. Resolve Hit Effects:

- (a) Subtract armor from each successful hit.
- (b) Remaining damage up to armor is Hull Integrity damage. Anything beyond that is a Critical Hit.
- (c) Apply the Critical Hit using the Critical Table. Attacker can choose a lower result, using the same damage amount.
- (d) Suffer Hull Breached if Hull Integrity is reduced to 0.

Outflanked

If a ship is **Outflanked**, the Defender can no longer bid **Maneuver Dice** against the Attacker for the rest of the round.

Additionally, in the ensuing Shooting Action, the Attacker may choose **two** of the following:

- The Attacker may choose the Defender's facing.
- The Defender cannot gain any **Attack Dice**.
- The Defender cannot gain any **Evasion Dice**.

Ignoring Area Denial and Escort Dice

During the Maneuver Phase, Defenders may benefit from:

- **Area Denial Dice** — rolled from weapons
- **Escort Dice** — provided by allied ships

The Attacker may choose to **ignore** these dice after they are rolled:

- If an **Area Denial Die** is ignored, the Defender loses its benefit, but the Attacker **takes a hit** from that weapon.
- If an **Escort Die** is ignored, the Defender gains no bonus – but the Attacker is **Outflanked** by the escort once the Attacker's Shooting Action is done.

1.3 Critical Table

Result	Effect
0	Hull Ruptured: Target loses (Damage) additional Hull Integrity.
1	Concussed: Reduce one maneuver die by (Damage).
2	Armor Breach: Attack strips (Damage) armor from that facing.
3	Component Damage: Attacker disables one known component.
4	Motive Disruption: Target loses two base Maneuver Die and cannot regain them.
5	Hull Breached: Armor on all facings set to 0. All Attack Dice can be combined against it.
6	Motive Failure: Target loses all base Maneuver Dice and cannot regain them.
7+	Ship Crippled: As above, and target can no longer gain Attack or Maneuver Dice .

1.4 Ship Power

Each ship has a limited Power Reserve, depleted in the following ways:

- Passive combat stress. Usually at a rate of 1 Power every 2 rounds at Halfflight altitude.
- Flaring Drives to Evade during a Shooting Action, or to reroll Maneuver Dice at the start of a Combat Round.
- Activating special components.

If a ship ends a round with 0 Power, it suffers **Motive Failure**.

At **any time**, a ship can choose to disable one of its own components to restore 1 Power.

2 Ship Construction

2.1 Ship Construction Process

1. **Choose a Chassis:** Select a base hull that fits your intended role (escort, fleet anchor, etc.).
2. **Install Core Modifications:** Choose up to the allowed number of **Core Modifications**, which alter ship behavior (e.g., Armored Core, Overdrive Matrix).
3. **Mount Weapons:**
 - Weapons are mounted by **Facing** (Front, Rear, Port, Starboard).
 - Each mount is designated as **Small**, **Medium**, or **Large**.
 - Weapons have a size requirement and can only be mounted in appropriately sized slots.
 - Each weapon may also have **one Weapon Modification** (e.g., Unstable Ammunition, Stabilized Targeting).
4. **Install Components:** Choose support systems, limited only by the ship's available **Power Rating**.
5. **Calculate Power Capacity:** Subtract power cost of all components from the ship's Power Rating to get Power Capacity. This is how much power the ship starts with in combat.

2.2 Chassis Overview

Each ship begins with a **Chassis**. A Chassis defines the following core statistics:

- **Core Modification Slots:** Number of integral modifications the ship can support (usually 1).
- **Hull Integrity:** How much punishment the ship can take before suffering a Hull Breach.
- **Armor (F/B/A):** Baseline armor values for the ship's Fore (F), Broadside (B), and Aft(A) facings. Armor is usually Minimal (1), Light (2), Medium (4), or Heavy (6).
- **Mounts (F/B/A):** Mount points for Small (S), Medium (M), or Large (L) weapons. A Large Mount can also fit 1 Medium and 1 Small weapon.
- **Speed and Turn rating:** Two components of the ship's base maneuver pool. The third, Piloting, is independent of the Chassis.
- **Power Rating:** The total amount of Power the ship can hold.

2.3 Chassis List

Chassis	Hull Int.	Power	Speed	Manv.	Armor	Weapon Mounts			Price
						F	B	A	
Raider	25	12	10	12	2/2/1	–	1M	1S	10
Escort	30	15	10	10	4/2/1	1S	1M	1S	15
Frigate	40	18	8	10	4/4/2	1S	1M/1S	1S	25
Interceptor	40	15	12	6	6/4/1	1M/1S	1M	1S	30
Cruiser	55	20	8	6	6/4/4	1M	1H/1S	1S	45
Battleship	80	25	6	4	6/6/4	1H	1H/1M	1M	75

2.4 Core Modifications

- **Armored Core:** Grants +2 armor to all facings to a max of 8. Speed and Power Rating are reduced by 2, and the ship cannot regain power by any means during combat.
- **Escort Protocol:** When this ship escorts an ally, the ally may reroll the granted **Maneuver Die**, but must accept the new value. If the ally does not reroll it, then the escorting ship can keep the die it did not grant, but halve the rolled value.
- **Exposed Conduits:** Reduces armor on all facings by 2. Ship's power rating is increased by 50%.
- **Overdrive Matrix:** The ship's base **Maneuver Dice** pool gains 1 extra **Speed Die**. Doubles passive power loss. Doubles power cost of Evasion during Shooting Actions.
- **Oversized Weapon Mounts:** Increase all weapon mount sizes by 1 category, to a maximum of Large. All weapons cost 2 extra power.

2.5 Weapon Qualities

- **Arc:** Weapon can be fired from an adjacent firing arc. If it is, then treat the Target as if it were 1 range band further away.
- **Area Denial:** During a Maneuver action, a single die from any of this weapon's **Attack Dice** pool can be rolled as a temporary **Maneuver Die**. If ignored, the Target is hit by this weapon's dice pool of the user's choice in the ensuing Shooting Action.
- **Defensive (X):** Target armor is doubled against this weapon's **Attack Dice**. This weapon's Point-Blank range **Attack Dice** can be rolled as **Evasion Dice** of type X. If the weapon has the Arc quality and is fired from an adjacent arc, use the weapon's Short range **Attack Dice** instead.
- **Disruptive:** Target loses 1 power if any of this weapon's **Attack Dice** dealt Hull Integrity damage during a Shooting Action.
- **Echo:** When one of this weapon's **Attack Dice** hits a target, it is duplicated and added back to the **Attack Dice** pool with a rolled value of 2 lower.
- **Fast Loading:** Weapon can be fired one extra time per round.
- **Linked (X):** During a Shooting Action, X number of **Attack Dice** from this weapon can be bid as a single die.
- **Piercing (X):** Target's Armor subtracts X less from the damage total of an **Attack Die**. This does not reduce damage dealt to Hull Integrity.
- **Seeking:** Target ships can only match this weapon's **Attack Dice** with exactly 2 **Evasion Dice**.
- **Spray:** At Point-Blank range, the weapon gains Linked (3). At Short range, the weapon gains Linked (2). **Turn Dice** cannot be used to match this weapon's **Attack Dice**.
- **Versatile:** Required quality for certain Weapon Modifications.
- **Volatile:** Weapon can reroll one of its **Attack Dice** per Shooting Action. Any Critical Hit against this facing adds 1 to its result.

2.6 Weapon List

Weapon	Size	Power	PB	Short	Med	Long	Extr	Qualities	Price
Cannon	S	0	3d8	3d6	2d6	2d4	1d4	Versatile	0
Cannon Btry	M	1	5d8	5d6	4d6	4d4	3d4	Versatile	1
Cannon G. Btry	L	2	7d8	7d6	6d6	6d4	5d4	Versatile	2
Hvy Cannon	M	2	1d12	2d12	3d10	4d8	3d6	Pierce (2)	2
Hvy Cannon Btry	L	4	2d12	3d12	6d10	6d8	6d6	Pierce (2)	4
Firestorm	S	1	8d4	8d4	8d4	2d4	–	Spray	1
Firestorm Btry	M	2	12d4	12d4	12d4	4d4	2d4	Spray	2
Mines	S	0	3d12	–	–	–	–	Area Denial	1
Lightning Lance	M	2	–	3d6	3d8	3d10	3d8	Arc	3
Guardian	S	2	2d12	2d10	2d8	2d6	2d4	Arc, Def (Turn)	2
Echo Cannon	S	2	1d12	1d12	1d10	1d10	1d8	Echo, Pierce (2)	5

2.7 Weapon Modifications

Unless stated otherwise, each weapon is limited to one modification. Modifications normally have no additional Power or Wealth cost.

- **Armored Mount:** Increases armor on facing by 1. Does not stack with other Armored Mounts on same facing. Incompatible with Armored Core.
- **Expanded Ammunition Racks:** Grants Fast Loading to attached weapon.
- **Overcharged Ammunition:** Requires Versatile quality. Ship can spend 1 power to grant Spray to attached weapon.
- **Proximity Burst Munitions:** Requires Versatile quality. Weapon gains Area Denial.
- **Spatial Distortion Array:** Ship can spend 1 power to grant Arcing to attached weapon.
- **Stabilized Targeting:** Ship can spend 1 power to adjust attached weapon's range by 1 band.
- **Unstable Ammunition Racks:** Grants Volatile to attached weapon.

2.8 Supplemental Modifications

- **Emergency Booster:** At any time during a Maneuver Action, choose between 2d4, 2d8, and 2d12. Add these to the ship's **Maneuver Dice**. At any time during a Shooting Action, immediately gain **Evasion Dice**. Limit once per round. Whenever used, the rolled dice also count as **Attack Dice** that immediately hit the facing that the ship chooses for the Shooting Action.
Cost: 1 Wealth, 1 Power
- **Flux Converter:** Whenever the ship loses power for any reason, roll 1d6. On 4+, gain 1 power, canceling the cost. On 1/2, lose an additional 1 power.
Cost: 4 Wealth, 1 Power

- **Environmental Analyzer:** Once per round, any ship on the same side can reroll the result of an **Environmental Die**
Cost: 3 Wealth, 2 Power
- **Wake Projector:** All **Environmental Dice** pools gain one additional die of the same type after they have been selected. The ship can spend 1 Power to restrict this effect to only 1 **Environmental Dice** pool.
Cost: 5 Wealth, 2 Power
- **Stormcaller Drive:** The ship can spend 1 Power so that all **Environmental Dice** used in its Maneuver Action become **Attack Dice** in the ensuing Shooting Action.
Cost: 10 Wealth, 3 Power
- **Targeting Scrambler:** Once per round, the ship can force its opponent in a Shooting Action to reroll an **Attack Die**
Cost: 5 Wealth, 2 Power