

# 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 <b>Maneuver Dice</b> 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 <b>Maneuver Dice</b> and cannot regain them.
7+	Ship Crippled: As above, and target can no longer gain <b>Attack or Maneuver Dice</b> .

## 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.
- 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 is treated as X lower.
- **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. 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 Dice**  
**Cost: 5 Wealth, 2 Power**