Skyship Combat System

Iravol System Reference

Contents

1   Overview

Skyship combat in Iravol is divided into two distinct phases: the **Maneuver Phase** and the **Shooting Phase**. Combat emphasizes initiative, positioning, environmental exploitation, and resource management through dice pools and power usage. Vulture-class Interceptor

2   Ship Construction Rules

2.1   Chassis Overview

Each ship begins with a **Chassis**, which provides its fundamental structure and limitations. A Chassis defines the following core statistics:

- **Core Modification Slots:** Number of integral modifications the ship can support (usually 1).

- **Hull Integrity:** Number of hits the ship can take before catastrophic failure.

- **Armor (per Facing):** Baseline armor value for each of the four ship facings.

- **Weapon Mounts (per Facing):** Mount points for Small, Medium, or Large weapons.

- **Speed and Turn rating:** Two components of the ship's base maneuver pool.

- **Power Rating:** The total amount of Power the ship generates and can spend per combat round.

2.2   Ship Construction Process

1. **Choose a Chassis:** Select a base hull that fits your intended role (interceptor, cruiser, etc.).

2. **Install Core Modifications:** Choose up to the allowed number of **Core Mods**, 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 (e.g., Engine Echo Projector, Flow-Tuned Rigging), limited only by the ship's available **Power Rating**.

5. **Validate Power Usage:** Ensure that the sum of all component and weapon **Power Costs** does not exceed the ship's **Power Rating**.

2.3   Weapons and Range

Each weapon defines its own effectiveness at different ranges, expressed as a dice pool per range band:

Weapon	PB	Short	Medium	Long	Extreme
Light Cannon	3d6	3d6	2d6	1d6	—
Sniper Lance	—	1d6	2d8	3d8	4d6
Spray Gun	4d4	3d4	2d4	—	—

Range bands are determined during the Shooting Phase. Some weapons may include **range-shifting abilities** (e.g., Stabilized Targeting) or traits like **Spray**, **Area Denial**, or **Echo** that interact with this table.

2.4   Power System Summary

Each component and weapon contributes a fixed Power Cost to the ship. A ship's **Power Rating** is the total amount of power it can spend per round. Power is used for:

- Flaring Drives for bonus maneuver dice.

- Flaring Defense systems for evasion.

- Activating components (e.g., Stormcaller, Signal Scrambler).

- Triggering certain weapon mods or rerolls.

If a ship ends a round with **0 Power**, it suffers the **Drive Failure** critical effect.

2.5   Weapon Mount Sizes

- **Small Mount:** Can fit light weapons, often used for defense or area denial. Usually 1–2 dice per range.

- **Medium Mount:** Standard offensive weapons. Balanced across range bands.

- **Large Mount:** Heavy weapons, often have limited arcs but high damage. May require more Power.

2.6   Wealth and Cost

The cost of weapons, components, and chassis upgrades is governed by a **Wealth System**, which is not covered in this document. Players and GMs should agree on available budget for outfitting based on campaign context.

3   The Combat Round

3.1   Maneuver Actions

1. **Roll Maneuver Dice:** Each ship rolls its maneuver pool (speed + maneuverability + pilot skill).

2. **Determine Initiative:**

   - Attacking side goes first.
   - If both sides are attacking, the side with the highest single dice roll is treated as the Attacker.

3. **Claim Environmental Dice Pools:**

   - Attacking side chooses one environmental pool.
   - Defending side chooses from remaining options.

4. **Maneuver Actions:**

   (a) Attacker chooses a ship to act.
   (b) Attacking ship may roll 1 die from an Area Denial weapon.
   (c) Attacking ship bids two dice to maneuver against a target.
   (d) Defender may:
       - Roll Area Denial weapon (1 die).
       - Receive escort (1 die per 2 sacrificed from an ally).
       - Match attacker's bid using any number of maneuver dice.
   (e) If the defender matches the bid using fewer dice, it gains **Advantage**.
   (f) If the defender cannot match, it is **Outflanked**.
   (g) Any unused Escort or Area Denial dice expire.

5. Repeat this process for the Defender.

   (a) Either side can decline to act on their turn
   (b) If both sides decline (or are unable) to act, all maneuver dice expire, and a new round begins.

3.2   Shooting Actions

1. **Determine Facing and Range:**

   - The ship with Advantage chooses its own facing.
   - The opposing ship chooses its own facing.
   - The ship with Advantage chooses the engagement range.

2. **Firing and Defending:**

   - Each ship may fire once from each weapon on the chosen facing.
   - Shooter declares which weapons it will fire (forming the attack pool).
   - Defender decides whether to Evade and/or fire Defensive weapons to gain Evasion Dice.
   - 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/defense dice, or take the hit.

    (c) Repeat until shooter is out of attack dice.

4. **Resolve Hit Effects:**

- Subtract armor from each successful hit.
- Apply leftover damage using the Damage Consequences Table.

Outflanked

If a ship is Outflanked, the Defending ship can no longer bid Maneuver Dice against the Attacking ship 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 escort **Outflanks the attacker** once the Attacker's Shooting Action is done.

4   Damage Consequences Table

Post-Armor Damage	Effect
1–2	Concussed: Reduce one maneuver die by damage dealt.
3–4	Armor Breach: -1 armor to that facing (can go below 0).
5	Fire! Facing ignites (see Fire rules).
6	Component Damage: Attacker disables one known system.
7–8	Drive Damaged: Target loses two maneuver dice permanently.
9–10	Motive Failure: Target loses all base maneuver dice, and cannot regain them for the re
11+	Ship Crippled: As above, and target can no longer attack.

5   Power System Overview

Each ship has a limited Power Reserve, used to:

- Flare Drives (gain bonus maneuver dice).

- Flare Defense (gain bonus evasion dice).

- Activate special components (e.g., Stormcaller).

- Use Overdrive or other modifications.

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

6   Weapon Qualities

- **Area Denial:** Weapon may roll one die during a maneuver to disrupt the enemy.

- **Spray:** At short ranges, attacker may combine multiple small dice for greater armor penetration.

- **Echo:** When a hit lands, resolve another hit at 2 less damage, repeat until zero.

- *(More to be added...)*

7   Support Components

- **Engine Echo Projector:** Placeholder

- **Flow-Tuned Rigging:** Placeholder

- *(More entries forthcoming)*

8   Hull Types

- **Vulture-class Interceptor:** Placeholder

- **Stormcaller Skiff:** Placeholder

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- **Battleship Frame III:** Placeholder

9   Weapons

- **Aether Cannon:** Placeholder

- **Mine Layer:** Placeholder

- **Spray Cannon:** Placeholder