

## PHEROMONES



**Boon:** Gain a +2 bonus to Charisma-based social interactions with other members of the character's race.

**Bane:** Receive a -2 penalty to Charisma-based social interactions with other members of the character's race.

## SACRED OIL



❗ Contact Only, Weapons Only

**Boon:** Gain a +1 bonus to attack rolls.

**Bane:** Suffer a -1 penalty to defend against sunder.

## SCREECHROOT



❗ Contact Only

**Boon:** For 1 hour, the target has tremorsense with a radius of 10 yards.

**Bane:** *Deafens* anyone within a 1-yard radius.

## VIGORA



**Boon:** Fatigue Threshold is increased by 1 for 1 hour.

**Bane:** Fatigue Threshold is reduced by 1 for 1 hour.

## VIM



❗ Ingested or Injected Only

**Boon:** Gain a +1 bonus rank to a single stat, which is chosen at creation. This can reduce or nullify a curse or other stat-reducing effect.

**Bane:** Suffer -1 rank to the chosen stat.

## VISCERA



**Boon:** Target gains a +2 bonus to Stealth checks against undead creatures.

**Bane:** Target suffers a -2 penalty to Stealth checks against undead creatures.

# GOODS & SERVICES

Weapons and armor aren't the only things a successful adventurer needs. Travel means cooking on the go, inclement weather, and sleeping on the hard ground. Battling in the dark is difficult, and exposure to the elements often results in disease. The means of addressing these issues and more can be found here, in the adventuring gear section.

## ADVENTURING GEAR

### AREA MAP

<b>Weight:</b> 0.1 lbs.	<b>Cost:</b> ₳100
-------------------------	-------------------

Articulates the topography and major features of a particular region or city, such as the Glass Forest or Hel. Accuracy not guaranteed.

### BEDROLL

<b>Weight:</b> 6 lbs.	<b>Cost:</b> ₳15
-----------------------	------------------

A leather sack with a linen interior for a single Feneryan to sleep in. More expensive bedrolls have an additional liner stuffed with phage or heartwood sloth fur for warmth or are large enough to fit 2 Feneryans.

### BLINDERS

<b>Weight:</b> 0.1 lbs.	<b>Cost:</b> ₳10
-------------------------	------------------

Thin chips of obsidian from the Glass Forest are attached to thin wire or within goggles to shield a character's eyes from penalties of normal and bright light. Wearers with daysight suffer no penalties in bright light, but suffer a -4 in dim light and are blinded in ambient light and darkness. Wearers with dusksight suffer no penalties in normal light and only a -2 in bright light, but penalties from ambient light and darkness are increased by -2. Wearers with darksight suffer a -4 from bright light, a -2 from normal light, and no penalty from dim light.

### CANDLE

<b>Weight:</b> 0.2 lbs.	<b>Cost:</b> ₳3
-------------------------	-----------------

A small stick of tallow with a wick that can burn for up to 12 hours. Illumination within a 3-yard radius is considered dim. A 2-yard radius beyond that is considered ambient. Beyond that, darkness.

### CANTEEN

<b>Weight:</b> 1 lb.	<b>Cost:</b> ₳10
----------------------	------------------

A small metal container that can carry up to 3 servings of water to stymie *dehydration*.

### CHRONOPIECE

<b>Weight:</b> 0.1 lbs.	<b>Cost:</b> ₳1600
-------------------------	--------------------

This arkanik device was inspired by the demigyres and spires used to devise a method of tracking the seasons and months. It achieves this incredible feat by tracking the sun's arkwaves, which power a slowly spinning stone or metal disc marked with the days, months, and seasons. Because it is synced with the sun, its measurements remain infallible so long as the mechanical parts are in functioning order.

### CROWBAR

<b>Weight:</b> 4 lbs.	<b>Cost:</b> ₳30
-----------------------	------------------

An irreplaceable tool for scoundrels and thieves. It makes opening locked doors and chests a breeze if they don't mind leaving evidence of wrongdoing. If the user succeeds on the Strength check to break the object, such as a door or lock, the crowbar instantly opens the target (there is no need to roll for damage).

### CHALK

**Weight:** 0.1 lbs.

**Cost:** ₺5

Used for marking, writing or drawing.

### DELL

**Weight:** 1200 lbs.

**Cost:** ₺400

Available in the six-legged dellsit or the eight-legged dellet, these creatures are the primary mode of transportation for shorter distances, but Feneryans who cannot afford an airship may utilize them for longer distances. Dellsits are generally smaller and reserved for riding, while their larger cousins are kept as draft animals. When pulling weight on level ground, a single dell can haul three times its own weight.

### EMERGENCY KIT

**Weight:** 2 lbs.

**Cost:** ₺75.

Also known as an e-kit, this is a small wooden or metal box containing a collection of essential materials to treat bleeding, lacerations, and other wounds. Using an e-kit during a Medicine check to heal an ally increases healing by 5 health. When used during a stabilization or limb reattachment check, the UC is reduced by 4. Emergency kits have 10 uses.

### EXOTHERM GEL

**Weight:** 0.5 lbs.

**Cost:** ₺10

A dollop of this gooey substance from an exotherm can refuel a lantern. Otherwise, it is the most abundant fuel available to Feneryans, and a choice material for arsonists given how hard it is to extinguish.

### FIRE STARTER

**Weight:** 0.3 lbs.

**Cost:** ₺15

A circular or rectangular rod of metal. Grinding two together, or one against a sturdier metal will easily produce sparks to light a fire. One fire starter has up to a 100 uses.

### FOUNTAIN PEN

**Weight:** 0.1 lbs.

**Cost:** ₺20

The writing utensil of the sophisticated Feneryan. The body is usually a hollow cadavian feather, although claws, teeth, and horns of other beasts are popular among the wealthier elite. The head is a pointed piece of steel, and more expensive variations are inscribed or uniquely shaped. A pen can fill a single page of vellum before being refilled.

### GAMBLING DICE

**Weight:** 0.1 lbs.

**Cost:** ₺20

A pair of wooden or metal dodecahedrons. On each face is a symbol representing one of the 12 aspects. Black marketeers might also sell weighted dice for a surcharge.

### GRAPPLING HOOK

**Weight:** 5 lbs.

**Cost:** ₺20

A metal fixture with four prongs tethered to 5 yards of rope. If it can be secured, the grappling hook grants a +4 bonus to Athletics checks made to scale a wall or other surface. A 2 UC Strength check is required for every 4 yards the target is above the character.

### GROUND FLARE

**Weight:** 1 lb.

**Cost:** ₺15

A small canister of a highly flammable mesh. When the cap is removed, a fire starter is struck to ignite the mesh and eschew a blindingly bright light. The area within a 10-yard radius is brightened up to dim light. A 10-yard radius beyond this is treated as ambient. This effect lasts 1 minute, but is half as effective when activated underwater.

### HANDCUFFS

**Weight:** 2 lbs.

**Cost:** ₺20

Iron clasps used to bind a person's wrists or ankles. They can be picked with a 10 UC Security check. Breaking handcuffs requires one to beat a 16 UC and they have 20 health and 4 DR.

### HOURL GLASS

**Weight:** 0.5 lbs.

**Cost:** ₺25

A device that tracks the passage of one hour by pouring sand between two halves of a glass fixture via a tightly constricted neck. Larger and more expensive hourglasses are capable of measuring up to 12 hours.

### INK WELL

**Weight:** 0.1 lbs.

**Cost:** ₺40

Cheap ink is produced by grinding up a glass beetle's exoskeleton and mixing it with water. Cleaner and more expensive variations include the blood of a chaos eater, or the ichor of a harvester. A single well can refill a pen 20 times.

### LANTERN

**Weight:** 2 lbs.

**Cost:** ₺30

Burns for up to 12 hours. Makes a 5-yard area visible as if normally lit. 3 yards beyond that is considered dim light and anything beyond remains unchanged.

### LOCK PICK SET

**Weight:** 0.5 lbs.

**Cost:** ₺30

Makes it possible to pick locks.

### MASK

**Weight:** 1 lb.

**Cost:** ₺30

Masks are popular attire during certain parties and holidays. Most common images include undead, Ragnarok, and Vampiric demons. It gives the wearer a +2 bonus to Stealth checks to avoid being spotted.

### MUSICAL INSTRUMENT

**Weight:** 4 lbs.

**Cost:** Varies

Basic woodwind and percussion instruments, such as a panflute or tambourine, are among the cheapest at 16 Notes. More complex instruments, such as a lud or drum will run closer to 50 Notes. The instruments of the affluent, such as the full-body harp easily, reach north of 120 Notes. A finely crafted version of an instrument will run five times its base price.

### NOMAD MASK

<b>Weight:</b> 3 lbs.	<b>Cost:</b> ₳30
-----------------------	------------------

Durable facegear inherited by the Wretched that protects their lungs from the elements for 10 hours of use. Even expired masks are worn as status symbols, or proffered as gifts of alliance or marriage. Giving such a gift to a non-Wretched is an extreme rarity since they are so highly prized as mementos of Wretched heritage and culture.

### PLAINCLOTHES

<b>Weight:</b> 3 lbs.	<b>Cost:</b> ₳15
-----------------------	------------------

A cheap pair of pants and shirt can easily go for 15 Notes, but to be fashionable will cost at least twice that. To blend in with the nobility and wealthy Feneryans, at least four times that amount will be spent -- and that's not even including a cloak, gloves, footwear, a hat, or jewelry. The cost of making a good impression is high, but the doors opened by a sharp ensemble might be worth it.

Fashion across Feneryss also differs from city to city. Denizens of Pulse are pragmatic dressers: employees in the Forge cover up with sturdy fire-resistant leathers, while salesmen dress to impress. Lanisians insist on cloaks, robes, and other flowing garments, so Legions are often easily identified by their stricter attire. All families tend to wear their dynasty or guild colors on a daily basis. Lokori high fashion is bright and colorful: pairing red and gold is the current trend. The common garb is muted shades of the vogue palette: orange, yellow, and green pastels are most frequent. Gammetra is an immediate and palpable contrast, with its citizens preferring cloth and leather without dyes, which gives them a simpler appearance. Wealthy Gammetrans occasionally add a splash of black dye or white starch to accentuate their attire.

To the north, Nerothis are prone to earthy tones and the secondary colors found in local flora. The old colors of the Triumvirate lodges are still in style and worn by their ruling descendants: Green and red for Rydriect, Silver, black, and red for Norvet, and the blue and black of Advaeja. Hel has no governing fashion, due in large part to the scavenger culture and lack of natural resources to produce cloth and leather. The final distinct style of dress is popular within Caelhelm, Daemarrel, and Kirfalk. Colors are irrelevant here; the emphasis is on asymmetry. Sleeves and pantlegs of contrary lengths, canted belts and waistbands, and lopsided hat brims are ubiquitous. In Caelhelm especially, clothing that shows off and highlights one's prosthetics is the most desirable.

### POLTO CARDS

<b>Weight:</b> 3 lbs.	<b>Cost:</b> ₳15
-----------------------	------------------

A deck of playing cards, organized into 8 Aspects and 7 Castes. The most popular game is Mender, where one tries to acquire all of one aspect or caste to create a mend.

### PULLCART

<b>Weight:</b> 400 lbs.	<b>Cost:</b> ₳200
-------------------------	-------------------

A simple, wooden, two-wheeled cart wide enough to be pulled by a single dell. Larger, more expensive carts are wide enough to harness a pair of dells.

### ROPE

<b>Weight:</b> 1 lb. per 10 yds.	<b>Cost:</b> ₳5 per 10 yards
----------------------------------	------------------------------

A single line can support up to 500 pounds.

### SHOVEL

<b>Weight:</b> 2 lbs.	<b>Cost:</b> ₳15
-----------------------	------------------

A popular tool among Wretched nomads and a handy last-ditch weapon in a pinch.

### SIGNAL WHISTLE

<b>Weight:</b> 0.2 lbs.	<b>Cost:</b> ₳10
-------------------------	------------------

A whistle that can be heard up to 200 yards away. Available in a number of animal sounds or high-pitched trills.

### SPYGLASS

<b>Weight:</b> 1 lb.	<b>Cost:</b> ₳30
----------------------	------------------

A telescoping device that in good lighting can allow a character to see up to 500 yards away as if they were less than 50 yards away.

### TENT

<b>Weight:</b> 3 lbs.	<b>Cost:</b> ₳30
-----------------------	------------------

A simple canvas or leather tarp with an entrance flap, support beams, cord, and stakes. It can ward off all but the wildest precipitation and inclement weather.

### VELLUM

<b>Weight:</b> 0.1 lbs.	<b>Cost:</b> ₳10
-------------------------	------------------

A thin strip of hide, typically from a dell, that has been treated to take and hold ink.

## FOOD & DRINK

### BARK MALT

<b>Weight:</b> 1 lb.	<b>Cost:</b> ₳1
----------------------	-----------------

Dried leaves and/or tree bark steeped in water to make a drink. Some mixtures are purported to possess medicinal properties.

### LIQUOR, SHOT

<b>Weight:</b> 0.1 lbs.	<b>Cost:</b> ₳2
-------------------------	-----------------

A small tumbler; a few of these can leave characters *inebriated*.

### LIQUOR, BOTTLE

<b>Weight:</b> 1 lb.	<b>Cost:</b> ₳16
----------------------	------------------

Enough alcohol to inebriate four people, significantly inebriate two or absolutely waste one.

### LIQUOR, BARREL

<b>Weight:</b> 250 lbs.	<b>Cost:</b> ₳500
-------------------------	-------------------

A full keg sustaining 24 gallons of a preferred courage juice.

### RATION, FULL

<b>Weight:</b> 1 lb.	<b>Cost:</b> ₳5
----------------------	-----------------

Meal stuffs sufficient to alleviate the *starved* condition for a day.

## WATER, UNCLEAN

**Weight:** 1 lb.

**Cost:** ₳1

Staves off *dehydration*. Roll 1d8; on a 1, the character now has the disease, *gut rot*.

## WATER, CLEAN

**Weight:** 1 lbs.

**Cost:** ₳15

Prevents the onset of *dehydration* without risk of disease.

## INNS & TAVERNS

The most basic lodging in Feneryss can be purchased for 20 Notes per night, and provides a (somewhat) safe place to rest. Spa resorts are available in most major settlements at twice the cost, but will remove all fatigue, and reduce paranoia by 2. For more liberal characters, brothels are also available throughout Feneryss. Grungier flesh vendors charge 30 Notes, but disease is often a hidden fee. Respectable establishments with a privately hired medicus will usually charge double, but lack the hidden fees.

## CRAFTING ITEMS

### ALCHEMICAL PARTS

**Cost:** ₳2

Used for crafting alchemical potions.

## AMMUNITION

### BURST SHELLS

**Weight:** 1 lb. per 2 rounds

**Cost:** ₳10 per burst rank

Ammunition that explodes on contact.

### LIQUID AMMUNITION

**Weight:** 2 lbs. per cannister

**Cost:** ₳10

Fuel for spray firearms. One cannister is consumed every time the weapon is used.

### SCATTER SHOT

**Weight:** 1 lb. per 5 rounds

**Cost:** ₳10

Shells for scatter shot weapons.

### STANDARD AMMO

**Weight:** 1 lb. per 10 rounds

**Cost:** ₳10

Projectiles to be loaded into a firearm that have no special properties (burst, scatter, or spray).

# TRANSPORTATION

## NAVIGATING FENERYSS

In light of Feneryss's distorted magnetic fields, compasses are moot. The premier form of navigation in modern Feneryss relies upon the pairing of spires and demigyres. Spires are tall towers installed with an ark-drive and can be found in every major city, and even in some lesser settlements and landmarks. As with all ark-drives, each emits a distinct gravitational pattern called an **arkwave**. It is worth noting that recently pirates have begun to produce beacons: small spires that mimic the patterns of popular spires to mislead unsuspecting prey.

Aboard an airship's bridge resides a device called a demigyre. Although there exists similarities with a compass, the demigyre is vastly superior. It possesses a face with the customary 360-degree tick marks but houses a myriad of needles or tines where its predecessor houses only one. Each needle has been tuned to the patterns of a single spire and indicates its direction at all times. To differentiate them, tines might be color-coded, vary in shape, or possess small symbols or images of the destination they pinpoint. The sole weakness of this device is its susceptibility to **arkānik radiation**. Like ferrous materials near a compass, arks can render a demigyre completely useless, forcing a navigator to resort to a map and timer, or visual methods.

## PILOTING DIFFICULTY GUIDELINES

**Short Range Operations:** ~150 miles (Pulse to Lanis)

This is a short, simple trip that only requires 1 rank in the Operate (Airship) skill and does not require a check to be performed.

**Long Range Operations:** ~1,008 miles (Pulse to Neroth)

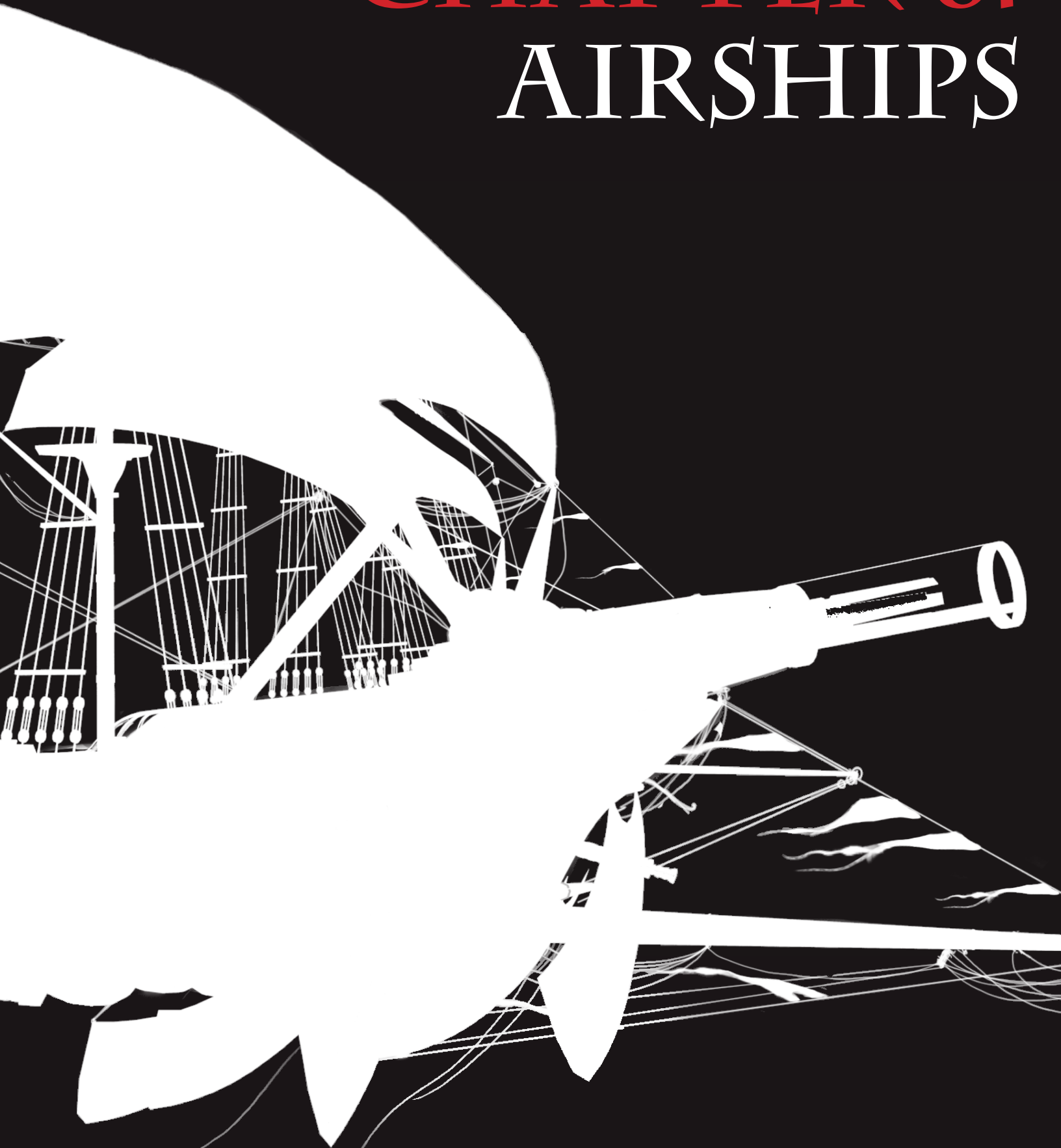
This is a longer, more dangerous trip that requires a pilot to pass a Navigation check and an Operate (Airship) check in order to make the journey successfully. It is recommended that a GM make this a low UC, but may increase difficulty to account for harsh weather.

## COMMON TRAVEL ROUTES

The table below shows the approximate distances (in miles) between the major cities of Feneryss. The cost to travel to these locations via airship depends on the level of comfort that is desired (1 Note per 2 miles for basic accommodations, 1 Note per mile for comfortable, and 2 Notes per mile for lavish). Traveling via ground-based locomotion is 1 note per 5 miles. While slower forms of transportation can be significantly cheaper, they impose a higher risk of deadly encounters. It is recommended that a GM considers adding encounters for non-airship travel.

LOCATION	LANIS	PULSE	NEROTH	LOKORAN	SYLVAN HOLLOW
LANIS		150 Miles	1,056 Miles	855 Miles	516 Miles
PULSE	150 Miles		1,008 Miles	815 Miles	210 Miles
NEROTH	1,056 Miles	1,008 Miles		110 Miles	1,190 Miles
LOKORAN	855 Miles	815 Miles	110 Miles		1,024 Miles
SYLVAN HOLLOW	516 Miles	210 Miles	1,190 Miles	1,024 Miles	

# CHAPTER 6: AIRSHIPS





# AN ENGINEER'S GUIDE: FORGING AIRSHIPS

## FOLTZMAN COMPREHENSIVE AIRSHIP MANUAL, ANNEX A: HISTORY

Since the advent of the **arkänik drive** in 2746AR, gravitational manipulation has fulfilled the dream of flight for thousands of Feneryans. While its presence is ubiquitous for citydwellers, only the slimmest fraction of Feneryss's denizens ever come into possession of a personal **airship**. Most airships are property of city-state militaries, merchant and trade companies, or unfortunately, lawless mercenaries and pirates. While the latter is still quite rare, the presence of marauders grows in tandem with the prevalence of airships.

The ark-drive itself is still something of a mystery. Despite fundamentally altering military tactics, trade, and travel, the creator remains unnamed. This is not to say that no one has claimed responsibility: at least a dozen different individuals of scientific and/or arkänik repute have declared the ark-drive as their creation. To date, not one individual has been able to clearly elucidate the exact method of its functioning. This has led to a general consensus that they are all liars clinging to an elusive genius's coattails.

Thankfully the unknown benefactor was kind enough to make the process of construction for his invention public knowledge, and those with the requisite industry continue to produce arkänik drives without a wit toward how the combination of arkäna and mechaniks functions. Hundreds of men and women from the realms of science, industry, and arkäna have, and continue, to devote their lives to comprehending the intricate architecture of the era's single greatest invention.

While total comprehension continues to elude their collective grasping, students of the drive have learned to replicate it on both smaller and larger scales to allow for a greater range of airships with more diverse capabilities. This development also increased availability for individuals and smaller companies to claim ownership of the world's safest, most advanced method of transportation.

## YOUR FIRST AIRSHIP

Airships are few and far between, and rare is the man or woman in possession of a private vessel. While characters may attempt to scavenge the wastelands and scrap together something functional from the wreckage of less fortunate escapades, the quickest route for players to lay their hands on a shiny new airship is finding one at a junk auction. Junk auctions occur regularly in all major cities and are known to occasionally sell used airships at a fair discount. In this fashion, players may either acquire a Scout-class ship for 1,000 Notes or a Corvette for 2,500 Notes with the following schematics.

If the GM prefers, players may design a Scout-class vessel with up to 45 Forge Hours, or a Corvette-class vessel for 85 Forge Hours.

<b>SCOUT</b>	<b>Health</b>	<b>Armor (t/m/b)</b>	
	20	1 / 1 / 1	
	<b>Mass</b>	<b>Speed</b>	<b>Lift</b>
	8/30	4	5
	<b>Hardpoints</b>	<b>Dodge</b>	
	7/20	3	
<b>Components</b>		<b>Qty</b>	
Crew Quarters		1	
Engines		4	

**Forge Hours: 45**

### Weapons

<b>Battery</b>	
<b>Type:</b>	Cannon
<b>Damage:</b>	2d6
<b>Facing:</b>	Starboard
<b>Battery</b>	
<b>Type:</b>	Cannon
<b>Damage:</b>	2d6
<b>Facing:</b>	Port

<b>CORVETTE</b>	<b>Health</b>	<b>Armor (t/m/b)</b>	
	35	2 / 2 / 2	
	<b>Mass</b>	<b>Speed</b>	<b>Lift</b>
	17/60	3	4
	<b>Hardpoints</b>	<b>Dodge</b>	
	16/35	1	
<b>Components</b>		<b>Qty</b>	
Cargo Bay		1	
Crew Quarters		1	
Engines		4	

**Forge Hours: 85**

### Weapons

<b>Battery</b>	
<b>Type:</b>	Cannon
<b>Damage:</b>	2d6
<b>Facing:</b>	Starboard
<b>Battery</b>	
<b>Type:</b>	Cannon
<b>Damage:</b>	2d6
<b>Facing:</b>	Port

# FOLTZMAN CAM, VOL. I: ESSENTIALS

Airships are the most advanced piece of arkäniks to date, and there is a lot to know before running one, so let's get started. All ships possess a size rating from 1 to 5: 1 - Scout, 2 - Corvette, 3 - Frigate, 4 - Galleon, and 5 - Dreadnought. Larger ships tend to be sturdier and possess larger arkänik drives, which means they can support more equipment and personnel. Superior accoutrements come at the expense of speed, mobility, and cold, hard Notes.

Notes were initially used to compensate a city-state's forge for their efforts until the events of **Rebel's Run**. In response, Pulse instituted the **Forge Hour**, which was quickly adopted by its counterparts. This is a currency usable solely for the purpose of creating and upgrading airships and represents the number of actual hours required to produce and install the desired work. For example, 10 forge hours can produce a barebones Scout-class airframe; installing a Scout-class ark-drive takes another 6 forge hours, for a total of 16 forge hours. The only way to acquire them is to complete contracts provided by the city-state or other authorized forge hour suppliers. Ultimately though, the source of all forge hours are the city forges themselves, who offer forge hours in exchange for raw materials.

## FORGE HOURS: WHY CAN'T THEY BE BOUGHT OR SOLD?

The blame lies mainly with a man named Abel Beller and the incident known as **Rebel's Run**. Abel Beller was a retired and highly experienced Lanisian captain. Disgruntled with the events of the War of Fools, he relocated to Pulse and spent his life's savings to produce an agile warship. He hired old crewmates and struck at the heart of Pulse: the Axis.

This revealed the need to deny potential enemies the ability to "buy" a means of producing weapons which might later be used against the very city-State that created them. Forge hours, while typically accepted between city-States, may be refused by a forge at the administration's discretion. If you are captaining a Pulse military vessel, don't expect other city-States like Lanis to accept your Forge Hour receipts.

An airship's initial health is derived from the size rating (see Chart 1.1: Airframe Specifications). It is increased by 5 for each component added to the craft, with the exception of armor. At 0 health, all components aboard the airship become *damaged* if they were not already and become *broken* if they were *damaged*. If the ark-drive cannot support its current mass, it begins to lose altitude at 25 yards per round. If the drive is *broken* it enters freefall, dropping at 50 yards per round.

**Components** are the many parts of the ship: crew quarters, guns, and engines all fall within this category. Each component provides some bonus or additional function (i.e. increases gun damage, adds room for passengers, etc.). All components require hardpoints and add mass. Hardpoints represent the space available within and on the airframe, and mass represents how much "stuff" the ark-drive can support.

If a component is hit during combat, it becomes *damaged*. A *damaged* component operates at half capacity (i.e. half damage, half carry capacity, etc.). If struck a second time, or with some heavier weaponry, a component will be *broken* and cease all function until it is fully repaired. Both *damaged* and *broken* components require a machine shop to be repaired. The time required to make repairs is dependent upon the forge hour cost of the component and its upgrades (if any have been made).

As components are essential to running an airship, it is best to invest in armor to protect them. Ships have 3 armor sections: upper, middle, and lower. Each armor section provides damage reduction (DR) from different angles, and are upgraded individually. The cost to add armor increases with size rating.

A ship's rate of movement in combat is its speed. Speed is increased by 1 for every engine, but is decreased by the Mass Penalty increment (see Chart 1.1). Maximum speed for all airships is 10, although it is not uncommon for airship to have extra engines to compensate for potential losses. In combat, airships may move up to 25 yards per point of speed; outside of combat, they travel at 5 miles per hour per point of speed.

## FUN FOLTZ FACT!

Everyone knows the tale of "Crazy Ivan" piloting an airship in excess of these limits. While unconfirmed, these events are firmly within the realm of possibility. Most pilots, however, prefer the peace of mind that their ship will stay in one piece.

The source of power and lift is the arkänik drive. So long as the vessel's current mass does not exceed the maximum mass of the ark-drive, or drives, then the airship can reliably control ascension and descension. Exceeding the maximum mass means the airship cannot take off, or begins to plummet should it already be airborne. Every time the ship's mass meets or exceeds an increment of its Mass Penalty, lift is reduced by 1, to a minimum of 0.

With this foundational knowledge in hand, you are ready to captain an airship. For a more detailed explanation of an airship's many components, upgrading, or construction, consult the sequential Volume of our manual: Design (page 177). For further study of aerial combat, we at Foltzman recommend "A Commander's Guide" (page 186).

## AIRSHIP GRID SIZES

When planning strategy or playing wargames, airspace is divided into 25 yard cubes.

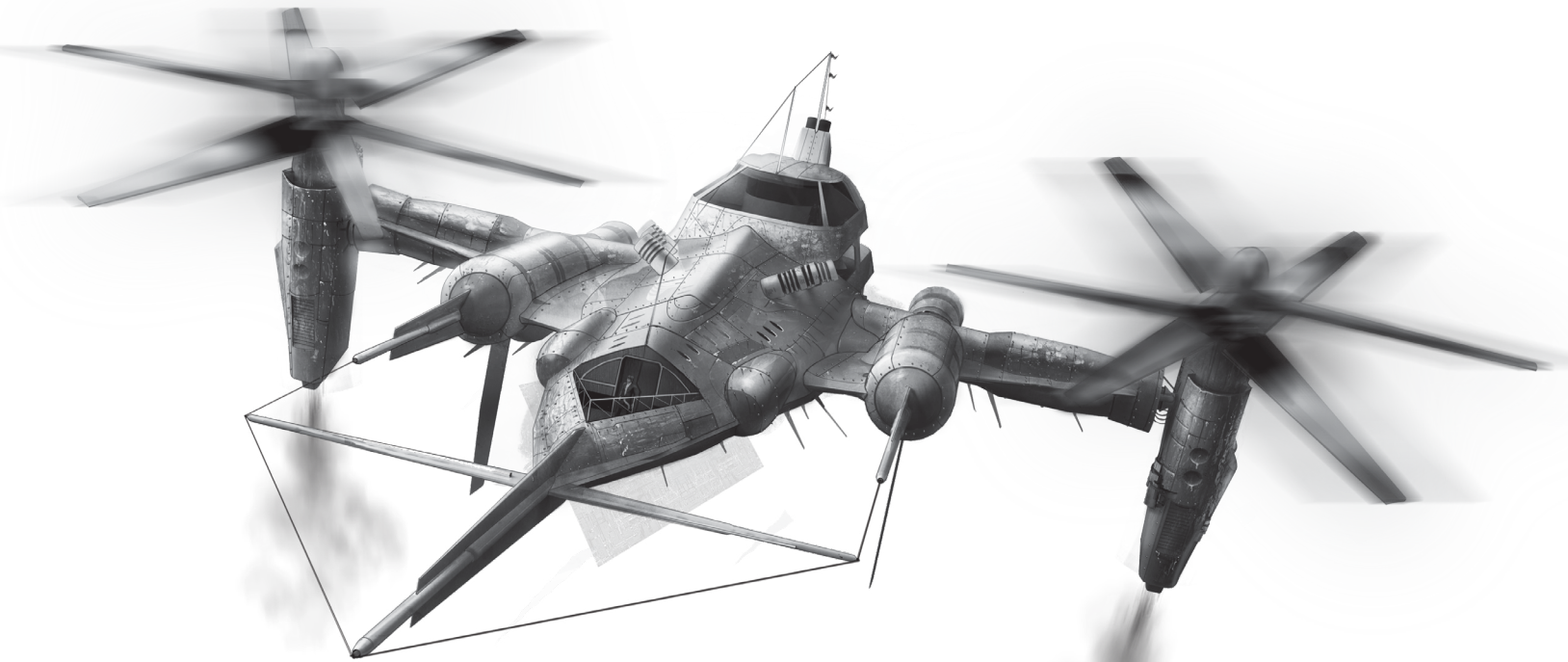
Scouts and Corvettes require 1

Frigates and Galleons require 2

Dreadnoughts require 4

CHART 1.1: AIRFRAME SPECIFICATIONS

SIZE RATING	MAX HARDPOINTS	MASS PENALTY	FORGE HOURS	BASE HEALTH	LIFT	EVADE
Scout (1)	20	10	10	5	3	+3
Corvette (2)	35	15	20	15	3	+1
Frigate (3)	50	20	30	30	2	0
Galleon (4)	65	25	40	50	1	-1
Dreadnought (5)	80	30	50	75	1	-3



LANISIAN AIRSHIP

## FOLTZMAN CAM, VOL. II: DESIGN

This Volume of the Foltzman CAM is dedicated to an in-depth explanation and analysis of airships' capabilities, limitations, and functions as well as a guide to designing a unique airship. It is a must-read for airship officers, mechanics, and anyone else with a vested interest in the optimal performance of an airship. If you have not already completed Volume I of our serialized manual, we recommend you stop and do so before proceeding.

Now that we have covered the core concepts of how an airship's many moving parts function, we will dive into each with earnest detail. When designing an airship, never forget its primary directive: is it a transport, an escort fighter, or some hybrid? Function should shape the airship's form when allocating hardpoints and mass.

The airframe's size will determine the airship's maximum hardpoints and load, which ultimately determine just how many components it can support. Consult Chart 1.1: Airframe Specifications for a complete picture. Now we can build. First, come the Core Components: the ark-drive, engines, armor, and health.

## FOLTZMAN CAM, VOL. II-A: CORE COMPONENTS

### ARKÄNIK DRIVE

Nestled in the core of every airship is the **arkänik drive** (shortened to **ark-drive**). These intricate and massive devices of genius-level design ushered in an era of wonder and discovery and propagated a frenetic buildup of military and commercial armadas. Simply stated, an arkänik drive creates its own gravitational field, drastically reducing the need for mechanical lift. The amount of stuff they can support is represented

by their maximum mass. If the vessel's total mass ever exceeds the ark-drive's maximum mass, it will begin to descend at a rate of 25 yards per round. When an ark-drive is *damaged*, its max mass is reduced by half. When an ark-drive is *broken*, its maximum mass is 0. If all of its ark-drives are *broken*, it begins *freefall*, plummeting at a rate of 50 yards per 1 combat round. If all ark-drives of the airship are broken, any airborne strikers also enter freefall.

Airships require at least one ark-drive to launch, and are capable of housing any drive equal to or less than their size class. For example, a corvette can house scout- and corvette-size ark-drives, whereas a dreadnought can house drives of any size. Multiple drives can be installed to boost maximum mass, but will take up hardpoints, and require crew to man them.

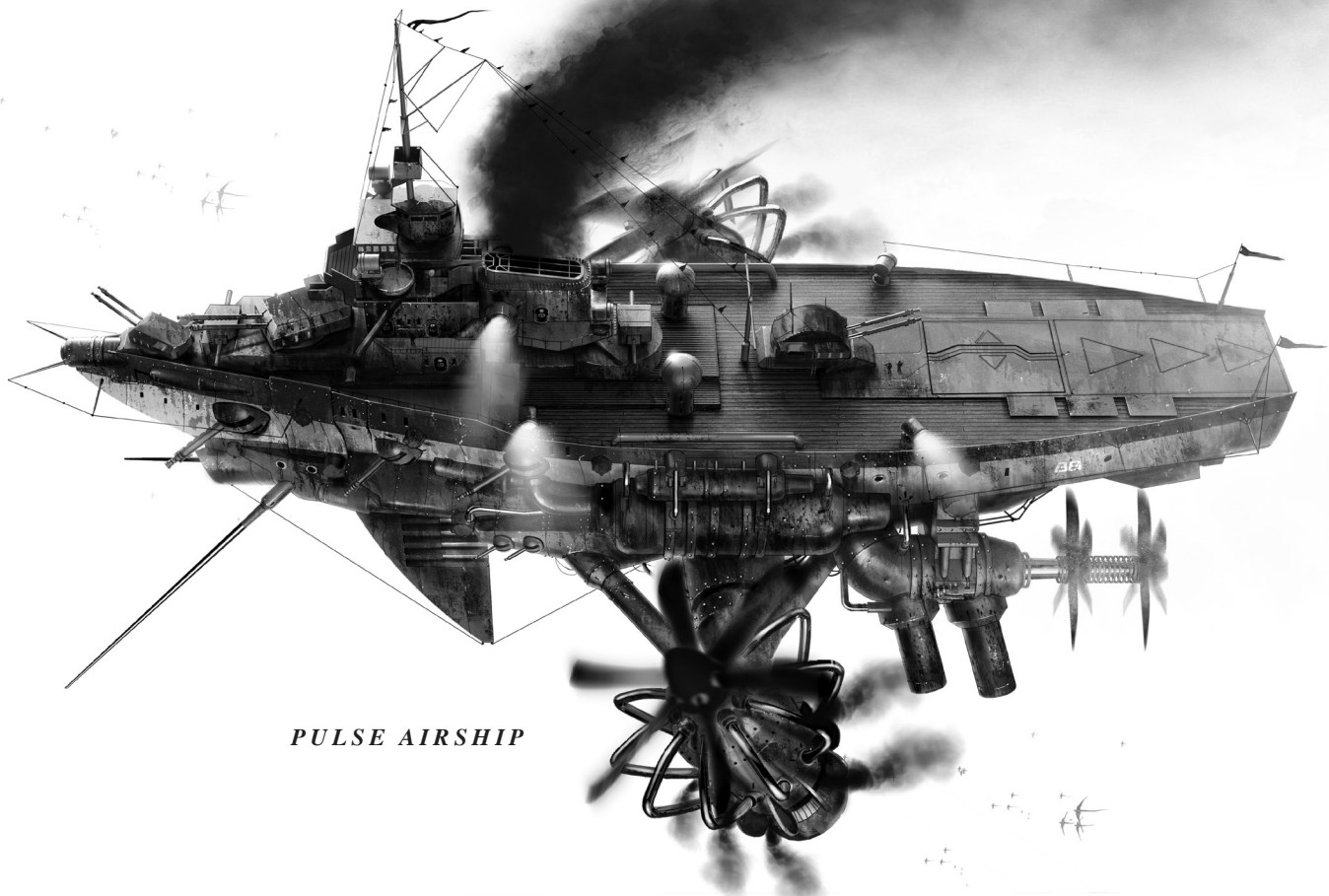
### ARKÄNIK DRIVE SIZES & COSTS

TYPE	FORGE HOURS	CREW	HARD POINTS	MAX MASS
Scout	6	2	2	+30
Corvette	12	3	3	+60
Frigate	18	4	4	+90
Galleon	24	6	5	+120
Dreadnought	30	8	6	+150

### PROPULSION

Propulsion in recent years has advanced in leaps and bounds. The ability to harness bioreactors, combustion- and steam-powered engines has cut the costs and time of air travel to fractions of what they were in the prior era of dirigibles and balloons.

While each source provides thrust differently, all engines require maintenance and some form of sustenance. These needs are represented numerically by the resupply cost, which must be paid before every departure. Remember that this cost is per engine. It is also important for travelers to remember that the availability of resources may vary over



PULSE AIRSHIP

time and with locale. Sylvan Hollow, for example, is an unlikely place to find slaves or “recruit” those with bioreactors (page 161).

All engines increase the speed of a ship by 1; engines of larger airships will require greater hardpoints and more crew to man them.

### CHART 2.2: ENGINE SIZES & COSTS

TYPE	FORGE HOURS	CREW:ENGINE	HARD POINTS	RESUPPLY
Scout	4	1 : 3	1	¥15
Corvette	6	1 : 2	2	¥30
Frigate	8	1	3	¥45
Galleon	10	2 : 1	4	¥60
Dreadnought	12	3 : 1	5	¥75

### PROPULSION TYPES

**Bioreactor:** Bioreactor mutants are typically unwilling biomed patients, cursed from the day of their operation to be used as property. Should they somehow obtain freedom, they’ll live the remainder of their days constantly on alert for opportunistic bounty hunters. In nearly all cases where an airship is powered by a bioreactor, the mutant is a slave held captive in the engine rooms where they are fettered to a number of excruciating devices that pump their body’s tremendous amounts of energy into the ship’s engines. While keeping them alive costs little more than the average person, high demand and rarity prop up their lofty price tag in the slave market.

**Combustion:** Combustion engines are a new frontier for the craftsmen of this age and the fiercest competitor against the steam engine. These machines burn combustible slime harvested from creatures known as exotherms. These engines are very powerful and require less fuel than their steam counterpart, but the danger of the extraction process keeps costs approximately the same.

**Man-Powered:** A group of people (typically slaves) work a wheel, pumps, levers, or other mechanical devices to power the engines. While slaves are much cheaper to care for, some more “honorable” captains hire paid crewmembers to man the rows.

**Sails:** Sails are the most basic form of propulsion, but rare among military-grade vessels. They require no fuel and are easy to repair or replace, but put speed in the hands of chance. Weak winds afford the ship half speed, steady winds grant normal speed, and strong winds push the airship at one and half times normal speed. This is, of course, if the wind is at its back.

**Steam Propulsion:** Steam engines function by boiling water and forcing the pressurized steam through a turbine. It is a simple and very stable system that produces a considerable amount of power. Some systems replace combustible materials like wood with an arkānist or two, but constantly producing flames is a tiresome process that can burn out the casters quickly.

## ARMOR

Armor provides damage reduction (DR) for an airship and is split across three faces: top, middle, and bottom. Each face is upgraded independently. The first point of armor on each face requires 1 hardpoint. The forge hour and mass cost are both equal to 1 × the ship size rating (1 for Scouts, up to 5 for Dreadnoughts). Each armor upgrade after the first has no hardpoint requirement, but the mass and forge hour requirements remain.

## HEALTH

It is possible to reinforce an airship and increase its health by 5. The first upgrade requires 1 hardpoint. The forge hour cost is 2 × the ship size rating (1 for Scouts, up to 5 for Dreadnoughts). Each health upgrade after the first has no hardpoint requirement, but the forge hour requirement remains.

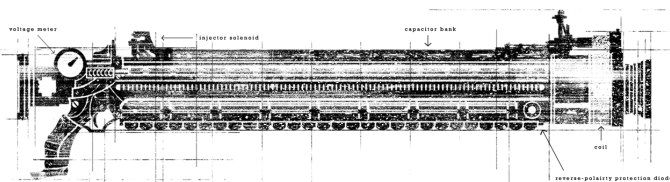
# FOLTZMAN CAM, VOL. II-B: WEAPON SYSTEMS

It is easy to presume that because airships float high above the muck and drudgery of mundane life, they are free of its many dangers. This is entirely erroneous. Airships are frequently beleaguered by bandits and flying beasts. For these reasons and more, mankind has devised a variety of weaponry (both mundane and arkane) for use in the defense (or assault) of an airship.

## BATTERY & WEAPON TYPES

A gun battery is a ranged armament attached to an airship hardpoint. Below are the different types of base battery systems that can be installed on an airship. They typically deal damage, have a default range of 50 yards, and a default firing radius of ninety degrees. They are attached to one of the four faces of the airship: port, starboard, fore, or aft. There is no limit to the number of batteries per face. Firing radii are explained in greater detail within the highly recommended Commander's Guide, authored by the legendary Admiral Sorvus (page 186). Each battery attached to the Airship incurs a resupply cost of 20 Notes.

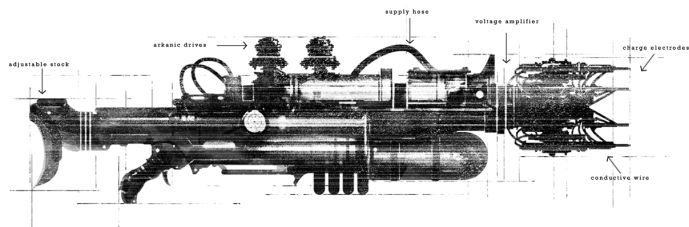
### CANNON



<b>FH: 3</b>	<b>Crew: 1</b>	<b>Hardpoints: 1</b>	<b>Mass: 2</b>	<b>Damage: 2d6</b>
--------------	----------------	----------------------	----------------	--------------------

Cannons are the most common battery type. They deal damage and nothing more.

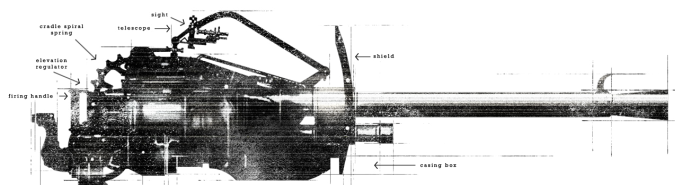
### CHARGE CANNON



<b>FH: 6</b>	<b>Crew: 2</b>	<b>Hardpoints: 2</b>	<b>Mass: 2</b>	<b>Damage: None</b>
--------------	----------------	----------------------	----------------	---------------------

When successful, this disrupts 1 component for 1d4 rounds.

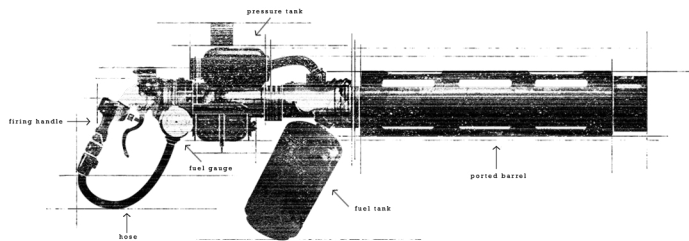
### FLAK CANNON



<b>FH: 6</b>	<b>Crew: 2</b>	<b>Hardpoints: 2</b>	<b>Mass: 4</b>	<b>Damage: None</b>
--------------	----------------	----------------------	----------------	---------------------

Flak weapons fire explosive rounds that explode on contact, damaging a single component. Flak cannons cannot break components.

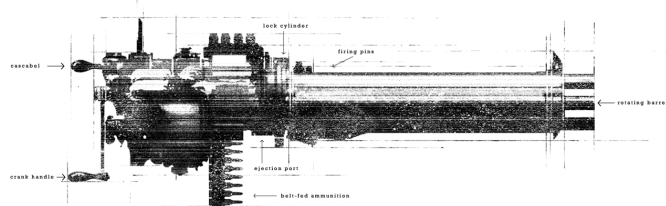
### FLAMETONGUE



<b>FH: 5</b>	<b>Crew: 2</b>	<b>Hardpoints: 2</b>	<b>Mass: 3</b>	<b>Damage: 1d6</b>
--------------	----------------	----------------------	----------------	--------------------

A flammable liquid is ejected at high velocity to spew a gout of flame at opposing airships. Successful strikes starts an intensity 1 fire within a component on the target ship. Damage and range cannot be increased, but the intensity can be increased for 4 FH, 1 hardpoint, and 1 mass. Successful attacks against a striker squadron ignite a number of strikers equal to the fire's intensity.

### FLECHETTE



<b>FH: 5</b>	<b>Crew: 3</b>	<b>Hardpoints: 3</b>	<b>Mass: 3</b>	<b>Damage: None</b>
--------------	----------------	----------------------	----------------	---------------------

Flechette launchers are designed to pierce only deep enough to kill sailors in the tightly enclosed spaces of an airship. Successful strikes kill 2 crewmen. The flechette can kill 1 additional crewmember for 4FH and 1 mass.

### HARPOON

<b>FH: 8</b>	<b>Crew: 2</b>	<b>Hardpoints: 2</b>	<b>Mass: 4</b>	<b>Damage: 1d6</b>
--------------	----------------	----------------------	----------------	--------------------

Most commonly found on raider or interceptor-style military vessels, harpoon batteries are used to lock down other ships so that they may be boarded. After a successful harpoon shot, the target airship can be reeled in 25 yards per round, including the round on which the attack was made. Once the two airships are alongside one another, they are locked. Boarding actions may now take place, and neither can move until they are unlocked. Harpoon batteries cannot break components, but can still damage them.

A harpoon cannot be fired a second time until the first set of harpoons are removed from the target. There are 2 methods: the attacker may make an attack order to sever the old harpoons and reload, which requires a full turn to perform; or the target of the harpoon may order 6 crewmen to dislodge the harpoons. A harpoon battery may be upgraded once for 4 FH and increasing the crew requirement to 4. With the upgrade, enemy airships may be reeled in 50 yards per turn, and an enemy ship requires 8 crewmen to remove the harpoons.

### RAMS

<b>FH: 2</b>	<b>Crew: 0</b>	<b>Hardpoints: 2</b>	<b>Mass: 3</b>	<b>Damage: N/A</b>
--------------	----------------	----------------------	----------------	--------------------

Rams reinforce an airship's prow, reducing damage received by half while ramming another airship, and ignores the target's DR.

## SIGILS

<b>FH:</b> 4	<b>Crew:</b> 0	<b>Hardpoints:</b> 1	<b>Mass:</b> 1	<b>Damage:</b> N/A
--------------	----------------	----------------------	----------------	--------------------

Sigils are a byproduct of rigorous study of the ark-drive. These glass spheres are framed by delicately, runed copper lattices with a small portal through which users may enter. They serve to enhance the latent powers of arkänists and psykics, but can only operate when connected to an active ark-drive.

The range within a sigil is 50 yards, plus another 25 yards for every 2 ranks in the user's Intelligence for casting, or Willpower for channeling. Their range multiplier can be increased by 1 for 1 SP. Spells and sleights cast from a sigil still require the performer to succeed on their arkäna or psy check, and only one spell or sleight may be performed per round. Failure on arkäna still applies the same penalties as standard casting, and arkänists may still overcast. Failure for psy earns 1 *fatigue* for strain checks 10 and below; failed strain checks above 10 UC earn the psykic 2 *fatigue*. Spells and sleights cast from a sigil may not be aided.

## WEAPON UPGRADES

### COAXIAL ROTORS

The gun battery can now fire in a 180-degree cone. The more agile battery sacrifices 2 points of damage, however. This costs 3 forge hours. Cannot be combined with Fixed Barrels.

### DAMAGE

Damage can only be upgraded on weapons that deal damage by default, and can be done in 2 ways. The first is to simply increase the damage by 1 point, at a cost of 1 forge hours and 1 mass. This will increase the crew requirements by 1 for every 5 points of static damage dealt. Alternatively, for the bold captains, they may save up their forge hours to implement a more erratic yet powerful weapon upgrade to add 1d6 to the damage. This costs 3 Forge Hours and 2 mass. This will increase the crew requirements by 1 for each d6 added to the damage.

### FIXED BARRELS

The gun battery is installed in a fixed frame for 3 forge hours, enhancing stability and allowing for more powerful projectiles while sacrificing maneuverability. Fixed gun batteries fire in a straight line, but deal an additional 2 points of damage. Cannot be combined with Coaxial Rotors.

### RANGE INCREMENT

The range can be increased at a rate of 25 yards per 2 forge hours.

## FOLTZMAN CAM, VOL. II-C: ANCILLARY COMPONENTS

This section of Volume II delineates the many supporting components currently on the production lines. This envelopes everything from the crew quarters to hangars.

The following ancillary components are listed in alphabetical order. Beside their name is a list of construction requirements. They are **Forge Hours (FH)**, **Hardpoints**, and **Mass**. Crew requirements are listed in the description, or alongside any unique orders, a component may provide. Lastly, each component has a description of how its functionality decreases when *damaged*. When a component is *broken*, all crew inside are killed and the component no longer functions at all.

## ARMORY

<b>FH:</b> 6	<b>Crew:</b> 1	<b>Hardpoints:</b> 1	<b>Mass:</b> 1	<b>Resupply:</b> ₣10
--------------	----------------	----------------------	----------------	----------------------

All troop armaments are securely stored here, and tracked by a single crewman. Each armory aboard a ship reduces the chances of a mutiny by permitting the captain to fail a Mutiny Check once before a mutiny breaks out on the ship.

**Damaged:** No longer provides the additional mutiny check bonus to the captain.

	Mutiny Check	2 <sup>nd</sup> Check	3 <sup>rd</sup> Check
No Armory	1d10	1d10+1	1d10+2
1 Armory	1d10	1d10+2	1d10+4
2+ Armories	1d10	1d10+3	1d10+6

EXAMPLE

## CARGO BAY

<b>FH:</b> 6	<b>Crew:</b> 1	<b>Hardpoints:</b> 5	<b>Mass:</b> 0	<b>Resupply:</b> ₣0
--------------	----------------	----------------------	----------------	---------------------

A ubiquitous space aboard airships, cargo bays are used to store anything and everything, but the most common occupants are livestock, foodstuffs, and other tradable goods. 1 crewmember will be assigned to ensure security of a cargo bay's contents whenever it is in use. Each cargo bay has 100 Storage Units (SU). For every 20 storage units used, it adds 1 mass to the airship's current mass. Some items one might find in a cargo hold include:

- 1 SU:** 1 week's rations (per person), a 1-handed weapon, shields, etc.
- 2 SU:** a 2-handed weapon, armor set, small creatures (i.e. putrefact, exotherm, miltebrade), etc.
- 5 SU:** Medium creatures (i.e. Feneryans, dellsit), etc.
- 10 SU:** Airship weapons, large creatures (i.e. horrortank), etc.

The standard rate for transporting goods is 5 Notes per storage unit. Other deals can be made for more Notes or possibly forge hours. For cargo incapable of autonomous movement, a number of men equal to the storage space taken are required. (i.e., it takes 10 people to load/unload an airship weapon). For autonomous cargo, 1 is required (i.e. when unloading livestock).

**Damaged:** Cut space in half. Items in the affected half are now also broken and worth half price. Any items may be repaired to regain value, but livestock can only be culled for the meat.

### ACQUIRING CARGO

The captain, or any officer, may go out on the town to advertise for their ship with a Diplomacy check. They can acquire a contract for storage units equal to twice the result of the dice, but they may not obtain more cargo than their ship has room to store. The officer may attempt this twice a day for two days. If they wait any longer, customers may take their business elsewhere for expediency's sake.

Increasing the fee for storage units is an additional Diplomacy check; the UC is 5 per note increase desired. When bartering with a customer with access to forge hours, you may ask for forge hours instead of Notes. You will earn 1 forge hour for every 10 storage units used. Bartering for a higher rate is twice as difficult.

## CREW QUARTERS

<b>FH:</b> 4	<b>Crew:</b> 0	<b>Hardpoints:</b> 1	<b>Mass:</b> 2	<b>Resupply:</b> ₣10
--------------	----------------	----------------------	----------------	----------------------

Crew quarters are rarely glamorous, but they contain all the essentials for 20 crewmembers to bunk up. This includes rations for all residents for 1 week. A ship's crew total cannot exceed the number supported by Crew Quarters. No manning is required.

**Damaged:** Crew capacity is reduced to half. If occupied when *damaged*, half are incapacitated. If occupied when *broken*, half of the occupants are now killed.

## EMERGENCY BALLOONS

FH: 2	Crew: 0	Hardpoints: 1	Mass: 1	Resupply: ₦15
-------	---------	---------------	---------	---------------

In the event that an airship's drive is incapable of supporting the total mass, emergency balloons can be deployed to prevent uncontrolled descent. Once activated, the balloons increase the ship's max mass by +10.

**Damaged:** The balloons are compromised and losing ballast; their effect will only last 2 rounds.

### ACTIONS

**Activate Balloons:** Emergency Balloons can be activated at any time by assigning 4 crew to deploy them.

## HANGARS

FH: 8	Crew: 0	Hardpoints: 5	Mass: 5	Resupply: ₦0
-------	---------	---------------	---------	--------------

Hangars house an airship's striker squadrons. A basic hangar is large enough to store a squadron of 4 strikers and may be expanded. These cannot be attached to anything smaller than a Galleon. A hangar cannot support more than 8 strikers. If all ark-drives of the airship are broken, any airborne strikers enter freefall, plummeting 50 yards each round.

**Damaged:** Can only deploy and dock half the total number of strikers. If any strikers are present when a hangar is damaged or broken, they suffer the same effect.

### ACTIONS

**Deploy/Dock Strikers:** Every striker requires 1 crewmember to act as pilot. Deploying a squadron requires 1 crewmember for every 2 strikers being deployed. Any strikers that are ablaze while docking are extinguished.

### UPGRADE

Hangars can support an additional striker and larger squadron deployments. This costs 2 forge hours, 1 hardpoints, 1 mass, and 1 crewmember to pilot the craft.

## MACHINE SHOP

FH: 12	Crew: 1	Hardpoints: 3	Mass: 4	Resupply: ₦15
--------	---------	---------------	---------	---------------

A machine shop serves to expedite structural repairs and rearm striker squadrons. In addition, a ship must have a machine shop in order to make systematic repairs without the use of a city forge. Both actions fall under the purview of the chief engineer. The machine shop is manned at all times by 1 crewmember who keeps the shop organized for others to perform repairs and resupplies efficiently.

**Damaged:** Can only perform systematic repairs on itself.

### ACTIONS

**Systematic Repair:** Repairing *damaged* components takes a number of rounds equal to its forge hours. *Broken* components require an hour per forge hour of the component. Assigning more crewmen to the task will accelerate the process.

**Striker Resupply:** It costs 50 Notes to resupply a striker. A machine shop can resupply all strikers in a single hangar per round. This requires 1 crewman per 2 strikers being resupplied that round.

## MESS HALL

FH: 8	Crew: 2	Hardpoints: 3	Mass: 2	Resupply: ₦2
-------	---------	---------------	---------	--------------

Mess halls cater to the legions of hungry crewmen and provide them with a social space when they are not working. +1 morale recovery per day and 15 Notes. It provides +2 morale recovery per day. 2 Crewmen serve as cooks whenever out of combat, preparing meals and serving their colleagues. Resupplying a mess hall is equal to the base resupply cost times the number of crewmen on the ship.

**Damaged:** The mess hall only provides +1 morale bonus per day.

## PASSENGER BILLETS

FH: 6+	Crew: 2	Hardpoints: 5	Mass: 5	Resupply: Varies
--------	---------	---------------	---------	------------------

Each passenger billet may support only 1 of the 3 seating types: basic, comfortable, and lavish. If selected, comfortable seating requires 1 additional forge hour, while lavish requires 2 additional forge hours. Each seating type attracts a certain clientele, each paying different rates for the trip. Resupplying a passenger billet is equal to the comfort level times the number of filled seats times the trip's duration in hours (Comfort Level × Filled Seats × Trip Hours). See Common Travel Routes & Costs (page 172) for distances between major cities.

COMFORT LEVEL	SEATS	STANDARD RATE PER PASSENGER
1 Basic	10	₦1 per 2 Miles
2 Comfortable	7	₦2 per Mile
3 Lavish	5	₦3 per Mile

**Damaged:** Only half the space is available. If passengers are present when damaged, they are treated like incapacitated crew. If the section is broken with passengers present, they are killed.

### ACQUIRING PASSENGERS

The captain, or any officer, may go out on the town to advertise for their ship twice a day for two days with a Diplomacy check. The difficulty depends on the clientele they seek. They can acquire a contract for basic billets equal to twice the result of the Diplomacy check; for comfortable billets, they can acquire customers equal to the results; and for lavish patrons, they may acquire no more than half the results of the Diplomacy check. Furthermore, they may not obtain more passengers than their ship has room to carry, and the ship must have the appropriate billets. The UC may be increased by 5 to increase total billet rate by 10%. Likewise, the UC may be reduced by 5 to decrease of the total billet rate by 10%. If the crew does not depart at the end of the two days, customers may take their business elsewhere for expediency's sake.

**Basic** quarters consist of small, cheaply made chairs that are packed closely together to maximize profit potential. Filling these quarters is 2 UC per seat.

**Comfortable** passenger quarters provide more ergonomic seating. Filling these quarters is 3 UC per seat.

**Lavish** passenger quarters are ideal for long voyages. They eschew greater numbers of seats in order to offer passengers small private cabins. Filling these quarters is 4 UC per seat.

## SICKBAY

FH: 12	Crew: 2	Hardpoints: 3	Mass: 2	Resupply: #5
--------	---------	---------------	---------	--------------

After combat, wounded crewmembers are carried to the sick bay for treatment. As the sickbay has only 10 beds for the injured, it is best to prioritize the dying crewmembers, as any not being treated by the end of combat will die. After 48 hours of treatment, dying crewmembers are now considered incapacitated. After 48 hours of treatment, incapacitated crewmen can return to active duty. Resupplying a sickbay is equal to the base resupply cost times the number of crew being treated.

**Damaged:** If patients are present when damaged, they are incapacitated; if they are present when it is broken, they are killed.

## FOLTZMAN CAM, VOL. III: STRIKERS

**Micro-wells** are an extremely useful and a relatively new addition to the slowly growing collection of arkänik devices. Following in the footsteps of the Mad Mechanik, the inventor of this device remains nameless despite completely altering the rules of aerial combat and exploration a meager three decades after the drive itself. These devices resonate with an ark-drive's gravitational frequency, creating miniature fields. This allows for craft even smaller than scouts, called strikers, to traverse outside the ark-drive's field a great distance while still benefiting from its magic. Micro-wells only provide their benefit once a striker has exited the ark-drive's sphere of influence, meaning that they do not increase an airship's maximum mass capacity, and they are wholly dependent upon a functioning ark-drive. If all ark-drives of the supporting airship are broken, all strikers enter freefall, plummeting 50 yards each round.

The compact design allows for strikers' superior maneuverability compared to their larger counterparts. Their range is dictated by the supporting ark-drive, with larger drives granting a greater range of mobility. This distance is 100 yards multiplied by the drive's size category. Thus, a corvette-sized drive grants strikers a range of 200 yards and a dreadnought-sized drive permits a range of 500 yards.

Strikers require a nearby hangar with a functioning machine shop to resupply them after they deliver their payload(s). Although a single striker is considerably weaker than any proper airship, an elite squadron of strikers can deal devastating blows against an unprepared opponent and flee to safety before a counterattack is mustered.

It is possible to individually command and direct every striker on the battlefield, but commanders have found it more efficient to group strikers into squadrons according to type. Strikers can be arranged into squadrons of 2 to 10, and it is highly recommended that they are designed and upgraded in unison.

## STRIKER CREATION

There are 3 types of strikers: bombers, fighters, and transports. All strikers comprising a squadron must be of the same type, and it is highly recommended that each one is designed with the same values to simplify stat tracking and keep gameplay smooth. It is also recommended to upgrade all strikers in a single squadron at the same time.

All strikers and squadrons have a size rating of 1, the same as a scout-class. All strikers possess 5 health and a maximum payload of 1. Maximum range, speed, and armor vary according to a striker's class, and everything except health can be upgraded. Note that ranges for strikers are maximum; they cannot attack targets beyond this. Speed and armor have a unique relationship, which is determined by the striker's armor penalty. Whenever the striker's armor reaches an increment of the armor penalty, its speed decreases by 1.

## BOMBERS

FH: 6	Speed: 2	Max Range: 25 yards	Damage: 1d6
Armor: 2	Armor Penalty: 4		

Burdened with heavy ordnance, bombers deliver significant damage to enemy airships, but cannot attack other strikers. They can only target the top armor of airships.

**Special Munitions:** Before bombers leave the hangar, they can choose to load one of the following special munitions: charge, flak, flame or flechette. Every time a bomber deploys a special payload, they increase their resupply cost by 10. All changes to range (to a minimum of 25 yds), damage, and effects that apply to airship batteries apply to these bombs.

## FIGHTERS

FH: 5	Speed: 6	Max Range: 50 yards	Damage: 1d6
Armor: 2	Armor Penalty: 2		

Fighters are the primary platform for air superiority and escort operations. They come factory-direct with a large engine, a micro-well, and a single cannon at 3 FH per strikers.

**Burst Fire:** When attacking other striker squadrons, fighters may make two attacks per payload instead of one.

## TRANSPORTS

FH: 4	Speed: 4	Max Range: 25 yards	Damage: 1d6
Armor: 2	Armor Penalty: 3		

Able to transport men and materials where they are needed, but has very light armaments to defend itself. Holds 25 storage units or 5 passengers. Transports are the only type of striker capable of supporting a harpoon battery. They can only field 1 harpoon battery, it cannot be upgraded, and requires 1 forge hour to install.

**Evasive:** Gain 2 ranks instead of 1 to evade for each square moved.

## STRIKER UPGRADES

### DAMAGE

2 Forge Hours per +1 Damage  
6 Forge Hours per +1d6 Damage  
Maximum Damage: 3d6+3

The smaller frame and limit of one crewman (the pilot) manipulating the cannon makes adding weapons a poor choice.

### ARMOR

4 Forge Hours per 1 Armor

Every point of armor reduces damage received by 1.

### ATTACK RANGE

2 Forge Hour per 25 yards

Strikers may increase their attack range up to a maximum of twice the original maximum range. It is important to remember that a striker cannot strike targets beyond this range.

## PAYLOAD

6 Forge Hours per 1 Attack Run

The size of strikers also results in limited ordinance. Each striker is manufactured to hold a single payload. Additional upgrades increase its capacity to a maximum of 5 payloads.

## SPEED

2 Forge Hours per 1 Speed

Every point in speed allows the striker to move 25 yards per turn. Like airships, speed for strikers caps at 10. Note whenever the striker's armor meets or exceeds an increment of its armor penalty, speed is decreased by 1.

## STORAGE CAPACITY

4 Forge Hours 25 Storage Units

For transports only. Striker storage capacity can be upgraded by 25 storage units (equivalent to 5 passengers). A striker's storage capacity is capped at 100 storage units (20 passengers).

## FUN FOLTZ FACT!

The first strike craft used were single-man gliders. Stealthier or faster vessels would position themselves above and behind their target so that a team of strikers could dive right off the side or bow and swiftly subdue any resistance. Some attempts were also made to use them as makeshift bombers, though success was mixed.

# COMPONENTS QUICKSHEET

## ARK-DRIVE SPECIFICATIONS

TYPE	FH	CREW	HP	MASS	RESTOCKING FEE
Scout	3	2	2	30	₺0
Corvette	12	3	3	60	₺0
Frigate	18	4	4	90	₺0
Galleon	24	6	5	120	₺0
Dreadnought	30	8	6	150	₺0

## ENGINE SPECIFICATIONS

TYPE	FH	CREW	HP	MASS	RESTOCKING FEE
Scout	2	1:3	1	N/A	₺15
Corvette	4	1:2	2	N/A	₺30
Frigate	6	1	3	N/A	₺45
Galleon	8	2:1	4	N/A	₺60
Dreadnought	10	3:1	5	N/A	₺75

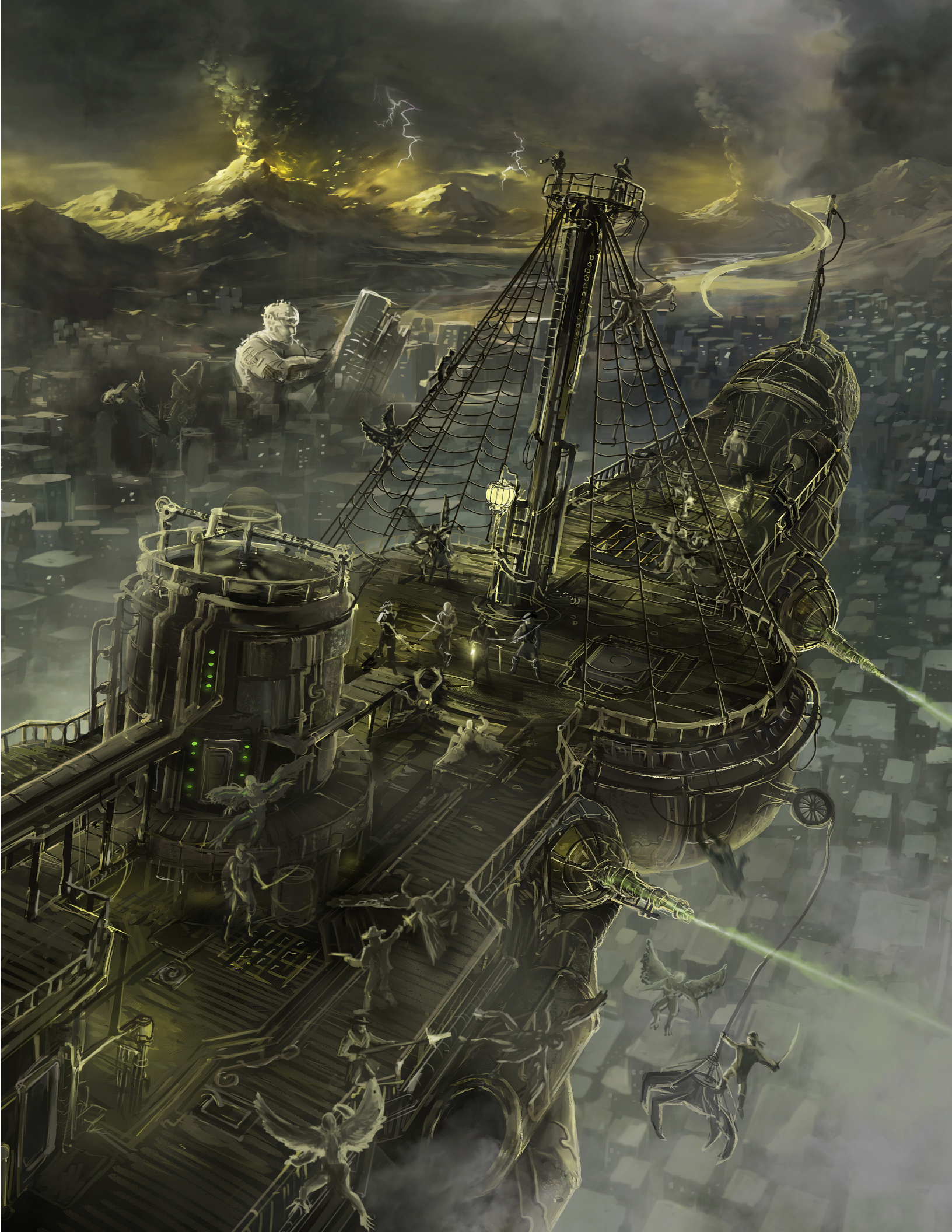
## WEAPON COMPONENTS

TYPE	FH	CREW	HP	MASS	RESTOCKING FEE
Battery	6	1	1	2	₺10
Static Damage	2	1:5	0	1	₺5
1d6 Damage	6	1:1	0	4	₺15
Coaxial Rotors	6	0	0	0	₺0
Fixed Barrels	6	0	0	0	₺0
Electric	4	1	0	0	₺10
Fire	8	1	0	0	₺20
Flak	8	0	1	0	₺15
Harpoon	6	1	0	0	₺10
Ram	2	0	2	3	₺30
Sigil	8	0	1	1	₺50

## AIRSHIP COMPONENTS

TYPE	FH	CREW	HP	MASS	RESTOCKING FEE
Armory	4	1	1	1	₺10 per Board Action
Cargo Bay	6	1	5	0	₺0
Crew Quarters	6	0	1	2	₺10
Emergency Balloons	2	2	1	1	₺15
Hangar	6	3	6	3	₺0
Machine Shop	12	3	3	5	₺20 × Number of Repairs
Mess Hall	8	2	3	2	₺30
Passenger Bay	6	2	5	5	₺0
Sickbay	12	2	3	2	₺2 × Crew Recovered





# A COMMANDER'S GUIDE: AIRSHIP CREW, COMBAT & CONDITIONS

*"The author of this, the quintessential airship Commander's guide, is a renowned captain of exceptional skill. Retired Admiral Jandal Sorvus began his epic career as a shipswain, fixing sails at the dawn of the Arkänik Era on a merchant vessel, the L.V. Bond of Man. He eventually went on to captain his own airship as a self-employed merchant aboard the P.V. Sevarossa before the Iron Lord himself consigned the ship to service in the Pulse Navy. He quite literally soared through the ranks due to a quick wit and keen eye. Now he turns to you, the aspiring captain, to share his vast wealth of knowledge that you might also leave your mark in the firmament of Feneryss."*

—Editor's Preamble, A Commander's Guide

## OFFICERS & CREW

It is common knowledge that we sailors regularly refer to our ships as though they are living creatures, to be tended, loved, and protected. This is not by chance nor coincidence; this is because they are alive, and we are its lifeblood. At its heart stand arrayed the officer cadre. These brave men and women keep her alive and running by guiding the crew through their every trial. They course eager and determined, or timid and afraid, following the rhythm of the cadre. There are many duties each sailor must attend to, but it all ultimately boils down to perpetuating a strong and steady pulse. If you recollect naught but one lesson, it should be this.

So how do we maintain a vigorous heartbeat? First, we establish a stout **cadre** of officers. They are led by the ship captain. At his beck and call are the chief engineer, helmsman, gunnery master, master-at-arms, sigil master, and squadron ace. There is only ever one of each officer active aboard a ship at any given time. It is not necessary for every airship to possess each of these officers, but it is necessary for a commander to know well and truly the potential of each: it is as likely as not that your enemies will have them at their behest.

The **captain's** job is to see the ship and all its sailors back to port. He does so with **Charisma** and **Command**, giving orders for movement, attack, and various other duties. But he must never let the heart stop, nor the blood cease its current. To this end, he bolsters the morale of his crew or suffers their collective malus. He can give all Standard Orders and makes any skill checks for the ship not being managed by one of his cadre.

The **chief engineer** oversees maintenance and repair of the ship's entirety. Engines, ark-drives, and even machine shops fall into their purview. A good chief engineer is **Intelligent** and well-studied in **Craft (Mechanics)**. They are responsible for all repair and firefighting checks.

A **gunnery master** supervises the sailors manning the gun batteries and feeds them targeting data. Experienced gunnies are highly **Perceptive** creatures capable of easily gauging trajectories for long-range **Ballistics**. If the strongest defense is a superior offense, a battle-hardened gunnery master is the ultimate defense. He issues a variety of attack orders and handles all gun battery attack rolls.

The **helmsman** is oft undervalued and overlooked by a crew, but a veteran spokesperson is worth thrice their weight in water. Keen **Perception** is essential to **Piloting** these flying beasts. Great helmsmen are a rarity, and cannot be overstated. I owe my liberty of breath to more than one of their breed. It should go without saying, but the helmsman is responsible for all ship movement, and any checks related to such activity.

A **master-at-arms** is a soldier of the bravest ilk, daring combat with his troop in the tight confines of an airship. Similar to his shipborne counterpart, he needs **Charisma** to **Command** his fellow warriors and acts as a force multiplier for his men through study of tactics and techniques. He issues Troop Actions and performs any checks on the troop's behalf.

**Sigil masters** are a recent addition to the cadre, making their seminal appearance alongside the Lanisian sigil. While sigils are usable by any **Psyik** or **Arkänist**, detailed study and comprehension of this arkänik device further complement a sigil master's inherent potency.

The **squadron ace** completes the cadre. Like the master-at-arms, they lead from the front, joining their men in a striker squad. Manual **Agility** is essential to **Operate** these vessels and earn this prestigious position. They command and make all checks related to the ship's strikers.

### HIRING OFFICERS

If a captain finds his or herself lacking bridge personnel, it is possible to recruit a cadre. Officers with the essential training (2 ranks in their primary stat and primary skill and 1 rank in the appropriate talent) can be hired for 100 Notes, and an additional 70 Notes when resupplying. More experienced officers come with a heftier price tag. 100 Notes will cover 1 additional rank in their primary stat; this also increases the resupply cost by 5 Notes will pay for an additional rank in their relevant combat or Non-Combat Skill, and increase resupply cost by 1. If a hired officer dies, morale decreases by 4. If morale drops below 0 and the crew mutinies, the hired officer is not treated as crew but remains with the rest of the cadre.

### HIRING CREW

The men and women of the cadre, while vital, are about as helpful as a mug with no bottom if they lack a trustworthy crew to man the guns, make repairs, and so forth. A crew possesses 6 crew stats: **Aim, Repair, Operate (Airship), Operate (Striker), Combat, and Discipline**. Aim governs your crew's ability to fire gun batteries with accuracy; Repair is self-explanatory: it measures their skill to unbreak delicate machinery; Operate (Airship) governs a helmsman's ability to maneuver a ship through enemy fire; Operate (Striker) is their aptitude with striker weaponry; Combat represents their competence in troop actions, and increases lethality; lastly, Discipline represents their resilience to the hardships of sailing, and improves ship morale. Every point in Aim, Repair, or Operate adds a static bonus to all checks of that particular type made by the officer cadre. Points in Combat add a static bonus to damage in troop combat. Finally, Discipline increases the crew's starting morale by 1 per point purchased.

A ragtag crew with 0's in all crew stats will run a captain 10 Notes per head and an additional 30 Notes when resupplying. It is their ship, and if they want to run a crew of unskilled laborers they may. However, they will not be the first, nor the last, to learn a simple lesson: when it comes to a crew, you get what you pay for. Of course, experience comes at a cost. To upgrade any 1 stat for the entire crew, the price tag per crewmember goes up 5 Notes. A worthy investment for any commander that would rather his bicorne perch upon his head and not his headstone.

## MORALE & MUTINY

An airship's success, however, is not based solely on skill— it also requires loyalty and discipline. A crew's **Morale rating** is 5 times the captain's Command skill, implying that a more capable commander can evoke greater loyalty in his men. A crew's morale at the beginning of an expedition is equal to the Morale rating, plus the Discipline crew stat, and possibly reduced by various situations: insufficient rest periods, recent combat, and supply shortages are common culprits.

Morale is as the wind and water, in constant flux. It dwindles in the face of harsh weather, loss of friends, and other random misfortunes. It surges with combat victories, successful missions, and other uplifting moments. For every 5 points above, all actions benefit from a +1 bonus. A skilled captain is constantly aware of the ship's mood because an unhappy crew is a dangerous crew.

They're dangerous because an unhappy crew is likely to **mutiny**. When morale reaches or dips below 0, the captain must roll a 1d10. If the value on the die is equal to or less than the captain's Command skill the crew yet holds together. The mutiny die gains a +1 to its result for each consecutive round morale is at or below 0. If the result exceeds the captain's Command skill then the sailors mutiny and the officer cadre must fend them off in combat, or surrender. Should they happen to mutiny in the middle of a defensive boarding action and the captain or master-at-arms is unable to keep the defenders in line, the crew surrenders to the attackers. Only the cadre then stands between the ship and total loss of control. Mutinous crewmembers are controlled by the GM.

A captain can end a mutiny by making a Command check, and rolling equal to or greater than half the total morale lost thus far. This may be performed once per round if the captain has not already surrendered or been overwhelmed by the crew's assault. After a full 24 hours have passed without any reductions in morale, a captain may attempt to restore some of what has been lost. To **bolster morale**, roll a Command check and add the results on the dice to current morale. Bolstering morale cannot increase morale beyond the sum of the captain's morale rating and crew Discipline. This may be performed once every 24 hours, though it is much easier to assuage sailors with a warm bed and city comforts. Eight continuous hours of rest at port are sufficient to reinvigorate even the most sullen sky jockeys or give a captain sufficient time to find replacements. Failing that, a captain may restore 5 points of morale for every two hours of continuous rest away or at port.

MORALE PENALTIES		MORALE BONUSES	
Ark-Drive Destroyed	-8	Victory	+8
Meager Pay (per resupply)	-5	Capture Enemy Ship	+6
Undead on Board	-4	1.5x Pay (per resupply)	+5
½ Rations (per day)	-3	Destroy Enemy Ship	+4
Friendly Ship Destroyed	-3	Double Rations (per day)	+3
4 Dead Crewmembers	-1	Destroy Enemy Ark-Drive	+2

**Active crew** will perform tasks as instructed by the captain and his cadre from the bridge. Certain orders, such as firing the ship's gun batteries or repairing the engines, will require a certain number of crewmembers to be executed effectively while other tasks have no minimum and are more efficient depending on the number of sailors assigned. Since each crewmember can only perform a single duty per round, a captain must become clever in the management of his shiphands.

Many jobs will be unsafe, or performed in unsafe conditions. We all murmur the prayer, "*Save our ship and safeguard our souls.*" but inevitably we all are lost, and every vessel must come to rest. Every sailor will be challenged by battle and the sky itself. Many of these malignancies are not inherently lethal and will merely **incapacitate** the crew, leaving them unable to fulfill their duties. They will recover given enough time. This is typically 48 hours, but more severe causes may prolong suffering.

Death is a stowaway aboard every airship. It is a safe assumption that a career in the skies will kill you, especially a military one. Many weapons are designed to pierce armor for the sole purpose of killing a man. *Dying* men can be saved by a well-stocked medbay, but there is a limit to medicine and miracles; saving them all is nothing but a dream. A wise captain never forgets this fact, and an honorable captain never forgets the fallen.

## COMBAT OVERVIEW

### STEP 1: ROLL INITIATIVE

To begin, all combatant airships will roll initiative. An airship's initiative rating is the sum of the ship's speed and the captain's Perception. The formation with the highest total initiative earns the chance to strike first.

### STEP 2: ISSUE ORDERS

On their turn, airship captains and any officers may give Orders, which is any action that allocates crew or officers to a particular task for a round. Some Orders can only be given once per round, while others have no limit. The only restriction to the quantity of issued Orders is having enough manpower to satisfy them.

There are Standard Orders, which are common practices aboard all airships, and familiar activities for sailors and cadre. Captains may issue a Standard Order in place of an officer only if his bridge lacks said officer. That said, he cannot operate a sigil or a striker while filling his role as captain. His rating for issuing another officer's orders is the sum of his Charisma and relevant skill (i.e. Operate (Airship) for helmsman, Mechanics for chief engineer, etc.). This also requires 1 crewmember to physically fill the missing officer's functions.

Special Orders require officer training (Airship Talents, page 139), but provide unique tactical advantages and maneuvers. Only one Special Order may be given per officer per turn, they must be filling that particular role this round, and it must be declared prior to making the check, when one is required. Orders may be issued in any sequence, and the captain has the power to veto or alter any order given by a subordinate officer. Standard Orders begin on the following page.

### STEP 3: END OF COMBAT

Combat will continue until there stands a clear victor. Victory conditions include but are not limited to, destroying all opposing airships, routing the enemy formation, or eliciting a surrender. At the end of combat, if the airship is equipped with a machine shop, the crew should start repairs on any *broken* components.

Wounded crewmembers are carried to the sick bay for treatment. A sickbay has only 10 beds for the injured, so it is best to prioritize the

dying crewmembers, as any dying crew not receiving treatment after combat will die. After 48 hours of treatment, dying crewmembers are now considered incapacitated. After 48 hours of treatment, incapacitated crewmen can return to active duty. This healing process costs 4 Nts. times the number of recovering crewmembers.

## END OF COMBAT

### CREW LOSSES & HEALING

If an airship has a sickbay on board, it is recommended to fill it with any *dying* crewmembers. All *dying* crewmembers that can't be moved to a sickbay will perish. Even if they make it to a sickbay, any dying crewmembers will still jump the mortal balustrade if there are not enough crew to man the sickbay, or at the very least an officer with ranks in the Medicine skill to take their place. If manned, the sickbay will save all dying crewmembers in its beds, and they will become incapacitated. Recovering from *incapacitated* takes 48 hours. Removing crew from the sickbay will delay this process, and incapacitated crewmembers cannot perform any tasks that require a roll, such as manning gun batteries or piloting strikers. They can still perform other activities, such as firefighting or manning a compartment.

### REPAIRS

Repairing any components will require a machine shop. Merely *damaged* components will require 10 minutes per forge hour. This can be accelerated with additional crew, to a minimum of 10 minutes. *Broken* components and armor require an hour per forge hour to be completely restored. Assigning more crew to systematic repairs will accelerate the process. For example, repairing another machine shop that is damaged takes 6 hours for 1 man, 2 hours for 3 men, and 1 for 6.

## STANDARD ORDERS

### CAPTAIN

#### BOLSTER MORALE

To **bolster morale**, roll a Command check and add the results on the dice to current morale. Bolstering morale cannot increase morale beyond the sum of the captain's morale rating and crew Discipline. This may be performed once every 24 hours, though it is much easier to assuage sailors with a warm bed and city comforts. Eight continuous hours of rest at port are sufficient to reinvigorate even the most sullen sky jockeys or give a captain sufficient time to find replacements. Failing that, a captain may restore 5 points of morale for every two hours of continuous rest away or at port.

#### END MUTINY

A captain can end a mutiny by making a Command check, and rolling equal to or greater than half the total morale lost thus far. This may be performed once per round if the captain has not already surrendered or been overwhelmed by the crew's assault. After a full 24 hours have passed without any reductions in morale, a captain may attempt to restore some of what has been lost.

## CHIEF ENGINEER

### STRUCTURAL REPAIR

**Structural repairs** restore 1d4 health per crewmember assigned. The chief engineer may assign a number of crew equal to their ranks in the Chief Engineer talent per round. Captains may substitute with ranks in the Captain talent.

### SYSTEMATIC REPAIR

A functioning machine shop will also allow for systematic repairs: fixing damaged or *broken* components or armor. Repairing damaged components takes a number of rounds equal to its forge hour cost. This repair can be expedited by increasing the crew tasked to the job. For example, a 6FH component takes 6 rounds to repair by one crewman; 3 crewmen could repair it in 2 rounds, and 6 crewmen could repair it in just 1 round. *Broken* components and armor require an hour per forge hour, and will likely have to wait until the end of combat to start.

### FIREFIGHTING

Crew can either suppress or extinguish a fire. The former requires a number of crewmembers equal to the fire's intensity and will keep it from spreading. The latter requires a number of crewmembers equal to twice the fire's intensity and will extinguish it upon the end of the turn.

### DEPLOYING & DOCKING STRIKERS

For every 2 strikers, 1 crewmember is required to guide the pilots and manipulate landing equipment. Squadron range from 2 to 8 strikers. Hangars can support 4 strikers initially, and be upgraded to hold 8. Any strikers ablaze when docking are extinguished.

### REARM SQUADRON

A functioning machine shop is required to rearm strikers. A single crewmember is required for every 2 strikers being rearmed in a round. A striker may not be re-armed if it landed or is departing this turn.

## HELMSMAN

### OPERATE: AIRSHIP

**Normal:** The helmsman may fly the airship forward up to a speed of 5 miles per hour (mph), multiplied by the airship's speed. Thus an airship with a speed of 5 can travel up to 25 miles per hour. When flying in reverse, airships may move at half thrust; following our previous example, an airship of 5 speed can move up to 12mph to the rear.

**Combat:** The helmsman may move an airship forward in a straight line up to 25 yards multiplied by its speed (i.e. an airship with 5 speed may move up to 125 yards). Airships cannot move laterally but may turn up to 45 degrees once at no cost. Turning a second time, or greater than 45 degrees expends 1 point of speed. The airship may also fly in reverse a distance equal to half your airship's forward-moving distance (i.e. 62 yards for an airship with a speed of 5). Turn costs still apply. The helmsman may drive in only one direction- forward or reverse- each round. Increasing or decreasing elevation by 25 yards requires lift and 1 speed for each 25 yards traversed.

### RAMMING

Ramming is a risky maneuver, but when properly utilized it can make the difference between victory and defeat. Ramming is an Operate (Airship) check opposed by the target's helmsman. On success, damage is determined by the attacking ship's size rating, and the distance traveled. Scouts deal 2 damage per 25 yards traveled; damage increases by one per size category, up to 6 damage per 25 yards traveled for Dreadnoughts. Both ships receive this damage, which is mitigated by their middle armor. If the attacking ship has a ram constructed, then they only take half damage and ignore the target's middle armor. Successfully ramming means that the two ships are *locked*. If *locked* in this way, the victim may not remove itself or the *locked* condition. Only the attacker may do so with a full-speed reverse move action. Failure results in the attacker losing its dodge ranks from movement for 1 round.

## REACTION: EVADE

If an airship is taking fire, the helmsman may attempt to make evasive maneuvers, much like a Dodge check in man-to-man combat. The rating for an Evade check is determined by the helmsman's Operate (Airship) rating. He also receives a +1 bonus for every 50 yards traveled. A ship cannot evade if it is incapable of movement (i.e. if all engines are *broken*).

EXAMPLE

A helmsman with a 4 in both Perception and Operate (Airship) checks a 2d10. If they roll a 10 and the ship moved 150 yards, their Evade is 13.

$$\begin{array}{rcll} \text{Perception} + & \text{Operate} & = & \text{MDS} + \text{Distance} = \text{Evade} \\ & (\text{Airship}) & & \\ 4 & + & 4 & = 2d10 + 150 \text{ yds} = \text{Evade} \\ & & & 10 + 3 = 13 \end{array}$$

## GUNNERY MASTER

### VOLLEY

A volley order may only be issued once per round. The order should include all desired targets and which batteries are targeting each. The captain or gunnery master will determine the targets, choose the gun batteries to fire upon each of them, assign crew to operate the chosen batteries, and finally give the volley shout. All gun batteries may be fired once per round, provided there are sufficient crewmembers.

### FIRING ARCS & TARGETING

Before targets can be chosen, officers need to understand the firing arcs of their weapon systems. Gun batteries are mounted to 1 of the 4 sides of a vessel: fore, port, starboard, and aft. For the sake of simplicity, it is easiest to use a square grid with each face representing one of those sides. Standard weapons have a firing arc of ninety degrees, meaning they can fire at anything within its horizontal and vertical diagonals. Fixed barrels may fire strictly upon targets directly aligned with them. Coaxial rotors with their 180-degree rotation may fire upon anything on their side of the ship. When determining line of sight also note that strikers do not impede an airship's targeting due to the size difference.

Of course, an opponent's armor is also important to be aware of. As armor is divided into 3 sections (top, bottom, and middle) it is good practice to fire multiple test shots on each to discern their weakest side. If two airships are at equal elevation, they will strike their opponent's middle armor. If one is above the other, they will strike the target's top armor and will deflect attacks with their bottom armor. It is prudent for a captain to remain mindful of their armor. If striking a target's weakest armor exposes their own, it may be wiser to strike from another angle.

Lastly, and it should go without saying, but weapons cannot strike targets on the far side of a target's airship. Batteries facing a target's port side cannot strike batteries affixed to his starboard side, and vice versa.

### DETERMINING HITS & DAMAGE

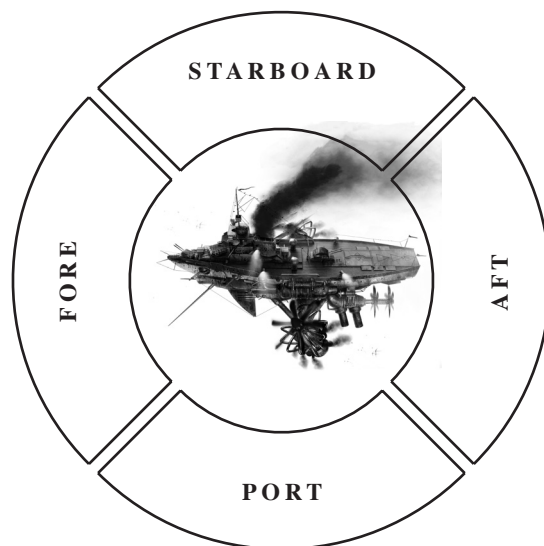
After the targets are selected the gunnery master, or captain, will roll a Ballistics check for each target, opposed by the enemy's evade. This check suffers a -1 penalty for each range increment after the first.

### SUCCESS VS. AIRSHIPS

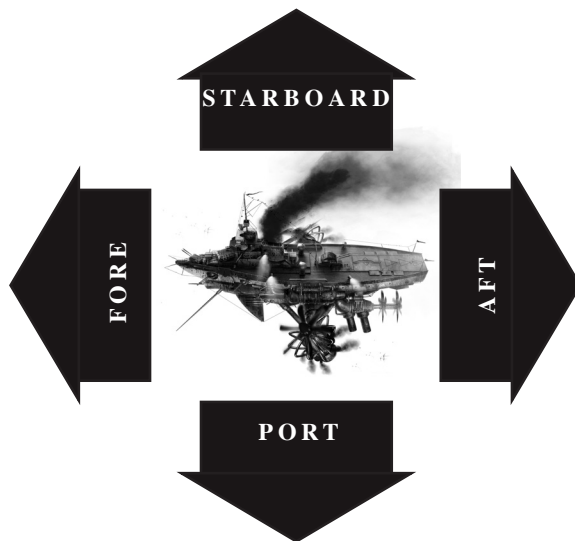
On a successful volley, all weapons focusing on the target deal their damage, which is reduced by the airship's armor at the relevant location. For every 10 points of damage dealt to a single target in a single volley, roll 2d8 on the component chart. If the component rolled

## FIRING ARCS

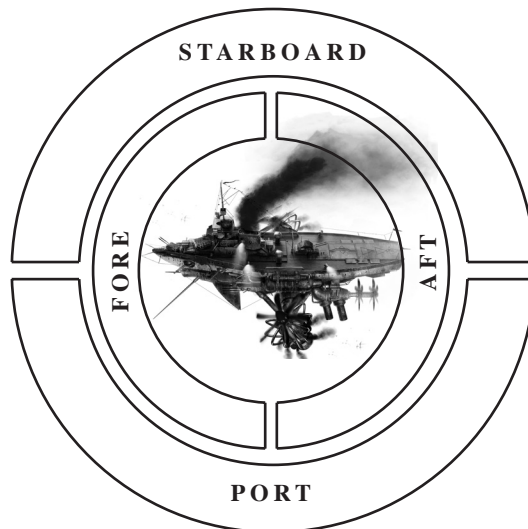
STANDARD AXES



FIXED BARRELS



COAXIAL ROTORS



exists, one of its kind is damaged. If it doesn't, decrease the value on the component die until it represents a component that is present onboard the target.

For charge and flak batteries, the component dice are always rolled on success. If a battery of each type or multiples are being fired, declare which one you are rolling for before tossing the component die. If the rolled component type is not present aboard the target, decrease the value until it represents a component that is present.

If Sonic Wave was used, the officer who issued the Volley Order may choose to target any of the identified components with a Called Shot, or else continue to volley normally. Once a component has been struck, it is a viable target for Called Shots.

RESULT	COMPONENT	RESULT	COMPONENT
2	No Component Damage	10	Hangar
3	Gun Battery	11	Sigil
4	Ram	12	Sick Bay
5	Mess Hall	13	Machine Shop
6	Armory	14	Emergency Balloon
7	Armory	15	Engine
8	Passenger Billet	16	Ark-drive
9	Crew Quarters		

### SUCCESS VS. STRIKERS

Roll damage normally, and subtract the DR of the striker with the least armor. If it is greater than 5, the striker is destroyed. If the firing battery is flak, split its damage between 2 strikers and their DR.

### CREATURES IN AIRSHIP COMBAT

**Attacking:** Damage dealt to creatures that are smaller than massive or categorized as less than a Remnant is multiplied by 10. They are still given the opportunity to dodge or block.

**Defending:** When attacked by a creature smaller than massive or categorized as less than a Remnant, the airship's armor is multiplied 10 to calculate damage. The airship helmsman may still attempt a dodge.

### CALLED SHOTS

The gunny can choose to fire at a specific component, if they so desire. Called Shots are made with a -4 penalty to the Ballistics check, but will *damage* the targeted component if successful, regardless of damage dealt. If a primalist has used their sonic wave ability to identify components, the gunnery master can make a Called Shot on all identified components without penalty.

### COLLATERAL SHOTS

This can only occur when two airships are directly alongside one another. When firing point-blank in this manner, the enemy cannot Dodge, but attacker also suffers half damage, reduced by the vessel's middle armor. The only weapons that do not evoke collateral shots are harpoon batteries.

## MASTER-AT-ARMS

### CREATING A TROOP

In airship combat, there are occasions where a captain may wish to board the opponent's ship in order to recover valuables or the ship itself. Before boarding, the two ships are required to be *locked*, which can be achieved by ramming or successfully catching an enemy ship with a harpoon battery and drawing them in. Prior to the start of ship-to-ship combat, both attackers and defenders choose their Troop Leader. This is typically the master-at-arms, or the ship captain if a master-at-arms is not present. The Troop Leader must allot a number of crewmembers to the Troop. For every 5 crewmembers in the Troop, gain 1d6 damage for troop combat.

### TROOP LEADER ROLES

At the beginning, both Troop Leaders determine if they wish to command or join the fray. If they choose to command, they can give Attack or Defense Orders. An attack Order will increase damage dealt by 1, while Defense Order will reduce the amount of damage received by 1. This number increases by 1 for every rank of the Master-at-Arms talent that the Troop Leader possesses, to a maximum of 6. If they choose to join the fray, they are counted as a member of the Troop for purposes of determining damage dice.

### EXPEDITED COMBAT RULES

The GM and players could, if they so desire, play out troop combat like normal player combat. Otherwise, these rules will increase the speed of play and simplify combat management on larger scales.

In the narrow confines of airship corridors, sparse cover is available, and combat is quick and gruesome. Having determined the Troop Leaders' roles and orders, both sides will roll their damage dice, add their crew Combat stat, and make any modifications from their Troop Leader Orders. This final number determines the number of crewmembers slain on each side. Adjust morale to reflect the crew losses.

Upon defeating an enemy troop, the victorious Troop Leader may opt to execute or take hostage their opponent's troop leader.

### MUTINIES DURING TROOP ACTIONS

Should a mutiny arise, mutinous troops are now controlled by the GM until the mutiny is resolved (i.e., meaning they are either calmed by the captain or quelled by force). The troop leader is also treated as their hostage.

## SIGIL MASTER

Sigilry is split neatly into the 4 subdivisions of arkānik and psychic studies. Only one caster or psychic may occupy a sigil at a time, and may only cast one of these powers per turn.

### ILLUSION

All warfare is based on deception, and there are no greater deceivers than illusionists backed by the strength of a sigil. They can hide airships, create false armadas, and even fake fires to lure crewmen away from their posts.

**Cloak:** An illusionist may use their skills to render a ship or striker squadron invisible at a rate of 4 strain multiplied by size rating of the target. Striker squadrons have a size rating of 1. Characters can cloak multiple airships and/or squadrons. Illusionists must succeed on this check each round, or the ships become revealed.

**Ghost Ship:** An illusionist may create decoy airships and/or strikers. This requires 4 strain multiplied by the size rating of the airship and/or the number of striker squadrons. Multiple airships or squadrons can be maintained simultaneously. The strain check must be made every round for the illusions to persist. These illusions can be broken by dealing damage equal to or greater than their size rating or number of strikers. Failing also dispels them.

**Illusory Flames:** Phony fires lure 1 crewmember away from their position on an enemy ship for every 3 strain. The illusion is so compelling that on a successful strain check those crewmembers cannot be assigned to any other tasks on their next turn. These only last until the beginning of the next turn.

## NEROTHI AIRSHIP



### KINESIS

Kineticists are powerful battlefield controllers, bullying enemy airships and imposing their will on the morale of both shipmates and opponents.

**Locate:** The psychic can attempt to reach out with their mind to probe the air for cloaked or illusory airframes. The strain for both is equal to **4 x the airship's size rating, or number of squadrons**. If a psychic is probing for invisible ships, determine the strain of the size rating they are anticipating. Success will reveal an airship that size, or a number of airships and/or squadrons equal to the strain check they attempted if there are any. Partial successes are possible, and they occur when the psy check surpasses one or more of the strain checks required to locate the hidden airships, but not all. When this occurs, the smallest airships/squadrons are spotted first. On failure, the psychic continues to believe there are no other airships. If there were no airships, they will believe this as well.

When probing airships to determine their reality, success reveals whether or not the target is real. Psychics can also check multiple airships and/or squadrons by adding their strain checks together. Like searching for cloaked ships, psychics may partially succeed when their psy check surpasses one or more of the strain checks, but not all. When this occurs, determine the reality of the smallest airships/squadrons first. On failure, the character believes all targets are real.

**Push:** The psychic can move airships, enemy or otherwise, about the airspace. They can Push an airship in any direction- horizontal, or vertical. The strain of this ability is equal to three times the size rating of the airship, multiplied by the distance increment. One increment is 25 yards. Therefore, moving a Scout 25 yards would be a strain 3 Psy check (3 x size rating 1 x distance increment 1), and moving a dreadnought 50 yards would be a strain 30 Psy check (3 x size rating 5 x distance increment 2).

**Sway:** The psychic may also choose to impress their will on airship crews to either build up or degrade morale. Prior to rolling, they should determine the crew they wish to target, and whether they intend to bolster or impair their morale. For every 5 points on the dice, add or subtract 1 point from the crew's morale. This always incurs 1 *fatigue* point for psychics with a Psy rating equal to or less than 10; it incurs 2 *fatigue* points for psychics with a rating greater than 10.

### NECROMANCY

With the boon of a sigil, necromancers can fully awaken their terrifying potential. They may spark life in the still-warm bodies of fallen foes to wage war on living comrades or revive their own fellow crewmembers to continue manning weapons well after death. A common well-wish among sailors is, "*Keep the cook happy and the necromancer bored.*"

**Desecration:** For a necromancer, there is no sanctity in death; the dead are mere tools to aid the living. A necromancer may spark 2 enemy corpses for every 1 SP. If successful, he now commands a stitch troop aboard the enemy's ship. He will roll their damage dice, but he cannot add any bonuses like the troop commander can.

At the beginning of every turn he must remake the arkana check to maintain control of his small army. If the necromancer wishes to bolster his troop with more stitches, he may do so and increase this check by 1SP per 2 bodies. Whenever the corpses are destroyed or the necromancer relinquishes control of them, they may not be sparked a second time. Exiting the sigil also releases control.

**Skeleton Crew:** Friend or foe makes no difference to the necromancer, the dead are all alike. This may explain why they have no qualms with sparking dead shipmates and forcing them to man their stations. Like Desecration, Skeleton Crew requires 1 SP for every 2 corpses sparked. This must be rolled every round to maintain control. The necromancer is considered the captain for all sparked crewmembers under their control, determining their activities and making any checks required, such as fighting fires or firing gun batteries. If a position is manned by both stitches and living crew, default to the captain or relevant officer.

Necromancers can add more stitches to the crew each round before they have decided their actions. This increases the necromancy check by 1 SP for every 2 additional bodies. A necromancer loses control of all their stitches if they fail their necromancy check, and those bodies may not be sparked a second time. Control is also lost once the necromancer exits the sigil, typically at the end of combat.

## PRIMALTHEURGY

Within a sigil, primalists can truly bring their full might to bear upon their foes. Here they can reach out across the chasmic sky and wreak havoc with debilitating elemental forces.

**Corrosion (3SP):** Erode targeted armor segment by 1 point until it is repaired. For every additional 3 SP, primalists may reduce targeted armor segment by 1 additional point. If Corrosion is cast multiple times against a target, only the most powerful spell remains in effect.

**Frostsnap (3SP):** On successful hit, 1 component of the targeted vessel is considered *disrupted* until the end of the target's next turn. For every additional 2 SP, primalists may disrupt another component. Failure means none of the components are *disrupted*.

**Ignition (5SP):** A successful cast of Ignition kills 1d4 crew and sparks an intensity 1 fire in one component. For every additional 4 SP, kill an additional 1d4 crew and increase the fire's intensity by 1.

**Lightning Bolt (4SP):** A powerful bolt courses through the target vessel, rendering 1d4 crew incapacitated. Every additional 4SP increases the number of affected crew by 1d4.

**Sonic Wave (1SP):** primalists can trace the vibrations of this wave and determine the location of 1 component. This information may be relayed to the gunnery master, which allows them to make Called Shots that target that component. Every 1 SP after the first allows them to detect 1 additional component.

**Storm (5SP):** With a sigil, primalists now have the power to evoke nature itself to do their bidding. A primalist may create acid clouds, blizzards, firestorms, and gales that occupy 25 yards cubed. Every additional 5 SP increases the affected area by 25 yards cubed. A storm may not be cast within a space already affected by Storm.

**Acid Cloud:** Reduces all armor values for all airships in the cloud by 1.

**Ash Storm/Blizzard:** Due to poor visibility in these storms, airships attacking from within suffer a -4 penalty.

**Fire Storm:** Every captain commanding a ship within a firestorm must roll 1d10 at the beginning of their turn. If the result is 1, an intensity 1 fire sparks in a component aboard their ship. Otherwise there is no effect. Every consecutive round spent in the firestorm increases the difficulty of this roll and the intensity of the potential fire.

**Gales:** While airships are built to endure the greater weather patterns of Feneryan skies, they are not immune to them. If caught in a gale, turning the airship requires twice as much speed. When using the helmsman's Crazy Ivan, turning requires its standard speed costs.

## SQUADRON ACE

### DEPLOYING & DOCKING

When deploying, they can launch into any square adjacent to their homeship: fore, aft, port, starboard, above, or below. If a squadron launched this round, they cannot take any other actions. Similarly, a squadron cannot attack and dock in a single round. Finally, a pilot may not be used for any other Orders on the same round he deploys or docks their striker.

### MOVEMENT & ATTACK RUNS

Squadron aces can issue commands to a number of squadrons equal to **1 + their ranks in the Squadron Ace talent** (or Captain talent, if the captain is issuing these orders) without penalty as they condition themselves to micromanage larger groups of strikers. Issuing orders to squadrons beyond this limit imposes a cumulative -2 penalty to ballistics checks for that round. (i.e. 1 rank in Squadron Ace means a -2 penalty to the third squad, a -4 penalty to the 4th squad, etc.)

**Targeting:** Strikers attack similarly to airships but have a few special rules about firing arcs, ranges, and damage. For starters, both fighters and transports fire fixed cannons, meaning they can only target what is directly ahead of them. When attacking, the squadron ace will choose how many members of the squadron are attacking as well as targets for each. Regardless of the number of targets, a single attack roll and a single reaction are rolled for all involved. Bombers do as their name implies: drop bombs. This means they can only strike from above their targets. Regardless of striker, type they all have a maximum range beyond which they cannot attack. This is different from airships, which possess range increments that apply penalties for greater distances.

**Determining Success:** The attack rating for striker squadron's is either the squadron ace's **Agility + Operate (Striker)** plus bonuses from the crews' stats. When attacking an airship, it is opposed by the helmsman per usual. Attacking another striker squadron is opposed by the target squadron ace's **Agility + Operate (Striker)**.

**Determining Damage:** Against an airship, roll each striker's damage and subtract the airship's appropriate armor face from each. Deal the remaining damage. If attacking another squadron, roll each attacking striker's damage and subtract the target's damage reduction from each attack. If, after damage reduction, the total damage done to any target is greater than 5, the target is destroyed.

## AIRSHIP CONDITIONS

### ABLAZE

For components, an intensity 1 fire ignites in a component. If it has not been suppressed or extinguished by the end of the target's turn, it deals damage equal to its intensity and has a 1d10 chance of spreading to another component. If the result is 1, a new intensity 1 fire springs to life. Otherwise, nothing happens. Suppression requires a number of crew equal to the fire's intensity. This will stop the fire from potentially spreading and dealing more damage. If an officer assigns crew equal to twice the fire's intensity, they can extinguish it completely.

When a striker squadron is hit by a flame weapon, a number of strikers equal to the flame weapon's intensity are set ablaze. They have no way of extinguishing the fire by themselves, but damage from the fire is mitigated by the striker's armor. If they wish to survive, they must dock and have the fire extinguished. Hangar crew will immediately douse any fires as part of the docking action.

### BROKEN

For components. The component ceases to function until it is repaired. Repair requires a functioning machine shop and a number of hours equal to the component's forge hour cost. This occurs when a *damaged* component is struck a second time. If an airship is reduced to 0 health, all *damaged* components are broken.

### DAMAGED

For components. This occurs when an airship makes a successful critical hit, called shot, or deals damage with certain weapon types. It operates at half its normal capacity. Repair requires a functioning machine shop and a number of rounds equal to the component's forge hour cost. If an airship is reduced to 0 health, all functioning components become damaged.

### DISRUPTED

For components and strikers. The target ceases all function for 1d4 rounds after which it resumes normally. If the target was a striker, it begins to fall at a rate of 25 yards per round. Rams, cargo bays, and passenger billets cannot be *disrupted*.

## FREEFALL

If all of a vessel's ark-drives are *broken*, the airship and any deployed strikers begin freefall, descending 50 yards per round. Upon striking the ground, a vessel suffers damage equal to the ship's size rating multiplied by the distance increment. One distance increment is 25 yards. Regardless of distance, all functioning components become damaged, and all damaged components are broken. Strikers likewise are broken.

EXAMPLE

A Frigate falling 150 yards takes 18 damage.

Size Rating × (Descent Distance ÷ 25) = Damage

3 × (150 ÷ 25) = 18

3 × 6 = 18

## LOCKED

Airships may lock with one another via harpoon batteries or ramming. When an airship is *locked* it is still able to perform move actions. However, they must add the opposing ship's mass to their own for the purposes of calculating the mass penalty to speed. Movement when *locked* moves all involved airships. Airships that are *locked* do not gain the Dodge bonus from movement. Volleys made from airships outside a lock incur a -4 penalty to attack.

There are 2 methods of disengaging harpoons: first, the attacker may make an Attack Order as early as their next turn to sever the cords and reload the battery, which requires a full turn to perform; second, the target of a harpoon battery may task 6 crewmen (8 crewmen if the harpoon battery has been upgraded) to remove the harpoons.

If ships are *locked* together due to ramming, only the attacker may dislodge themselves, which requires a full move action in reverse (they still travel at half speed while in reverse).

# ENVIRONMENTAL HAZARDS

## ACID STORM

Airship armor is eroded by the caustic properties of the storm. Reduce the DR of all armor 1, to a minimum of 0. This effect lasts until the armor is repaired.

## ARKÄNIK RADIATION

If an airship is caught in a patch of arkänik radiation, its effects can significantly impact its crew. Each turn 1 crewmember is incapacitated.

## BLIZZARD

Due to poor visibility in these storms, attack rolls suffer a -2 penalty.

## FIRESTORM

At the beginning of every round spent in a firestorm, roll a 1d10. If the roll is equal to or less than the number of consecutive rounds spent in the firestorm, a fire breaks out in a single component. The intensity of the fire is determined by the number of consecutive rounds spent in the firestorm. (i.e. First round, rolling a 1 starts an intensity 1 fire; second round, a 1 or 2 will start an intensity 2 fire).

## GALE

While airships are built to endure the greater weather patterns of Feneryan skies, they are not immune to them. If caught in a gale, turning the airship 90° requires twice as much speed. When using the helmsman's Crazy Ivan, 90° turns instead cost 1 speed.

## REALITY TEAR

Just as their smaller brethren but even more rare, these behemoth tears in reality are triggered in locations where reality has been stretched too thin. Any airship unfortunate enough to be caught within the event horizon of the tear will experience time, space, and possibility reality itself warping around them. This can inflict those exposed and the environment around them with lasting effects that defy known understanding.

During combat, a reality tear immediately renders up to 10 crew members unconscious. Additionally, for every 3 rounds the airship remains within 100 yds. of the tear 2 additional crew members are knocked unconscious. While reality tears can be permanent they are almost always temporary, remaining for as long as 3d10 minutes. Take note that while outside of a reality tear, it is impossible to fire weapons or throw objects to the opposite side of the tear.

## UV LIGHTNING

When the airship is struck by ultraviolet lightning, the ark-drive is *disrupted* for 1d4 rounds. Roll 2d6 and incapacitate that many crewmen.