

D&D SKYSHIPS

**A supplement to third edition
Dungeons & Dragons
set in a universe of ships that fly
between the worlds
and of battles in the air and in space**



Requires the use of
v3.5 Player's Handbook,
v3.5 Monster Manual and
v3.5 Dungeon Master's Guide

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A Skyship Record Sheet for D&D Skyships is on the last page.

D&D Skyships

Disclaimer

The following is a document of House Rules. In this document are alternatives to the normal Dungeons & Dragons v3.5 d20 rules. You will still need the v3.5 "Player's Handbook", "Monster Manual", and "Dungeon Master's Guide" to make full sense of this document.

Copyrights

This document is intended to be used as alternative house rules to an already standing game system. No information herein is to be copied and sold for profit.

Introduction:

D&D Skyships is a supplement to third edition *Dungeons & Dragons* set in a universe of ships that fly between the worlds and of battles in the air and in space. What you will not find here is a setting with descriptions of new worlds to explore, monsters to defeat and new races defined. You will not find any new feats and very few new magical spells and magical items. There are also no maps or ship plans.

What you will find here is a basic set of rules compatible with *Dungeons & Dragons* v3.5 that will provide a foundation for taking your D&D adventures into space.

Running a Space Based Campaign

Adding Skyships to current campaign

If you are currently running a traditional v3.5 campaign you can easily introduce skyships. The PCs might stumble across an old forgotten skyship or their planet might be invaded by Githyanki warriors on skyships.

Starting a new campaign

There are three major styles of space based campaigns.

Swords and sorcery style (Fantasy)

This campaign will have wooden skyships with canvas sails, magic and dragons. They will be fighting with swords and saving princesses.

These rules were created with this type of campaign in mind. They can be used unmodified.

You may wish to add gunpowder to this type of campaign. There are no rules here for using gunpowder,

but you can easily find several good sources on the internet.

This style campaign works well even if you decide that skyships can only fly through the air and not travel into space. Simply drop all space travel rules. All that remains should work as written.

1930's Buck Rogers, Flash Gordon style (Science Fantasy)

This would be a campaign of brass rocket ships with lots of glass and rivets. The PCs will have the ability to step out the door of their rocket ship and leap onto the enemy's to do battle. They will be firing ray guns and saving princesses. You may want to run this as a steam punk campaign.

These rules will require some modifications to use in this type of campaign. The skyships become rocket ships. The *helm* becomes a technological device that provides power, air and gravity to the rocket ships. The pilot is simply anyone with the technological savvy to use a variety of knobs and leavers to control the ship. The crew work the various control devices and the required number of crew members will be greatly reduced. There will typically only be one or two crew members required to operate each of the ship weapons. And, of course, there will be new weapons.

All of the speed, movement and combat rules should work well in this type of campaign with very few changes. I would suggest eliminating travel to other planetary systems, so faster than light travel is not required.

Star-wars style (Science Fiction)

This campaign would have futuristic starships and X-wing fighters. It will be filled with robots, light speed, laser guns and computers. They will be fighting with light sabers and saving princesses.

These rules are not really intended for this kind of campaign. The D20 Star Wars rules work well for this. One could, I suppose, modify these rules to work in this kind of campaign but it would require a major overhaul.

Kinda like Spelljammer

These rules are based roughly on Spelljammer – a fun and exciting setting written for second edition AD&D. This is not a direct conversion of Spelljammer to version 3.5 (there have been several more-or-less successful attempts at that). It is a new ship-to-ship combat system that is fully compatible with 3.5. This skyship system is compatible with most published v3.5 material. You should also be able to use published Spelljammer material. Information on how to convert Skyjammers to work with this system is also provided.

Differences between the Skyship system and the Spelljammer system

The skyship system uses some of the best features of Spelljammer and discards or replaces others.

Crystal Spheres and Phlogiston

The original Spelljammer system had “Crystal Spheres” that in turn bobbed about in a substance called Phlogiston, or the Flow. The Crystal Spheres allowed each different AD&D product line to exist in its own sphere, and the Flow allowed for travel between them. The skyship system eliminates all of this and instead uses “planetary systems” and introduces “interstellar teleport” as a way to travel between them.

Gravity planes

In the original Spelljammer system, every object exerted its own gravity, but only objects of a certain size exerted enough force for a gravity plane to develop. Spherical objects attracted objects towards their surfaces uniformly. Objects with a more irregular shape developed a gravitational plane. This plane worked in both directions so that it was possible, for instance, to walk on the bottom of a ship. The skyship system drops this concept and substitutes a simpler one as explained in the “Gravity” section below. Basically, only very large (planet sized) objects have enough gravity to make any difference and the magical device that controls the ship (the *helm*) also magically creates gravity on board the ship.

Objects dragging air

The Spelljamming idea was that all objects would drag air with them whenever they leave an air envelope. A typical human, for example, would drag enough fresh air with him to breathe for 2-20 turns. After that time ran out the air turned foul for a period of time and then became deadly and unbreathable. Larger objects (such as Spelljammers) would drag larger amounts of air that would stay fresh longer. The skyship system abandons this concept entirely.

The magical devices that propel the skyships also create breathable air. A PC that leaves an air envelope doesn't die instantly (refer to the “Vacuum Exposure” section below) but will not last long unaided.

The Spelljammer *Helm*

The Spelljammer system used a magical device called a *helm*. It was a throne like chair and the mage that controlled it was required to be seated on it to control the ship. When he did so, he lost all of his spells. It effectively removed one PC from all rollplaying activity other than controlling the ship. The skyship system also uses a magical *helm*. It can be controlled by anyone that can cast magical spells. After the helm is activated the pilot is free to move around the ship. He doesn't loose his spells and can attempt to cast spells while continuing to control the skyship. The pilot can even leave the ship and travel a short distance away without losing all control. Spelljammer had other types of *helms* as well. The skyship system has only one type of *helm*, although it isn't required to be in the form of a chair. There is no reason other *helm* types couldn't be added to your campaign if you choose to do so. Simply use the modifications made here as a guide.

Basic Concepts for D&D Skyships

Skyships

Sailing ships are fitted with magical devices that give them the ability to fly through space. These ships are often called skyships. Some races on some worlds have been building skyships for a very long time. Many create them specifically as flying vessels. Some of these are designed to land on land rather than water. Some are designed to never land at all.

Helms

With few exceptions, vehicles capable of interplanetary travel are powered by a powerful magical device known as a magical *helm*. This magical item can be any shape or size. It is sometimes incorporated into the ship's wheel. The only requirement is that it must be bolted securely to the ship's deck. It is most usually created in the form of a large throne like chair. The *helm* not only allows the magic user that activated it to control the vessel's direction and velocity, but also provides an envelope of breathable air at a comfortable temperature and creates an artificial gravity that allows everyone on board to move about on the ship as they would if it were on the water.

Air

A *helm* maintains breathable air at a comfortable temperature that extends 300 feet in all directions centered on the *helm* itself. This air provides forward pressure on the sails as if the ship were sailing in a moderate wind. This allows a crew of experienced sailors to maneuver the ship as needed. Without sailors manning the sails the ship can only move forward or turn in a very wide arc.

Beyond the bubble of air created by the *helm* lies the vacuum of space. Most planets have breathable air surrounding them out to 32,000 feet (about 6 miles).

Gravity

A *helm* creates a magical gravity similar to normal gravity on the Earth. This magical effect extends to the edge of the air bubble (300 feet). This magical gravity pulls down in relation to the orientation of the ship. Anyone falling overboard will fall as they would on the Earth until they reach the edge of the air bubble. Ten feet beyond the edge of the magical bubble they will stop falling and simply hover there weightless in the vacuum of space (refer to vacuum exposure below). This will be true for anything dropped. If the ship is moving, anything that falls overboard will simply be left behind once it has left the ship's gravity bubble. Anything thrown or fired from the ship will behave normally, as it would on the Earth, until it reaches the edge of the magic bubble. It will then continue in a straight line at its current speed forever, unless it hits something or enters another source of gravity.

If two or more ships get close enough to each other that their gravity bubbles touch, they will automatically orient themselves so that "down" on all ships is in the same direction. If a ship enters the gravity of a planet, it will orient itself with that planet's natural gravity. This alignment of gravity fields occurs almost instantly with no adverse effects to anyone aboard the ship.

All planets, even small ones or large asteroids, have natural gravity. The effects of a planet's gravity extend 32,000 feet above its surface. All planets have gravity roughly equivalent to that experienced on the Earth regardless of the size or mass of the planet. Not all planets are ball shaped. Some may be disk shaped. Others may be in the shape of a cube. Regardless of the shape of the planet, natural gravity (in this fictional universe) always pulls down toward each of the primary surfaces. This will be toward the center of spherical planets, or towards each of the major flat surfaces of a planet with flat sides.

Pilots

It requires someone with magical abilities to control a *helm*. A player character must be proficient with magic and capable of casting magical spells. The person that controls the *helm* is called the pilot. The more powerful the pilot, the faster he can fly the skyship. Player characters are

considered to have a pilot level equal to the highest level spell they can cast. For instance, a 5th level Wizard or 5th level Cleric or an 11th level Paladin can each cast 3rd level spells, so they would each be a 3rd level pilot.

Activating a Helm

It requires a minimum of a level 1 pilot (as defined above) to activate a *helm*. The *helm* must be securely bolted to a skyship that is in reasonably good shape. If the *helm* is currently inactive it takes one hour to activate it. This is called powering up. During this time the pilot must remain in physical contact with the *helm* and maintain full concentration. The air and gravity bubble expands slowly out from the helm at a rate of 5 feet per minute until it reaches a radius of 300 feet. At this time it becomes fully activated. The pilot can not use the helm to move the ship until it is fully activated. Once activated, as long as the pilot is on the skyship he can control the ship with no need to keep in physical contact with the *helm*. A pilot may disengage from the *helm* at will at any time. A helm doesn't lose all of its power the moment it is disengaged. As soon as it is disengaged it stops moving and floats in place. It then takes an hour before it becomes fully inactive. During this time, the air and gravitational bubble grows smaller at a rate of 5 feet per minute until, after one hour, it completely collapses and the helm again becomes inactive. Any pilot can re-activate a helm while it is in the process of powering down. The new pilot must remain in contact with the helm and maintain concentration while it powers up. It must power up for the same amount of time as it has been powering down.

A helm deactivates and begins powering down if the pilot is reduced to 0 or fewer hit points.

If the pilot becomes unconscious or for some other reason is unable to provide the minimum concentration required to control the ship, it will continue at its current speed and direction.

Another qualified pilot can take over control of the ship by simply placing his hand on the helm while the existing pilot disengages. Pilots can not be removed from control of their ship against their will as long as they are in physical contact with the *helm*. If the existing pilot is not in contact with the *helm* and refuses or is unable to disengage, the prospective new pilot can gain control of the *helm* by maintaining contact with the helm and winning an opposed Willpower check against the current pilot.

Piloting the Skyship

The pilot is the individual steering the vessel and controls the general direction and speed of the skyship. He directs the ship's general motion (fine maneuvering is provided by sails, rigging, and crew).

The pilot in a sense merges with the ship, he feels as if he is personally flying through space, and can perceive the

world around the ship as if he were flying just above the ships highest mast. The pilot perceives damage to the ship as white flashes of pain, but takes no actual, personal damage in most cases. Sometimes, however, the pain is intense enough to cause unconsciousness; this is called "pilot shock" and is usually a result of a critical hit.

In many ways, piloting a vessel is instinctual, because the pilot feels he "merges" with the vessel he can generally control the vessel as easily as walking. The ship handling crew control all of the finer aspects of maneuver.

While flying the pilot retains his normal senses and can hold a conversation with those nearby. In general, piloting is no more difficult then walking so that anything a person can reasonably be expected to concentrate on while walking can be done while flying. This includes casting spells. Because it does require a bit of concentration to maintain control of the skyship, any spell he attempts requires a (DC 10) concentration check. A skyship always flies smoothly, so other spell casters do not require a concentration check due to the ship's motion.

If a pilot leaves a skyhip that he is controlling it will stop moving and float in space at that location. He will not be able to make the ship move while he is off of it. He will regain full control once he returns. If the pilot travels more than six miles away from the ship the *helm* will disengage as described above.

Voyages often require several days or months of continuous travel aboard the skyship. The pilot requires 8 hours of rest or sleep each day. During this time and during the time he spends preparing his spells, praying, studying his spell books, meditating, etc. he can not control the ship. During those times the ship will continue at the same speed and direction he last set.

Vacuum Exposure

Beings exposed to the airless cold of space are not immediately doomed. Contrary to popular belief, characters exposed to vacuum do not immediately freeze or explode, and their blood does not boil in their veins. While space is very cold, heat does not transfer away from a body that quickly.

A character exposed to the vacuum of space can hold his breath for 2 rounds per point of Constitution. After this period of time, you must make a DC 10 Constitution check in order to continue holding your breath. The save must be repeated each round, with the DC increasing by +1 for each previous success. When you fail one of these Constitution checks, you begin to suffocate. In the first round, you fall unconscious (0 hit points). In the following round, you drop to -1 hit points and are dying. In the third round, your character suffocates.

In addition to the lack of air, you must also deal with the extreme cold which deals 1d6 points of lethal damage per minute (10 rounds), no save. At the end of each minute you

must also make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a chill metal spell.

Characters (in this fictional universe) are not affected by radiation in any way. Whether this is because there is no radiation, or living beings are immune to it is left to your imagination.

Languages

Almost everyone on all planets can speak common. Also Elves speak Elvin, Dwarves speak Dwarven, etc. Sages have many theories to explain this, but the truth is that no one really knows why creatures on different planets would evolve to speak the same languages. Those who travel between the planets are just happy that they do.

Heroic characters

These are characters of importance to the game. On your ship that will be the PCs. On your opponent's ship that will be the major "bad guys". If there is no identifiable villain, it will be the ship's Commander.

The player characters have their normal skills and abilities depending on their race, class and level. The PC that takes on the role of pilot has the added responsibility of choosing the speed and direction of the skyship. He may want to consider the suggestions of his companions, but control of the skyship is ultimately his responsibility.

The Skyship Crew

Think of the entire crew of your skyship as another player character in your group. A single PC can take on the role of captain, and control the crew, or the crew actions can be decided by group consensus. You may decide to allow control the crew to pass from one player to the next. You should decide how crew actions will be decided before beginning your campaign.

The crew consists of a number of sailors who are all capable of doing a large number of tasks. Any one of them can trim the sails and handle the rigging, aim and fire any of the ships siege weapons, repair damage to the ship, and even defend the ship from boarders or jump onto an enemy ship and take the battle to them. Someone, in the guise of the ships captain, must assign the proper number of sailors to the ship handling crew, the weapon handling crew, or to any other task that needs doing.

Ship Handling Crew

Every skyship listing indicates a minimum number of crew. This is the number of sailors who must spend each

round operating the vessel. The ship can fly with a reduced number of crew but it will be harder to maneuver.

Weapon Handling Crew

The number of sailors required to operate a siege weapon without penalty is listed with each weapon type. These are not included in the minimum crew number. All sailors are equally apt at working on the sails or firing a siege weapon. Crew members can be re-assigned from ship handling to weapon handling and visa versa.

Number of crew members on board

There will typically be more crew members on a ship than the minimum required to handle the ship. Most of the crew of a ship is divided up into two groups called watches. Each watch will take its turn with the essential activities of trimming sails and adjusting the rigging. The number listed for the ships crew is the minimum number of deck hands for one watch, so there will normally be twice this number of sailors. When there is a battle its "All hands on deck!" Some of these additional sailors will be assigned to weapon handling crews if there is a battle. The rest will help with the sails and rigging.

On a heavily armed vessel the required number of weapon handling crew members may be greater than the minimum ship handling crew. When this is the case, add all of the minimum crew numbers together to arrive at the total number of sailors on the ship. When not engaged in a battle, the total number of sailors will be divided into two or more ship handling watches.

Crew Level

The overall proficiency of the crew is indicated by the crew level. This is roughly equivalent to character level for player characters, but it applies to the crew as a whole. This has no effect on the ships speed, but does modify the ships maneuver rating, initiative rolls and siege weapon attack (but not damage) rolls. On each of these you add the crew level. You can think of a level 1 crew as green, a level 2 crew as average, a level 3 crew as well trained and a level 4 crew is a crack crew.

The crew on your ship will have a level equal to half your adventuring group's average level (with a minimum crew level of 1 and a maximum level of 4).

Unless indicated otherwise, crews on all other ships can be considered to be average (level 2).

All of the crew members have light personal weapons (typically a dagger or short sword) and will use it when called upon to defend the ship when boarded or to board and attack another ship.

Cost of Maintaining a Crew

Your crew are typically mercenaries. Being a sailor on a skyship is far more dangerous than working on a sailing ship. Those attracted to it are in it for adventure and glory, but mostly for a share of the booty. There is not much difference in your crew and the crew of a pirate ship. They will only hire on if they can share in all treasure that you get. Think of the entire crew as another PC in your party, and it gets a share equal to the share each PC gets, which will be divided between the sailors. You will not be able to hire on more crew members than the minimum required because each crewman hired means a smaller share of treasure for each of the others.

Nonessential Crew

In addition to the ship crews listed above, a ship may also have a captain, first mate, bos'n, carpenter, cook, surgeon, cabin boy and others. The larger the ship, the more need it will have for one or all of these additional crew members. None of these are technically required for the skyship to operate and PCs can assume the roll of any of these if desired. If you hire a captain, first mate and/or bos'n, they will be included in the share of treasure that you give to the crew. The captain will typically decide how it should be divided among them.

The ship may also be transporting passengers, owners, an army, or even prisoners.

Although some of these nonessentials may be armed and will defend themselves if attacked, they are not considered in any of the following combat rules. It is assumed that at the start of any battle, they will retreat to the safest place on the ship. Typically below deck as far as possible from the ships hull. (Except for the captain and first mate of course.)

Basics of Skyship Movement

The *helm* gives the pilot the ability to move or fly the ship as he wills.

Take off and Landing

Only ships capable of landing on water or land can do so and take off safely. Any ship can crash onto a planet or its ocean, but then the ship will have to be repaired before taking off again. As long as the pilot remains within 6 miles of the ship, he can park it just above the surface of the planet and it will hover there until he returns.

When moving from land or water into the air, or from air into space requires 1d8 rounds for the helm to power up.

Skyship Speed

The speed depends on the speed rating of the ship, the level of the pilot and where it is flying. The ship speed ratings are listed in hexes per round. Add the pilot level to this speed rating. The speeds indicated are your ships maximum speeds. The pilot can always fly at any slower speed if he wishes.

1) **On the water** – Not all skyships are capable of landing on the water's surface. For those that can, although it is not technically "flying", they can move very quickly over the waters surface ignoring local wind and weather conditions. On the water one hex = 44 feet. [You can multiply a ships speed rating by 5 to get its speed in miles per hour on water.]

2) **In the air** – Skyships can move through the air five times faster than they can on the water. Skyships move in their own protective bubble of air, so they are unaffected by any local weather conditions. At air speed one hex = 220 feet. [You can multiply a ships speed rating by 25 to get its air speed in miles per hour.]

3) **In space** – It requires a minimum level 2 pilot to fly a skyship in the vacuum of space. These ships can move twice as fast as they can in air. This is called the ships "tactical" speed. It is the speed used while in space and in the vicinity of other sizeable objects (such as in combat). Traveling from a planet to one of its moons, or between moons around the same planet, takes 1d10+20 days at tactical speed. At tactical speed one hex = 440 feet. [You can multiply a ships speed rating by 50 to get its tactical speed in miles per hour.] You can continue at tactical speeds when moving into or passing through another ships magical air space. If you enter a planets air/gravity your ship drops to air speed.

4) **Between planets** –When away from planets and other large objects, a minimum level 3 pilot can take the skyship up to "cruising" speed. All skyships travel at the same cruising speed: 100 million miles per day (average of 4 million miles per hour). At cruising speed a ship can travel between adjacent planets in 1d6+1 days, or between adjacent moons in 1d6+1 minutes. While at cruising speed, a ship cannot interact with other objects in any way. It is effectively invisible to other objects. A ship can only move at cruising speed when it is away from any other large objects. When a skyship comes within 32,000 feet (about 6 miles) of another ship or other object of sufficient size, it immediately drops down to tactical speed. Once far enough away from other large objects, it takes 1d8 rounds to switch from tactical speed to cruising speed.

5) **Between planetary systems** – A minimum level 4 pilot can take his skyship from one planetary system to another using "interstellar teleport". When the ship is beyond the influence of his local star (the Sun) and its planets he can teleport the entire ship and crew to arrive instantly at another planetary system. You must first travel

to the outermost planet and be outside of its gravity field before you can do this. It takes 1d8 rounds to activate interstellar teleport. If the ship passes within 32,000 feet (about 6 miles) of another ship or other object of sufficient size, it drops down to its tactical speed. When it reaches its destination, it drops down to tactical speed 6 miles above that system's outer most planet.

Skyship Combat

Skyship to skyship combat rules are very similar to standard combat rules. You use a standard 6 second round but play is on a one inch hex battle matt. Ships are always assumed to be located in the center of any hex they occupy.

Scale

Skyship battles can occur on the water, in the air, or in the void of space. The distance represented by one hex varies depending on where the battle is taking place. On the water one hex represents 44 feet. At air speed one hex represents 220 feet. At tactical speed one hex represents 440 feet. Skyships move at different speeds in each of these different environments so the ship speed ratings that are listed in hexes per round work the same in each environment.

Facing

Unlike personal combat, ship combat has strict rules for facing. Each hex has six sides, and the front of the ship must be pointing towards one of these sides; it cannot be facing one of the corners.

Some large ships will occupy more than one hex, especially at the larger scales. For ease of play you can ignore this and simply represent the ship as being in a single hex regardless of the battle matt scale. If it becomes important, the most forward point of the ship is in the hex used to figure all turns and moves.

Opening Range

If you don't know what range to set for the beginning of the battle based on the circumstances of the encounter, you can assume that a typical battle begins at a range of 2d6+4 hexes.

Initiative

Each round, each ship gets to do something. The ships' initiative checks determine the order in which they act, from highest to lowest. At the start of a battle, each ship makes a single initiative check, adding the crew level. The DM finds out what order ships are acting in, counting down from highest result to lowest, and each ship acts in initiative order, with the check applying to all rounds of

the combat. If two or more ships have the same initiative check result, the ships that are tied go in order of maneuverability rating (highest first). If there is a tie, flip a coin.

Surprise

Ships that are unaware at the start of battle do not get to act in the surprise round. However, it is quite difficult for one ship to approach and attack another by surprise. Barring unusual circumstances, such as invisible ships, there will be no surprise rounds in ship to ship battles. Special circumstances will be handled by the DM on a case by case bases.

Skyship Actions

Because ships are operated by multiple people, the types of actions a ship can take work differently. Technically, ships take no actions; the people on the ship perform all actions. The pilot controls the movement the ship, the weapon crews fire the weapons, and so forth. Still, for ease of play, many such actions are referred to as if the ship was taking the action. For example, when the pilot moves the ship, it is referred to as the ship taking a move action.

In effect, the results of character actions translate into ship actions. There are two types of actions a ship can take—move actions and attack actions—just as with a character. Ships do not take partial actions. A ship can take a number of move actions based on its speed and any number of attack actions, based on the number of siege weapons and the actions of those aboard.

Skyship Move Actions

Each round a ship can move up to its maximum number of hexes as indicated below. It can pass through (but not stop in) a hex occupied by a companion ship as long as both ships are smaller than one hex in size. Your ship can not enter a hex occupied by an enemy ship except to ram (or crash) into it or to grapple it.

Move Action Points

The number of hexes per turn a ship can move works as pool of points—called move action points—which are spent to move hexes on the combat map. The speed rating (SR) for each ship is the base number of move action points a ship has available to spend in one round. The pilot adds his pilot level to this number of action points.

Maneuverability

The ships maneuverability rating (MR) is the number of move actions points that the ship can spend in one round to turn or rotate the ship. The MR number is modified by the crew level.

Moving forward

Moving forward is simple, and all ships follow the same rules, regardless of how maneuverable they are: moving forward one hex takes one move action point.

Turning

You turn a ship by spending move action points. It cost one move action point to turn a ship one hex face. The ships maneuverability rating indicates the number of move action points that you can spend on turning your ship in one round. You can only turn once in a round, but as long as you have move actions available, you can turn before you move, at the end of your move or at any point during your move.

Rotating

The maneuverability rating indicates how many hex faces you can rotate in one round if you do not move forward that round.

Reduce Speed

The pilot can reduce the speed of the ship to match slower ships effortlessly. A skyship that is not moving at cruising speed, and not teleporting, can move at any desired speed up to their maximum speed. A skyship may be tied alongside another skyship in which case the smaller ship takes on the speed of the larger ship.

Starting and stopping

The magical propulsion applied by the *helm* allows for almost instantaneous stopping and starting, with no effect on those aboard the skyship. When changing from water to air, from air to space or from space to interstellar teleport requires 1d8 rounds for the helm to “power up”.

Moving up or down (optional rule)

Skyship to skyship combat is complicated enough without adding the complexity of having the ships flying at different altitudes. This option is for those who wish to use it.

The hex map represents a common battle plane. All ships should start on this plane. Place a counter beside each ship to indicate the number of hexes that ship is above or below the battle plane. In air, you spend one move action point to move down one hex and two to move up one hex. In space you must spend two move action points to move one hex up or down. Maneuverability ratings do not apply and you can move your ship up or down any distance at any point along your path, so long as you still have action points to spend.

Coasting

Unlike normal sailing ships on water, skyships do not coast. They move only so long as the helm is moving them

forward. When the *helm* stops moving it forward it stops in place. (This is Aristotelian, not Newtonian, laws of motion. Aristotle said that motion continues so long as there is an external force applied to an object. Removing the force stops the object. It doesn't matter that he was wrong in this, the ships are powered by magic and behave as the magic users that created them believe they should work.)

Stopped

A skyship isn't required to move and can remain in its current hex if desired. While stopped on water, they will drift with the currents if not anchored in place. While stopped in air they are unaffected by air currents or any weather conditions, however they can be moved if acted on by other external forces. When stopped in space they stay in the location where they stopped, unless acted upon by some external force. A skyship's armor class does not get the benefit of the pilot's Dexterity modifier when the ship is stopped.

Moving in reverse

It is very difficult to move a skyship in reverse. It takes 4 move action points to move one hex in reverse, or sideways.

Skyship Attack Actions

Most ships have one or more siege weapons on board. Resolving attacks with them is not all that different than resolving missile attacks during normal combat. Each weapon has a listed reload time and number of required crew to operate the weapon without penalty. The ship can fire every siege weapon it has every round as long as it is loaded and has at least one crew member available to fire it. Each siege weapon can be fired at any target at any point along its path.

Firing Arcs (Option Rule)

With the ease of turning a ship in space, it would be an easy maneuver to rotate the ship to bring any or all of the weapons into play. This rule is for those wanting a more realistic game.

Because ship combat uses specific facing rules, the direction a ship-mounted weapon is facing is important. A ship mounted weapon can fire into a limited area, termed its firing arc. There are four firing arcs: forward, aft, port (left) and starboard (right). The firing arc of a weapon is determined by its placement and facing. A weapon will be capable of firing into only one of these arcs.

Where the Ship is When the Weapon Fires

Unlike a standard attack round, where each character must make his attack action before or after his move action; during a ship's turn the attack actions are performed while the ship is moving and can be performed at any point along its path. The attacks can be made before any move

actions points are used, after one or more are used, or after they have all been used.

Readying a Weapon

This is like readying an action in standard combat. Because larger ships are typically slower than smaller ships, it is a common practice for the larger ship to "ready" one or more of its weapons during its turn, rather than firing them. They will be readied to interrupt their opponent's turn when their opponent's ship comes within range and fire at that time.

The Attack Roll

The basic ship's siege weapon attack roll is:

1d20 + crew level – Range Penalties - Size Modifier

The total is compared to the target ship's Armor Class; if the roll is equal to or greater, it is a hit. Otherwise, it is a miss. A 20 is always a hit and a 1 is always a miss. A natural 20 is also a threat—a possible critical hit. (Refer to Critical Hits below.)

Crew Level

The crew level is added to all attack rolls.

Range

All ship weapons have a listed range, in hexes. They receive no penalty to attack ships within this range. For every hex beyond this, they have a penalty of -2 to their attack roll. A siege weapon has no maximum range in space. Their maximum range in the air is four times the listed range. The range in hexes is the same in air as it is in space because the weapons are optimized for use in space. It's the same on water because half the hull of the ship you are targeting is under water; that means that you have to get closer to have a chance of hitting it.

Size Modifier

The size of the ship you are attacking will make it easier or more difficult to hit with a ship's siege weapons. This size modifier is shown on "Table: Skyship Sizes". Apply the size modifier listed for "your" ship size to your attack roll. (The size modifier for the ship you are attacking has already been added to its Armor Class.) This makes larger ships easier to hit and smaller ships harder to hit. For ships that are the same size as yours, their armor class has modified by the same amount as your attack bonus, canceling each other out. Skyship size is on the same scale as creature size, but larger sizes have been added to allow for larger ships.

Table: Skyship Sizes

Skyship Size	Size Modifier	Length*	Speed
Large	-1	8 to 16 ft.	6
Huge	-2	16 to 32 ft.	5
Gargantuan	-4	32 to 64 ft.	4
Colossal	-8	64 to 128 ft.	3
Enormous	-16	128 to 256 ft.	2
Immense	-32	Over 256 ft.	1

* If a ship's width is the same as its length, the ship goes up to the next larger size.

Calculating Damage

On scoring a hit, roll the damage and then subtract the ships hardness. What is left (if it is more than 0) is subtracted from the ships hit points.

Crew Damage from Siege Weapons

Some siege weapons specifically target the crew. This damage is always from the ship handling crew. The ship provides protection to the crew, so you still subtract the ships hardness from the damage roll. Divide the crew's hit point damage by the crew level (rounding down). This is the number of riggers that are lost in that attack.

Threats and Critical Hits

If the die roll for attack is a natural (unmodified) 20 a threat has been scored. Roll a second attack roll, using the same modifiers used for the first attack roll. If this second roll is a hit, the attack is a critical hit. If it is a miss, the attack is a normal hit.

Unlike personal weapons, siege weapons that damage the ship do not resolve a critical hit normally. Instead, roll 1d6 and consult the table below. Siege weapons that only do damage to the crew do x2 damage on a critical hit. For siege weapons that do damage to both ship and crew, roll 1d4 and consult the table below.

Table: Critical Hits

Roll	Result
1	x2 Damage
2	Ship Shaken
3	Loss of Speed
4	Siege Weapon Damage
5	x3 Damage
6	Casualty

x2 or x3 Damage: Roll damage either twice or three times and add the total together before subtracting the ships hardness to determine damage.

[If these results come up when rolling the random critical hit for a ram substitute +5 and +10 damage for x2 and x3 damage, respectively.]

Ship Shaken: In addition to normal damage, the attack shakes the ship so violently, or debris is falling so haphazardly, a DC 14 Dexterity check is required for anyone on this ship attempting to fire a personal weapon or cast a spell this round. Roll once for each weapon handling crew that attempts to fire a siege weapon, adding the crew level to the roll.

Loss of Speed: In addition to normal damage, the Speed Rating of the ship drops by 1 point for the next 1d4 rounds while the pilot readjusts his balance and senses to the new damage level. Additional losses are cumulative, to a minimum Speed rating of 1.

Siege Weapon Damage: In addition to normal damage, one siege weapon (chosen randomly) is rendered inoperable. The weapon's crew is unharmed. If the weapon has its required number of crew, they can repair the weapon in 1d4 rounds. For each crewman below the minimum listed for this weapon type, add one additional round to implement repairs.

Casualty: Roll 1d10, and consult the table below.

Roll	Result
1,2,3 or 4	Ship Handling Crew Casualty
5,6 or 7	Weapon Handling Crew Casualty
8 or 9	Heroic Character Casualty
10	Pilot Shock

Ship Handling Crew Casualty: In addition to normal damage, 1d4 riggers are lost. Additionally, the ships maneuverability rating is reduced by 1 point due to damage to sails and rigging. Additional losses are cumulative, to a minimum maneuverability rating of 1.

Weapon Handling Crew Casualty: In addition to normal damage, one weaponeer is lost from a siege weapon, chosen randomly, adding one round to the weapon reload time. Additional losses are cumulative.

Heroic Character Casualty: In addition to normal damage, one random PC (or one major adversary on the opponent's ship) must make a Reflex save against DC 14 or receive the same hit point damage as the ship receives.

Pilot Shock: In addition to normal damage, the pilot must make a DC 15 Will save or pass out for 1 minute, after 1 minute, he must pass another DC 15 Will save or remain unconscious for 2d6 hours. If no replacement is available and he fails his saving throw the ship will continue to move at the speed it was moving the last round (unless it was stopped) in the direction it is currently pointing.

Reloading a Siege Weapon

Each siege weapon has a listing for crew and reload. Reload is the number of rounds the crew must spend reloading the weapon before it can be fired again. A ship cannot fire a weapon in the same round it reloads. The listed crew is the number of crew required in order to have the listed reload time. For every man under the listed crew, add one round to the reload time, down to a minimum of one man. A single crew member can fire a siege weapon if it is loaded.

Using Siege Weapons against Other Targets

The ship's crew, weapons, and heroes cannot be targeted individually by a siege weapon, although they may receive damage on a critical hit, as described above. No person, monster, anybody or anything riding on, in or attached to a ship can be targeted individually with siege weapons. They are simply are not accurate enough for that.

There will be times when a weapon crew wishes to target something other than a ship.

Anybody not on a ship, including flying monsters can be fired upon as if they were a ship. It follows the normal rule for siege weapon attacks.

For critical hits by a siege weapon against any target that is not a skyship, ignore the critical hits table and do x2 damage.

Ramming

Ramming is an attack where you purposely run your ship into your opponent's.

You can not attack with any of your ship's weapons on the same round that you attempt a ramming attack. A pilot can attempt to ram his ship into another by moving into the others hex. A ship cannot ram another ship that is in the same hex at the start of the round. A ship cannot ram another ship that it is grappled with.

You cannot ram a ship that is more than 2 ship sizes larger or smaller than yours. The reason for this is that if your ship is 3 or more sizes larger than your opponent's, he can always avoid the ram. And if you are 3 or more sizes smaller than him, you simply can't do much damage. The exception to this is if yours is the smaller ship you can attempt a ram and, if successful, attempt to board the larger vessel. In that case the other ship receives no damage but your ship still receives full damage.

The basic attack roll is:

1d20 + Crew level + Pilot level - Size Modifier

The total is compared to the target ship's Armor Class; if the roll is equal to or greater, the ramming attempt is successful. Otherwise, there is no ship damage. You missed the other ship entirely or glanced off without any significant damage to either ship. A 20 is always a hit and a 1 is always a miss. A natural 20 is also a threat—a possible critical hit as described above.

The damage inflicted on a successful ram is determined by the attaching ship, as noted on Table: Ramming Damage. Add +1d6 damage for each point of speed rating for the attacking ship. Apply this damage to both ships involved in the ram (less their hardness rating).

Table: Ramming Damage

Ship Size	Damage Inflicted
Immense	16d6
Enarmous	12d6
Clossal	8d6
Gargantuan	4d6
Huge	1d6
Large	0d6*
*these ships only do damage based on their speed rating and if they have a piercing or bludgeoning ram.	

Any ship that has a piercing or bludgeoning ram takes only half the normal damage when it rams another ship. Piercing and bludgeoning rams add +4d6 to the normal damage inflicted.

Bludgeoning Rams

A hit with a bludgeoning ram always violently shakes the other ship (see "ship shaken" in the critical hit table).

Piercing Rams

A hit with a piercing ram always punches a hole in the other ship resulting in 1d4 points of speed loss for the other ship for the duration of the battle. If you make a successful ram attack with a piercing ram, roll 1d6. A roll of 6 indicates that the two ships have become locked together. To separate from the other ship requires a DC 15 pilot check which can be repeated each round until successful. While locked together either ship can attempt to board the other. Siege weapons cannot be used against a ship yours is locked with.

Grappling Rams

A hit with a grappling ram locks the ships together. There is no damage inflicted to either ship unless the other ship has a smaller ship size rating. In that case the attacking ship receives no damage but the other ship receives half

the normal damage, and there is no chance for a critical hit. Once grappled you can attempt to board the other ship.

Recovering from a Ram

When one ship rams another both ships come to a stop, unless the ramming ship reduces its target to zero hit points, in which case it can continue to move if it has any remaining move action points left to spend this round. The ship that was rammed loses all of its move action points this round (or next round if it has already moved this round).

Ramming Creatures

You can attempt to ram into a creature that is not on a ship, or anything else that is not a ship, if it is large enough. Simply use its creature size as long as that size is not more than 2 sizes smaller or larger than your ship size. If the creature or object you ram has no hardness rating, the damage your ship takes is half the amount it would have received if it had rammed another ship. There is no chance for a critical hit.

Grappling and Boarding

In order to board another ship one ship must be grappled with another. You can't grapple a ship that is 2 or more ship sizes larger than your ship. You cannot fire siege weapons at a ship you are grappled with. With the two ships grappled together, they move as one ship. However neither ship can move if the move is opposed by the other ship's pilot. Once the grappled ship is boarded all actions for both ships are performed on the initiative round of the ship that initiated the grapple.

To grapple your ship to another, you must first move your ship into the same hex as the other ship. Then:

Ram. If you successfully ram it you can automatically grapple and attempt to board the other ship if you choose to do so (see the rules for ramming above).

-or-

Come along side. You must move your ship into the other ship's hex. If the opposing ship is aware of your ship and doesn't want your ship grappled to it, you must win an opposed maneuverability check: Each ship rolls 1d20 and adds its maneuverability bonus. If you fail to win this check, your ship remains in this hex and the other ship can use its next move action to move away. If you succeed you have grappled and can attempt to board the other ship.

Boarding

You can attempt to board the grappled ship on the same round you succeed in grappling it.

Boarding another ship that doesn't want to be boarded can be both difficult and dangerous.

Boarding Check

To successfully board the grappled ship you must win an opposed boarding check. A boarding check is:

1d20 + Crew level + crew size modifier + Ship size modifier + defender bonus

Crew Size Modifier

The boarding ship declares how many crew members are going to attempt to board the other ship. The defending ship declares how many of its crew are going to try to prevent them from boarding. These numbers do not include any heroic characters. The ship with the larger number of crew members involved in the action receives a +2 bonus crew size modifier. If the larger crew is twice the size of the smaller crew, the bonus increases to +4. At three times the other crew's size or larger it increases to +8.

Defender Bonus

Because it is harder to board a ship than it is to prevent someone from boarding, the defending ship receives a +2 defender's bonus to his roll.

Boarding Casualties

A boarding attempt can result in casualties on both sides. The loser of the boarding check loses 1d6+1 crew members. The winner loses 1d6-2 (a roll of 1 or 2 indicates no casualties). The lost crew are not dead, but wounded or otherwise ruled unfit for duty for the duration of the encounter.

If the defenders win, they can attempt to escape the grapple on their next turn (refer to "Escape a Grapple" below). The ship that tried to board must consider the changes in crew size. If the other ship is still grappled on the next round, they can try another boarding attempt or release the grapple (a free action) and move away.

If the ship attempting to board wins the boarding check, secondary initiative is rolled and melee commences aboard these two attached ships (refer to "Crew Battles" below).

Escape a Grapple: Each round that a ship successfully prevents the other from boarding, it can attempt to escape from the grapple. If your grappled ship is not boarded, on your round you can attempt to free your ship and get underway again. You must succeed on an opposed pilot check. The pilot attempting to break the grapple receives a -4 penalty on his check.

Character Actions

In skyship combat, just as each ship does something each round, each PC also does something each round.

Throughout the rules there have been details on how the actions of the characters translate into ship actions. But, not all character actions in ship combat are also ship actions. Examples include casting spells on enemy ships (or your own ship), moving about on a ship, or attacking others on the same ship.

Characters and Initiative

In skyship combat all characters on board a ship act on that ship's initiative. Normally the order in which they act is determined by those on board, as long as they all agree. As long as there is no combat between characters on board the same ship, each character can do anything that they could normally do in one round; this includes performing as many actions as they would normally be allowed in one (6 second) combat round with a few exceptions, listed below.

If an enemy boards your ship, or you board theirs, you will roll a secondary initiative which is separate from the overall ship combat. Secondary initiative is resolved on each ship's initiative. For each ship where secondary initiative has been rolled, one round of on-board combat will be resolved during that ship's turn. All individual on-board actions will be resolved before the ship takes its actions. The secondary initiative is different for each ship. If a character goes from one ship to another he will have to reroll for his secondary initiative on the new ship.

For example, a sorcerer teleports over to the deck of an enemy ship on his own ship's initiative. On the initiative of his new ship, he wants to start killing off its crew with fireballs. Because the enemy crew wants to stop him before he does damage, secondary initiative is rolled. This secondary initiative is resolved on that ship's initiative.

If a character is not on any ship, and is capable of acting, he will have a ship initiative of his own. If he left a ship and is in space on his own, on subsequent rounds his initiative is one less than the initiative of the ship he left. If the character boards a ship his initiative becomes the same as the ship he boarded.

Any monster that is not on a ship will have a ship initiative of its own.

Personal Weapons in Space

In space, if there is one or more hex separating your two ships, the hexes between have no air and no gravity. A personal range weapon behaves normally until it exits your air/gravity bubble. It then continues at its current speed and direction forever, until it enters another gravity bubble (or hits something). This makes properly aiming them extremely difficult. In addition to normal range penalties, you receive a -4 penalty to hit if the projectile must pass through one or more hexes that contain no gravity or if you or your target is in a hex without gravity. Weapons have no maximum range in space.

Affecting Targets on Other Ships

There will be times when a character wishes to do something that affects the people on another ship, such as targeting them with spells or personal ranged weapons. He may only do this once per round. Most such attacks are resolved normally. The two most common complications are distance and lack of air and gravity between ships. A ship is normally considered to be in the center of its own hex. Thus, for example, when your ship is one hex and your opponent's ship is in an adjacent hex, it is 440 feet away when in space, 220 feet when in air, or 44 feet on water. If the ship is in the same hex as another ship, the actual distance can vary, depending on the desire of the Pilot. If your ships are on the water, in the air, or in adjacent hexes (or in the same hex) in space, using personal ranged weapons against the crew of another ship uses the normal rules, taking into account the range and potential cover a target might have. In addition, the target gains any bonuses to AC that the ship gains from cover.

Targeting Other Characters

On the main deck, the gunwales provide cover (+4 bonus to AC, and +2 bonus on Reflex saves) against attacks originating from outside. In the rigging, the sails provide concealment (20% chance to miss). Characters inside the sterncastle or forecastle, or fighting through a port, hatch, or window, enjoy improved cover (+8 bonus to AC, and +4 bonus on Reflex saves) against attacks from outside. You can't target any creature you can't see, unless you want to just guess where it is. In that case you indicate where you think he is (which 5 foot square he is in) and if that is within your line of fire and you score a hit, treat it as having total concealment (50% miss chance).

Targeting Weapons

Ship weapons each have their own hit points, hardness and armour class, listed in their description. Ship weapons are inanimate objects, and are just as difficult to damage as skyships (refer to "Targeting Skyships" below). They make

saving throws as per the highest level crewman, or character manning the weapon.

Targeting Skyships

Attacking a ship with ranged weapons works as if the ship was a creature with the given AC.

Skyships are objects, and as such take less damage from certain types of attacks. They are immune to critical hits from anything but siege weapons and ramming, as well as any form of subdual damage. Ships take half damage from ranged personal weapons, acid, fire and electricity; divide the damage by 2 before applying the object's hardness. Cold attacks deal one-quarter damage to objects. Sonic attacks deal full damage to objects. Some forms of personal ranged weapons will do normal damage, due to size or other factors, as determined by the DM. An example is a rock thrown by a giant.

Targeting an enemy ship with a spell is not any different than targeting a creature. They make saving throws as the ship's Pilot. Spells that only affect creatures, such as magic missile, do not affect ships. Area effect spells targeted on a ship hit automatically, unless they require an attack roll. Ranged touch attacks work as normal. Standard spell ranges apply. Note that a typical "long range" spell is defined as 400 ft. + 40 ft./level. In space the hexes are 440 feet, so a first level wizard could hit a ship with a long range spell in an adjacent hex, but it will require a 12th level wizard to hit one that is two hexes away (400 feet + 12 times 40 feet = 880 feet).

Ship Damage

Hit Point Damage

Most of the time damage to a ship will result in a reduction to the ship's number of hit points.

Ships are not affected by the massive damage rules.

Table: Skyships lists the number of hit points for each type of ship. This is the number of hit points of damage the skyship can withstand and still be controlled by the pilot. The ship must lose twice this number of hit points to be totally destroyed.

In addition to hit points each ship has a hardness number. Whenever damage is inflicted to a skyship, first calculate all of the damage including any bonuses then subtract the hardness and apply the remaining damage to the ship's hit points.

A skyship reduced to half of its hit points will have its speed reduced by half. Divide its speed rating by 2 and round down. A *helm* attached to a skyship that is reduced to 0 or fewer hit points will disengage and can not be reactivated until the ship is repaired. The ship will lose all

speed and maneuverability and become derelict. The derelict skyship's magical bubble of gravity and air will slowly begin to fade. At the end of one hour after losing helm control, all artificial gravity and all breathable air will be lost. If the battle is in the air around a planet, the derelict starship's ability to repel normal gravity fades. At the end of one hour the skyship will have fallen softly to the surface of the planet. If the battle is on water, the derelict ship is floating at the mercy of the wind and currents and may be in danger of sinking.

A skyship's *helm* cannot be activated until the ship is repaired enough to raise its hit points above 0 (refer to "Repairing a Skyship's Damage" below). The *helm* can then be reactivated (refer to "Activating a Helm" above). The air and gravity bubble will grow as normal. When the ship's hit points are repaired to half or more of its full value, the *helm* can again be used to move the ship, but only at half its standard speed. It can again move at its full speed when the ship is fully repaired (full hit points).

If the damage to the skyship is two times the listed hit points, it is destroyed. In space the air and artificial gravity will go away in 1d6 rounds, then the debris will disperse in random directions taking ten rounds to form an airless debris field approximately 1,200 feet in diameter. In air, the debris, including all persons or creatures aboard, will fall to the surface of the planet at normal falling speeds. On the water, the ship sinks.

Fire Damage

Any time a ship takes damage from fire, it may start to burn. The ship must make a DC 15 pilot check to keep from catching fire. The ship takes 1d6 points of fire damage (or the amount of damage indicated by the spell, whichever is higher) immediately. In each subsequent round, the burning ship must make another pilot check. Failure means it takes damage equal to the damage last round from fire, plus two. Success means that the fire has gone out. (That is, once the ship succeeds on its saving throw, it is no longer on fire.)

Repairing a Skyship's Damage

A skyship regains lost hit points by the crew physically repairing the damage. Heal spells have no effect on a ship's hit points, unless the spell specifically states that it can heal damaged objects. One crew member can repair a number of hit points of damage per round equal to the crew level. There is a limit to the number of crewmen that can work on the repairs at any one time, depending on the amount of damage to be repaired. To calculate the number of crewmen that can work on a single repair at one time; take the total hit points to be repaired and divide by 6 (rounding down).

It takes crew members 1d6 rounds to leave their current posts and get to the damaged areas with the required tools and materials to begin making the repair. Crew members

that are pulled away from other duties to make repairs to the ship are not available to man the siege weapons or to work the sails. Because of this, it is common for captains to have their crew postpone making repairs to the ship until the conclusion of the current encounter.

Repairing a Damaged Siege Weapon

A ship's siege weapon functions normally until it is reduced to 0 hit points (its hit points can not drop below 0). At this point it will not work properly again until repaired up to its full hit points. Repairing a siege weapon works the same way as repairing a skyship, except that the maximum number of crewmen that can work on repairing the weapon is the number of crew listed for that weapon. Because of their technical nature, there is a chance that the weapon isn't repaired properly even when brought back to full hit points. The first time it is fired after being repaired it has a 1 in 6 chance of locking-up and not firing. It can be re-loaded (standard loading time) and tried again. This can be repeated until it fires without jamming. After that it will continue to function normally.

Crew Casualties

Lost crew are not necessarily all dead crew members. They represent the crew lost to effective sailing of the ship or doing other duties. They are crew that for one reason or another are not able to perform their duty. They may be wounded, trapped under fallen rigging, tangled in the lines, fallen from the rigging, confused or simply to frightened to do their assigned task.

Ship Handling Crew Casualties

When the crew is less than its listed minimum but more than half of that number, the maneuverability rating (MR) is reduced by 1 point. If the available ship handling crew is one-half or less of its listed minimum but more than one-fourth that number, the MR is reduced by another point. At one-fourth or less than its listed minimum the MR is reduced by 3 from its original value. The ship will continue to operate at 3 points below its original MR (minimum MR of 1) as long as there is one crewman left to handle the rigging and there is a pilot controlling the *helm*.

Weapon Handling Crew Casualties

Ship weapons require a minimum crew to fire properly. For each member missing from a ship weapon crew, the weapon takes one round longer to fire. They can be reloaded and fired as long as one man remains available to do so.

Crew Battles

When the crew of one ship engages in hand-to-hand combat with the crew of another ship, such as when

boarding, use a modified version of the standard combat rules where the entire crew is treated as if it were a single character.

Crew Statistics

Each crew is described much like an individual character, with initiative, hp, attack bonus, level, and damage. The statistics for the crew as a whole is the same as one typical individual in the crew. If all of the members of a crew are above average in some way, that will affect a change in the associated stat.

Crew Level: Half the average level of the heroic characters (Min.1, Max 4)

Crew Initiative: +0

Crew Hit points: The total number of levels in the crew. Multiply the number of crew members by the crew level.

Crew AC: 10

Crew members are typically unarmored (AC=10). Sometimes a crew will dawn armor before launching an attack, in which case their AC will be larger.

Crew Fort Save: +2

Crew Ref Save: +0

Crew Will Save: +0

Crew Attack bonus: +1

Crew Damage: 1d6+3

Conducting a Crew vs. Crew Battle

Roll initiative once for each heroic character and once for each crew as if the entire crew were a single player character. Act in initiative order as usual.

When it's a PC's turn to act, he does so following standard combat rules (refer to "A PCs roll in Crew vs. Crew Battles" below).

When it's a crew's turn to act, it rolls an attack against the opposing crew. If it hits, damage is rolled and subtracted from the opposing crew's hit points. Note the new HP total.

If one side has lost 25% or more of its original hit points, that side retreats to its own ship. If unable to retreat, or if the battle is on its ship, it surrenders instead.

If all heroic characters on one side are unable to act during the remainder of the battle (because they are dead, gone, incapacitated, disinterested or convinced that inaction is the best course), their side retreats. If unable to retreat, they surrender instead.

If one crew is reduced to 0 or fewer hit points, that crew has lost the battle. They are unable to fight or retreat. They will typically be disarmed and taken captive by the winning crew. Their treatment is up to their captors. If the PCs' crew loses, the PCs can choose to surrender, continue fighting, or attempt to flee as they choose. If your opponent's crew loses, their remaining heroic characters may wish to surrender (the DM will decide). Their treatment is at the PCs' discretion.

A Crewman as an Individual Fighter

It may occasionally be necessary to know the individual stats for a particular crewman. For instance, a monster may crawl aboard the ship and attack someone at random, or a heroic character may want to attack one or more crew that is manning a ship's weapon.

Give any individual crewman the stats of a fighter of a level equal to the crew level.

HP = 10 at first level. Add 5 HP for each level above first.

All ability scores are 10.

They suffer no weapon proficiency penalties.

If an individual crewman has his hit points brought down to 0 or lower, the hit point damage to the entire crew is that crewman's level. In other words, if a 3rd level crewman is killed the entire crew receives a total of 3 hit points damage.

A PCs role in Crew vs. Crew Battles

When one crew is fighting another, there is no real need for a battle mat. It can be assumed that all of the members of both crews scatter all over the ship, including the sails and rigging, chasing and fighting each other. When individual heroic characters and monsters are involved it becomes necessary to track their locations on a 1" battle mat.

[Suggestion: Because of the relatively cramped conditions on the deck of many ships, you may want to lay out the basic ship features with each square representing two and one half feet, and then play as if it were a traditional five foot grid. The play will mostly work out the same, but your characters will have more room to move about.]

The DM should place the bad guys and monsters, your PCs will move and act according to standard combat rules. There is no need to place all of the crew. Just assume they are fighting all around you. Ignore attacks of opportunity regarding the crew. Strategically located crew members should be placed. Perhaps the villain is surrounded by crew for protection. Area of effect spells directed at the crew at large will potentially affect the same percentage of the crew as is represented by the percentage of the ships deck included in the effected area.

Supplementing the Crew

When additional crew members are added to a battle, whether moved from another task, or called from a reserved force, the number of hit points for the crew as a whole is increased by the number of additional crew multiplied by their level.

If a heroic character joins a crew, he no longer acts as an independent character, but merges with the crew, adding his level to the total crew hit points. This does not change the crew's level.

The exception to this is if a PC joins a siege weapon crew. This particular weapon crew now functions at the level of the PC. Non-weapon proficiency penalties do not apply.

Magic in space

Spells

On the surface of a planet, flying in the air, or on the surface of an active skyship all spells function normally out to the extents of your air envelope. Beyond that lies the cold vacuum of space. Many spells behave differently in space, or don't work at all.

The effect of space on the spells listed in the v3.5 player's handbook are listed below. If you allow other spells in your campaign, use these as a guide.

In the descriptions below the term "in space" is used to indicate that a creature, character, or object is currently outside any envelope of air. You would be "in space" if you were in the airless vacuum between planets and not on a skyship. Anyone onboard an active skyship flying between planets would not be "in space" because of the magical bubble of air that surrounds it.

Space stops all sound similar to a silence spell and thus provides a defense against sonic or language-based attacks, such as *command*, a harpy's captivating song, a horn of blasting, and the like.

These spells don't work in space due to the lack of air or atmosphere; *Acid Fog, Air Walk, Alarm (Audible), Call Lightning, Call Lightning Storm, Cloudkill, Control Weather, Control Winds, Fog Cloud, Gaseous Form, Gust of Wind, Ice Storm, Incendiary Cloud, Obscuring Mist, Shout, Greater Shout*.

These spells will not work in space due to the lack of oxygen; *Delayed Blast Fireball, Fire Storm, Fire Trap, Fireball, Flame Arrow, Flame Strike, Flaming Sphere, Produce Flame, Pyrotechnics*.

Space blocks these spells; *Find the path, Levitate, Locate Creature, Locate Object, Refuge, Teleport, Teleport Object*,

Greater Teleport, Teleportation Circle, Transport via Plants, Tree Stride.

Scrying; If the subject is separated by space from the caster, it gets a +2 bonus on its Will save. If the subject is in a different planetary system it gets a +5 bonus on its Will save.

Reverse gravity: This can be used to create gravity in space, up to the spell's area of effect. The caster determines the direction of the effect.

Rope trick: When this is cast in space the rope extends in whichever direction indicated by the caster and it creates an extradimensional space which will provide protection from the effects of being in the vacuum of space.

Spells that create or summon plants or monsters that cannot survive in space will not function in space.

All other spells, including spells that contact other planes, function normally. Pay special attention to all spell ranges and durations.

A new Spell

Survive Space

Abjuration

Level: Clr 3, Drd 3, Rgr 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Survive space grants a creature protection from damage due to the vacuum and cold of space. It does not create air, but instead allows you to survive without it. The spell does not provide any ability to fly through space. While using this spell in space, you can speak, but others cannot hear what you say because there is no air to carry the sound; however this does allow you to cast spells which contain a verbal component.

A new Magic Item

Helm: The standard skyship *helm* takes the form of a large, heavy throne-like chair, or any other form of an equivalent size. When installed on a vessel, the starship *helm* grants that vessel the ability to fly at a rate determined by that vessel's size. It also engulfs the vessel in an envelope of breathable air at a comfortable temperature, and generates a field of gravity surrounding the ship. (Refer to the section

"Basic Concepts for D&D Skyships" for more detailed information regarding *helms*.)

Caster level: 12th; *Prerequisites:* Craft Wonderous Item, *air walk* or *fly*; *Price:* 20,000 gp; *Weight:* 500 lbs.

Skyship Listings

Skyship Qualities

Here is the format for skyship entries (given as column headings on Table: Skyships).

Space: Space occupied by the ship, Length and Width in feet; * = including ram

SS: Skyship Size, see Table: Skyship Sizes

Spd: Speed; The ships base speed in hexes, add the pilot's level to this.

HP: Hit Points of damage required to disable the ship (2 times this to destroy the ship)

Crew: minimum ship handling crew

MR: Maneuverability Rating; add the Crew Rating to this number.

AC: Amour Class; includes Size modifier; add the pilot's Dexterity modifier to this when the ship is moving.

H: Hardness of ships hull, reduce hit point damage by this amount

Ram: opt= Optional, P= Piercing, B= Blunt, G= Grappling, N= None

SA: Standard Armament, number of siege weapons; make selection from Table: Siege Weapons. For many skyships this number represents the maximum number of siege weapons that ship can have. You may be able to mount additional siege weapons, or add rams, to some ships, depending on the ships design (the maximum number allowed on any particular ship design to be decided by the DM). Every additional siege weapon beyond the number listed reduces the ships Maneuverability Rating by one point.

LC: Landing Capacity L= Land, W= Water, B= Both Land and Water, *= 50% Land or Water, N= None (Can't land)

C: Cargo, the amount to storage capacity in thousands of cubic feet

Cost: is in thousands of gold pieces, this does not include the cost of a *helm*, weapons or any other materials or supplies; * = not for sale.

Skyship Descriptions

These following ships have been converted from the Spelljammer Boxed Set.

If you are introducing skyships into an existing campaign, the player characters might run across a wrecked skyship and a partial journal describing the basics of how a magical *helm* works. They could then attach the *helm* they found to a Caravel that they purchase or receive as a gift.

If you are starting a new campaign where space travel is common, let them start with a Tradesman that they buy, find or are given.

Note that the Neogi appears in the 3.0 *Monster Manual II* (2002), and the 3.5 *Lords of Madness* (2005).

Table: Skyships

Type	Space	SS	Spd	HP	Crew	MR	AC	H	Ram	SA	LC	C	Cost
Flitter	20x5	H	5	12	1	4	10	1	N	0	L+W	½	10
Mosquito	100x15	C	3	72	1	3	7	4	N	0	L+W	3	15
Caravel	70x20	C	3	120	8	0	3	5	N	1	W	5	10
Dragonfly	100x20	C	3	120	3	3	4	4	N	1	L	5	40
Damselfly	100x20	C	3	120	2	2	8	10	N	1	L	5	50
Wasp	80x20	C	3	216	8	2	6	5	N	1	L	9	20
Tyrant Ship	100x100	E	2	276	15	3	4	8	N	0	N	11	100
Tradesman	120x30	C	3	276	10	2	7	5	N	2	N	13	15
Gnomish Sidewheeler	120x25	C	3	360	20	1	5	10	N	0	*	15	40
Nautiloid	180*x30	C	3	420	10	2	8	5	P	5	W	17	40
Neogi Mindspider	140x15	E	2	480	3	3	0	10	G+P	3	N	20	120
Galleon	130x30	E	2	480	20	1	-3	5	opt	3	W	20	50
Squid Ship	250*x25	E	2	540	12	2	-1	5	P	3	W	23	45
Dragonship	150x20	E	2	540	20	2	-1	5	opt	3	W	22	60
Hammership	250x25	E	2	720	24	2	-2	5	B	3	W	30	50
Man-o-War	200x20	E	2	720	10	3	-3	1	N	4	N	30	100
Neogi Deathspider	175x50	E	2	1,200	30	1	-1	9	G	6	N	50	75
Armada	300x30	I	1	1,200	40	2	-17	1	N	14	N	50	*
Citadel	250x200	I	1	3,600	100	1	-12	8	B	10	L	150	*

Flitter (Elves): One of the smallest standard ships in space, the Flitter is also one of the most common. The small butterfly-like craft is grown, like many other elven ships, from the fruit of the starfly plant.

Mosquito (Humans): Among the smallest ships in space. It is used as a shuttle, landing craft, spy ship, and infiltrator.

Caravel (Humans): The caravel is a seaworthy, nimble ship that can handle long ocean (and space) voyages. It has a small forecastle and sterncastle, and three masts. A caravel is a smooth-hulled, full-decked vessel built on a strong internal frame. The sailing ship mentioned under Transport in Chapter 7 of the Player's Handbook is a caravel. When fitted with a *helm*, it becomes a skyship.

Dragonfly (Humans): Ideal for transporting small groups, important persons, and small packages. Ideal ship for smuggling and fast exploration. It can only support one light ballista, or one light catapult.

Damselfly (Humans): A Second-generation version of the dragonfly. It can support one heavy weapon.

Wasp (Lizardfolk): A relative of the dragonfly, built to suit the lizardfolk's physique.

Tyrant Ship (Beholders): They come in a variety of shapes and sizes. They look like walnut shells, huge eyeballs, shells carried by squidlike tentacles – even huge beholders. The above stats apply to a "typical" tyrant ship, but there are commonly both larger and smaller varieties.

Tradesman (Humans): The most common ship in space. It is used by all races.

Gnomish Sidewheeler (Gnomes): Each of these ships is unique. Each is built of a collection of scrap, odd inventions and leftover parts from other ships. There is a 50% chance that any landing will result in a crash.

Nautiloid (Mind flayers): It resembles a giant nautilus shell with tentacles projecting forward. It is the standard ship of the various illithid nations.

Neogi Mindspider (Neogi): A lighter, faster, more maneuverable, stronger craft than the deathspider, but carries less weaponry.

Galleon (Humans): It is nothing more than a large sailing ship with a magical *helm* attached.

Squid Ship (Humans): One of the most popular vessels of its size. It is used for trading, exploration, and privateering.

Dragonship (Humans): The helm is located below decks in the rear, with domes opening above to allow a clear view of space. On the deck is a shrine to the crew's gods and ancestors. These ships are generally commissioned by emperors from "oriental" lands in your campaign world.

Hammership (Humans): This design is used by many races in space. It is both large and powerful.

Man-o-War (Elves): These ships are grown from glossy, relatively brittle plants. The ships remain "alive", much

like a tree, throughout their life. Their wings require constant pruning and shaping to keep the ship from becoming too unwealdy.

Neogi Deathspider (Neogi): One of the largest standard ships of space, the deathstar is the pride and joy of the neogi, a deadly, xenophobic race of slavers and murderers. Easily recognized, it is usually attacked on site.

Armada (Elves): the largest of the elven ships, the armada is reserved exclusively for the elven nations. Possession of an armada by other races is punishable by death. The upper surface provides a landing surface for flitters. Each armada carries 40 flitters.

Citadel (Dwarves): The citadel isn't technically a ship at all. It is a mobile asteroid used by dwarves as both a home and a base.

To Convert a Spelljammer Ship to a Skyship

Space: Length is Keel Length, Width is Beam Length

Ship Size: based on ships length and width - see table; if L includes ram, assume it is a third of the length

Speed: based on ship size, see "Table: Skyship Sizes"

Hit Points: Hull Points * 12 (twice this to destroy the ship)

Crew: Use the number before the slash, ignore the other number.

Maneuverability Rating: Use Maneuverability Class where A=5, B=4, C=3, D=2, E=1, F=0

Armor Class: Use 20 – AR then apply Ship Size Modifier.

Hardness: Use save as material; Ceramic = 1, Thin Wood=4, Thick Wood = 5, Stone = 8, Crystal=9, Metal = 10

Ram: If standard armament includes a ram indicate the type.

Standard Armament: Indicate the number (but not the type), excluding rams.

Landing Capacity: same as spelljammer

Cargo: one ton of cargo space = 1,000 cubic feet.

Siege Weapons

Siege Weapon Qualities

Here is the format for siege weapon entries (given as column headings on Table: Siege Weapons). There is not a column for critical because all siege weapons threaten a critical on 20. Critical hits are not handled normally, refer to Table: Critical Hits.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. All weapons except for Jettisons and Gnomish Sweepers deal damage only to the ship. Jettisons damage is divided half to the ship and half to the crew. Gnomish Sweepers only deal damage to the crew.

Range: This is the weapon's range increment in hexes. Any attack at this distance or less is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. Siege weapons have no maximum range in space. The maximum range in air is four times the range listed.

Table: Siege Weapons

Weapon	Damage	Range	Reload	Crew	Type	Cost
Ballista, Light	2d6	2	3	2	P	400 gp
Ballista, Medium	3d6	3	3	3	P	600 gp
Ballista, Heavy	4d6	4	4	3	P	800 gp
Catapult, Light	2d10	3	3	2	B	500 gp
Catapult, Medium	3d10	4	3	3	B	700 gp
Catapult, Heavy	4d10	5	4	3	B	1,000 gp
Gnomish Sweepers	2d6	4	3	4	S	800 gp
Alchemist Fire Projector	3d6	1	3	3	F	1,000 gp
Jettison, light	2d4	3	3	2	B	400 gp
Jettison, medium	3d4	4	3	3	B	600 gp
Jettison, heavy	4d4	5	4	3	B	800 gp

Reload: the number of rounds required to reload the weapon. The weapon can not be fired on the same round it is loaded.

Crew: This is the minimum number of crew required to reload the weapon without penalty.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, slashing or fire.

Cost: This is the typical cost of the weapon, including the cost of having it mounted on the ship.

Siege Weapon Descriptions

Ballistas: Ballistas include all devices, which throw bolts, javelins, and spears with greater force than possible by human (or inhuman) strength. Most are built along the lines of the crossbow, and are mounted on pivots on the ship's deck to fire at any targets.

Light Ballista: The light ballista has the following characteristics: Hardness 5; 20 hit points; AC 10, Space 5 feet.

Medium Ballista: The medium ballista has the following characteristics: Hardness 5; 30 hit points; AC 9, Space 10 feet.

Heavy Ballista: The large ballista has the following characteristics: Hardness 5; 30 hit points; AC 9, Space 10 feet.

Catapults: The general category of catapults is large, stone-throwing devices operated by springs, cranks, or flywheels. Catapults are fixed in position once mounted and can fire only in the starboard direction. All ranges take into account the nature of space.

Catapults can be loaded with stone shot instead of large rocks. Stone shots is most effective as an antipersonnel weapon and will not affect a ship as effectively as the damage drops from d10 to d4 (the ship's hardness will prevent much of this damage), but effects all personal within a 10 foot radius of the spot where it hits.

Special: Catapults cannot attack a ship that is within 100 feet of the catapult.

Light Catapult: The light catapult has the following characteristics: Hardness 5; 30 hit points; AC 9, Space 10 feet.

Medium Catapult: The medium catapult can only be mounted on ships colossal in size or larger and has the following characteristics: Hardness 5; 50 hit points; AC 8, Space 10 feet.

Heavy Catapult: The heavy catapult i can only be mounted on ships enormous in size or larger and has the following characteristics: Hardness 5; 80 hit points; AC 6, Space 15 feet.

Gnomish Sweepers: The gnomish sweeper does not inflict damage to the ship, it inflicts damage only to the crew. They are nothing more than a pair of light ballistas with a common mount so that they can be fired in the same direction at the same time. The two bolts are linked with a heavy chain. The intention of the chain is to be used as an antipersonnel weapon against enemy crews.

The gnomish sweeper can be used as a duel light ballista in a crunch, with the same requirements for crew and reload

time as a duel light ballista (the weapon does not fire unless both bolts are loaded).

Gnomish Sweeper: The gnomish sweeper has the following characteristics: Hardness 5; 50 hit points; AC 8, Space 15 feet.

Alchemist Fire Projectors: This swivel mounted device shoot a thin stream of flaming, explosive liquid. Alchemist fire projectors are only effective when two ships are close enough to share a common air envelope, as the alchemical substance will be snuffed out if it passes into any hex that does not have an air envelope.

Alchemist fire is usually is stored in stone or ceramic jugs, each jug containing enough alchemist fire for one shot. Loaded into an alchemist fire projector and lit, it fires a stream of flame, which can set almost any target ablaze.

Projectors deliver 3d6 hit points of damage. On the following round the targets takes an additional 3d6 hit points of damage. Alchemist fire projectors start fires where they hit, even on stone and treated wood: flammable materials nearby will catch fire and feed the flames. (Refer to "Fire Damage" above).

Alchemist Fire Projector: The alchemist fire projector has the following characteristics: Hardness 10; 20 hit points; AC 10, Space 5 feet.

Jettisons: Half of a jettison's damage is inflicted on the crew and the other half on the ship. A jettison consists of a series of small catapults loaded with stones, trash, debris, iron spikes, and garbage, and used as an anti-personnel weapon to clear the enemy's decks. Any type of catapult can be converted into a jettison of the same size by loading it with small rocks instead of a single stone. A jettison however cannot be converted into a catapult.

A jettison can be fired at an empty hex. This automatically sets up a field of debris in that hex. It requires 2 move action points to safely move a ship through a hex that contains such debris. Moving through the hex at normal speed results in damage to the ship equal to a successful jettison attack.

Light Jettison: The light jettison has the following characteristics: Hardness 5; 30 hit points; AC 9, Space 10 feet.

Medium Jettison: The medium jettison can only be mounted on ships huge in size or larger and has the following characteristics: Hardness 5; 50 hit points; AC 8, Space 10 feet.

Heavy Jettison: The heavy jettison can only be mounted on ships gargantuan in size or larger and has the following characteristics: Hardness 5; 80 hit points; AC 6, Space 15 feet.

Rams: The effects of ramming are covered in combat. They depend on the relative sizes of the ship doing the ramming and its target. There are several different types of

rams. Regardless of type, rams are priced based on the ship size; Huge: 250gp; Gargantuan: 500gp; Colossal: 1,000gp ; Enormous: 2,000gp; Immense; 4,000gp (they are not available for size "Large" or smaller ships).

Piercing Ram: A piercing ram is a long, sharp prow used to break open and break apart an enemy ship. An attack with a piercing ram can sometimes result in the two ships being locked together.

Blunt Ram: This is a flattened ram designed to inflict internal damage by shaking up the smaller ship. It can also break up other ships, but there is no change the ships will become locked together after ramming.

Grappling Ram: The grappling ram incorporates one or more movable arms which attach themselves to an opponent's ship after ramming, locking the ships together, very useful during boarding situations. A grappling ram can also inflict damage on smaller ships.

Ammunition

Alchemist Fire: Alchemist fire is a sticky, adhesive substance. No one has yet refined it to the point where a hand-held projector is feasible.

Alchemist fire is always flammable. If a cask is opened and comes in contact with fire, it will explode automatically, causing 3d6 hit points of damage to everyone within a 5-foot radius, and causing additional damage next round as if the alchemist fire landed in that exact same spot. Any other alchemist fire containers exposed to this explosion will also explode with identical results unless their containers withstand the damage. Exploding alchemist fire also causes a fire in the hold.

Ballista Bolts: A ballista bolt is a large arrow used in all the standard ballistas. A standard ballista bolt will fit a light, medium, or heavy ballista. The difference in damage is caused by the power of the ballista's mechanism.

Catapult Stones: Unlike ballista bolts, three types of catapult stones are available, one for each type of catapult: light, medium, and heavy. Only the proper sort of stone is really useful in each type of catapult. A copper-pinching captain can use any type of similarly sized and readily available rock to inflict similar damage, and some combats have involved tossing tables, dead bodies, cows, and other items through space as shot.

Stone shot and Jettison shot: A bundle of stone shot or jettison shot can fit any catapult or jettison. Usually this type of shot is stored as packages of rocks in thick bags, which burst when fired. Almost any sort of stuff can be substituted in an emergency.

Skyship Record Sheet

Ship's Name: _____

Pilot's Name : _____ Pilot Level []

Crew Stats: Level [], Initiative [], HP [], AC [],

Fort Save [], Will Save [], Attack Bonus [], Damage []

Ship Type: _____ Space: _____ Size: _____

Speed [] = Base Speed [] + Pilot Level []

Hit Points []

Number of crew [] = Min. Crew [] x 2

- or, if it is more -

Min. Crew [] + Total of all weapon crews []

Maneuverability Rating [] = Base MR [] + Crew Rating []

Armor Class [] = Base AC [] + Size Modifier [] + Pilot's DEX Modifier []

Hardness []

Ram (if any): Type [], Damage []

Landing Capacity:

Cargo Capacity:

Armament:

1.) Type [], Damage [], Range [], Crew [], Type []

2.) Type [], Damage [], Range [], Crew [], Type []

3.) Type [], Damage [], Range [], Crew [], Type []

4.) Type [], Damage [], Range [], Crew [], Type []

5.) Type [], Damage [], Range [], Crew [], Type []

6.) Type [], Damage [], Range [], Crew [], Type []