

Sky Pirates

A game of high adventure in the sky!

Pit you ship against your friends to see who can command his crew the best. The more you play the more you'll learn and quickly learn the best techniques for your ship.

Foreword

Hi, I'm Glenn, and this is my game, unfortunately I lost most all motivation on it a while back, but decided I would finish it up to a very light level and release it for free online.

So here it is, Sky Pirates, this is a fairly complex game where you pit Flying Pirate ships against each other to see who can blow the other out of the sky, it has a fair amount of complexity so just because someone has a better ship does not mean he'll win.

This game is not entirely finished and I have very little interest in completing it, I will create a FAQ for it, but if you are interested in this game and would like to finish it up or have some great ships you would like me to work on, feel free to email me, actually I am looking for somebody who loves this game enough to complete it and keep everything organized and up to date.

Some of the things that were planned but are not implemented are different sizes of ships as well as a campaign system where you can steal weapons and such.

If you love this game enough to do so, feel free to email me and maybe we can work it out.

Have a good day and play hard.

Credits

Written and Tested by Glenn McClune

Additional Testing by Joel Harriger

Sky Pirates

Welcome to Sky Pirates, this game pits you vs. a friend or two to battle it out for control of the skies of this world. There are a variety of different ship hulls and weapons which you can purchase. Each ship is enabled by it's crew so the more skilled your crew is the more effective your ship will be.

Chapter 1-Four Ship

Ships have a variety of different stats and such which determine it's capabilities, here is what those stats are and how they interact.

Hull Value (HV) – This is the amount of damage a ship can sustain before it is shot down and destroyed.

Speed (Sp) – This is the total number of hexes a ship can move in a full turn.

Armor Value (AV) – This is the amount of armor your ship has. Subtract it from the damage your opponent causes when he hits you then apply the rest to your hull.

Weapon Stations (WS) – Weapon Stations are blank locations that you can put Cannons and other weapons, on the station site it will designate the firing arc(s) as well as the type(s) of weapons that can be mounted.

For Example:

Station A

Secondary Cannon (This is the Type of Cannon)

Port/Front (This is it's firing arcs in this case the Front and Port arcs may be used)

Now once you have selected a Weapon it will have it's own stats. These are as follows

Type – Now a weapon can be of one of the following types

Main Cannon – This will always be the largest and coolest gun on your ship, most ships can only have one, but a few can have two or more. They can be fired once per turn.

Secondary Cannon – These are a bit trickier as they are usually a bit unique in their function. Most can be fired multiple times per turn, which can be advantageous. These will have a Fire Rate listed.

Torpedoes – These are always good to have. They fire straight up into the air then come down at a different point in your turn (Or possibly in you next turn) They do a lot of damage but are not always the most accurate. These will also have a Fire Rate to designate the amount of turns it can stay airborne. Note these can fly in any direction and are not affected by firing arcs, as such they tend to be in arc-independent areas such as the center of the ship.

Mines – These are hard to use, but can add a great deal of tactical interest. Mines are dropped from the rear of your ship, thus when you use one they pop out behind your ship. Most mines only have one damage value and only activate when a person moves into that hex, or the mine moves into that Hex. Mines with two damage values, explode if any ship moves adjacent to it. The first value is for adjacent enemies, while the 2nd one is for enemies that are in the mines hex. Mines are easily affected by wind, at the beginning of each turn roll a d6, if 1 it moves forward a hex, if 2 it moves into the forward/left hex, etc. This is all relative to the player rolling the die, or if you have mine pieces, whichever side the line is on.

Ram – Being able to ram is a fairly rare ability, not many ships can withstand the amount of damage a ram deals to the hull and armor. However a few ships have specialized front armor that allows them to ram. Rams do not have their own stats, the damage is based solely off of your ships abilities. Rams do your armor value in damage and they bypass your opponent's armor. Light hits to Half your armor value and Heavy hits do triple, but your take your opponents AV in damage as well as you miss calculated and tore a bit of your hull up in the attack. Ram Attacks always cost 2 TP. Also to actually execute a Ram attack you have to spend at least one movement in the Movement part of the phase to enter an opponents hex with the front of your ship.

Arc – This is purely dependent on the weapon station allocated to it. Firing arcs do not affect torpedoes.

Fire Rate – This is how often during a turn a weapon can be fired. Main Cannons are always 1/Turn, Secondary Cannons are odd in that they can be Rapid Fire which is as many phases you want straight, Alternating Shot which is every other phase or Pot Shot which is whenever you choose. A few are one shots. Torpedoes are 1/Turn, but they do not strike the turn they launch, they strike when you choose within their limit, which will be listed.

Damage – There will be three values listed here, one for a light hit, one for a moderate hit and one for a heavy hit.

Take this value and subtract your opponents Armor Value from it, then that is how much damage the enemy ship took to it's hull.

Range – Most of the time this will be worthless, but sometimes you will try and flee from your opponent. At this time Range becomes an issue.

Chapter 2—Four Crew

Now your crew is the main event, they alter ever part of your ship, from it's ability to shell out damage to it's ability to resist it and most importantly, how it utilizes Tactical Points. Each crew member is able to do many things but each crew member can only do one thing per turn and it can only do those things if it has enough TP's to do those things.

Here is what your crews abilities are.

Name – Every member of the crew has a name, and it has to go somewhere right?

Type – Each crew member must be of one of the following types

Helmsman – These guys are the best at steering and dodging incoming shots, as well as lining up shots.

Engineer – These guys hold your ship together, whether with wood and nails or bubblegum, who cares? They are the best of what they do. They can spend TP to repair your ship.

Gunner – These are the men to fire your best guns, they have the best aim and can boost your guns damage.

Mage – These are kind of your oddballs, they can do just about anything, for a price. They can use their magic to increase your speed, power, defense, hell they can even magically repair your ship, what the do best though is enchant you cannon shots with different spells. But for every spell they cast the not only burn off TP, but also their personal reserve of Magic Points, and once those are gone, they are gone.

Initiative (INI) – This determines who goes first in each phase. This value is set. If tied, roll off. Whoever has the Highest may choose who moves and acts first. It should change every phase depending on the crewmember used. As an option if you have the higher INI, you can force your opponent to go first.

Tactical Points Generated (TP) – At the Beginning of every turn your crew generates Tactical Points, each one a different amount, but without these points you wouldn't be even able to fire your cannons or defend your ship.

Magic Points (MP) – Only Mages and rare other crew have MP, they use these to cast spells, once they are gone, they are gone for the rest of the game.

Gunnery Skill (GS) – Some crew are better with weapons than others, this is represented by the Gunnery Skill, and this modifier is added to the weapons accuracy. Mages will have two values listed, the first is the Gunnery Skill without Magic, the 2nd is if they enchant the shot. This represents the fact that they can work a cannon quite well if it is magical, but the suck most of the other times.

Evade – This Modifier is subtracted from an enemy ships attack roll.

Special Abilities – A Crew Member will have any Special abilities listed here. Specials always have a TP cost (Though it can be 0) and never use MP.

Spells – A Mage can cast spells off of his spell list. It costs 1 MP per spell and then whatever TP it says. A few Spells cost more than 1 MP, but they are rare and powerful.

Chapter 3—Game Play

Now into actual game play.

Turns – Every game is broken down into Turns, each turn is further broken into phases. But before we get to those let's see how a Turn works. At the Beginning of every Turn you recharge your Tactical Points, the amount you gain is equal to what all of your crew can generate. After this is done, you then decide on what actions your crew will take. Each member may take one action at a time. You can do many things with them, but you can only have a crewmember do one thing in a turn and each weapon may only be used once. Once the Phases are over the turn ends and a new Turn begins.

Phases – These are when all the good stuff happens. Each Phase has two parts, the Movement and then the Action. You may spend your ships movement however you wish, you can spend it all in one spat, or else conserve it and use it through out the entire turn. After your and your opponents movement, you (or your opponent) does their action. So if you allocated a crewmember to shoot, he does so after the movement for that phase is over. Note if your opponent

takes his Action phase before you and you do something that effects that action, declare so when he declares what he is doing. So if he is shooting you, you can declare that you are evading this phase.

Actions – Well now you know how the turn system works, onto what all actions you can choose and how they work.

Evade – You can purposely try and dodge an incoming attack by evading a shot, you're opponent takes a -4 penalty if you Evade

Damage Control – Only an Engineer may do this. He may double your ships Armor Value for one Phase.

Aim – Gives you a +4 Bonus to your Attack rolls for the next Attack action you make.

Attack – You may select and fire one weapons system.

Magic – Using a Mage you can cast a spell.

Repair – Engineers may attempt to repair the ship, but it is very hard and tends to not be very effective.

Charge – This command allows a Crewmember to get his normal TP amount.

Combat – Combat is fairly simple. Once a Phase comes up with an Attack action you roll 3d6 and add in any modifiers, including your Accuracy and Gunnery Skill and subtract your opponents Evade. To hit a ship you check the following Chart:

3-6 Miss
 7-10 Light Hit
 11-14 Moderate Hit
 15+ Heavy Hit

Once you hit you have to determine your total damage. First you check your weapon, there will be three damages listed L/M/H then subtract the opponents Armor Value. After that you will have the Total Damage. Which gets removed from the Hull Value.

Now there are many other modifiers to your attacks, they include cloud cover, if your ship moves, if your enemy moves, etc.

This chart cover any other modifiers that may occur.

Your Ship	Modifier
Does not Move	+2
Moves more than 2 Hexes	-1 for the first Hex after 2 and every one after that
Aimed previous Phase	+4

Enemy Ship	Modifier
Does not move	+1
Moves more than 1 Hex	-1 for the 2 nd hex and -1 for every hex after that.
Has Light Cloud Cover	-1
Has Heavy Cloud Cover	-3
Is Evading	-4
More than 10 Hexes Away	-1
More than 15 Hexes Away	-3
Within 2 Hexes	+1

Chapter 4-Magic

Mages will have spells that they can cast

Magic takes a variety of effects, each in it's own way.

Most Magic forms are elementally aligned. Certain Elements are weaker against others.

	Fire	Air	Ice	Light	Dark	Acid
Fire	X	-	O	-	-	-
Air	-	X	-	-	-	O
Ice	O	-	X	-	-	-
Light	-	-	-	X	O	-
Dark	-	-	-	O	X	-
Acid	-	O	-	-	-	X

Energy Blast

MP: 1

TP: 2 + Cannons Cost.

Cost: 10

This spell modifies a cannon to using magic damage, note it only works on Main Cannons and Secondary Cannons that fire one shot. It enhances the Damage Dealt by 10% and aligns it with a certain Element, either Fire, Air, Ice, Light, Dark, or Acid

Steel Ship

MP: 1

TP: 4

Cost: 15

This spell hardens the ships armor and increases it's defense. It increases it's AV by 25% for 2 Turns.

Fiery Power

MP: 1

TP: 6

Cost: 50

This spell increases your weapon damage by 25% for two Turns.

Speed of the Wind

MP: 1

TP: 3

Cost: 20

This increases your ships speed value by 3 points for the next two turns.

Mend Hull

MP: 2

TP: 6

Cost: 25

This repairs your ship's Hull. It heals 500 Hull Value.

Chapter 6—Special Abilities

Some Crew will have special abilities which make it possible for them to do extraordinary things. When they do this is where you can find out how they work.

Damage Control

Standard Action

Doubles Ships Armor Value for that phase.

Crazy Ivan

Spontaneous Action

Allows ship to pull a 180 for 1 TP, enemy ships take a -2 when shooting for that phase.

Repair Ship

Standard Action

1/Game, Repairs 1d6x100 Hull Points for 5 TP

Moon Shot

Standard Action

If your ship is directly underneath an enemy ship you may Launch torpedoes directly into his ship , because of

where he is being hit his Amor only works at 74% efficiency. This maneuver costs an extra 3 TP beyond the cost of firing the Torpedo.

Double Shot

Standard Action

1/ Game, Use this ability in conjunction with the firing of a cannon or torpedo; you may fire them twice for this phase. The firing cost is doubled.

Bubblegum and Popsicle Sticks

Standard Action

May Attempt to repair as often as you'd like, but you only succeed if you roll a 5 or a 6 on a 1d6, you then roll standard Repair

Chapter 7 - Sky Pirates Nations

Empire of Placeta (Dark)

Placeta is very large and they are ruled by an Emperor, their throne is family based. They are the most technologically advanced of the main countries, giving them an edge, however they are also very arrogant, they feel that they should rule the world, by force if need be. They force their people to live very poorly so as to maintain control. This country is very much hated by all the others and that is all that keeps them where they are. Placetan Ships are heavy and clad in iron. They tend to look a bit like Aircraft carrier, with huge ugly engines sticking out the sides.

Khemri Republic (Fire)

The desert kingdom of Khemri is located south of the Placetan Empire. Their vast deserts mean they are almost always in a shortage of water, however they produce many weapons that are enchanted with the Fire Element so they have good trade. They have the 2nd largest Air Fleet following Placeta. An elected group rules them. Khemri ships are simple in design and appearance, they are usually fairly flat and constructed of wood.

Crystal Kingdom (Ice)

The Crystal Kingdom lies on the most Northern point of the known world. The entire land is covered in Ice and huge tinted crystal jut out in huge areas forming what are known as the Crystal Forests. No use has been found for the huge Crystals as of yet. They are ruled by a Royal family. The Family thus far has been very noble and truehearted, though the most recent succession has left the country in turmoil. No son was born so a female now holds the throne; unfortunately she is very ambitious and is trying to forge an alliance with Placeta for technology. If she succeeds many lives will be lost in the coming wars.

Itza (Acid)

Opposite the Crystal Kingdom lies Itza, a land filled with noxious swamp, and deep jungle. They are ruled by their King-Priest, basically the oldest and wisest of the Priests of the land. They are very withdrawn and tend to avoid the affairs of the rest of the world. They mainly trade for fresh water, they trade away exotic animals and plants. Itzan ships are by far the most unusual in design, their small transports look like huge flying jars, no sails, no visible engines, they just float around, they are a bit slow though. All their ships appear to be made of the clay of the earth.

Tai Nation (Air)

The Tai nation is a kingdom of a rather unusual sort, they have no real continents to speak of, they had to join multiple smaller Islands together to form their towns and cities. They are fairly Asian in culture and appearance. They are located Northeast of the Itzan Empire. And also at an oddly high altitude.

Free Islands

These islands have no real solid leadership, everyone fends for themselves and this is where the various Sky Pirate Factions are from. These ships are like what is usually considered a pirate ship.

Design Appendix

Since this game was never actually completed you may notice some things do not make the most sense. Feel free to email me with any noticeable issues. Following this is a short outline that I used during most of the design, how I costed things and such, some prices and values may be off, but I felt it was a total waste to keep this to myself. I highly encourage players to design their own works and such. This is not really well organized, this is purely what I used during the initial design process. And now, with no further ado, I present you with the design system and instructions for constructing your own ships.

Ship Construction Guidelines

Your armor may never be more than 10% of your Hull Value. Your Hull Value may never exceed 2500 if you are a small ship, 5000 if you are a Medium ship, or 20000 if you are a large ship.

Speed Limitations

Armor	Max Speed
0	15
100	12
300	9
1000	6
2000	4

Costs

Ship Costs

Hull Value	100 = 10
Armor Value	50 = 5
Speed	1 = 2
Weapon Stations	1 Station = 4
Arc	1 Arc = 10 Rear Arc = 20
Type	Main Cannon = 4 Secondary Cannon = 2 Torpedo = 20 Mine = 10
Crew Slots	1 = 10 plus his cost (Note as of this release ships all have three crew)

Weapon Costs

Fire Rate	1/Turn = 2 Rapid X = 2 X = 1 Alternate = 4 Selective = 6 1/ Turn X = 1 per turn torpedo remains airborne
Damage	50 pts Light Hit = 3 50 pts Medium Hit = 6 50 pts Heavy Hit = 3
Tactical Point Cost	1 TP = -2

Crew Costs

Tactical Point Generation	1 TP = 3
Magic Points	1 MP = 5
Gunnery	1 Gunnery = 2 -2 Gunnery = 2
Evade	1 Evade = 2
Initiative	1 INI = 2

Prew Members

<i>Generic Gunner</i>		<i>Gunner</i>	
Tactical Points:	2	Initiative:	5
Gunnery Skill:	3	Evade:	1
Magic:	0	Cost:	26
Specials:			

<i>Ship Engineer</i>		<i>Engineer</i>	
Tactical Points:	2	Initiative:	2
Gunnery Skill:	0	Evade:	3
Magic:	0	Cost:	72
Specials:	Damage Control, Repair Ship		

<i>Eric the Red</i>		<i>Gunner</i>	
Tactical Points:	3	Initiative:	6
Gunnery Skill:	5	Evade:	2
Magic:	2	Cost:	?
Specials:	Flame Blast (Spell)		

<i>Gun Engineer</i>		<i>Engineer</i>	
Tactical Points:	2	Initiative:	2
Gunnery Skill:	2	Evade:	1
Magic:	0	Cost:	
Specials:	Tune Weapon, Repair Ship		

<i>Forgan</i>		<i>Gunner</i>	
Tactical Points:	3	Initiative:	5
Gunnery Skill:	4	Evade:	2
Magic:	0	Cost:	60
Specials:	Double Shot		

<i>Kyu</i>		<i>Engineer</i>	
Tactical Points:	2	Initiative:	3
Gunnery Skill:	1	Evade:	2
Magic:	0	Cost:	
Specials:	Damage Control, Repair Ship, Bubblegum and Popsicle Sticks		

<i>Mage</i>		<i>Mage</i>	
Tactical Points:	3	Initiative:	3
Gunnery Skill:	-2/+2	Evade:	1
Magic:	6	Cost:	
Specials:	Energy Blast, Mend Hull		

<i>Schylar</i>		<i>Mage</i>	
Tactical Points:	4	Initiative:	2
Gunnery Skill:	-2/+4	Evade:	1
Magic:	8	Cost:	
Specials:	Air/Ice Blast, Speed of the Wind		

<i>Saleog</i>		<i>Mage</i>	
Tactical Points:	3	Initiative:	5
Gunnery Skill:	-2/+1	Evade:	2
Magic:	6	Cost:	
Specials:	Acid Blast, Steel Hull		

Ship Hulls

<p><i>Standard Hull</i></p> <p>Hull Value: 2500 Armor Value: 150 Cost: 385</p> <p>Weapon Stations: Station A: Main Cannon, Front Arc Station B: 2nd Cannon, Port/Forward Arc Station C: 2nd Cannon, Starboard/Front Arc Station D: Torpedo Bay</p>	<p><i>Medium Hull</i></p> <p>Speed 6 Crew: 3</p>	<p><i>Placetan Hull</i></p> <p>Hull Value: 3500 Armor Value: 300 Cost: 496</p> <p>Weapon Stations: Station A: Main Cannon, Front Arc Station B: 2nd Cannon, Port/Forward Arc Station C: 2nd Cannon, Starboard/Front Arc Station D: Torpedo Bay</p>	<p><i>Medium Hull</i></p> <p>Speed 4 Crew: 3</p>
<p><i>Tai Hull</i></p> <p>Hull Value: 2500 Armor Value: 150 Cost: 389</p> <p>Weapon Stations: Station A: Main Cannon, Front Arc Station B: 2nd Cannon, Port/Forward Arc Station C: 2nd Cannon, Starboard/Front Arc Station D: Torpedo Bay</p>	<p><i>Medium Hull</i></p> <p>Speed 8 Crew: 3</p>	<p><i>Sizan Hull</i></p> <p>Hull Value: 2700 Armor Value: 200 Cost: 326</p> <p>Weapon Stations: Station A: 2nd Cannon, Port/Front Arc Station B: 2nd Cannon, Starboard/Front Arc Station C: Torpedo Bay Station D: Torpedo Bay</p>	<p><i>Medium Hull</i></p> <p>Speed 4 Crew: 3</p>
<p><i>Xhemri Hull</i></p> <p>Hull Value: 2500 Armor Value: 150 Cost: 326</p> <p>Weapon Stations: Station A: Main Cannon, Front Arc Station B: 2nd Cannon, Port/Forward Arc Station C: 2nd Cannon, Starboard/Front Arc Station D: Mines</p>	<p><i>Medium Hull</i></p> <p>Speed 6 Crew: 3</p>	<p><i>Prystal Kingdom Hull</i></p> <p>Hull Value: 2000 Armor Value: 200 Cost: 326</p> <p>Weapon Stations: Station A: Ram Station B: Main Cannon, Port/Front Arcs Station C: Main Cannon, Starboard/Front Arc Station D: Mines</p>	<p><i>Medium Hull</i></p> <p>Speed 6 Crew: 3</p>

Main Cannons

<i>Medium Standard Cannon</i>	<i>Med. Main Cannon</i>	<i>Shrapnel Cannon</i>	<i>Med. Main Cannon</i>
Fire Rate: 1/Turn	TP: 5	Fire Rate: 1/Turn	TP: 4
Damage: 300/500/700	Cost: 122	Damage: 150/400/800	Cost: 99
<i>Zhenri Cannon</i>	<i>Med. Main Cannon</i>	<i>Tai Cannon</i>	<i>Med. Main Cannon</i>
Fire Rate: 1/Turn	TP: 6	Fire Rate: 1/Turn	TP: 4
Damage: 0/500/1000 Fire Based	Cost: 112	Damage: 300/400/500 Air Based	Cost:
<i>Crystal Cannon</i>	<i>Med. Main Cannon</i>		
Fire Rate: 1/Turn	TP: 5		
Damage: 350/600/850 Ice Based	Cost: 136		

Secondary Cannons

<i>Medium 2nd Cannon</i>	<i>Medium 2nd Cannon</i>	<i>Acid Cannon</i>	<i>Medium 2nd Cannon</i>
Fire Rate: Rapid Fire 3	TP: 3	Fire Rate: 1/Turn	TP: 8
Damage: 200/300/400	Cost: 73	Damage: 10/20/30 Armor Damage	Cost:
<i>Stizan 2nd Cannon</i>	<i>Medium 2nd Cannon</i>	<i>Placetan 2nd Cannon</i>	<i>Medium 2nd Cannon</i>
Fire Rate: Alternate Shot	TP: 4	Fire Rate: Selective	TP: 4
Damage: 200/300/400 Acid Based	Cost:	Damage: 300/350/400 Dark Based	Cost: 82

Torpedoes

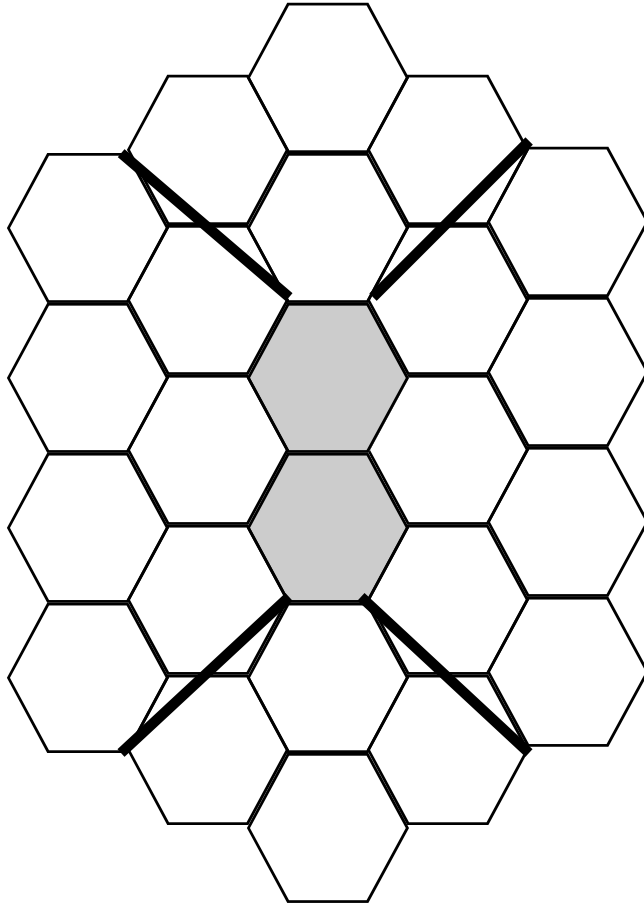
<i>Medium Torpedo</i>	<i>Medium Torpedo</i>	<i>Stizan Maul</i>	<i>Medium Torpedo</i>
Fire Rate: 1/Turn 2	TP: 4	Fire Rate: 1/Turn 2	TP: 6
Damage: 400/450/500	Cost: 104	Damage: 500/600/700	Cost:
<i>Iron Torpedo</i>	<i>Medium Torpedo</i>	<i>Stizan Torpedo</i>	<i>Medium Torpedo</i>
Fire Rate: 1/Turn 2	TP: 4	Fire Rate: 1/Turn 2	TP: 4
Damage: 300/500/600	Cost: 112	Damage: 0/400/800	Cost:

Mines

<i>Medium Mine</i>	<i>Medium Mine</i>	<i>Dyros Bomb</i>	<i>Medium Mine</i>
Fire Rate: 1/Turn	TP: 3	Fire Rate: 1/Turn	TP: 3
Damage: 500	Cost: 56	Damage: 300/500 Fire Based	Cost:
<i>Ice Mine</i>	<i>Medium Mine</i>		
Fire Rate: 1/Turn	TP: 5		
Damage: 250/700 Ice Based	Cost:		

Tactical Point Bar

Hull Value:
Armor Value:
Speed:



Grow

TP: _____ MP: _____
GS: _____ Evade: _____
Special: _____

TP: _____ MP: _____
GS: _____ Evade: _____
Special: _____

TP: _____ MP: _____
GS: _____ Evade: _____
Special: _____

<i>Weapon</i>	<i>TL Post</i>	<i>Firing Arc</i>	<i>Fire Rate</i>	<i>Accuracy</i>	<i>Damage</i>

Hit Chart

3-6 *Miss*
7-10 *Light Hit*
11-14 *Moderate Hit*
15+ *Heavy Hit*

1				
2				
3				
1				
2				
3				

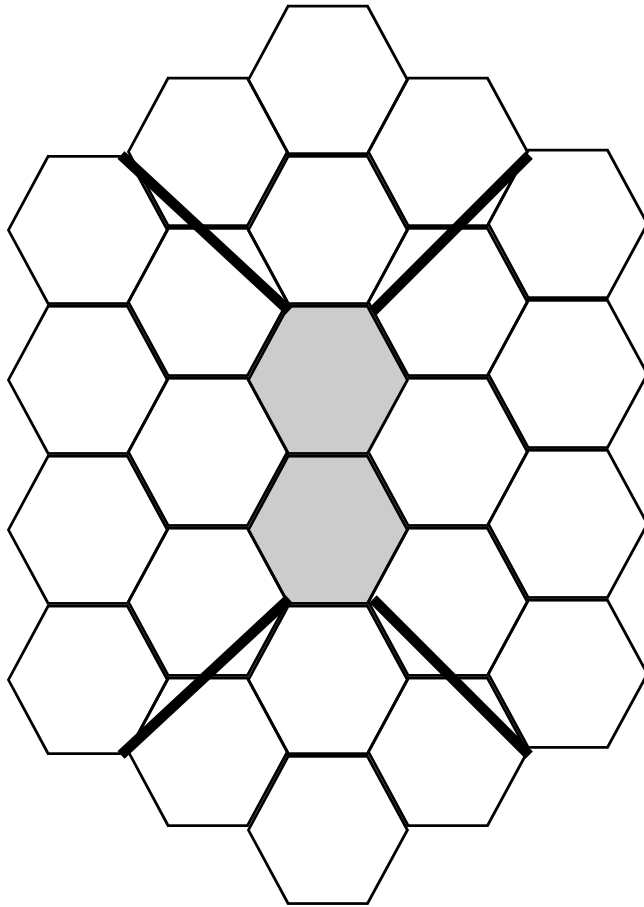
Ship Stats

Crystal Cruiser

Hull Value: 2000
 Armor Value: 200
 Speed: 6
 Cost: 77,500



Tactical Point Bar



Crew

Helmsmen	Helmsman
TP: 2	MP: 0
GS: 0	Evade: 4
INI: 6	
Special:	
Vorgan	Gunner
TP: 3	MP: 0
GS: 4	Evade: 2
INI: 5	
Special: Shot	Double
Ship Engineer	Engineer
TP: 2	MP: 0
GS: 0	Evade: 3
INI: 2	
Special: Control, Repair Ship x2	Damage

<i>Weapon</i>	<i>TL Cost</i>	<i>Firing Arc</i>	<i>Fire Rate</i>	<i>Damage</i>
Ram	2	Front	1/Turn	100/200/600
Crystal Cannon	5	Port/Front	1/Turn	350/600/850 Ice
Shrapnel Cannon	4	Starboard/Front	1/Turn	150/400/800
Medium Mine	3	Independent	1/Turn	500

Hit Chart

3-6 Miss
 7-10 Light Hit
 11-14 Moderate Hit
 15+ Heavy Hit

1				
2				
3				
1				
2				
3				

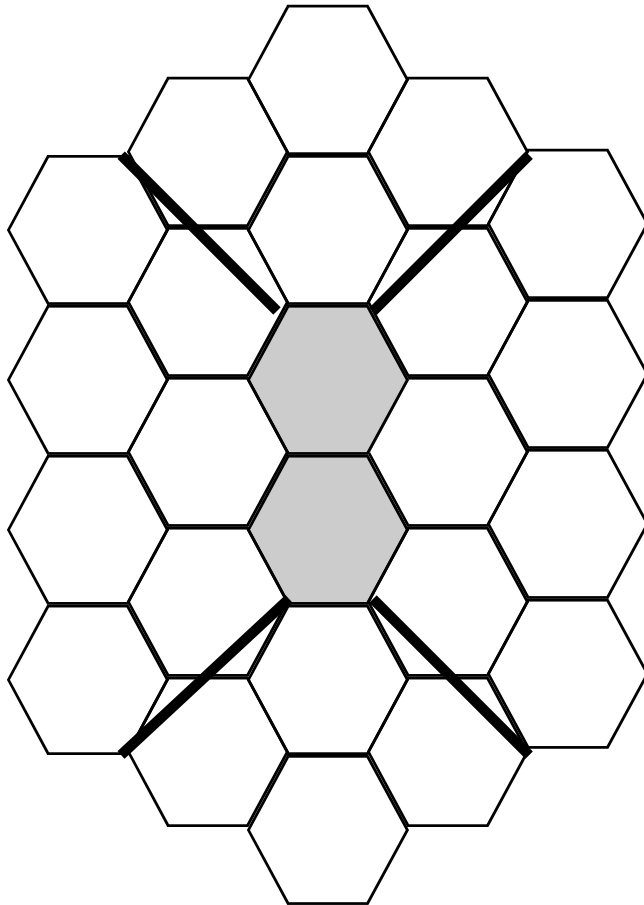
Ship Stats

Fenris

Hull Value: 2500
 Armor Value: 150
 Speed: 6
 Cost: ? gp



Tactical Point Bar



Crew

Leef		Helmsman	
TP:	2	MP:	0
GS:	0	Evade:	4
INI:	6		
Special:			
Eric the Red		Gunner	
TP:	5	MP:	2
GS:	5	Evade:	0
INI:	6		
Special:		Flame	
Blast (Spell)			
Sigurd		Engineer	
TP:	2	MP:	0
GS:	0	Evade:	3
INI:	2		
Special:		Damage	
Control, Repair Ship x2			

<i>Weapon</i>	<i>TL Post</i>	<i>Firing Arc</i>	<i>Fire Rate</i>	<i>Accuracy</i>	<i>Damage</i>
Fenrir Cannon	6	Port/Starboard/ Front	1/Turn	+2	0/500/1000 Fire-Based
2nd Cannon	3	Port/Front	Rapid Fire 3	+2	200/300/400
2nd Cannon	3	Starboard/Front	Rapid Fire 3	+2	200/300/400
Torpedo	4	Independent	1/Turn 2	0	400/450/500

Hit Chart

3-6 *Miss*
 7-10 *Light Hit*
 11-14 *Moderate Hit*
 15+ *Heavy Hit*

1				
2				
3				
1				
2				
3				

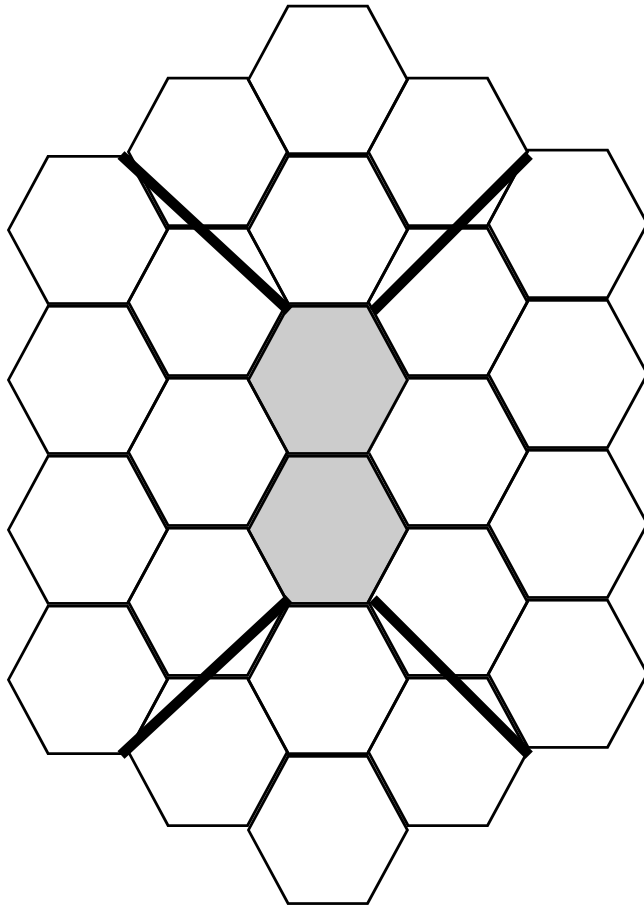
Ship Stats

Placetan Cruiser

Hull Value: 3500
 Armor Value: 300
 Speed: 4
 Cost: 99,200



Tactical Point Bar



Crew

Helmsmen Helmsman
 TP: 2 MP: 0
 GS: 0 Evade: 4
 INI: 6
 Special:

Gunner Gunner
 TP: 2 MP: 0
 GS: 3 Evade: 1
 INI: 5
 Special:

Ship Engineer Engineer
 TP: 2 MP: 0
 GS: 0 Evade: 3
 INI: 2
 Special: Damage Control, Repair Ship x2

<i>Weapon</i>	<i>TL Post</i>	<i>Firing Arc</i>	<i>Fire Rate</i>	<i>Damage</i>
Standard Cannon		5 Front	1/Turn	300/500/700
2nd Cannon		3 Port/Front	Rapid Fire 3	200/300/400
2nd Cannon		3 Starboard/Front	Rapid Fire 3	200/300/400
Torpedo		4 Independent	1/Turn 2	400/450/500

Hit Chart

3-6 Miss
 7-10 Light Hit
 11-14 Moderate Hit
 15 + Heavy Hit

1				
2				
3				
1				
2				
3				