

# AIRSHIPS, COMBAT AND CUSTOMIZATION

While most Japanese-style roleplaying videogames involve airships, no airships are more iconic than those found within *Final Fantasy*. So these rules would be incomplete without rules governing their creation and usage. These rules cover the characteristics of an airship, rules for creating your own airships, and provides some details on how airship combat differs from standard combat.

## ANATOMY OF AN AIRSHIP

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Just as with any sea-faring ship, an airship has a frame and hull, an area within the hull called the hold which houses cargo and living quarters, a deck and a bridge where the captain and helmsman pilot the ship. Airships also have an engine, typically below the helm, which uses the levistone that allows lift and the steering rudders. In gameplay terms, an airship has two primary characteristics; Size and Move, which when combined with construction materials determine the airship's derived characteristics.

### PRIMARY CHARACTERISTICS

- ◆ **SIZE:** An airship's [SIZE] denotes just how large it is, and is measured from 1 to 5. [SIZE] determines an airship's crew requirement, maneuverability, encumbrance, and it's total hit points. If using a griddle battle map for combat, size corresponds directly with how much space the airship takes up.
- ◆ **MOVE:** An airship's [MOVE] determines the its maneuverability and flight speed.

### DERIVED CHARACTERISTICS

- ◆ **CREW:** Each airship, based on its size, has a minimum number of characters required to make it fly. For smaller ships this may just be a pilot and an engineer, but as the ships get larger you may end up needing lookouts, ruddermen, assistant engineers, and even a separate captain and helmsman. The [CREW] characteristic of an airship is the minimum number of characters required for a ship to functionally take flight, and is determined by the ship's [SIZE]. This is the bare-bones minimum needed, most airships will have a larger crew.
- ◆ **DEFENSE:** An airship's [DEFENSE] characteristic is the measure of how durable the ship's frame and hull plating are. See the airship construction below for details of how different materials affect an airship's [DEFENSE].
- ◆ **HIT POINTS:** An airship's [HIT POINTS] characteristic is the measure of just how much of a beating the mass the ship can take, and is based on the airship's [SIZE].
- ◆ **MANEUVERABILITY:** An airship's [MANEUVER] is a the measure of how well the airship can utilize its speed. [MANEUVER] performs double duty, as both its bonus to initiative rolls, and the number of 90° turns it can make during its movement phase.
- ◆ **ENCUMBRANCE:** An airship's [ENCUMBRANCE] is the total bulk worth of characters and cargo an airship can carry. Going over this limit prevents the airship from taking flight (or maintaining altitude if, for example, a monster lands on the deck of the airship). Adult humanoids are about 6 bulk, plus their equipment carried/worn.

## AIRSHIP SIZE

SIZE	CREW	HIT POINTS	MANEUVER	ENC.	LENGTH
1	1	20	+5	50	10 meters
2	3	40	+4	100	25 meters
3	5	60	+3	250	50 meters
4	10	80	+2	500	75 meters
5	15	100	+1	1,000	100 meters

## AIRSHIP CONSTRUCTION

When creating an airship from scratch, you create an airship by choosing its size, speed, and construction materials, then determine its construction cost based on those decisions. After determining the ship's encumbrance, you can load it down with armaments. An airship takes one week to construct for every 1,000 gil in the cost.

## CONSTRUCTION

- ◆ **LEVISTONE:** Every airship has a levystone, and the size of the levystone (it's cost) is determined by the airship's [MOVE] characteristic. A basic levystone costs 100 gil, with each point of [MOVE] an airship has increasing its cost by an additional 100 gil. *For example, this means the levystone of an airship with a [MOVE] of 1 costs 200 gil, whereas a levystone with a [MOVE] of 5 costs 600 gil.*
- ◆ **MATERIALS:** Airships have a frame and a hull, which both contribute the material's bonus to the airship's [DEFENSE]. These can be constructed from wood, steel, or mythril. The material used has a direct affect on the ship's cost.
- ◆ **ARMAMENTS:** Airships are often mounted with black powder artillery weapons, such as bobmards and bell cannons.

## AIRSHIP MATERIALS

MATERIAL	DEFENSE	FRAME COST	HULL COST
Wood	+5	100 gil × [SIZE]	250 gil × [SIZE]
Steel	+7	300 gil × [SIZE]	500 gil × [SIZE]
Mythril	+10	500 gil × [SIZE]	1,000 gil × [SIZE]

## AIRSHIP WEAPONS

	COST	BULK	MP.	DC	RNG	ROF	KEYWORDS
Bombard	80 gil	3	-	5	30m	1	Indirect
Ball (x2)	40 gil	1	-	-	-	-	Ammunition
Bell Cannon	100 gil	6	-	6	30m	1	Crew +2
Cannonball (x1)	50 gil	1	-	-	-	-	Ammunition
Ramming Prow	240 gil	9	-	Special	-	-	

## AIRSHIP SPEEDS

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The following table denotes how fast an airship may move, as determined by its [MOVE] characteristic. The speeds listed are the airship's movement speeds in combat.

### AIRSHIP SPEED

SIZE	SPEED	DESCRIPTION
Combat speed	[MOVE] × 10 meters	How fast the airship can move in a fight and still have the active combatants participate.
Cruising speed	[MOVE] × 20 meters	How fast the airship moves outside of combat.
Full speed ahead	[MOVE] × 100 meters	How fast the ship moves when fleeing from a battle, ramming, or pushing its rudders to their limit. The airship cannot turn.

## AIRSHIP COMBAT

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Airship combat can be airships in battle with each other, or against flying monsters, or even against enemies on the ground. The rules are basically the same, except that if you are using a grid battle mat, each space on the mat is 10-meters square instead of one.

### TAKING TURNS

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Individual characters may technically be the ship's engineer, pilot, lookout, etc. However, the players do not take separate turns. Each airship has a single turn with a single initiative roll, and what the airship does on that turn is decided by the player characters on that airship working as a team. Enemies, including enemy airships, are controlled by the referee.

**CHECKS:** Whenever an airship is called to make a check, the character with the highest bonus for the relevant skill rolls the check. These are typically Awareness, Drive/Pilot, Shooting, and Technical.

**MOVEMENT:** Airships take their movement phase as per normal, except that the number of turns it may make in a round are limited by the airship's [MANEUVERABILITY]. Additionally, an airship must spend 20 meters of its movement to ascend or descend one level of altitude.

**ACTIONS:** The crew of an airship may perform a multitude of actions, but the most notable is attacking. A ship may make one attack for each armament it has, but only if there is enough crew on that ship free to use the weapon. *For example, The Hyperion, a [SIZE] 2 ship has three bombards it can fire in combat. To use all three weapons it must have its minimum [CREW] of three characters, and an additional three crewmen for a total of 6. If the captain upgraded one of those bombards to a bell cannon he would need to hire more crew or lose combat efficiency. The bell cannon requires a crew of three to fire it, after all.* Additional to the above limitations, an airship also has its own multiple attacks penalty

**SPECIAL ACTIONS:** The nature of airship combat allows for more complex actions than just flying around and shooting. Examples include ordering the airship into ramming, or more likely, the engineer trying to repair damage to the airship's frame or hull mid fight. An

airship may perform one special action per round, special actions do not increment your multiple attacks penalty.

- ◆ **PERFORM REPAIRS:** An engineer on the ship works quickly to patch up holes in the hull, reinforce damaged frames, or works to keep the levistone stable. This requires a standard [DEXTERITY+TECHNICAL] check. On a success the engineer
- ◆ **RAMMING SPEED:** Flying an airship right into an opposing airship will deal damage to both airships. This requires a [DEXTERITY+DRIVE/PILOT] check to hit, and on a hit deals damage to both airships equal the ramming airship's [SIZE]+1. If the ramming airship has a ramming prow, if its damage would destroy the rammed airship, it takes no damage in return.

## **INDIVIDUAL CHARACTER TURNS**

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Some characters, particularly mages, may choose to act outside of the airships normal turn order. This is usually to cast spells or use other special abilities. These characters do not make checks for the airship. However, they may perform a full actions phase at the end of their airship's turn.

## **ALTITUDE**

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There are four planes of altitude that matter to these rules; ground, low, medium, and high. These represent just how far of the ground the airship is, and affects who the airship can attack in combat. In the simplest terms, an airship can only draw line of sight to targets on the same or adjacent plane. *For example, attackers on the low altitude plane can attack airships at a medium altitude or on the ground level. However, it must move to the middle attitude plane if it wants to engage a target at high altitude and in doing so loses the ability to attack ground level targets.*

## **CRASHING**

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The referee will handle crashing into a mountain or similar immovable object on a case by case situation. The most common outcome is that the airship is destroyed, with most of the crew lost. An airship in freefall hangs for one round before falling for one level of altitude per round. Again, when this happens the airship is destroyed, and most of the crew is lost.