

Airships

Paul Morrow

1 Introduction

The idea of Airships came to me while i was researching graphics for The Catacombs expansion. Frankly it was one of those things that practically created itself. I'm quite proud of this one.

The skies have become crowded with more than just flying creatures. Now there are ships they say float on the clouds like the fishing boats sail on the oceans. No one knows where they come from but they are great and powerful!

To use this expansion each player will need paper & pencil to keep track of Hit Points if they should discover an Airship.

2 Airship Types

There are five classes of Airship:

Class	Str	H.P.	Move	Compliment
Dragon	D8	12	3	3 - 8
Wyvern	D6	8	2	2 - 6
Condor	D4	6	2	2 - 5
Eagle	D4	4	1	1 - 3
Falcon	1	2	1	1 - 2

Tab. 1: Airship Classes

Str is described as how many points of damage any given Airship may inflict in any round of Combat.

Hit_Points are how many points of damage an Airship may take before completely destroyed.

Movement is how many spaces per turn an Airship may move.

Compliment is how many people maximum (Character plus Followers and/or Henchmen) may board the vessel. Horse and Carts may not board any Airship.

3 Airship Combat

3.1 Combat with Enemies

When in Combat with any Enemy roll the appropriate die Airship Die along with 1D6. Add the results together then add your Strength. Then compare your result with your opponents'. The higher result wins. For example: Suppose you are flying in a Wyvern Class Airship and you encounter a Dragon Strength 7. You would roll 2D6. One for the ship and one for the Combat. Then add your Strength.

3.2 Combat with Another Airship

If you Encounter another Airship and wish to engage in Combat simply roll the Appropriate Airship die. Do not roll a Combat die. The result is how much damage you give to the other Airship. In the case of a Falcon Class, do not roll at all. You do 1 point of damage to the other Airship.

3.3 Combat with another Character

If you Encounter another Character and you choose to engage them in Combat or Psychic Combat you may add the Airship's Strength to yours. To do so roll the appropriate die along with your Combat or Psychic Combat die. For example: Suppose your are flying in a Condor Class Airship. Your Strength is 3 and your Followers add another 2 to your Strength. You would, in Combat, roll 1D6 and 1D4 adding the results to your party Strength of 5.

3.4 Destroyed Airships

When an Airship has taken its maximum amount of damage it is destroyed. If you and your party are aboard you have no place to go but down! Animal Objects are killed, discard. The only exception to this rule is for Flying Followers. Roll 1D8 for each Follower and consult the Fall Chart:

- 1-3 Killed (discard).
- 4-6 Injured. Follower leaves you, leave on this space.

- 7 Stunned. Follower remains with you but you may not gain any benefits from this Follower for 3 Turns.
- 8 Safe.

4 Embarking & Disembarking

4.1 Embarking

If you Encounter an unguarded Airship you may claim it immediately if your party fulfills the Compliment amount needed to fly the darn thing. For example: If you Encounter a Dragon Class Airship you must have a party size of 3-8 people (Character + Followers + Henchmen) no more and no less. If you have less you may not claim the Airship. If you have more you must leave behind any Followers that would put your total over the Compliment total. Followers that do not have hands (The Unicorn and other Animals) do not count toward fulfilling the Airship's Compliment. You may not take a Horse and Cart aboard an Airship. You may take a Horse, War Horse & etc but they will not aid you in Airship Combat. They are simply cargo.

4.2 Disembarking

You may choose to disembark any Airship at any time during your turn. Simply state you and your party are disembarking. Once stated you may not reclaim the same Airship unless you Encounter it on another Turn. It is not necessary to disembark to claim any face-up Adventure card. It is assumed you or one of your party scampers off momentarily and jumps back aboard.

5 Movement

Movement is the maximum number of spaces your Airship may move each turn. You do not need to roll a die for movement as long as you are aboard. Airships by design are not restricted to the standard movement. They fly over the Storm River and most everything else. Therefore you may move freely from the Outer Region to the Middle Region and the Far Outer Region. However, the air over the Inner Region and the Crown of Command Space is too thin. Airships simply will not go that high.