

FETHERNAUTICAL SHIP STATISTICS & COMBAT

There are a wide variety of other games from which to filch ship statistics.

SHIP NAME/TYPE

Days Air: Divide this by the number of humanish people on board to determine how many days air there is.

Crew (Min/Max): The bare minimum to operate, and the recommended number for optimal operation.

Cargo: For simplicity tons are tons regardless of whether they are mass or volume.

Maneuver: The number of sides of a hex a ship can change facing without piloting checks.

Ship Rating: Not always listed as it generally a factor of the engine & pilot.

Armor: Ship armor has the same none, light, modest, heavy as personal armor. Personal weapons do no damage to ships with armor unless specified in the weapon description.

Hull: How much damage the ship can take before beginning to break up.

Weapons: Either the number of possible weapons or a list of existing weapons. Ship weapons either instantly kill PC scale characters or the referee can allow for a LUCK test vs the SKILL test to hit to be left at 1 STAM.

MOVEMENT & COMBAT

Combat takes place on a 2d hexagonal grid. Ship rating (SR) is how many hexes a ship can move per turn as well as how much a ship can change its facing up to its Maneuver per hex. Attempting to exceed Maneuver requires Piloting Checks -1 per facing change. A ship can do up to all of its movement one the pilot's initiative.

Ship combat is resolved the same way ranged combat in Troika! is. The relevant weapon skill is opposed by the relevant piloting skill.

Weapon rate of fire (ROF) is how many actions it takes to reload, recharge or cool down per shot, i.e. 1/3 is one shot every three actions. A given weapon can only shoot once per round.

CONVERSION NOTES

There are several different quasi-compatible aerial/space combat systems you could pull from. They don't all use the same names or rating for stats. See the accompanying tables for guidance.

FETHERJACK'S ALMANAC



NUMBER TWO CABBITS & COMBAT BY IAN WOOLLEY

Text © 2019 by Ian Woolley
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2019 by Sam Maneli @better_legends
Fetherjack's Almanac: Number Two Cabbits
& Combat is an independent production
by Ian Woolley and is not affiliated
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CUDDLY SYNTHETIC META-LAGOMORPH

You are a synthetic meta-lagomorph that transforms into a warship. While mute and subject to your insatiable hunger for a singular type of vegetable, you are still intelligent, for as much as such a word has meaning.

POSSESSIONS

Soft Fluffy Ears (+1 to Cute)

Large Vegetable Munching Incisors (+1 to Chomping a vegetable of choice)

3d6 Outstanding Warrants

ADVANCED SKILLS

3 Cute
3 Starship Pilot
2 Acrobatics
2 Plasmic Cannon Fighting
2 Run

SPECIAL

You transform into a warship. You are illegal on so many levels. As the warship you are the minimum required crew.

WARSHIP

Days Air: 360 human months (6 months fully crewed)

Crew (Min/Max): 1/60

Cargo: 30 tons

Maneuver: 2

Armor: 2

Hull: 60

Weapons: 4x Plasmic Cannon, Large

NPC NAVAL VESSEL

Crew: 60

Cargo: 30 tons

Maneuver: 2

Ship Rating: 6

Skill: 9

Armor: 2

Hull: 60

Initiative: 10

Weapons: 4x Plasmic Cannon, Large

Special: 50% of the crew have Skill 9, Stam 10, Armor 2, Init 2, armed with cutlasses or sabers & L5er dart throwers. The remainder have Skill 6, Stam 7, Armor 1, Init 2, armed with cutlasses, clubs, axes, or boarding pikes.

NPC PIRATE VESSEL

Crew: 8d6

Cargo: 30 tons

Maneuver: 1d3

Ship Rating: 1d6

Skill: 1d3+3

Armor: 1d3

Hull: (1d3+3)x10

Initiative: 2+(2x the number of weapons)

Weapons: 1d3 weapons (roll or pick from the ship weapons table)

Special: One captain will have Skill equal to 1+ ship skill, Stam 12, Armor 1, Init 2. Crew skill=ship skill, Stam 7, Init 2, Armor 1. All armed with Cutlasses and pistols.



TABLES

MANEUVER

This may be speed, maneuver class/category, maneuver factor, or some other term.

Maneuver	SWN Speed	BECMI MF	D20 MC Letter	D20 MC Adj
3	5	5	A	Perfect
2	3	3	B	Good
2	1	1	C	Avg
1	-1	1/3	D	Poor
1	-2	1/4	E	Clumsy
1/2	-3	1/5	F	Very Clumsy

ARMOR

In most cases it should be clear from what statistic we are converting from, Armor will be included in the name, but other terms like Defense may be used. Ships with armor ignore personal weapon damage.

Armor	D20 Descending Armor	D20 Ascending Armor
None (0)	9-8	10-11
Light (1)	7-6	12-13
Modest (2)	5-4	14-15
Heavy (3)	3-	16+

SHIP WEAPONS

All but plasmic cannon, small ignore personal armor.

Weapon	ROF	1	2	3	4	5	6	7+
Plasmic Cannon, hvy # **	1/3	8	16	16	24	48	52	96
Plasmic Cannon, lgt # *	1/2	8	8	16	16	24	48	64
Plasmic Cannon, sml	1	4	4	6	12	18	24	30
Ballista, hvy **	1/3	8	16	24	32	32	40	48
Ballista, lgt *	1/2	6	10	22	30	30	36	44
Catapult, hvy **	1/3	16	16	24	32	32	32	40
Catapult, lgt *	1/2	12	12	20	28	28	28	36

Weapon ignores 1 point of Armor. * Weapon can be crewed up to 2. ** Weapon can be crewed up to 3. Plasmic cannons work so long as the ship has power. Ballistae and catapults require ammunition.