

SAILING THE SKIES OF MARS

Build a Skyship

Though intrepid adventurers may traverse the Red Planet using riding animals, carts or canal boats, sometimes they need to take to the skies in airships powered by the 'eighth ray' captured in special tanks aboard ship.

1°Choose skyship. Each has an armour class (AC) and a movement rate (MV).

Type	AC	MV
1-2 person Flier	9	12
4 person Skiff	7	9
10 person Barge	5	6
50 person Galleon	3	3

2°Roll for hit points, 1d8 per level (HD). So, 1d8 for a ship starting at level 1.

3°Allocate weapons:

Each ship gets specific weapons:

Flier and Skiff:

Pilot/Passengers' weapons: 1d4 damage

Barge

Pilot/Passengers' weapons: 1d8 damage

Galleon:

Radium Cannon: 1d10 at night, 3d6 in the day

4°Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on.

Combat

1°Initiative: Each one roll 1d10+ship's AC.

The best score has initiative, then each one attack in descending order. So a lighter ship has better chances to strike first. If one has several attacks (AT), he rolls initiative several times. If one ship starts the combat in a advantageous position, +1 may be added to roll.

2°Attack: roll 1d20. If the score is *equal to or under* your opponent AC + your own level, it's a hit.

3°Damage: When you hit an opponent's ship, roll the damage dice*. Deduct the result from the ship's hit points (hp). At or below 0, vehicle is destroyed/crashes into the ground, and the occupants crawl from the wreckage and may be kept as slaves or hostages.

*or board the other ship.

Ramming does damage equal to the difference between ACs, three quarters of which goes to the smaller craft.

4°Morale If outnumbered, after the first wreckage, and when reduced to one-half number or hit points, opponent checks for morale. The DM rolls 1d10. If the result is over the vehicle's hit dice, the ship will withdraw or surrender to get a better position.

5°Fixing: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or withstand hits. If a ship has been sent below 0hp, it will require the services of a shipyard.

Adventure

1°Stealth & stunts: sneak through enemy territory, hide in crevasses, perform an abrupt turn are easier with a lighter ship. For each such an action, roll 1d20 under the ship's

AC+level. For easier actions, the DM may choose 1d10 instead.

2°Saving throws: when such a roll is needed for any reason, roll 1d20 under the ship's level, +4. So a 7th level ship must roll under 11 to navigate through the storm. This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the dangers such as being hit by lightning in an electrical storm.

3°Dangers: If something could destroy a flier, it does 1d8 points of damage. If it could destroy a skiff, 2d8. If it could destroy a barge, 4d8. No more.

4°Pilot Skill: If the Referee/DM decides a pilot has mutations/skills etc that enhance or detract from the ship's performance, small bonuses or penalties may be applied to rolls.

Experience

Ships start at level 1 (1 Hit Dice). Each time they defeat/destroy another ship the winning vehicle(s) gets 100 experience points per losing ship's hit dice, shared between the winners. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for duels/save/actions, and 1d8 more hit points. This is due to rebuilding, reinforcing and enhancing the ship, which happens between missions – and can only occur in a shipyard, taking a number of weeks equal to the new level. The player rerolls all hit dice. If the new score is better than the old one, his vehicle gets that new total. If not, he keeps the old one.

Sample Adventure Seeds

Transport a Red Martian Princess over the Ice-fields, avoiding the Yellow Martian patrol barges.

Locate a skiff that has crashed in a forest. It has important medical supplies aboard.

Board a Black Martian Sky-Galleon and steal the pirates' treasure hoard.

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