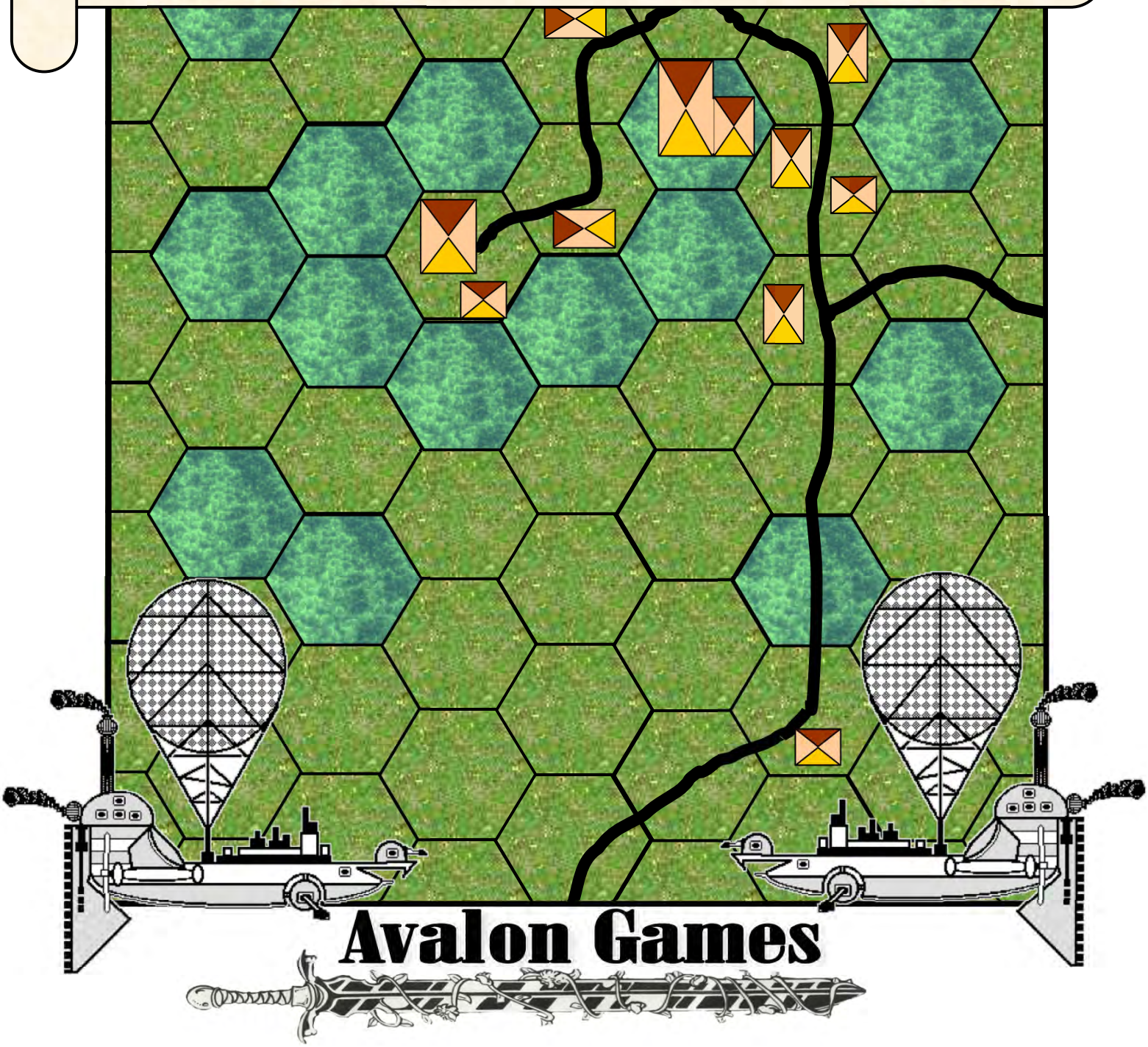
Air Ships



Avalon Games

Air Ships is a full-scale expansion to the Land Ship Game system. Now added steam powered aircraft to the mix and watch your games explode.

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All comments, suggestions and contacts can be made at…

Avalon Games Company, avalon@comstar-games.com

Or visit

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www.avalon-games.com

Game design, artwork and layout by Robert Hemminger

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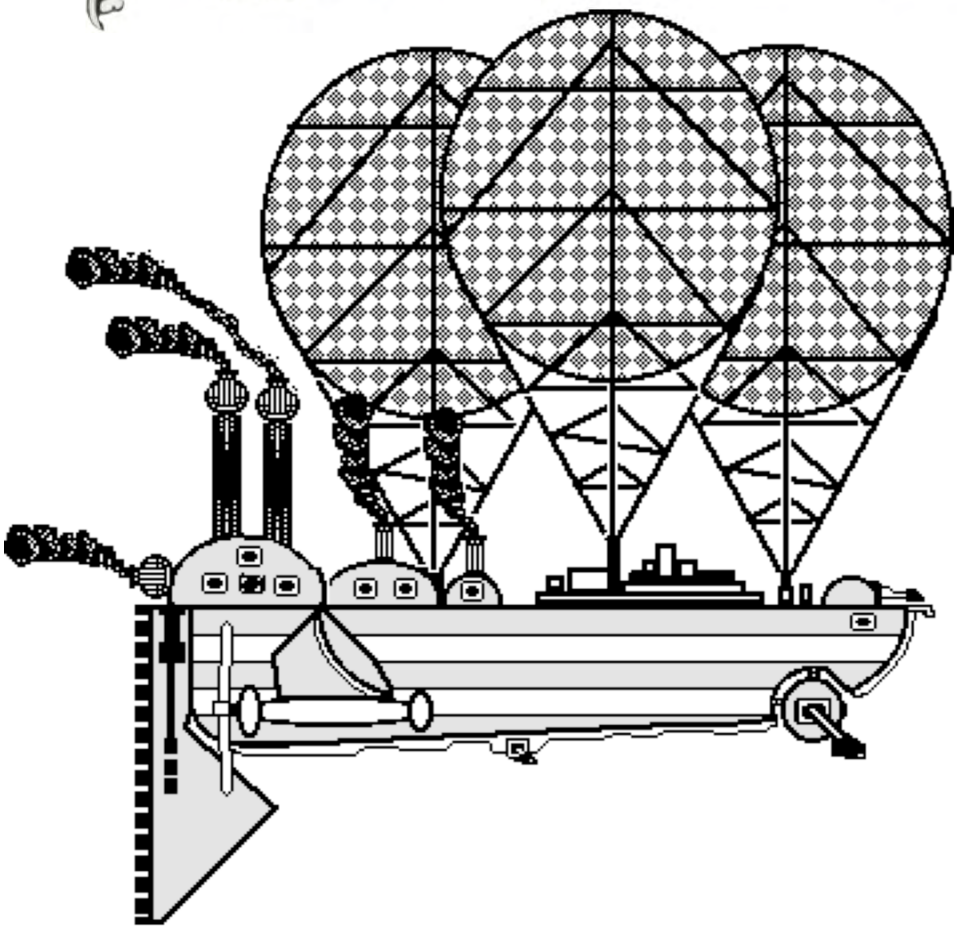

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Introductions

Air Ships is an expansion to the Land Ship game system and allows the use of highflying aircraft and additional rules for the inclusion of these types of new weapons of war.

New Rules

This expansion brings several new rules to the system, rules which will allow better game play when these new air Ships are included in the game. These rules should be applied to all the older air based units from previous sets.

Altitude

Air ships must pick an altitude upon which they will fly at during a turn. A single altitude change may be made each turn, up or down, as the player chooses. No more then one altitude change may be made within a single turn.

There are four altitudes in the game
Ground: Used by all ground-based units, should an Air Ship be on the ground it has landed and may not use its flight movement rate. Landed Air Ship does not make a drift move at the start of their activation.

Low Altitude: This is at the level of trees and hills. Low flying Air Ships may not enter forests, buildings, hills or hexes containing any other sort of Landslip. Those that do are consisted to have crashed. (See Crashes)

Medium Altitude: This is high in the air, with only mountain peaks being in the way. Medium altitude Air Ships may pass over ground based units, Landships, buildings, forests and low and medium height hills. Air Ships may not enter hexes with level three hills and those that do are considered to have crashed.

High Altitude: High in the sky, those Air Ships at this altitude can pass over all ground based objects and units.

Air Ships may move through hexes containing other Air Ship, but only if the ships in question are at different altitudes. Ships, which are at the same altitude level, which occupy the same hex, will crash into each other, each taking a Critical hit and dropping an altitude level. Should this drop in altitude bring them into contact with the ground or other Air Ship, then a second Crash occurs,

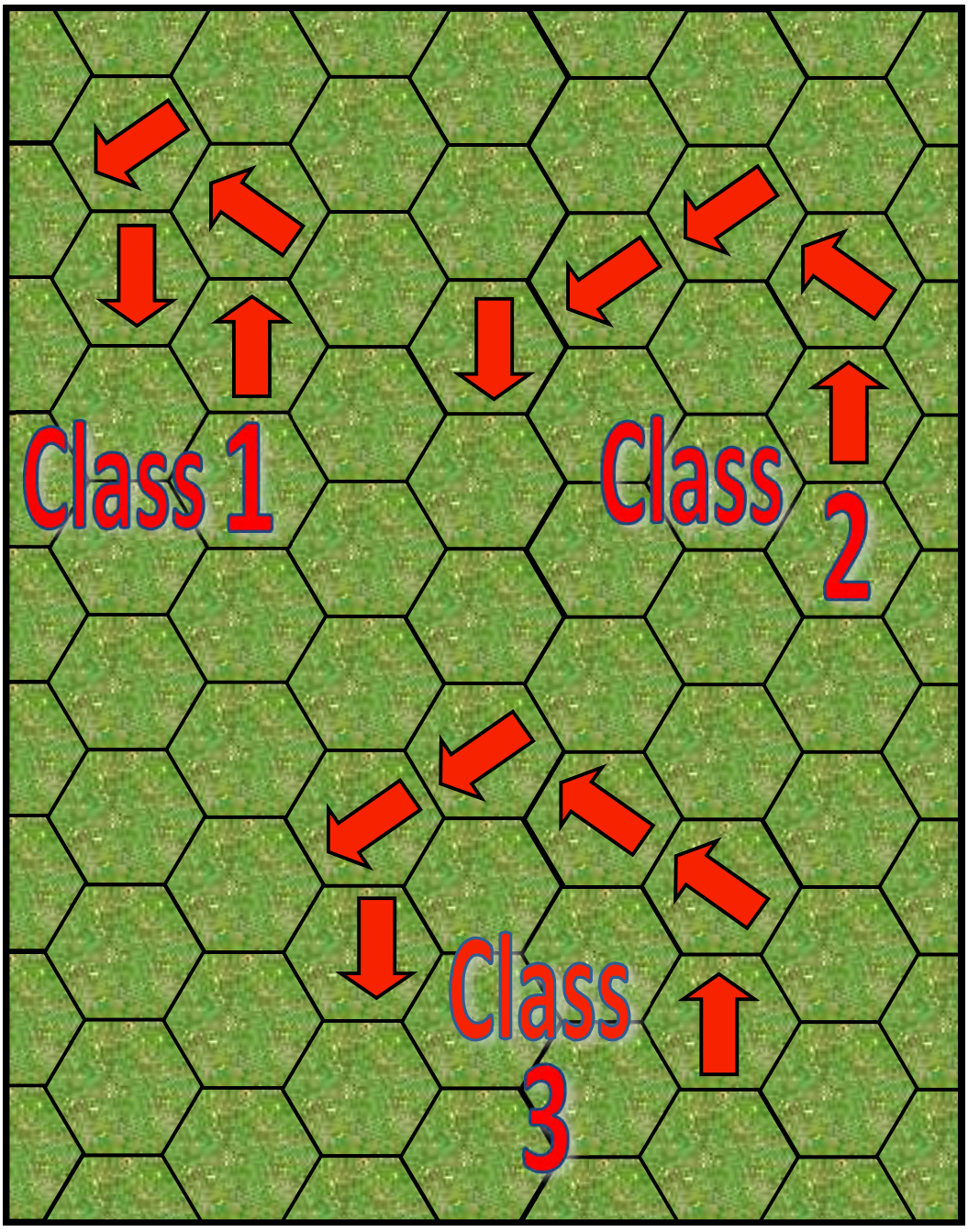
Crashes

Should an Air Ship crash for whatever reason, stop it movement in the hex where it has crashed and roll for a single critical. If the crash is the result of a collision with another airship, stop the movement of both airships and drop their altitude by one level.

Turn Rates

Air ships have a turn rate based upon the mobility of the air ship in question. Some air ships turn very fast while other turn slow, taking a lot of distance to make a turn. Sue the chart below to find the turn rate of an air ship. An Air ship may stop its turn at any point along the route shown, but must start all over with the turn rate shown should it wish to make a new turn.

Example: A small air ship with a turn rate of 2 starts to make turn. It then stops half way through the turn and moves forward two hexes. Should the Air ship wish to continue to make a turn, it will have to start all over with the first hex of that turn being made as normal.



Drift

At the beginning of an Air Ship's activation, before the Air Ship does anything, it must move forward 1D3 hexes (Rolled the distance at random). This takes into account lateral movement and wind drift's effects on the Air Ship. After this movement forward has been completed, the Air Ship may take its actions as normal. Should this movement cause the Air Ship to crash, apply the effects' of the crash before the Landship takes it action.

Fire on ground units and air units

All air ships and ground based units may fires on targets as normal. The attitude difference between the two units though is added to the total range.

Example A ground unit fires on an air ship, which is at medium attitude. As that is two level higher the ground unit, 2 hexes are added to the total, range.

Empire Air Fleets

Taking a cue from The Smiths of Jorn, the empire has built its own fleet of air based warships. These huge ships are carried on the winds by massive balloons and pushed forward by large prop engines. Slow, but hard to harm the balloon ships of the empire are a deadly foe.

	Unit Costs	
Unit	**Type of Unit**	**Cost per Unit**
Cutter	Air Ship	24
Bomber	Air Ship	31
Shark	Air Ship	58
Eel	Air Ship	70
Dreadnaught	Air Ship	92

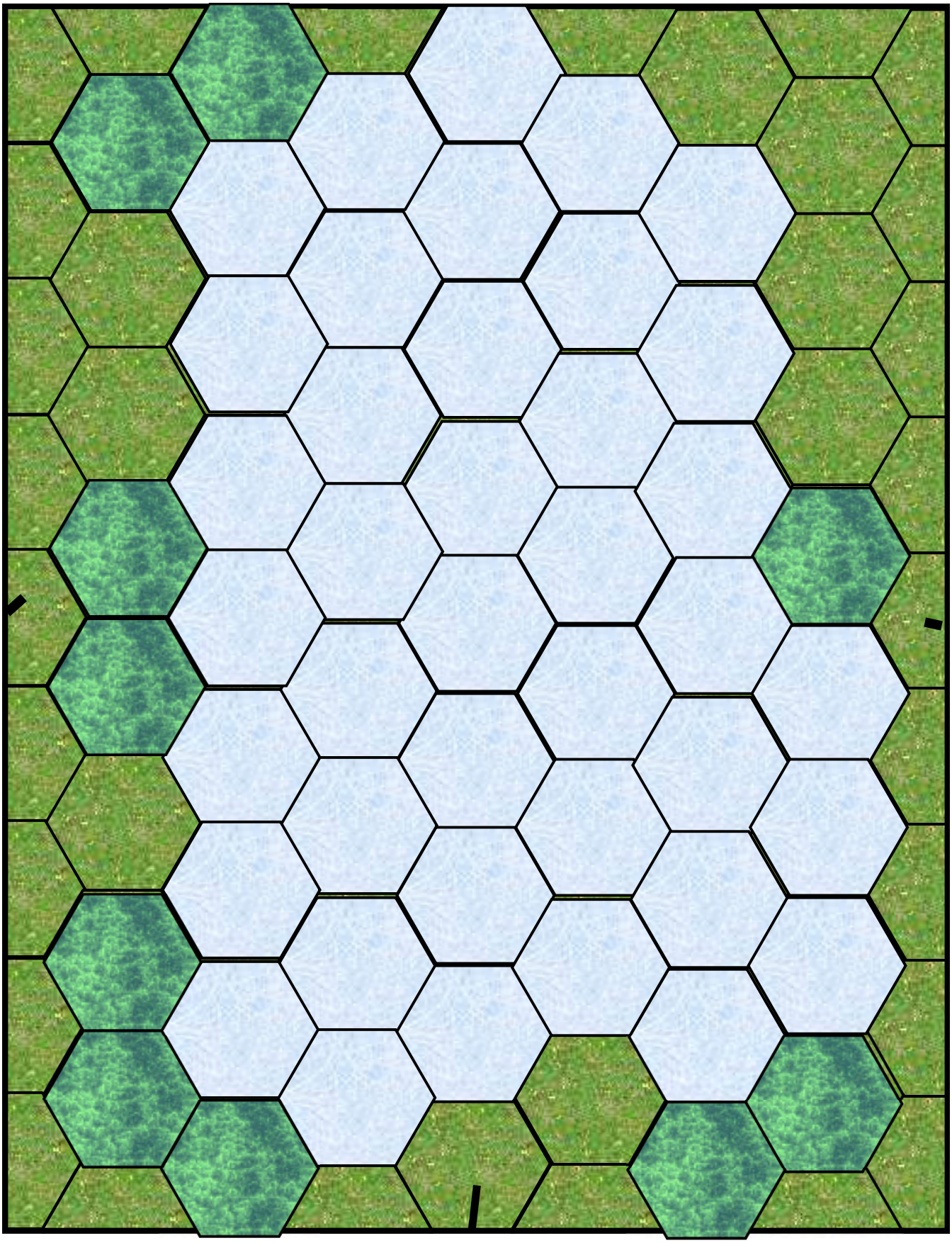
Principalities of Mor

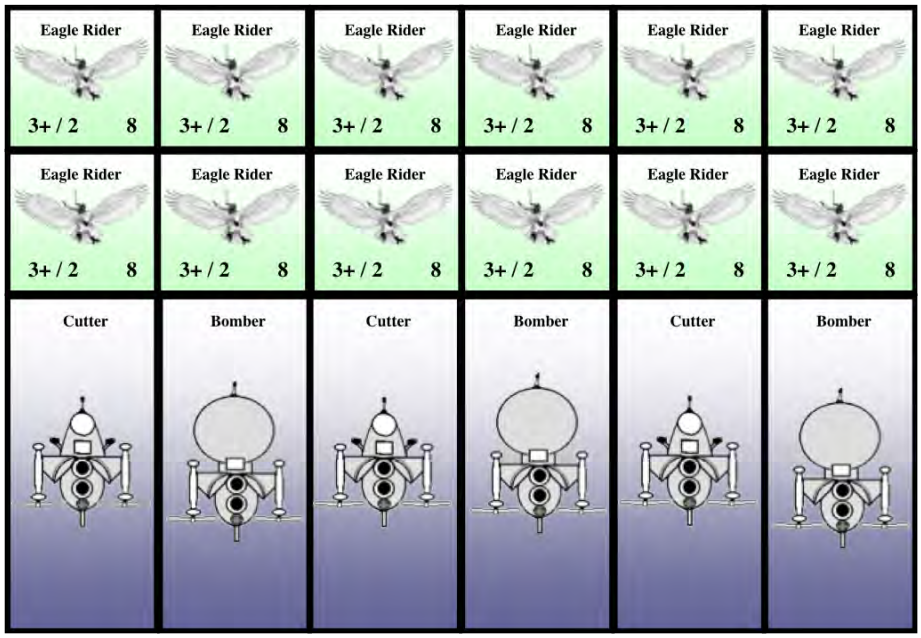
The Free Principalities of Mor have not yet been able to build air ships of their own, but they have received the aid of the Sky lords of the high peak, these lords mounted on great while eagles, their sky knights charging their foes with lances leveled.

	Unit Costs	
Unit	**Type of Unit**	**Cost per Unit**
Eagle Rider	Flying Cavalry	4 per

Note that Eagle Riders do not have a turn rate and may move and turn as they please.

Horror Realms
The Empire
Hurithmor
Mor
Thunth
Jorn




Eagle Rider
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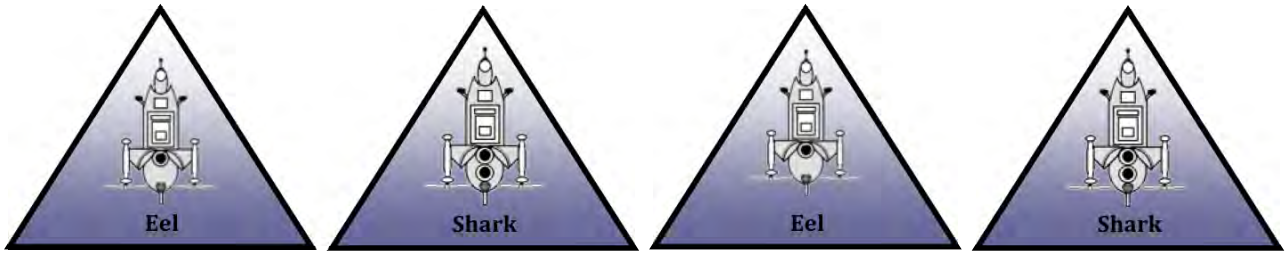
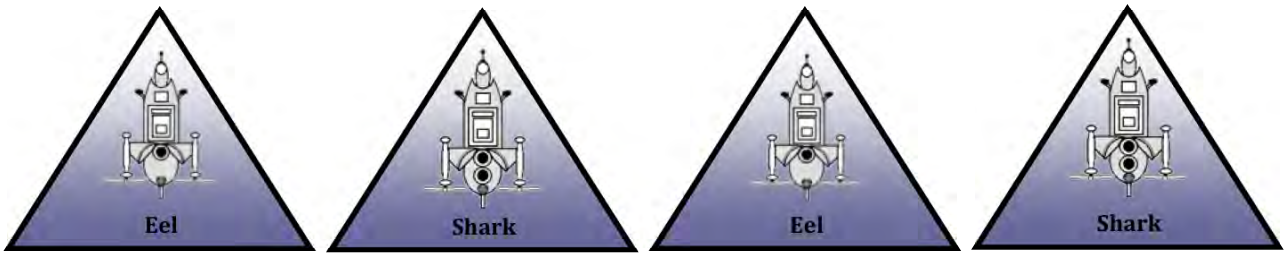
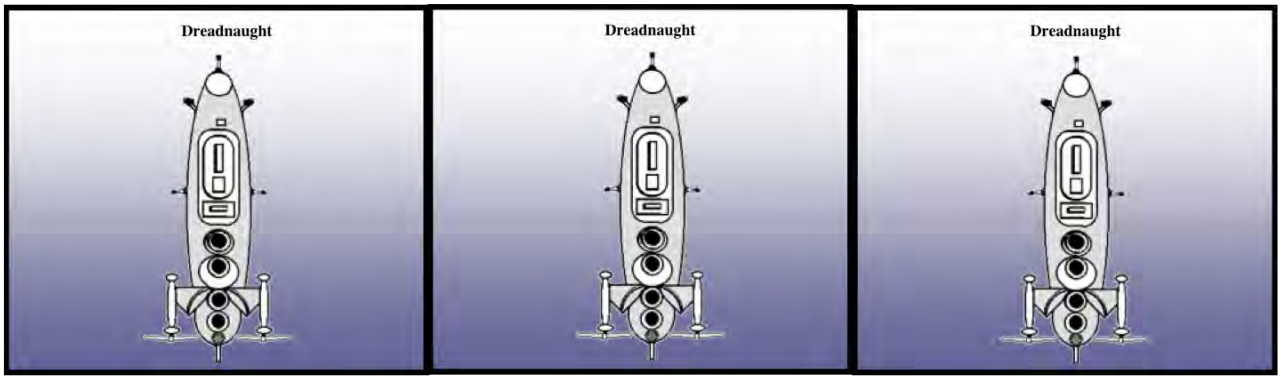
Cutter
Bomber
Cutter
Bomber
Cutter
Bomber


Eel
Shark
Eel
Shark


Eel
Shark
Eel
Shark

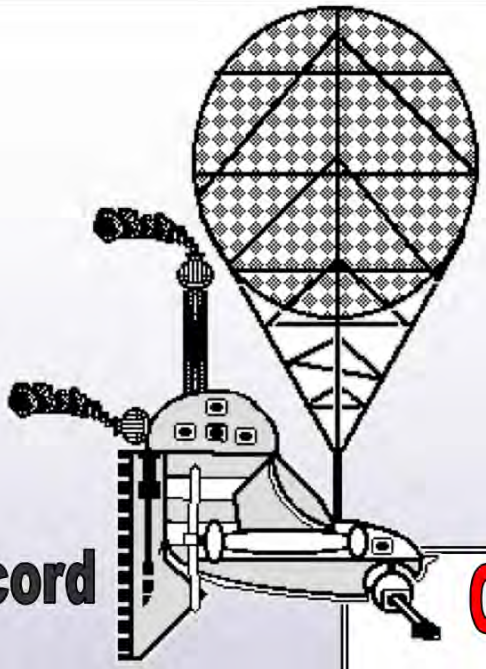

Dreadnaught
Dreadnaught
Dreadnaught

Cutter

Cost: 24

Medium Air Ship
Medium Boiler
Flight, Turn Class 1
Note: No Ground Movement
Base Steam Points

3



Damage Record

Armor

○○○○○

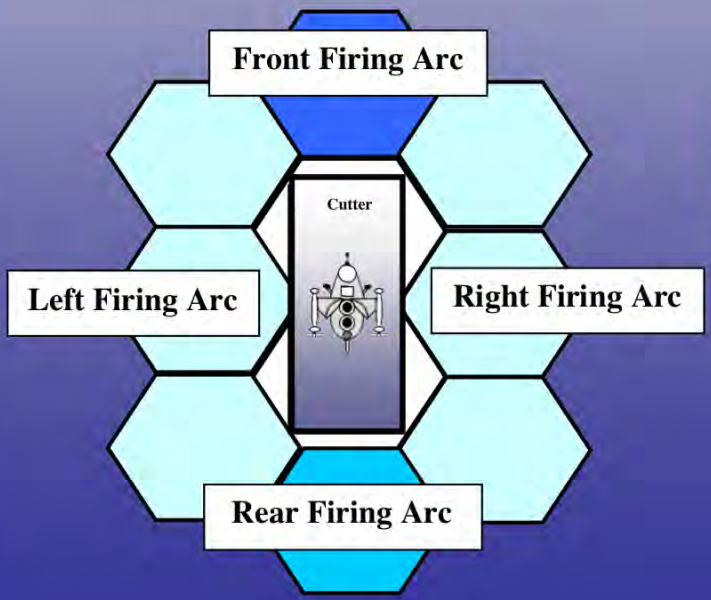
Structure

○○○○○○○○○○

Critical Hits

Roll 2D6

2: Explosion
3: Wreaked
4: Bridge Destroyed
5: Boiler Damaged
6: Weapon Destroyed
7: Crew Shaken
8: Weapon Destroyed
9: Steering Column
10: Drive Shaft
11: Boiler Destroyed
12: Wreaked



Weapons

Type	To Hit	Range	Damage	Arc of Fire
Med Gun	4+	4	1	Front & Rt
Med Gun	4+	4	1	Front & Lt