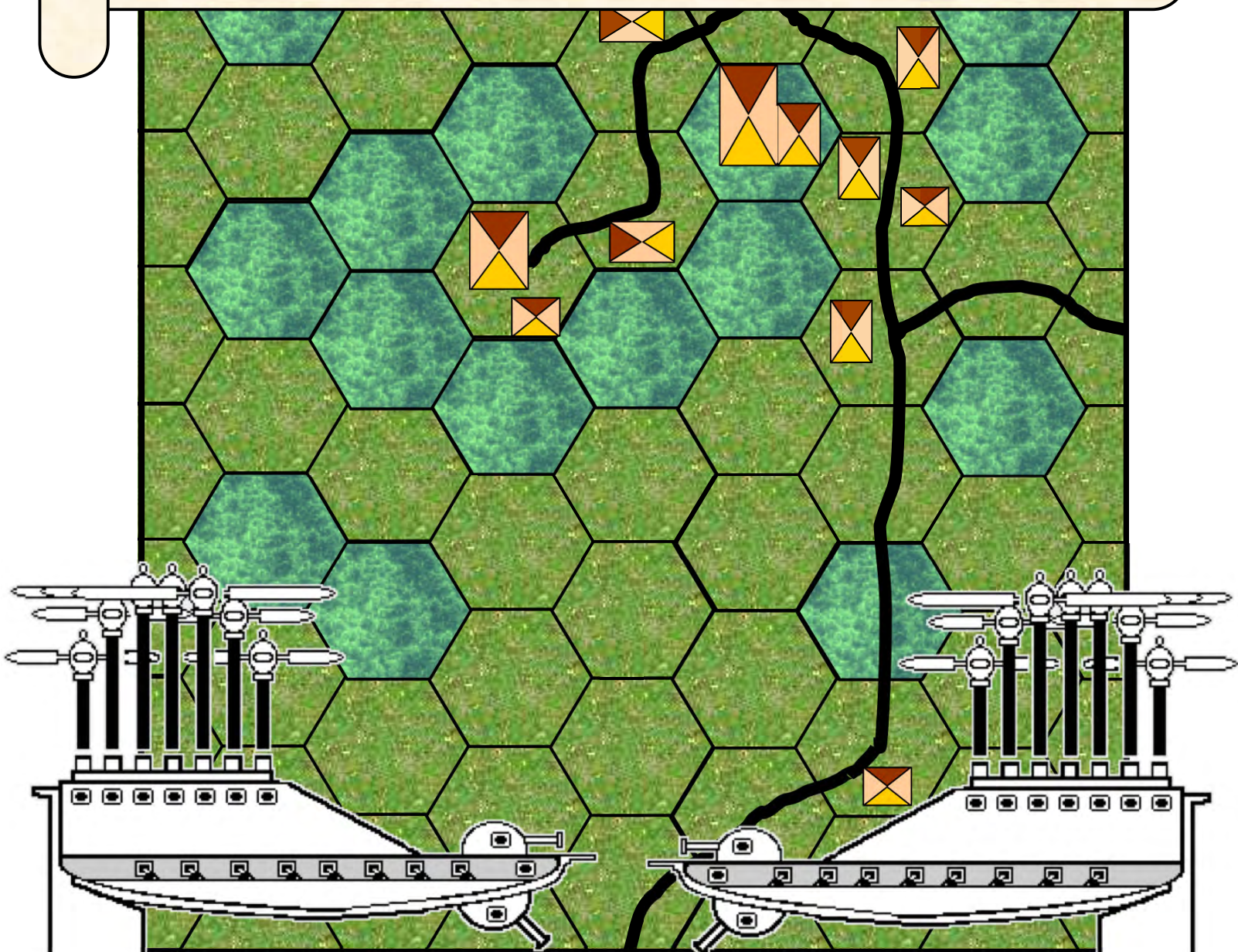


# Air Ships



**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](mailto:avalon@comstar-games.com)**

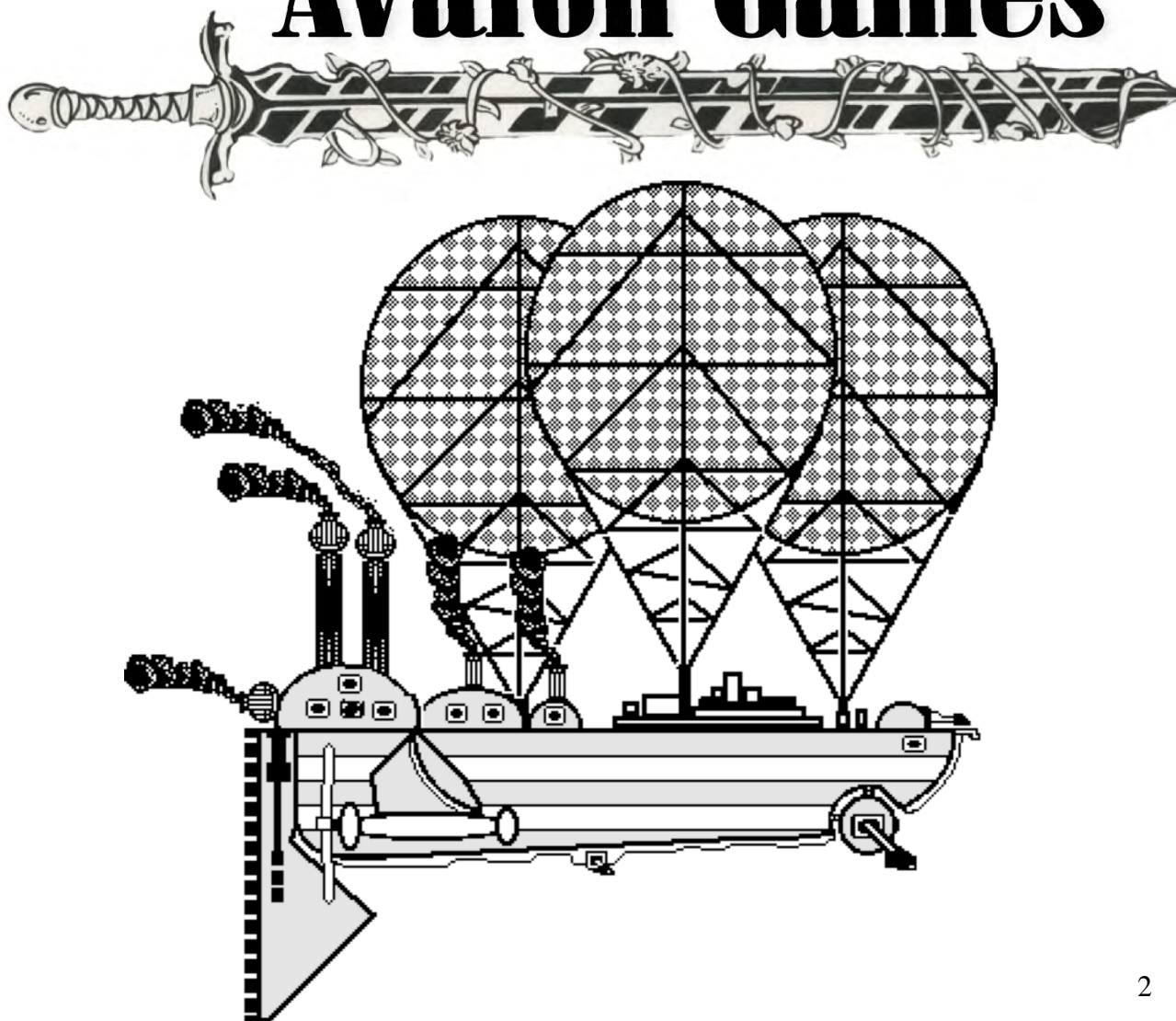
**Or visit**

**Avalon Games at...**

**[www.avalon-games.com](http://www.avalon-games.com)**

**Game design, artwork and layout by Robert Hemminger**

# Avalon Games



## Jorn

The Smiths of Jorn Seeing tat all the other powers where turning to Air Ship, step up their own game and created rocket powered air ships. Fast, but hard to maneuver, they still rule the skies

	Unit Costs	
Unit	Type of Unit	Cost per Unit
Raptor	Air Ship	34
Falcon	Air Ship	37
Hawk	Air Ship	44
Eagle	Air Ship	101
Roc	Air Ship	119

Note that Air Ships provided in earlier Land Ship Sets have a base Turn rate of 2

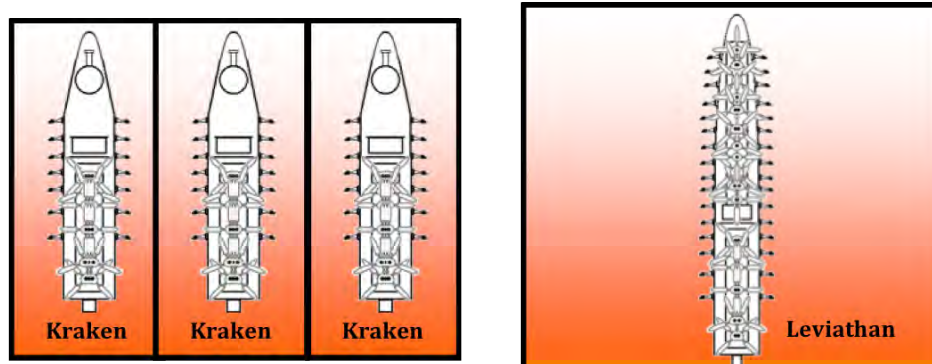
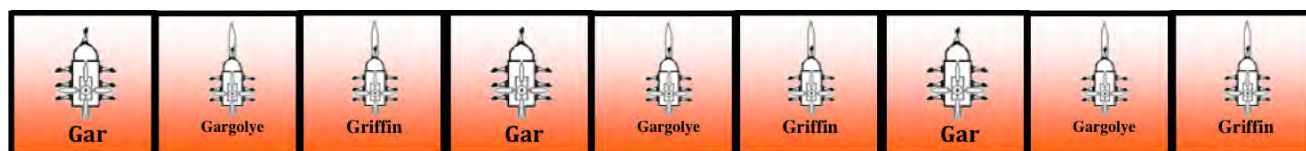
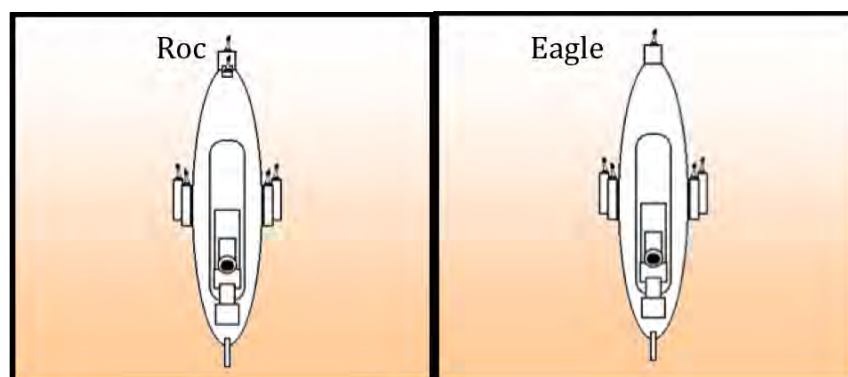
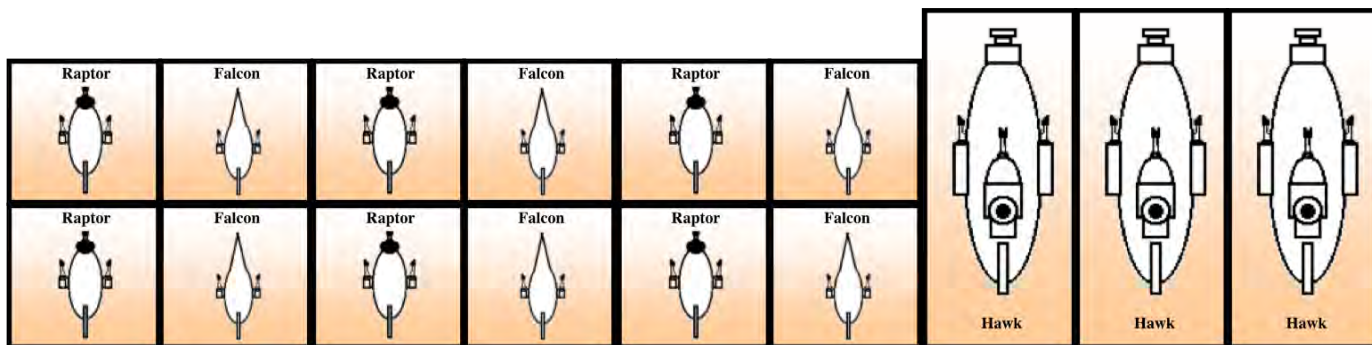
## Confederation of Thunth

While most of the great powers used plans drawn form the Early Jorn Balloon base Air Ship, the Warlords of Thunth chose a different direction building great ships using massive banks of props to raise their ships off the ground. All of the Thunth ships are built to be used on the Land, Sea or Air, and are considered to be both water sealed and having four wheeled ground movement.

	Unit Costs	
Unit	Type of Unit	Cost per Unit
Gar	Air Ship	44
Gargoyle	Air Ship	56
Griffin	Air Ship	62
Kraken	Air Ship	167
Leviathan	Air Ship	`52

Note that Thunth ships are not subject to the Drift Rules.







Cost: 34

Small Air Ship  
Small Boiler with Improved Pipes  
Flight, Turn Class 1  
Note: No Ground Movement  
Base Steam Points

8

## Damage Record

**Armor**

None

**Structure**



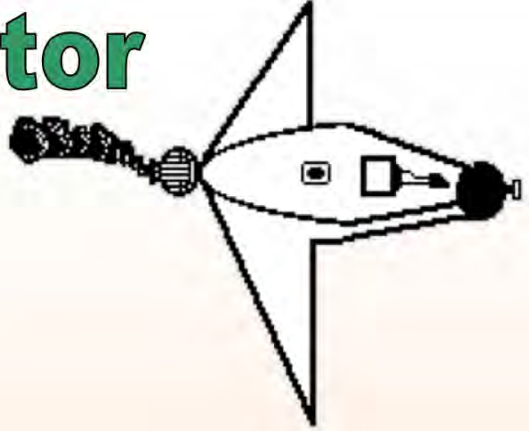
Front Firing Arc

Left Firing Arc

Right Firing Arc

Rear Firing Arc

# Raptor



## 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
Lt Gun	4+	3	1	Front
Lt Gun	4+	3	1	Front
Gattling Gun	3+	3	1	Front