

Is'Tar Class Heavy Assault Ship

Built by	: Unknown
Used by	: Damage Inc. Adventuring Band
Cost	: Unknown (Unique, Irreplaceable)
Tonnage	: 140 Spatial Tons
Hull Points	: 248
Crew	:
Manoeuvrability Class	: C
Landing - Land &/or Water???	: Land (Full)
Armour Rating	: 2
Saves As	: Metal
Power Type	: Long Range Solar Helm (Special)*
Ship's Rating	: 10
Keel Length	: 205'
Beam Width	: 70' (Body) 150' (Wings)
Man days of air?	: 16800
Standard Armament	: 3 Heavy Accelerator Cannons *
	: 8 Light Accelerator Cannons*
	: 2 Missile Tubes *
	: 1 Bomb Bay *
	: 1 Clockwork Mine Layer *
Cargo Capacity	:
Design Type	: Space
Frame Type	: Extra Heavy
Frame Material	: Metal
Hull Material	: Metal
Plating Material	: Metal
Ram Type	: Twin Blunt
Enclosure	: Full
Rigging	: Special*
Typical Crew	
Riggers	: None Needed
Captain	: 1 (Beldaren Brightblade)
First Mate	: 1 (Sharla)
Weapons Officer	: 1 (Agamemnon)
Helm	: 2 (Pesciles, Legolas)
Engineers	: 4
Weapons	: 30
Support	: 5
Marine Captains	: 2 (Torvald, Bill)
Marines	: 30
Total	: 75

The Is'Tar Class Heavy Assault Ship was claimed as booty by the adventuring band Damage Inc. after the Battle of Shark Bay, Greyhawk. During this battle, 5 K'Tinga Class destroyers and 1 Is'Tar Class Heavy Assault Ship landed 500 Irdan Marines in an attempt to capture Tenser's Castle on the Nyr Dev.

Designed by an ancient race known only as the "Ancient Ones", the Is'Tar Class ship combines extremely high technology with incredibly powerful magics. The ship was designed to use a form of science known as "aerodynamics" to provide lift and directional control – as a result no rigging of any kind is needed to control the ship. Propulsion is via a form of Helm known as a "Solar Helm". Energy, either Magical or captured Solar radiation, is fed into and stored in a device known as a "Bio-Solar Accumulator" located deep within the bowels of the ship. This Accumulator can then feed energy into a Spelljamming field as directed by a Helmsman in the normal fashion. The Helmsman does not need to supply any magical energy what so ever into the Helm whilst using it, thereby allowing non magic using classes to control the Helm and freeing expensive spell casters of Helm duties. A full description of the Bio-Solar Accumulator can be found in the magnificent libraries at the Tarkas Brain Labs,
<http://www.users.uswest.net/~malacoda/TarkasBrainLabIV.html> in the section detailing Alternative Helm Systems.

For reference, the Bio-Solar Accumulator on board the Is'Tar Class Ships is rated at 2000 Power Points. The Helm is a Long Range, Capacity 150 type that draws its power directly from the Accumulator (effectively a Power 2000 Helm). All Is'Tar Class vessels have a Ships Rating of 6.

Type: Long Range	Power: 2000	Capacity: 150	SR: 6
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The smaller Helm fitted to the shuttle craft is summarised below:

Type: Tactical	Power: 200	Capacity: 10	SR: 10
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The shuttle can recharge its helm directly from the accumulator whilst on board the mother ship.

Construction:

The Is'Tar Class vessels have been designated Heavy Assault Ships – designed with the following brief:

1. To have sufficient firepower to adequately defend themselves,
2. To act as auxiliary warships if required,
3. To have sufficient manoeuvrability and survivability to participate in fleet actions and
4. To be able to land quantities of men and material onto planetary surfaces under battlefield conditions.

They feature:

1. An all metal, armour plated hull,
2. A heavily reinforced metal frame.
3. Heavily reinforced nose cones that may be used as blunt rams.
4. Extensive use of Glass-steel glazing over the Bridge and other parts of the ship,
5. Large and comfortable crew quarters,
6. Both an Officers (and guests) galley as well as a crew galley and mess hall,
7. Full laundry facilities,
8. Full bathing facilities,
9. Extensive storage including a magically maintained cold store for perishables,
10. Large cargo or troop holding bays.

Weapons:

The primary armament of the Is'Tar Class Ship are the Heavy Accelerator Cannons situated in the nose cones (1 each) and rear hull (1) of the craft. These weapons are a highly developed version of the normal accelerator occasionally found throughout the spheres. They differ in several respects however:

1. Power for firing the weapon is drawn directly from the Accumulator,
2. It costs 2 PP per shot, per Cannon,
3. The weapons does not adversely effect the SR of the ship,
4. Only two types of shot may be fired - spherical stone or iron shot and tightly bagged grapeshot. The solid shot is of the same type for use in a heavy catapult or bombard and is a 12 inch diameter heavy stone or iron ball. The grapeshot consists of a 12 inch diameter light canvas bag filled with musket shot designed to tear apart under the stresses of launch thus propelling dangerous shot over a wide area. This make it far more effective against flesh and blood targets whilst lowering its effectiveness against hard targets.

The Heavy Accelerator Cannons are summarised below:

Shot Type	Range	Hull Dmg	Personnel Dmg	ROF	Crew	THACO	Critical Hit
Solid	5	3d6	1d12	1/1	2	12	18+
Grape	3	1d4	3d12...	1/1	2	14	-

... if maximum damage is rolled, roll again and add the dice rolls together.

Each of the Accelerator Cannons requires a crew of 3; Gunner, Loader and Loaders Mate. Each 15' Cannon is fitted into a semi mobile mount within the ship that gives it a total of 10 degrees arc laterally and +/- 5 degrees vertically.

The Gunner controls the limited aim of the weapon via a series of geared wheels and cogs. He/She has a sight to one side of the Cannon, with the ammunition chamber behind him. The loaders stand at the rear of the Cannon, next to the ammunition chamber, ready to load.

A noted side effect of the powerful discharge of this weapon is a glowing blue ribbon of light that seems to trail each shot that is fired. The display lasts only momentarily.

The Light Accelerator Cannons function identically to their larger brethren with the following exceptions:

1. It costs only 1/2 PP per shot, per Cannon and
2. Only 4" diameter spherical shot or tightly bagged grapeshot can be fired

Shot Type	Range	Hull Dmg	Personnel Dmg	ROF	Crew	THACO	Critical Hit
Solid	6	1d4	1d10	2/1	2	15	19+
Grape	4	-	3d8...	2/1	2	16	-

... if maximum damage is rolled, roll again and add the dice rolls together.

Each of the Light Accelerator Cannons is approximately 8 feet in length and is mounted on a swivel stand that gives it 360 degree lateral and 140 degrees vertical movement. The effective covered arc of the weapon is limited to approximately 45 degrees to both the left & the right by the gunnery blisters on the sides of the ship.

The secondary weapon fitted to the ships are Greek Fire Missiles. These are simple fire and forget weapons designed to destroy enemy ships in zero gravity. In an emergency they could be used to attack targets within an atmosphere however their range would only be a third of that in space and they would rely on a highly inaccurate ballistic trajectory for targeting.

The missiles are made up of a heavy warhead attached to a long cylindrical engine. Propulsive force is provided by a controlled burn of smokepowder, the exhaust of which is directed through a nozzle in the base of the engine. The controlled and directed thrust thus produced gives the missile a considerable range (up to 10 hexes) however there is no steering of the missile possible; once it is launched it's final trajectory cannot be altered.

The warhead comprises several sections: a large pottery cylinder of Greek Fire which rests within a wooden frame. The open end of the cylinder is stoppered with a wood and metal plug. This plug has a hole drilled through the center of it into which is inserted one end of the chemical impregnated ignition rod. The rod is positioned in such a manner that when pushed downwards it slides through the roughened metal part of the plug; the resulting friction igniting the chemicals impregnating the rod and thus igniting the payload. See the attached picture for a simple illustration.

To use the missile it must first be loaded into it's special firing canister. Once in place the missiles friction ignition rope is fed through a hole in the side of the canister. The ship is then aimed towards the target and the ignitor rope pulled sharply away from the missile. The friction from the chemical impregnated rope ignites the smokepowder engine, propelling the missile out of the canister and towards it's target. When (if) the missile hits its target, the nosecone of the warhead crushes, pushing the ignition rod through the metal plug, igniting the mixture. The cylinder then explodes (or crushes

with the force of impact) spraying burning oil in all directions. Any remaining fuel in the smokepowder engine also adds to the effect.

The mechanism for igniting the oil has been perfected over untold years of use, igniting the mixture 95% of the time. Misfires of the smoke powder engine are rare, with only 10% of the engines failing to ignite first time. On the off chance an engine does fail to ignite when its ignitor is pulled, the missile can simply be unloaded and fitted with a new ignitor rope after the conflict. Only on the rarest of circumstances does a misfired missile actually ignite whilst it is being unloaded (1 in 100)

Weapon	Range	Hull Dmg	Personnel Dmg	ROF	Crew	THACO	Critical Hit
Missile	10	1d8	2d10	1/4	2	17	18+

Tertiary weapon systems consist of both Smokepowder bombs and Clockwork Mines. Two varieties are commonly used: a smoke powder bomb for use against buildings and a fire oil bomb for use against troops or vegetation. Acid bombs have also been produced and holy water bombs are rumoured to exist.

Both the smokepowder and fire oil bombs use an ignition system almost identical to the missiles. Obviously a weight is included in the nose of the bomb to insure that it falls in such a way as to hit ignition end first. The bomb is constructed of a wooden frame covered with a light wooden or hardened leather skin. The pottery cylinder containing the explosive nestles inside this frame with the ignition rod protruding from one end. In the interests of ship board safety a small wooden dowel is inserted through the ignition rod which prevents it from being pushed inwards. This dowel breaks easily however when the bomb is dropped from a distance of > 20 feet. Small wings are fitted to the bombs to improve their stability whilst falling and thus increasing their accuracy. The smoke powder bomb also has small items, rocks, nails etc packed around the explosive cylinder to increase its lethality.

The bombs are stored in sand filled metal reinforced wooden crates whilst onboard ship, one bomb per crate. When going into battle the bombs are loaded into a specially constructed rotary magazine. This comprises of 5 boxes with spring loaded lids fitted to a circular frame and geared axle. Each of these magazines is designed to be loaded with bombs and then carried to the bomb launching bay where it is fitted into the release mechanism. This is a large frame that the magazine slots into, the geared end of its axle mating up with the gears on a large wheel. As the wheel is turned, the axle rotates, spinning the magazine. As each bomb loaded box reaches the inverted vertical, the weight of the bomb forces open the lid, dropping the bomb out of its box and through the open bomb bay doors. Once a magazine is empty it is a simple matter to remove it, replace it with another and continue the bombing. Typically there are enough magazines carried to load half the ordinance at one time. It takes a trained two person crew 10 minutes to reload a magazine. A fully loaded magazine weighs 150 pounds and typically takes only a minute or two to fit to the release frame.

The ROF in the table below indicates that 4 bombs are released simultaneously every 4 rounds.

Weapon	Range	Hull Dmg	Personnel Dmg	ROF	Crew	THACO	Critical Hit
Bomb (SP)	N/A	1d4	1d10	4/4	2	17	18+
Bomb (FO)	N/A	1d2	2d10	4/4	2	17	18+

The Mines are a simple weapon designed to damage ships systems or crew by exploding in close proximity to spelljamming vessels. The Mine consists of a large wooden framed, metal skinned hexagonal chamber filled with smokepowder. A clockwork timing mechanism is attached to the top of the device. This mechanism operates a spring winder and gearing system connected to a chemical filled glass vial. When the mechanism is released the vial is crushed, spilling air sensitive chemicals over the smokepowder and igniting it. The timer mechanism can be set to delay the explosion for between 1 and 10 rounds with a 90% chance of successfully igniting the smokepowder. A check for misfire (1 on a d 10) should be made once per round from the moment the clockwork is set in motion until the mine detonates.

The Mine will do 1d6 points of hull damage (3d8 personal damage) of it explodes within 20 feet of a ships hull. Lower the damage by one d factor for every additional 20 foot distance from a ship hull. All damage is doubled whilst in the flow.

Weapon	Range	Hull Dmg	Personnel Dmg	ROF	Crew	THACO	Critical Hit
Mine	N/A	1d6	3d8	1/1	2	19	18+

Deck:

1. Command Deck – This level houses the Bridge, as well as the Chart room, Officers Galley, Officers Mess, Chief Stewards cabin, the Captains Suite and the Captains Ready Room. A small head is provided just behind the Bridge.
2. Battle Deck – The ships main armament can be found in the forward section of the hull here. A Heavy Accelerator Cannon and its ammunition supplies fill each of the nose cones. Directly behind the twin nose cones lie the first of the Weaponeers quarters. Cabins for 24 are provided on this level, along with a small crew lounge, heads and the shuttle bay. 8 Light Accelerator Cannons, three per side with 2 at the stern, offer additional firepower along the sides and rear of the ship. The third and final Heavy Accelerator, together with a large ammunition store are at the stern of the ship. Stairways provide access down to the Crew Deck and up to the Command Deck.
3. The last of the ships heavy weapons are commanded from this deck – the Smokepowder Missiles are stored and fired from within the nose cones. Heavy flameproof curtains separate the missile launching tube from the missile storage racks. Bunks for 44 crew members, along with the main galley, mess hall, heads, baths and laundry are found on this deck. The small compartment in the nose of the ship houses the Bio-Solar Accumulator. Access to this

crystal is limited to the Captain and First Mate only. The door is protected by means both magical and mundane; runes of holding, glyphs of both protection and paralysation as well as wizard locks secure the doorway. Stairways fore and aft allow access to the Cargo Deck and the Battle Deck. The stern of this level houses the Clockwork Mine engineering bay and launcher.

4. The last deck on the vessel is the Cargo Deck. Here is where the vast majority of the ships stores can be found, along with the cold storage room, the main engineering workshop, the engineers cabins, head and bath. This deck also house the bombing mechanism and a store of bombs. The Ship is protected from accidental explosions from the bomb bay by 1 foot thick ironwood wall and ceiling panels. The Rotary Bomb Bay and loaded magazines are separated by a flame proof curtains similar to the one used in the missile room. Since these bombs have the potential to do serious harm to the ship, unauthorized access to the bomb bay from the ships main and aft boarding ramps is restricted by stout wizard locked and iron bound ironwood doors.

The ship has been heavily magicked – Access through doorways is restricted to those staff wearing the ships insignia, either in brooch or necklace form. All doors have been keyed to block anyone not wearing one of these insignia. In addition, several of the key rooms of the ship, the Captains Suite and the Bridge in particular, have been permanently shielded from Scrying by lining the walls with lead and by the casting of non detection spells.