

## ***Ships of the Line***

*An Essay in Typology and Classification*

*Sensiblius Gulliver, Cthonic Sage of the Third Rank, 11356 DCE*

*Fragment discovered 12643 DCE, the only contents of a desiccated belt pouch found in Jotun Construct 11.42.B.*

For millennia, explorers have cruised the multiverse in space-faring craft called Aethric Dromons, although various species have their own colloquial names for such vessels. These craft come in a bewildering variety of sizes, styles, and accoutrement. In an attempt to discern some underlying similarities and to assay a basic typology, I will attempt to describe these craft in comparable generalities. It seems sensible to begin such an endeavor with the basics, to wit: size, power, and systems.

*To speak of size is to weigh an object against the infinite*

Fragment breaks off at this point.

### **Size and Capacity**

Aethric Dromons come in five basic sizes, which, for simplicities sake we will call 1 through 5, with increasing rank indicating increasing size. Only sizes 3 and smaller are even remotely common.

Dromons of the first rank are between 30 and 50 feet long and have a single below deck area, although they can also have **structures** on the main deck as well. They can comfortably carry about 10 sophonts, although the comfort level depends much on the design and appointments. They will have a single set of Aether Sails, and usually have only a handful of defense systems.

For each rank above the first you can assume roughly another 20 feet in length and an additional 10 crew, as well as additional sails and other systems. These are guidelines only, as some designs add depth instead of length.

A common first rank Dromon has the following statistics:

**Hull Points:** 10

**Aether Shields:** 1

**Speed:** 60'/120'/400'

Dromons are large constructs, and shrug off minor damage like arrows and sword slashes. An attack on a Dromon will only do

damage if it exceeds 10 HP, at which point it will do 1 Hull Point for every full 10 HP of damage. A single Hull Point can be repaired during a Rest by passing an INT test.

Aether Shields function exactly as Armour Dice, and players can attempt to repair them the same way. Roll a d6, on a 5+ the shield is repaired. Otherwise the system will require a full day of repair by someone with the appropriate skills.

Dromons have three speeds, called **Maneuver**, **Ahead**, and **Full Ahead**. A Dromon sailing at **Maneuver** can turn normally (up to two 45 degree turns over 60') and may ascend or descend vertically as part of their move. Turns of up to 90 degrees are possible if the Dromon slows in order to do so. At **Ahead** the Dromon is limited to a single 45 degree turn over 120' of movement, and can only ascend or descend 10' over the course of that same move. At **Full Ahead** the Dromon limited to a 15 degree turn over its move and may not move vertically. Any of these restrictions

can be challenged by a Captain in  
dire need, at the risk of damaging  
the Dromon's Hull or Systems.

Maneuver Stress Table