DUNGEONS & DRAGONS®

Ironclad MK IV

CRAFT NAME

PILOT'S NAME

STRENGTH	DEXTERITY	CONSTITUTION
+8	+5	+3
+6	+3	+6
22	16	22

TURN SPEED (ft) 50ft

UPGRADE POINTS 3/3

CHASSIS C2 Grade

COCKPIT Closed

SIZE Gargantuan

CHASSIS

ARMOR CLASS 16

HP 528

528

POORLY TRAINED NO. BOARDING DICE

WELL TRAINED 9 d6

EXPERIENCED NO. BOARDING DICE

MILITARY GRADE NO. BOARDING DICE

CREW

Weapon Adapters

Ablative Plating MK I

UPGRADES

CURRENT (gallons) 1000

MAXIMUM (gallons) 1000

FUEL TANKS 2

500 CAPACITY (gallons) 500

CAPACITY (gallons)

CAPACITY (gallons)

ENGINE SLOTS 3

BASE (ft) 200ft + ENGINE (ft) 150ft + OTHER BONUS (ft) = TOTAL (ft) 350ft

ENGINE GRADE		HP	HP		ENGINE GRADE
ENGINE GRADE	2	15	15	2	ENGINE GRADE
ENGINE GRADE	4	10	HP		ENGINE GRADE
ENGINE GRADE		HP	HP		ENGINE GRADE
ENGINE GRADE		HP	HP		ENGINE GRADE

ENGINES

NAME	SAVE DC	DMG	RANGE	MAG/SHOTS	PROPERTIES
Light Flak Battery	Dex (14)	2d12+2	75ft	1 / 1	50ft cube, centred on one target, slashing
Light Flak Battery	Dex (14)	2d12+2	75ft	1 / 1	50ft cube, centred on one target, slashing
				/	
				/	

HEAVY HARDPOINTS 6/6

PINTLE MOUNTS 4

TURRETS

NAME	TO HIT/DC	DMG	RANGE
Light Drillstorm Torpedo	Dex (14)	2d6+2	100ft

NO.	PROPERTIES	SHOTS	MAG
3	Piercing, Fire, see details	1	-

NAME	TO HIT/DC	DMG	RANGE
Light Stubber	+5	3d4+2	125ft

NO.	PROPERTIES	SHOTS	MAG
2	Piercing	1	2

NAME	TO HIT/DC	DMG	RANGE

NO.	PROPERTIES	SHOTS	MAG

PORT

NAME	NO.	TO HIT/DC	DMG	RANGE	PROPERTIES	SHOTS	MAG
Cannon	1	+6	7d10+2	200ft/300ft	Bludgeoning	1	2

FORE

Bonus action to arm torpedo before firing.
If hits target, on a 2+ deals additional 8d6 fire damage.

WEAPON DETAILS

NAME	NO.	TO HIT/DC	DMG	RANGE	PROPERTIES	SHOTS	MAG
Light Stubber	1	+5	3d4+2	125ft	Piercing	1	2

REAR

NAME	TO HIT/DC	DMG	RANGE
Light Drillstorm Torpedo	Dex (14)	2d6+2	100ft

NO.	PROPERTIES	SHOTS	MAG
3	Piercing, Fire, see details	1	-

NAME	TO HIT/DC	DMG	RANGE
Light Stubber	+5	3d4+2	125ft

NO.	PROPERTIES	SHOTS	MAG
2	Piercing	1	2

NAME	TO HIT/DC	DMG	RANGE

NO.	PROPERTIES	SHOTS	MAG

STARBOARD

DUNGEONS & DRAGONS®

Additional Details

The heavy hitting main workhorse of most bandit and pirate forces, the MK IV Ironclad is a light combat airship designed for short engagements.

Although outdated, the MK IV retains a simple loading system for torpedos and a collection of light weapons, making it suited for both fighter killing and taking on more heavily armored targets when in groups.

An Ironclad is normally piloted by a bandit captain, with a proficiency bonus of +2 (Monster Manual pg 344)

Weapon Adapters

Increase weapon hardpoints by 1.

Ablative Plating MK I

Gain armour threshold rating (10).