



Ariadne Zale's Aeronautical Handbook

**For the Instruction and Edification of Those
Intrepid Sailors of the Air**



Introduction

Welcome to the skies, Aeronaut!

Whether your chosen profession is Gunner, Engineer, or Pilot, within these pages you will find helpful & valuable instruction to aid in the performance of your duties aboard an airship. You will also find advice regarding the special roles and responsibilities of the airship Captain, who has command of the vessel and her crew.

Practical information is also provided on the various ship classes and their qualities; tools & handheld equipment used in the operation of an airfaring vessel; & the diverse forms of ship-board weaponry employed in aerial warfare.

If you desire to become a reliable and praiseworthy sailor who finds welcome on any crew, it is advised that you study these pages and glean what wisdom you can from them. The success of your vessel, your shipmates, and your voyage may depend on it!

SEALED LIPS SINK SHIPS — Communicate for victory

Text Chat:

J — Public
K — Team
L — Crew
H — Party

Voice Chat:

X — Crew (in combat), Public (in Lobby)
C — Other Captains on Team (in combat, only available to Captains)
Z — Party



Captain & Crew

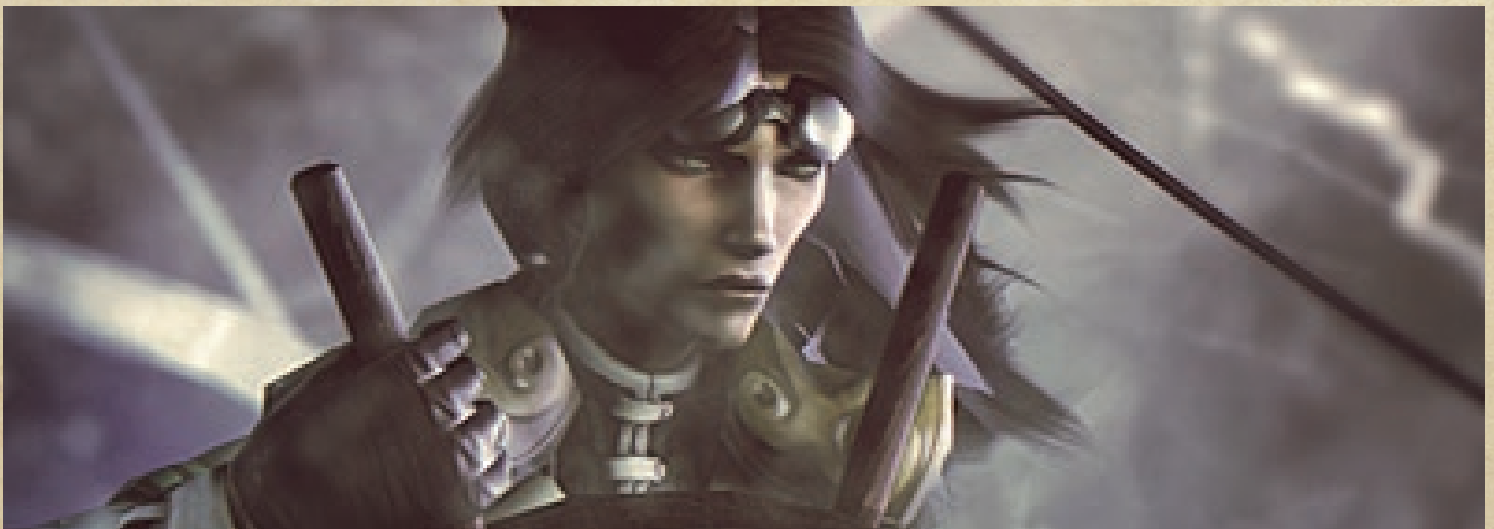
Captaining an airship is a special responsibility, not to be undertaken lightly. A Captain chooses and outfits the vessel, and directs overall strategy, engagement, and moment-to-moment tactics. In addition to piloting skills a Captain should have a thorough grounding in both gunnery & engineering, as well as an understanding of the strengths & weaknesses of the various ship classes and combat strategies.

It is said that a vessel's Captain is a law unto himself; some certainly prefer to maintain strict discipline, while others are of a more open and democratic bent. Most are agreed that the very best crews are unified under the coordination and leadership of an active, engaged commander, while ships where silence or discord reigns are first to fall in battle. As a crew member you would do well to attend to any word from your Captain, and follow orders the best you are able. Do not be afraid to admit novice status and request guidance from your seniors — most times you will find it gladly given!

Should you captain your own ship one day, think back and remember your own crewing days, and emulate the commanders you most admired and enjoyed serving with. Communicate your intentions and orders clearly, have compassion for your crew, and share your knowledge where you can. Should you find yourself with a careless or ill-mannered sailor on your vessel, carry on as you must, and in future seek out those crew members who have distinguished themselves by their bearing & conduct.

EVERY CAPTAIN OUGHT TO KNOW...

- F1: Set Ship Condition Normal
- F2: Set Ship Condition Offense
- F3: Set Ship Condition Defense
- M: View Map



Crewmates and Comrades

A ship is only as good as its crew, and to achieve success in the skies it is essential to find crewmates that you can trust and work effectively with. To that end, there are a range of tools you may use to connect and coordinate with your fellow aeronauts.

Commendations

Following a campaign of battle, you will be afforded the opportunity to issue commendations to your crewmates (and to fellow captains). This is your personal “mark of approval” to bestow upon those who proved themselves valuable and agreeable comrades, helpful mentors, or even worthy opponents. However, to avoid heaping praise on the unworthy, you are advised to withhold your accolades from scoundrels, layabouts, and other ill-mannered ruffians!

You may commend a person once and once only, so content yourself that they are worthy of the honor. As you receive commendations of your own, you will earn badges to display and show to one and all your record of distinguished conduct; by these signs you will also be able to recognize upstanding citizens who have garnered the approval of their fellows.

Friends

In addition to granting commendations, you may choose to add a worthy shipmate to your Friends list, so as to more easily encounter and serve with them again in the future.

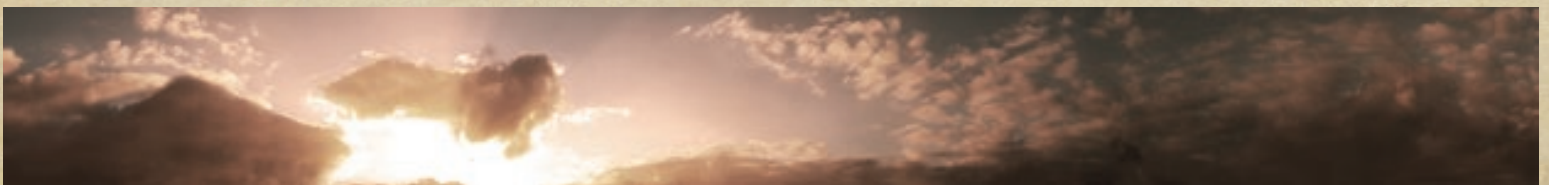
Click on a person’s name in a match list, chat, or Social list to summon the context menu, from which you may select “Add as Friend,” among other actions.

Forming a Crew

If you have a group of crewmates who all desire to ship out together, it is best to assemble in private before sallying forth to meet your opponents. To begin, select “Form Crew,” and under “Ship Count” select the number of ships you have to crew (up to 4).

Invite crewmates by clicking on their names in your Friends or Party list, and select “Invite to Match.” If you have a party already formed, you may also use “Invite All” to bring along the entire group. Each person you invite will receive a notification, and must accept your invitation by clicking on your name and selecting “Join Match.”

Once your crews are assembled, select “Match List” to find or create a new match lobby, or “Quick Match” to automatically join a suitable one.



Forming a Party

Forming parties is similar to forming crews. To form a party, simply click on the names of each person you wish to add and select "Invite to Party." As with crews, they must click on your name and select "Join Party" to join you.

Parties can communicate across any distance (H for text and Z for voice), and a party will remain together until each member leaves.



Part II: The Three Classes



Gunner

Overview

Gunners operate the various weaponry aboard an airship to neutralize threats, combining quick reflexes & sure aim with a thorough knowledge of all the tools of war.

While a Gunner may be called upon to help spot enemies or even aid in repairs, most every ship benefits from a dedicated Gunner who moves from gun to gun, always engaging the enemy. A Gunner who can attend to the weapons and keep them in prime firing condition can also be a boon to the engineers, relieving them to concentrate on core systems.

EVERY GUNNER OUGHT TO KNOW...

E: Mount/dismount a weapon

Left click: Fire

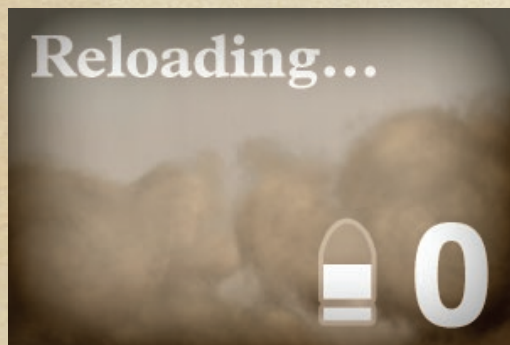
Right click: Zoom

R: Reload

#1: Load Default Ammo

#2 through #4: Load Specialty Ammo

Loading your weapon



While mounted on a gun, press R to reload a new clip of the current ammunition, or press a numerical key to select and begin loading a new ammunition type. The weapon will also automatically begin reloading the currently selected ammunition when the clip is exhausted.

The bullet icon in the bottom right of the screen indicates the progress of the reloading cycle. A reload of ordinary rounds may be initiated and left to complete unattended. When loading specialty ammunition, however, you must remain until the cycle is complete or the operation will not succeed!



Gunnery Tools

Specialty Ammunition



Lochnagar Shot

A highly volatile, experimental round that packs extreme power into a single, devastating shot, and also damages the weapon that fires it. One round, +125% damage, -90% rotation, no recoil, 250 dmg to gun per shot, -60% arming time, -50% AoE.



Incendiary Rounds

These rounds have a greatly increased chance of igniting fires when they land. +10% increased fire ignition chance on hit, -25% projectile speed, -25% clip size, -30% rate of fire.



Greased Rounds

An extra-large clip of rapid-firing, lower-powered rounds. +60% rate of fire, +20% clip size, -15% rotation speed, -20% damage, -20% projectile speed.



Heavy Clip

Weighted clip dampens recoil when firing, increasing accuracy. No recoil, -25% clip size.



Burst Rounds

Engineered to shatter on impact, these rounds spread their damage over a wide area of the target. +50% explosion area of effect, +20% clip size, -15% rate of fire.



Lesmok Rounds

With a higher projectile speed and lift, these rounds travel farther and faster to increase effective range. +60% increased projectile speed, -20% clip size, -40% rotation speed, +30% projectile lift.

Engineer

Overview

Maintaining ship components, making critical repairs, and putting out fires in the heat of battle, Engineers keep the ship flying when everything is falling apart.

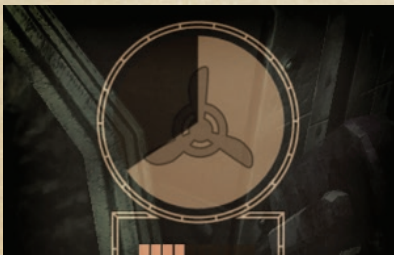
While they may take a turn at the weapons, engineers should always remain vigilant and never allow themselves to be distracted from ensuring that the vessel remains functional and intact. The majority of an engineer's time will be spent engaged in one of the following tasks:

- **Repairing**
- **Rebuilding**
- **Extinguishing**
- **Buffing**

EVERY ENGINEER OUGHT TO KNOW...

Left click: Use Tool

#1-3: Select Tool



Repairing

With a Repair tool equipped, hit a damaged component once to repair it. A cooldown period follows, during which no other repairs can take place. The amount of HP restored and length of the cooldown vary



Rebuilding

To Rebuild a destroyed component, hit it repeatedly with a Repair tool until the meter fills up to completion. Some Repair tools will rebuild swiftly, while others will require greater exertion.

Take note: unlike repairs, rebuilds can be accomplished in less time by multiple crew members working in concert!



Extinguishing

Fires deal a constant amount of damage to ignited components depending on the number of fire "charges" present. Fire-fighting tools vary in effectiveness and may require repeated applications to completely extinguish an ignited component.

Take note: Guns on fire are completely inoperable until extinguished, so keep those fires tamped down and don't leave your Gunners in the lurch!



Buffing

When circumstances permit you to turn your attention from imminent destruction and make preparations for the future, you can enhance shipboard components by repeated application of a Buff tool. Once the “buff meter” has been filled to completion, the component thus buffed will gain a temporary boost to one of its attributes as follows:

- **Gun Buff: Increased damage output**
- **Engine Buff: Increased thrust output**
- **Balloon Buff: Increased lift**
- **Hull Buff: Increased armor strength**

REMEMBER — KEEP IT TOGETHER!

The ship will lose altitude for as long as the Balloon is down, eventually colliding with the ground to disastrous effect!

The Hull has two health indicators. The top bar is Hull Armor, which is repairable. The bottom is Ship Integrity, which once compromised cannot be repaired in flight. The Hull is exposed to permanent damage once the Armor is stripped, so keep that Armor up!



Engineering Tools

Repair Tools



Pipe Wrench

A generalist's tool that can be bent ably to any task, but excels at none. 120 HP repair, 5s cooldown. Rebuild power 4.



Shifting Spanner

A delicate, quick tool that excels at rebuilding but yields slight repairs. Repair HP 40, 2s cooldown. Rebuild power 5.



Rubber Mallet

A sturdy, blunt tool for repairing serious damage, long to cool down and slow to rebuild. 250 HP repair, 9s cooldown. Rebuild power 2.

Buffing Tools



DynaBuff Industries Kit

A special tool used to tweak performance on undamaged components. Engines: 3s buff time/lasts 2m, +25% power. Guns: 6s/20s, +20% dmg. Hull: 10s/2m, +30% armor. Balloon: 7s/90s, -25% vertical drag, +100% lift force

Fire-Fighting Tools



Fire Extinguisher

A quick blast will instantly extinguish any fire. Three-second cooldown.



Chemical Spray

Repeated applications of this spray will extinguish fires, as well as providing a protective fireproof coating to temporarily reduce ignition chance. Extinguish power 3. Component immune to additional fire charges for 20 seconds. Five-second cooldown.

Pilot

Overview

The Pilot serves as the ship's helmsman and navigator, remaining stationed at the ship's wheel and deploying a range of tools to perform various aerial maneuvers.

Because the Pilot is well positioned to survey the battlefield and choose the manner of engagement, the roles of Captain and Pilot go hand-in-glove: while pilots-for-hire can be found looking to sign on a crew, most commonly Pilots assume a command role and captain their own ships; by the same token, most Captains opt to pilot their own vessels.

The Pilot's role requires both knowledge and skill, as well as clear communication with your crewmates. It is recommended that you gain experience crewing as a Gunner and/or Engineer before you attempt to pilot an airship, and spend ample time practicing your flying before engaging in live combat.

EVERY PILOT OUGHT TO KNOW...

E: Take/Leave Helm

#2-4: Activate Helm Tool

#1: Deactivate Helm Tool

R: Forward Thrust

F: Reverse Thrust

A: Turn Port (Left)

D: Turn Starboard (Right)

W: Ascend

S: Descend

Remember!

Collision with physical objects causes Impact damage to your vessel depending on your ship's speed and mass. Daring Pilots may employ this basic fact to their advantage and deliberately ram enemy vessels, turning their very ships into weapons of destruction.

Your ship is equipped with a primary thrust engine and secondary maneuvering engines. Loss or uneven buffing of the maneuvering engines will impair maneuverability or cause the ship to list in an ungainly fashion.

Pilot Tools

Spotting Tools

Spotting enemy vessels communicates their position to your entire team and aids greatly in tactical planning. A spotting tool is highly recommended for non-pilots, due to its utility away from the helm.

Right click to raise or lower the scope. Use the mouse wheel to zoom, and left click to spot a target.



Spyglass

A portable telescope used to sight enemy ships at a distance and track them through cover.

Helm Tools



Phoenix Claw

Superstitious pilots swear by this lucky talisman that many claim make a ship more nimble, though the fancy moves take a toll on the engines. -300% angular drag, +300% longitudinal drag, 13 damage per second to all engines, +50% thrust.



Kerosene

This fuel additive increases thrust, but prolonged use damages engines. +150% thrust, +300% angular drag, 10 damage per second to all engines.



Hydrogen Canister

Adding gas to the balloon increases lift, but also increases the risk of fire. -60% vertical drag, +350% climb force, +50% fire ignition chance. 75 damage per second. Effects persist 3 seconds after deactivation.



Drogue Chute

An emergency parachute that can be deployed to slow descent. +200% vertical drag, -60% engine output.

Pilot Tools

Helm Tools Cont.



Moonshine

Often brewed aboard airships, this fuel additive radically boosts thrust output while simultaneously tearing engines to pieces. It's even worse on your insides. +200% thrust, -50% longitudinal drag, +10000% angular drag, 30 damage per second to all engines.



Tar Barrel

Dump tar and grease into the engines to produce a cloud of thick smog in your wake, blocking visibility and damaging any ship caught inside. -80% ship visibility, 25 damage per second to engines, produces cloud every 3 seconds. Clouds last for 30s.



Chute Vent

Operate a valve to release gas from the ship's balloon and rapidly shed altitude. -60% vertical drag, +200% descent force. 50 damage per second. Effects persist 3 seconds after deactivation.



Impact Bumpers

Brace for impact! Padded bumpers protect the outer hull and absorb damage from collision. -25% impact damage taken, -60% engine output. Effects persist 5 seconds after deactivation.



Ships

Your Airship

Choice of vessel is the first important decision a Captain must make. While shipwrights may boast proudly of a craft's speed, or firepower, or durability, other, less tangible considerations may also come into play: the accessibility of components, how the deck layout suits the captain's command style or informs the composition of the crew; or simply the "look" of a ship, whether she seems fair and proud or strikes fear into enemies' hearts.

An Airship's Qualities

A few key points may be profitably compared between airships of any class:

Durability: Simply put, this is the measure of how "tough" a vessel is, and how many hits she may suffer to her hull and still fly.

Armor: Distinct from durability, how heavily a ship is armored determines how long she can withstand assault before sustaining core structural damage. It also determines the difficulty of servicing said armor in the midst of battle, with heavier armor requiring longer to rebuild.

Speed: As a general rule of thumb, it may be said that the smaller and lighter the ship, the faster she moves. Improvements to most other attributes will come at the cost of sacrificing speed.

Maneuverability: Maneuverability, or the ability of a ship to perform tight, rapid turns, depends on many things, not least of them the ship's mass and the placement of the turning engines.

Firepower: While much depends on the specific loadout a Captain chooses, the number and size of weapon hardpoints, light and heavy, as well as their placement, do much to determine a ship's raw firepower. Different arrangements will naturally lend themselves to very different strategies.



Weapons

Overview

When outfitting an airship a Captain has the choice of a variety of weapons built to fit either Light or Heavy hardpoints. In addition to the size of the weapon, there are a variety of factors to consider when selecting armaments.

Weapon Qualities

Direct and AoE Damage: Each weapon deals direct damage of one type to the component that it hits, and many also have a secondary Area of Effect (AoE) damage type that is dealt to components within the blast radius.

Damage Type: One of the most crucial aspects of a weapon is its damage type(s), which indicate which type of component it proves most efficacious against. The five damage types are as follows:

- **Fire (ignites components and disables weaponry)**
- **Shatter (effective against engines and weapons)**
- **Flechette (effective against balloons)**
- **Piercing (effective against armor)**
- **Explosive (effective against the hull)**
- **Impact (effective against balloon and hull)**

Range: Take note of your gun's effective range; it doesn't do to fire blindly at opponents that are well out of reach!

