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This is a Beta test version of Pitch and Yaw. All rules and images are not final, please send any and all feedback to gfo1979@outlook.com, all feedback is relevant and everything is welcome.
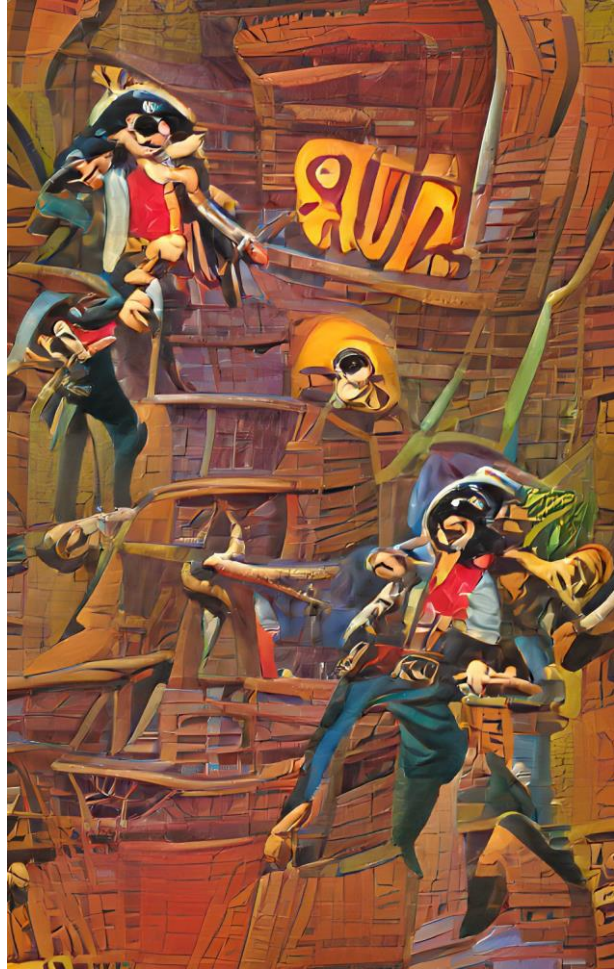
Pitch and Yaw

Contents

Short Timers

It had been eight months at sea since Billy had been press ganged onto the Formidable, the ship of pirate hunter Admiral Jack McGowan, eight months of terrible food and crushing boredom interspersed by beatings and finally the chance was coming to work out some frustration. Billy didn't know much, but he knew fighting, he knew it was about the man across from you. He tracked the faces of those on the deck of the pirate sloop across the ship's rail as the boarding hooks bit and the line drew taut, choosing his target. Finally, the distance narrowed enough to jump the gap. The deck seemed to slope more than he'd expected, but it didn't seem too significant an issue, he kept his eyes on his target and braced to land.

Calico Jack felt the ship lurch as the lines grew taut. They'd taken a hole that was above the water line, but not far above it, with that lean and the swell that was rising they'd be taking in water. He leaned over and grabbed the rail along from the wheel, the deck was about to lean hard and he knew to be ready for it. He looked up and saw a young man with a fighter's eyes sailing over the deck rail towards him.

The deck lurched, Billy's legs went from under him as he landed and he displayed all the dignity of a cat on an icy pond as he scrabbled desperately for purchase, skidding across the sloping deck. Jack watched the young man plummet into the sea, never to be seen again. First timers were short timers, it's not about the man across from you out here, its about the footing under you.

The Game

Pitch and Yaw is a fast-moving asymmetrical skirmish game simulating ship-to-ship boarding actions for two players, written by Glenn Ford. It is filled with chaotic action and should play out in 1-2 hours. *Pitch and Yaw* is a game of buckled swashes and derring done, improbable heroics and incredible actions rather than a strict re-creation of historic clashes, it models the deadly and shifting environment of a ship at sea where loss of footing or sudden incoming debris can be far more deadly than a musket ball or sabre blade.

Players should note, models do not damage each other directly, clashes and duelsnever end in direct bloodshed or visible corpses. Rather, bodies will be crushed to powder by swinging debris or lost overboard. Pirates prefer to let the sea do the work.

Acknowledgments and thanks go out to Mike Hutchinson, Joe Woods and Phil Hawtins for making sure she actually floats.

What You'll Need

To get started you'll need:

- ❖ A playing area 24" by 40", ideally made to look like the deck of a ship. It will speed things up a little if it is marked in four six-inch strips, though it's not necessary.
- ❖ Models to represent the elements of a ship and a force of combatants for each player. Models should be of a roughly 28mm scale.
  - ▪ Bases for crew models should be 1" for models with Size 1 and 2"-3" for those of Size 2 or greater.
  - ▪ Games will always need something to represent the Powder Store, Cargo Hold and Captain's Cabin. A certain number of Masts and other pieces may be needed depending on the forces chosen.
- ❖ An opaque (non-see through) cup and five normal six sided dice (D6) per player (their "Lying Dice"), plus a handful of shared D6 (1 is actually enough, but you don't want them getting ideas above their station).
- ❖ The measuring widget, on the last page of this book is a copy of the measuring widget you should wish to stick a copy of it to stiff card and use it during play. You may use a measuring tape if you prefer.
- ❖ A copy of the ship's compass from the last page of this book.
- ❖ A pen and paper for the defender to secretly note a terrain piece.

Terms

A few definitions:

- ❖ Models representing player's crew are designated "Crew", individuals being "Crew members", Crew members include Captains and Sailors. Models representing all other features are designated "Furniture". Crew and Furniture are "Stuff".
- ❖ All models have a designated base:
  - o In the case of standing crew, the base is the circular, square or otherwise shaped attached base keeping it upright.
  - o In the case of knocked down crew, the entire footprint of the model counts as its base.
  - o In the case of furniture or other models without a base the base is considered to the be the footprint of the model.
- ❖ If Crew or Furniture ever move over the edge of the board they are lost at sea and removed from play.

- ❖ If a Crew member is **Crushed** they are removed from play.
- ❖ Where rules contradict the more specific instance overrules the more general.
- ❖ Crew may be **Knocked Down**, represent this by laying the model on its side. Knocked down crew can only attempt Knocked Down actions, the standard being to stand up.
- ❖ Two models are in "base contact", or contact, if their bases are touching, or as close as is practicable.

Tests

If asked to Check "Statistic" during a crew's activation, roll a D6 and add the crew's statistic, a 6 or more is a success, 5 or less is a failure.

If asked to Oppose "Statistic" during a crew's activation a target will be named, each player rolls a D6 and adds the named statistic of the crew or target that they control, the highest total is a success, the lower is a failure. In the advent of Furniture being a target of an Opposed test, the opponent rolls for the Furniture.

If an Opposed test requires the Degree of Success subtract the failing total from the successful one, the result is the Degree of Success.

Rose scores 9 in an Opposed test with Jack who scores 4, the degree of success is 5.

If asked to Roll off, both players roll a D6, the highest number is a success, re-roll ties.

Harsh Mistress

If there is ever a debate or disagreement about the interpretation of the rules, ranges or anything else, the interpretation that results in the most Crew being Crushed, Knocked Down or Moved, in that order is the correct one. When this rule is invoked, a sad shake of the head at the fallen and an acknowledgement that the sea is, indeed, a harsh mistress is suitable.

Dice That Lie

At the start of each round players will be asked to play Liar's Dice, to do so each player rolls their five lying dice in their cup and drops it face down on the table then peeks within. Starting with the player who most recently had initiative, or the biggest scallywag on the first round, players either:

- ❖ **Bid**, by naming a number of dice and a single face value.
    - o Bids must beat all previous bids. Dice values of a higher number beat those of a lower number, (one 3 beats one 2) but a higher number of dice beats fewer (three 1s beat two 6s). If a player declares five 6s the next player must either Strike or Call.
- ❖ **Strike** their colours, accepting a loss.
- ❖ **Call** another player liar.

If a player Strikes their colours both players keep their dice hidden and the player who did not Strike gains initiative this round.

If a player accuses another the accused reveals their dice:

- ❖ If the revealed dice match their bid the other player reveals their dice, the accused may either change all of their lying dice to 1s to 6s or all of their opponent's 6s to 1s, they then gain initiative this round.
- ❖ If the revealed dice do not match the bid the other player gains initiative this round, the dice remain revealed.

Jack claims two 3s, Rose accuses him, if he reveals three 3s and two 4s he matches his bid. If he reveals two 4s and three 6s, even though it is higher than his bid it doesn't match it, so Rose would have a successful accusation and gain intitiative.

Whenever a player rolls the dice, they may, immediately after rolling and before their opponent rolls any dice, replace the rolled dice with one of their lying dice, resolve normally, then discard it.

Certain effects may demand a lying dice (such as determining the sea level during the Pitch and Yaw phase), if so, players may select and resolve a lying dice. If they have no lying dice remaining or choose not to use one, they will resolve as though they selected a dice with a value of 0.

Press Gangers Out

Each player should select their crew (see "Crew Manifests") by selecting one of the fleet manifests and selecting 1 Captain and 4 Crew Sections from their chosen manifest.

Crew Sections have:

- ❖ Models: The number of individual models taking this crew section provides. Each individual model is deployed and operates entirely separately on the tabletop.

Sailors and Captains have:

- ❖ Footing: The likelihood of maintaining stability on the constantly shifting surface of a ship's deck, the higher the better.
- ❖ Focus: The ability to strike accurately with a ranged attack, the higher the better.
- ❖ Speed: The number of times a model can move when running.

Everything has:

- ❖ Brute: The ability to strike accurately with a close combat attack, the higher the better.
- ❖ Size: Designates the crew's base size, the damage it will do during an impact and how far it will shove and be shoved.
    - o 1 – Up to 1" x 1" base size.
    - o 2-3 – Over 1" x 1", up to 3" by 3" for crew, up to 4" by 4" for furniture.

Furniture has:

- ❖ Mobility: This will designate if they move when the ship's deck pitches or yaws.
    - o Immobile models never move.
    - o Stable models sometimes move.
    - o Unstable models always move.

Crew are:

- ❖ Stable if standing.
- ❖ Unstable if knocked down.

Once each player has selected their forces, roll off, the winner chooses to begin as "Defender" or "Attacker".

Clear the Decks

Designate a 24" x 40" area to be the playing surface, this is the ship's deck. Pick one of the short edges to be forward, place the ship's compass with its Forward arrow pointing at that edge. The Defender places the following furniture in the amounts listed in their crew manifesto:

Name	Size	Brute	Mobility	Placement
Vital Area* (Powder Store, cargo hold or Captain's cabin)	3	-	Immobile	Centred on the long centre line further than 6" from other * Furniture.
Mast	2	-	Immobile	On long centre line. Further than 6" from other Masts and the short table edges.
Deck Debris	1	0	Unstable	At least 4" from a board edge.
Deadly Debris	2	3	Stable	At least 4" from a board edge.

The Defender selects one piece of * Furniture and secretly notes it. It will become relevant when scoring the game, and should be kept secret until the end of the game. The Defender then places all of their crew and captain models anywhere on the ship's deck.

Once the Defender is finished, the Attacker places all their crew models touching a single long table edge of their choice.

Repel Boarders

Each Round of the game begins with the Lying Phase, followed by Reinforcements, Move, Attack and Special Phases. During Reinforcements, Move, Attack and Special phases players take it in Turns, beginning with the player with initiative, to activate all of their models. To activate a crew, select a single action of the phase's type (movement in the move phase, etc.) and follow its instructions. Actions may be normal or Charged, if an action is Charged (for example, Barge is a Charged Attack) the crew must have a Charge token which they will need to remove before attempting the action. Once all models have activated in each phase there is a Pitch and Yaw Phase. All crew in all phases have the Pass action available:

❖ To Pass, do nothing.

Reactions

Some Crew have **Charged: Reaction** abilities. If the crew has a Charge token and the trigger event occurs they may then remove the Charge token to perform the reaction ability.

Failed Footing

Various effects will ask for a crew member to take a **Footing Test.** To do so Check Footing, if it is failed, the model is Knocked Down.

Reinforcements

If a player is not "Quartered" they may activate and return any number of removed crew to the table, touching the table edge they set up on if the attacker, or an unsearched piece of *Furniture if the Defender. The crew cannot activate again this round.

Rules of Movement

To **Move** a model, place the movement widget in contact with the model with its arrow pointing to the centre of the model's base then slide the model along the Line O' Movement with its base centred on the line stopping at the point of its controller's choice or when it comes into contact with another model.

To **Shove** a model, follow the rules for moving a model except that the model cannot be stopped by choice. If a Shove move would result in a Crew leaving the table, Stable Crew stop when they reach the table edge then take a footing test if they had not completed the move.

Whenever 2 models moving due to being Shoved contact each other they immediately stop moving and suffer an **Impact**, with the following results:

❖ If Stuff with higher Size is moved into a smaller Crew, the Crew is Crushed.
❖ Any model in an impact that was not Crushed takes a footing test.

If an impact causes a model to be removed, complete any remaining movement for any remaining models.

If a model's move has to go Towards something the model must end the move closer to the thing than it began. If a move has to go Away From something the model must end the move further from the thing than it began.

If a model's move has to go Directly Towards something, draw a straight line through the centre of the model and the thing, the Line O' Movement must directly overlap that line, and any move ends closer to the thing than it began. If a model's move has to go Directly Away From something, draw a straight line through the centre of the model and the thing, the Line O' Movement must directly overlap that line, and end movement further from the thing than it began.

If a move is a Jump, do not stop the move if it touches other bases, Crew or Furniture, simply lift it over them. When the move ends if the model is overlapping any bases, Crew or Furniture move it backwards down the Line O' Movement until it is not.

If a move is a Jump Over, do not stop the move if it touches other bases, Crew or Furniture, simply lift it over them. When the move ends if the model is overlapping any bases, Crew or Furniture move it forwards in a straight line until it is not.

Move Activation

When a model is activated during the Move phase it may be designated to Walk, Run or Charge as standard, there may be other options available on a model's profile.

❖ To Walk, Move the model once.
❖ To Run, Move the model up to once for each point of Speed on its profile. For each move they take a Footing Test.
❖ To Charge, do not move the model, place a Charge token next to it.

A Knocked Down model may Stand Up.

❖ To Stand Up, stand the model up.

Rules of Attack

Each attack action will have an Attacker, the active crew, and a Target, the target of the action. When the active crew names an attack action they must then select a Target according to the target conditions of the attack.

Attack Activation

When a model is activated during the Attack phase it may be designated to Shoot, Shove, Trip or Barge as standard, there may be other options available on a model's profile.

- ❖ Shoot - Target: Crew within weapon range. Check Focus, if successful the Target suffers the weapon's effect, these may vary, the usual ones are:
    - o Back – The Target is shoved Directly Away from the Attacker.
    - o Down – The Target is Knocked Down.
- ❖ Shove – Target: Non-immobile Stuff with Size equal or lower than the Attacker in base contact. Oppose Brute. If successful the Attacker's controller shoves the Target away from the Attacker in the direction of their choice. If the Target's Size is lower, shove it twice.
- ❖ Trip – Target: Crew in contact. Oppose Brute. If successful the Target is Knocked Down.
- ❖ Charged: Barge – Target: Crew within 3". Move the into contact with the Target Oppose Brute. If the Target is not immobile the Attacker's controller shoves it away from the Attacker in the direction of their choice and then it is Knocked Down.

Modifiers

During any test the following modifiers apply:

-1 to all rolls for each enemy crew within one inch, other than the target.

+1 to all rolls for each friendly crew within one inch.

+1 size for each point of friendly size in base contact.

Special

When a Crew is activated during the Special phase it may be designated to Search as standard, there may be other options available on a Crew's profile.

- ❖ To "Search" the Crew must be within one inch of a * piece of Furniture and further than one inch from any enemy Crew.

Once all models in play have had a change to activate in each phase move to the "Pitch and Yaw" phase.

Pitch and Yaw Phase

At the start of the Pitch and Yaw phase, starting with the player with initiative, each player selects a lying dice. The player with the higher dice selects for all movement during the phase to be towards either Port or Starboard. The ship's compass is coloured to remind you which is which. If the chosen dice is:

- ❖ 1-2: No models are shifted.
- ❖ 3-4: Unstable models are shifted.
- ❖ 5-6: Stable and unstable models are shifted.

If the dice have the same number, then change direction from last round then:

- ❖ Ox-Eye: Stable and unstable models are shifted double normal distance.

To shift models, begin at the aft edge of the ship on the side that movement is away from and passing towards the forward edge in 6" strips, Shove all eligible models directly towards the nearest point on the indicated edge.

For example, starting from the Aft with Starboard movement models will be moved in the order indicated by the numbering in the image to the right. The forwardmost model will move twice at numbers 2 and 4.
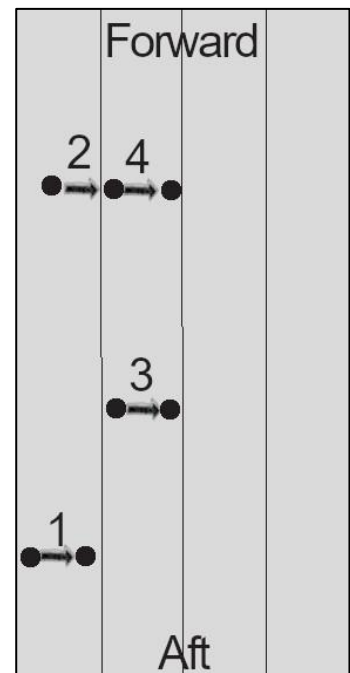
Quarter Asked, Quarter Given

During play keep a tally of how many Attacking Crew are removed (returning a Crew during reinforcements does not remove it from this tally and a Crew may be counted twice or more if it is removed after returning). A force is "Quartered" if either:

- ❖ They have a Captain removed.
- ❖ They are the Defender and all *Furniture is Searched.
- ❖ They are the Attacker and their tally of removed models equals or exceeds the number of models they started with.

Whenever a crew is removed players may ask for "Quarter" starting with the player who most recently activated a model, their opponent may refuse unless they are "Quartered" in which case they must accept. If "Quarter" is asked and accepted or one side is wiped out the game ends.

Count the Booty

After the game ends each player scores 1 for each of the following:

- ❖ If they are the Defender each unsearched piece of *Furniture, +1 for the noted piece.
- ❖ If they are the Attacker each Searched piece of *Furniture, +1 for the noted piece.
- ❖ Each opposing Captain removed.
- ❖ If opposing side wiped out.
- ❖ If "Quarter" was offered and you chose to accept.
- ❖ If "Quarter" was offered and your opponent was forced to accept.

Then swap Attacker and Defender and reset the game, the player with most points after both games wins.

The Mary Celeste

Campaigns

Scenarios

Crew Manifests

Sea Bitches

It's not entirely clear whether the sea dogs who coined the term for the sea bitches intended it as an insult, moment of strange equality, or a mark of respect. What is certain is that the dogs on the Cerulean Sea have been universally run out of business by their far more ruthless and savvy female counterparts. Position as top bitch on any given crew is hotly contested leading to acts of extravagant swash buckling bravado becoming largely commonplace. Moving fast, hitting hard and not being there when they hit back is very much the ethos of these ladies.

Fleet Ability

Movement: Swash Buckling – If within 6" of a Mast test Footing, if Successful place this Crew within 6" of any Mast, if failed an opponent places this model within 6" of any Mast.

Charged Reaction: This Shouldn't Work – Trigger: Piece of furniture within 12" is shoved. Treat this model as though it has been shoved by the same attack except this model moves in the direction of its choice.

Defender Furniture

- ❖ Powder Store* / Cargo Hold* / Captain's Cabin*
- ❖ 3 X Masts
- ❖ 4 X Deck Debris
- ❖ 2 X Deadly Debris

Captain: Red Rose

The bitches are known for flinging themselves through the rigging with reckless abandon. When Red is leading a boarding action this recklessness often tips over into something akin to non-survivability. Of course, Rose always lands on her feet, and some suspect that a tactic that often leaves her one of the few survivors but just as much loot to be divided up may not be accidental.

Footing	Focus	Brute	Speed	Size
5	3	3	4	1

Universal Rule: This Really shouldn't work – If a Crew is placed due to a Swash Buckling double the distance within which it can be placed.

Movement: Excuse me – Remove a Charge token from a friendly model, perform two move actions.

Charged: Special: Opportune Moment – Take a movement action.

Weapons

Name	Range	Effect
Blunderbuss	6"	Back 3.

Crew Section: Bitches

It's hard to emphasise quite how important it is as a Sea Bitch to be seen to be at the front of any given boarding action, only slightly more important is to also be above any given boarding action.

Models	Footing	Focus	Brute	Speed	Size
2	3	3	3	4	1

Weapons

Name	Range	Effect
Blunderbuss	6"	Back 3.

Crew Section:

Duelistas

Position within the hierarchy of the Sea Bitches is generally due to being seen to engage in the most outlandish and semi-suicidal acts, a process the Duelistas stand both apart from and aloof of, something the other Bitches accept because of their sheer, undeniable, skill.

Models	Footing	Focus	Brute	Speed	Size
2	4	3	5	3	1

Attack: Flashing Blades – Target: Crew in contact. Perform a Shove or Trip, if successful Move once.

Dead Seas

There's always another desperate body to fill in as an unskilled deck hand on any ship with ready coin and a lack of questions. As such, life on the seas is often cheap. When you're dead already life isn't just cheap, it owes you. The skeletal sailors of the dead seas don't really fear a great deal, but it should be remembered that bones don't float and you don't know patience until you've walked ashore from the middle of the ocean.

Fleet Ability

Set-up: Rigging Catapult – Place 4 pieces of Deck Debris during set up after all other Furniture when Attacker.

Passive: Unlife is Cheap – This crew may target friendly crew with attack actions.

Defender Furniture

- ❖ Powder Store* / Cargo Hold* / Captain's Cabin*
- ❖ 1 X Masts
- ❖ 10 X Deck Debris
- ❖ 5 X Deadly Debris

Captain: Lord Horatio

Lord Horatio was mean in life, got meaner in death and with each passing year gets meaner still. He's been a long time dead and at this point is pretty much a nailed on, copper bottomed, gold plated, grade A bastard. It's not so much that he doesn't rate the safety of his crew highly as much that the concept of their safety has literally never occurred to him.

Footing	Focus	Brute	Speed	Size
3	3	4	3	1

Passive: The hook of Doom – If Lord Horatio targets a friendly model, double his Brute and Size.

Attack: Rollin' Bones – Target: Crew in Contact. Target takes a Footing test, if failed, make an immediate Shove attack targeting the same model.

Crew Section: Skelliwags

The most important thing to know about the Skelliwags is that brains rot fast, but bones tend to last, especially since even after the most brutal of battles you can pretty much mix and match the leftovers and end up with a few working bodies. As such they tend to rely on numbers more so than skill, strategy, strength or the intelligence that God gave a peanut.

Models	Footing	Focus	Brute	Speed	Size
4	2	2	2	3	1

Charged Attack: Diving Barge – Target: Crew within 3". Move into contact with Target, Oppose Brute. If the Target is not immobile the Attacker's controller shoves it away from the Attacker in the direction of their choice, then it is Knocked Down. Then immediately perform a Dive.

Attack: Dive – Target: Crew within 1". Move into contact with Target, Oppose Brute. If the Target is not immobile the Attacker's controller shoves it away from the Attacker in the direction of their choice, then it is Knocked Down. Then Shove Attacker twice in the direction of the Target as a Jump Over move.

Crew Section: Upper Crust

You know how it is when you attempt a bit of do it yourself, you always end up with a few bits left over. It's much the same when assembling living bones into ambulatory skeletons. So long as the left-over bits make up at least a torso, give or take, they make useful battlefield combatants. Well, not useful as such, but present certainly.

Models	Footing	Focus	Brute	Speed	Size
4	1	1	2	3	1

Passive: Down Among the Dead Men – This crew may perform non-knocked down actions while knocked down.

Charged Reaction: Dragged down – Trigger: Contact Crew during Shove move. Complete the Shove move, then place Contacted Crew into contact with this Crew.

Humble Fishermen

On a sea riddled with living skeletons, krakens and armoured abominations, not to mention lots and lots of pirates the life of a simple fisherman is not an easy one. Having spent so long learning to defend themselves and gotten pretty good at it the fishermen of the Cerulean Sea have decided to turn their hands to catching men as well as fishes.

Fleet Ability

Deck Harpoons – After setting up as the attacker, move up to 3 defenders.

Batten Down – If this model is involved in an impact during its activation, it always counts as being the moving party.

Defender Furniture

- ❖ Powder Store* / Cargo Hold* / Captain's Cabin*
- ❖ 2 X Masts
- ❖ 4 X Deck Debris
- ❖ 2 X Deadly Debris

Captain: Ishmael

Bluff, gruff and grim, Ishmael only really comes alive when talking about a terrible winged kraken he lost his first ship to. Apparently summoned by some cultists he had given grudging passage to he survived only due to sheer determination and his mighty harpoon, awakening days later clutching an amorphous tentacle that he was forced to eat raw to survive. Now he hunts endlessly for that creature and speaks with a dark light in his eyes of the Kutulu Sushi.

Footing	Focus	Brute	Speed	Size
3	4	3	3	2

Weapons

Name	Range	Effect

Gaff Hook	2"	Place target anywhere within 2" of this model.
Harpoon	6"	The target is shoved Directly Towards the attacker 3".

Crew Section: Fisherfolk

Some ask whether it's hard to harpoon a man, but those folks have never been on a Nantucket sleighride or seen a ship dragged under by a diving leviathan. "No," the smarter questioners ask, "Is it hard harpooning something with intelligence and a soul?". "Yes," the fisherfolk respond, "which is why I prefer harpooning men.".

Models	Footing	Focus	Brute	Speed	Size
2	3	3	3	3	1

Weapons

Name	Range	Effect
Harpoon	6"	The target is shoved Directly Towards the attacker 3".

Crew Section: Levithaters

It's a rare man who has the sheer power, skill and will to harpoon and run down a Leviathan, those who do all share a wild-eyed obsession. That and some weighty souvenirs.

Models	Footing	Focus	Brute	Speed	Size
1	3	3	4	3	2

Passive: Big Wet Fish – This Crew may target Crew up to 2" away with Shove attacks.

Weapons

Name	Range	Effect
Harpoon	6"	The target is shoved Directly Towards the attacker 3".

Trillians

The Trillians are a mysterious folk, each is equipped with a self-crafted suit that allows them to walk the land below the seas, in fact, crafting such a suit is the first entry condition to their crew. So attached to their suits are they that they never take them off whether on surface or land.

Fleet Ability

Mag Boots – If a Trillian is standing, they are immobile.

Diiiive! – If this Player selects a 6 during the Pitch and Yaw phase, it counts as an Ox-Eye result.

Defender Furniture

- ❖ Powder Store* / Cargo Hold* / Captain's Cabin*
- ❖ 2 X Masts
- ❖ 1 X Deadly Debris

Captain: Suit 1

So long has it been since the Trillian within suit number one sealed himself beneath its glass and brass fittings that none of the crew now remember his name, if they ever knew it at all. He leads with silent gestures and brutal precision, targeting shipping without warning from below.

Footing	Focus	Brute	Speed	Size
3	3	3	2	3

Weapons

Name	Range	Effect
Thumper	3"	Target all enemies in range; Down

Crew Section: Little Brothers

The Little Brothers are recent Trillian recruits, generally proud of their new inventions and only too keen to show off what they can do in the heat of combat. Generally, they prefer gadgets to bulk, something that changes with age.

Models	Footing	Focus	Brute	Speed	Size
1	3	3	3	2	2

Weapons

Name	Range	Effect
Stunner	3"	Down or Back 2

Crew Section: Big Daddies

As time passes Trillians tend to attach more and more valves, plates and panels until older crew become so gargantuan that they splinter the decks of normal ships with their tread. Some even choose to be towed behind the ship rather than step out of their suits. They enjoy the isolation.

Models	Footing	Focus	Brute	Speed	Size
1	3	3	4	1	3