

50 Fathoms: Ship Stuff!

(V 2.0 – Adding ships from the 50F Companion, encounter tables with new ships, encounter tables for crews, Passenger and Cargo table, more new rules.)

Rules Clarifications, Changes, and Additions

☉**Multi-ship battles not using the Chase Rules:** All ships are considered at Short range to each other. Each ship is dealt a card normally. On it's action a ship may move or escape. If it moves, it picks another ship as it's target and makes an opposed Boating check. If it fails it may only fire 1/4 guns at the target. If it succeeds, it may fire a full broadside. If it gets a raise it may Cross the T, or it may grapple and board, or it may close to medium musket range of 20" (allowing small arms and chasers to fire). To escape it must make three successful boating checks, each check moves it out one range band (short>medium>long>gone). If chased by another ship these rolls are opposed. Finally, any failed Out of Control check imposes a -1 Handling penalty to the ship on it's next action. If your ship is faster than the ship you are rolling against add +1 to your handling.

☉**(clarification as per Shane)** The Boating skill of the crew adds to Navigation Roll of the ship's Captain to determine how far the ship moves on the main map. If the ship only has a crew of 1, the Captain uses his own bonus for Boating.

☉ **The normal watch** on a ship is 1/3 of the crew, and they are capable of sailing the ship under normal conditions. In combat, the rest of the crew may man the guns or do other actions (it is assumed that they help with the sailing when they are not firing or boarding).

☉**If there is a large crew** (50% more sailors than the normal crew of the ship) add +1 to all Boating rolls.

☉**Cannons:** If cannons are carried as cargo, you can carry 4 per cargo space, but they may NOT be used in combat. A cannon consists of a metal barrel and wooden guntruck. Replacing a Truck costs \$50. If you are carrying barrels or trucks as cargo you may carry up to eight of each.

☉**Add a new skill:** Knowledge: Navigation. To qualify as a Navigator (and get the extra salary) the character must have at least a d4 in Knowledge: Navigation. You cannot make an Untrained roll. The Navigator allows a ship to check if has gone off course. If the Captain fails his Boating roll, the Navigator makes a Knowledge: Navigation roll to correct the error. If the Navigator rolls a success, the ship only travels one square in a random direction instead of the entire day's move. If the Navigator rolls a raise, the ship moves normally. Further, if either a success or a raise is rolled the navigator knows exactly where the ship is.

☉**New Chase Maneuver – Broadside:** On a successful Boating roll you can fire a full broadside at the opposing ship. It's not an opposed roll (like Crossing the T) and can be used at any range.

☉**Fire Shot:** Requires a big furnace and special handling to use. May NOT be used by a ship, only shore guns.

☉**Modified Critical Hit Table:** Wooden ships were notoriously hard to sink with just cannonballs.

- 2: Scratched the paint: No damage, do NOT record a wound on the ship.
- 3: Two Weapons: Two random weapons are destroyed and may no longer be used.
- 4: One Weapon: One random weapon is destroyed and may no longer be used.
- 5-6: Hull hit: The ship suffers another wound.
- 7-9: Rigging/Oars: One Mast or one Oar is destroyed. Do NOT record a wound on the ship. Reduce Acceleration and Top Speed proportionally to the number of masts or Oars lost. Roll a d6, on a 6 a fire starts - see page 34, 50F
- 10-11: Crew: See page 34, 50F
- 12: Wrecked: See page 34, 50F – roll d6, on a 1-3 the ship just sinks, on a 4-6 it explodes.

☉**New Encounter tables:** to add the new ship types into the existing encounter tables, use the following:

Merchant Tables: (p.132)

D20	Result
1-6	Fishing Vessel
7-9	Hoy (if Coastal square) or Schooner (if all Sea square)
10-12	Frigate with half-full hold
13-15	Frigate with full hold
16-18	Frigate with Escort; roll on Escort Table
19-20	Convoy (1+1d6 Frigates with 1+1d4 escorts); Roll on Escort Table for each Escort

If a Convoy has an Escort (p. 133):

D20	Result
1-4	Crumster
5-9	Brigantine
10-11	Galley
12-16	Galleon
17-18	Junk
19-20	Sloop

If a Pirate or Privateer is Encountered (p.136):

D20	Result
1	Hoy
2-4	Schooner
5-6	Crumster
7-10	Brigantine
11-14	Galleon
15-16	Junk
17-19	Sloop
20	Fleet with 1d4 (minimum 2) ships

☉**New Encounter tables Part II:** how to determine who is on those ships. Roll on the following tables to determine the crew size and quality when encountering a ship:

Merchant Ships:

D20	Result (all crew are Sailors)
1-2	Hard Luck Ship: Crew = 50% of normal size, Captain: NPC d6 Boating
3-4	Cheap Owner: Crew = 75% of Normal size, Captain: Wild Card d6 Boating
5-6	Fool of a Captain: Crew = Normal size, Captain: Wild Card d4 Boating
7-14	A Sturdy Ship: Crew = Normal size, Captain: Wild Card d6 Boating
15-18	Cautious Master: Crew = 150% of Normal size, Captain: Wild Card d8 Boating
19-20	Fearless Master: Crew = Normal Size + 50% passenger space as Marines Captain: Wild Card d8 Boating

Privateers and Convoy Escort Ships:

D20	Result
1-2	A Poor Friend: Crew 50% of Normal size (Sailors), Captain: NPC d6 Boating
3-4	A Bold Front: Crew Normal Size (Sailors), Captain: Wild Card d6 Boating
5-12	A Sturdy Ship: Crew Normal Size (Privateers), Captain: Wild Card d8 Boating
13-16	A Hunter: Crew 150% of Normal Size (Privateers), Captain: Wild Card d8 Boating
17-18	An Eagle Eye: Crew Normal Size (Veteran Privateers); Captain: Wild Card d8 Boating
19-20	Pirate Scourge: Crew 150% of Normal size (Veteran Privateers), Captain: Wild Card d10 Boating

Pirate Ships:

D20	Result
1-2	Ship of Fools: Crew 50% of Normal size (Sailors), Captain: NPC d6 Boating
3-4	A Scurvy Crew: Crew Normal Size (Sailors), Captain: Wild Card d6 Boating
5-12	Sea Wolves: Crew Normal Size (Pirates), Captain: Wild Card d8 Boating
13-16	Corsairs: Crew 150% of Normal Size (Pirates), Captain: Wild Card d8 Boating
17-18	Black-Hearted Villains: Crew Normal Size (Veteran Pirates); Captain: Wild Card d8 Boating
19-20	The Devil's Companions: Crew 150% of Normal size (Veteran Privateers), Captain: Wild Card d10 Boating

☉ **50F Passenger and Cargo table:** The only way to travel in Caribdis is by ship, and at every port there are passengers and small cargoes waiting for a trip to some other place. Ship owners can supplement their incomes by providing passage to travelers, and even shipless adventurers can get from here to there – for a little coin.

Notes: The normal price of a passage is \$1 per map square, counting the shortest path by sea. The ship owner provides provisions as part of the fare. The passenger(s) sling a hammock in the hold or in the crew's quarters. Cabin passage is much more lavish, with each passenger using up two passenger spaces

and two provisions each day, but paying \$5 per map square traveled. You must take the entire party to get the fees. Normal payment is half in advance and half when the ship docks at the destination.

Before your ship leaves the port, roll your Streetwise and add your Charisma modifier. You must announce a destination port. For each success and raise roll once on the table below, using the Units Column on page 36. (e.g. Azy Cay 1d6-3, Brigandy Bay 1d6, Baltimus 1d6+3). A roll of 1 is always *Mail and Posts*.

Units Roll	Cargo	# of People	Fee paid to Ship
0 or less:	Mail and Posts	No Passenger	25 crowns
1:	Poor Travelers or	1d6	Half Normal Fare
2:	Poor Sailors	1d6	No Fare (but can count as crew)
3:	Single Traveler	1	Normal fare
4:	Traveling Family	1d4+1	Normal Fare
5:	Small Cargo	No Passenger	50 crowns
6:	Sea dogs	1d6+1	Normal Fare (but can count as crew)
7:	Rich Traveler	1-2	Cabin Fare
8:	Rich Cargo	1	Cabin Fare + 100 crowns
9:	Rich Entourage	1d4+1	Cabin Fare

Mail and Posts: A single letter to a specific party, or a small sack of general mail to be taken to your next port. A letter normally costs \$1 to send.

Small Cargo: One small package to be delivered to a specific person. Could be documents, a gift, or a small but valuable item such as a fine watch, and engraved spyglass, or spices. Takes up no cargo space.

Poor Travelers: Farmers, wounded soldiers, widows and orphans. They can only pay half the normal passage price but will help with chores if they can. A successful Persuasion check will convince one of them to join your crew. Will NOT fight if the ship is attacked.

Poor Sailors: They cannot pay a fare but agree to join the crew for this voyage. A successful Persuasion check will convince one of them to join your crew permanently, and one more will join for each raise. Will NOT fight unless they succeed in making a group Spirit check.

Single Traveler: A peddler, a young person off to see the world, a famous person traveling in disguise. Will NOT fight if the ship is attacked.

Traveling family: A number of related persons traveling together, such as settlers, a wedding party, or poor nobility. Will NOT fight if the ship is attacked.

Small Cargo: A cargo of some greater worth, such as gems, letters of credit, deeds to ships or property, or a rare item such as chronometer clock or a case of navigation instruments. Takes up no cargo space.

Sea Dogs: Sailors or Privateer's men on a holiday or traveling to their next job. A successful Persuasion check will convince one of them to join your crew permanently, and one more will join for each raise. Will NOT fight unless they succeed in making a group Spirit check.

Rich Traveler: A wealthy merchant, a noble, a famous soldier or sailor, a mage, an ambassador. If there are two travelers the second may be a spouse, a servant, a secretary, or a body guard. Will NOT fight unless each succeeds in making a Spirit check.

Rich Cargo: A very valuable but bulky cargo, such as priestly vestments, church items, pearl brocaded silks, or a tapestry or carpet – it requires it's own cabin space, it comes in a locked chest, and it's cabin should be kept under lock and key. It takes up one Passenger Space.

Rich Travelers: A number of related wealthy persons traveling together, such as merchants, high officials, a wedding party, or nobility. Will NOT fight if the ship is attacked.

SHIPS – Changes, Clarifications, and Additions:

Ships are listed here in order of size, from smallest to largest. Please note the following changes:

Stores – most ships have a basic ability to store food, except for the very smallest such as Wave Riders and Dinghies. Stores is the number of provisions a ship can carry without needing to use a cargo space. This space may NOT be used for cargo, passengers, or guns.

Masts/Oars – For purposes of critical hits the ship has however many masts and/or oars as listed that can be eliminated. See the table at the end of the section for a quick reference.

Repairs and Careening – Just a quick reference. Smaller boats have been adjusted to a more manageable number. It would be silly to pay \$600 to careen a \$500 Dinghy.

Notes: Larger ships carry small boats to move people and cargo in places where there are no docks or they don't want to stay very long. Two Dinghies may be carried in place of a Longboat.

Cargo Spaces: Space on a ship is surprisingly versatile. It is already noted in the rules that you can add guns to your cargo spaces. Guns can be taken out and the space used for Cargo (for each two guns removed add one cargo space). Cargo spaces can be used for passengers, each cargo space converted can hold 4 passengers and 50 additional stores.

Extra Wounds: Ships are much harder to sink than the current rules show. Ships above a certain size have extra wounds. A normal ship or character will be listed as -1/-2/-3/Sunk. Extra wounds are listed with the appropriate modifier added to the wound line: -1/-1/-2/-2/-2/Sunk.

(The ships added from the 50F Companion have been altered somewhat. The reasons are posted at the end of the column.)

Wave Rider

Acceleration: 6 **Toughness:** 8(2)
Top Speed: 8 **Crew:** 1
Travel Speed: 1 **Cargo Space:** 0
Handling: +3 **Stores:** 0
Masts/Oars: 1/0 **Guns:** 0
Repairs: \$60@ **Careening:** \$50/1 day
Wounds: -1/-2/-3/Sunk
Cost: \$1,000
Notes: -2 to be hit with cannonballs or chainshot. Size: 8' long, 2.5' wide, 3" thick.

Dinghy

Acceleration: 1 **Toughness:** 8(2)
Top Speed: 2 **Crew:** 1+3
Travel Speed: 1 **Cargo Space:** (1*)
Handling: 0 **Stores:** 0
Masts/Oars: 0/1 **Guns:** 0
Repairs: \$60@ **Careening:** \$50/1 day
Wounds: -1/-2/-3/Sunk
Cost: \$500
Notes: -1 to be hit with cannonballs or chainshot. The cargo space may not mount cannons of any type. Size: 12' long, 4' wide, 1' above waterline.

Longboat

Acceleration: 2 **Toughness:** 10(2)
Top Speed: 6 **Crew:** 6+4
Travel Speed: 1 **Cargo Space:** (1)
Handling: +1 **Stores:** 0
Masts/Oars: 1/1 **Guns:** 0
Repairs: \$80@ **Careening:** \$400/2 days
Wounds: -1/-2/-3/Sunk
Cost: \$2500

Notes: Acc/Top Speed rowing is 2/4. The cargo space may not mount cannons, but may mount a Bowchaser. Size: 24' long, 6' wide, 2' above waterline.

Skiff

Acceleration: 4 **Toughness:** 13(2)
Top Speed: 8 **Crew:** 1+7
Travel Speed: 2 **Cargo Space:** 3
Handling: +1 **Stores:** 50
Masts/Oars: 1/0 **Guns:** 2
Repairs: \$110@ **Careening:** \$1100/6 days
Cost: \$10,000
Wounds: -1/-1/-2/-3/Sunk

Notes: Heavy Armor. Size: 40' long, 18' wide, 3' above waterline. May carry 1 Dinghy.

Sloop

Acceleration: 3 **Toughness:** 13(2)
Top Speed: 10 **Crew:** 1+11
Travel Speed: 2 **Cargo Space:** 4
Handling: +1 **Stores:** 100
Masts/Oars: 2/0 **Guns:** 4
Repairs: \$110@ **Careening:** \$1100/6 days
Cost: \$20,000
Wounds: -1/-1/-2/-3/Sunk

Notes: Heavy Armor. Size: 66' long, 24' wide, 4' above waterline. May carry 1 Dinghy.

Hexy

Acceleration: 2 **Toughness:** 14(2)
Top Speed: 8 **Crew:** 2+8
Travel Speed: 1 **Cargo Space:** 8
Handling: +0 **Stores:** 50
Masts/Oars: 2/0 **Guns:** 4
Repairs: \$120@ **Careening:** \$1200/6 days
Cost: \$15,000
Wounds: -1/-1/-2/-3/Sunk

Notes: Heavy Armor. Size: 60' long, 28' wide, 4' above waterline. May carry 1 Dinghy.

Schooner

Acceleration: 4 **Toughness:** 14(2)
Top Speed: 12 **Crew:** 4+8
Travel Speed: 2 **Cargo Space:** 4
Handling: +2* **Stores:** 100
Masts/Oars: 2/0 **Guns:** 4
Repairs: \$120@ **Careening:** \$1200/6 days
Cost: \$20,000
Wounds: -1/-1/-2/-3/Sunk

Notes: Heavy Armor. *Additional +1 Handling to avoid running aground. Size: 70' long, 20' wide, 4' above waterline. May carry 1 Dinghy.

Grumster

Acceleration: 3 **Toughness:** 16(4)
Top Speed: 10 **Crew:** 8+12
Travel Speed: 3 **Cargo Space:** 6
Handling: -1 **Stores:** 200
Masts/Oars: 2/0 **Guns:** 8
Repairs: \$120@ **Careening:** \$1200/6 days
Cost: \$25,000
Wounds: -1/-1/-2/-3/Sunk

Notes: Heavy Armor. Size: 62' long, 26' wide, 5' above waterline. May carry 2 Dinghies.

Brigantine

Acceleration: 3 **Toughness:** 18(4)
Top Speed: 10 **Crew:** 12+20
Travel Speed: 3 **Cargo Space:** 6
Handling: 0 **Stores:** 250
Masts/Oars: 2/0 **Guns:** 12
Repairs: \$140@ **Careening:** \$1400/7 days
Cost: \$30,000
Wounds: -1/-1/-2/-2/-3/Sunk
Notes: Heavy Armor. Size: 100' long, 25' wide, 7' above waterline. May carry 2 Dinghies.

Kieran Cutter

Acceleration: 4 **Toughness:** 20(6)
Top Speed: 12 **Crew:** 12+20 marines
Travel Speed: 2 **Cargo Space:** 2
Handling: +1 **Stores:** 250
Masts/Oars: 2/0 **Guns:** 16
Repairs: \$140@ **Careening:** \$1400/7 days
Cost: \$80,000
Wounds: -1/-1/-2/-2/-3/-3/Sunk
Notes: Heavy Armor. Size: 125' long, 30' wide, 8' above waterline. May carry 2 Longboats.

Galley

Acceleration: 2 **Toughness:** 17(4)
Top Speed: 8 **Crew:** 120+16
Travel Speed: 2 **Cargo Space:** 4
Handling: +1/-2 **Stores:** 300
Masts/Oars: 1/3 **Guns:** 8
Repairs: \$130@ **Careening:** \$1300/7 days
Wounds: -1/-1/-2/-3/Sunk
Cost: \$25,000
Notes: Acc/Top Speed is 1/3 with sail; Handling: +1 rowing, -2 sailing; Heavy Armor; Ram (AP 4 and halves damage when ramming). Size: 116' long, 12' wide, 4' above waterline. May carry 2 Dinghies.

Junk

Acceleration: 2 **Toughness:** 17(3)
Top Speed: 10 **Crew:** 12+36
Travel Speed: 3 **Cargo Space:** 8
Handling: -1 **Stores:** 500
Masts/Oars: 3/0 **Guns:** 8
Repairs: \$140@ **Careening:** \$1400/7 days
Cost: \$60,000
Wounds: -1/-1/-2/-2/-3/-3/Sunk
Notes: Heavy Armor. May carry 1 Dinghy and 1 Longboat. Size: 140' long, 50' wide, 12' above waterline

Frigate

Acceleration: 2 **Toughness:** 15(2)
Top Speed: 10 **Crew:** 12+24
Travel Speed: 3 **Cargo Space:** 10
Handling: 0 **Stores:** 400
Masts/Oars: 3/0 **Guns:** 8
Repairs: \$140@ **Careening:** \$1300/7 days
Cost: \$30,000
Wounds: -1/-1/-2/-2/-3/-3/Sunk
Notes: Heavy Armor. May carry 1 Dinghy and 1 Longboat. Size: 160' long, 40' wide, 11' above waterline.

Galloon

Acceleration: 2 **Toughness:** 20(4)
Top Speed: 12 **Crew:** 30+40
Travel Speed: 3 **Cargo Space:** 8
Handling: -3* **Stores:** 750
Masts/Oars: 4/0 **Guns:** 16
Repairs: \$160@ **Careening:** \$1600/8 days
Cost: \$125,000
Wounds: -1/-1/-1/-2/-2/-3/-3/Sunk
Notes: Heavy Armor. *Additional +2 Handling during storms. May carry 2 Longboats. Size: 160' long, 52' wide, 16' above waterline.

Man of War

Acceleration: 2 **Toughness:** 24(4)
Top Speed: 12 **Crew:** 40+120
Travel Speed: 3 **Cargo Space:** 6
Handling: -3 **Stores:** 2000
Masts/Oars: 4/0 **Guns:** 32
Repairs: \$200@ **Careening:**
\$2000/10 days

Cost: \$500,000

Wounds: -1/-1/-1/-2/-2/-2/-3/-3/-3/Sunk

Notes: Heavy Armor. *Additional +2
Handling during storms. May carry 4
Longboats. Size: 168' long, 48' wide, 16' above
waterline.

NOTES:

The Crumster, Hoy, and Schooner from the 50F Companion have been heavily modified. If you wish to use them as written just take the numbers from the 50F Companion (p. 9). As has been pointed out, 50F lacks small ships between crew sizes of 1 and 12. I felt that a little more variety between those numbers was a good thing, so rather than make all the ships 6 crew + passengers they were changed as presented here:

By the 1800's, the Hoy had become a barge with a sail – it only required a small crew, could carry a lot of cargo for it's size, but was slow and not very seaworthy. It was very common for a family to live aboard in the spacious aft deckhouse.

Schooners were renowned for their speed and their fore-and-aft rigging allowed them to out sail most square-rigged ships. The high speed and excellent handling comes with a price – schooners were fragile, and lacked interior room.

Cromsters are sort of a poor man's Brigantine – a stepping stone to better ships.

Customizing Ships

There are many, many ways to alter a ship to suit a specific task or an owner's whim. Ship modifications are broken down into Edges and Hindrances, and just like characters you must buy enough Hindrances to off set the Edges you buy for your ship. A ship may take as many Hindrance points as it has masts. Wave Riders, Dinghies, and Longboats may NOT take Hindrances.

Hindrances and Edges are chosen when the ship is built. Edges may not be added after a ship is built. Hindrances may be removed only at a dockyard, the time and cost is the same as Careening to remove a minor Hindrance, and double the time and cost to remove a Major Hindrance. Hindrances marked with an * may never be removed, so they reduce the price of a ship by \$1000 for a Minor Hindrance and \$2000 for a Major Hindrance,

Edges:

Balanced Rudder (minor) +1 Handling.

Deep Holds (minor/major) add 1 cargo spaces (minor), or add 2 cargo spaces to the ship (major).

Drop Keel (major) +2 to avoid running aground.
Extra Quarters (minor) Add 10% (round up) passengers (always at least 1 more passenger added).
Fast Rig (minor) +1" Acceleration with sails.
Happy Ship (minor) magic used to aid the ship is +1, magic used to harm the ship is -1.
Lucky (major) +1 to all Boating and Navigation rolls made for this ship.
Shallow Draft (minor) +1 to avoid running aground.
Sharp Keel (minor) +1 Navigation.
Sheer Hull (minor) – +2" Top Speed.
Smuggling Compartments (minor) 1 existing cargo space is hidden (Notice with a raise to find).
Sturdy Hull (major) +2 Toughness – increases repair and careening costs as well.
Sweeps (minor) (Skiffs, Sloops, Hoys, Schooners ONLY) add Oar 1 to the ship's Masts/Oars.
1"/2" Acc/Top speed, Handling 0 w/sweeps. Requires ½ of the crew (round up) to use.

Hindrances:

***Brittle Timbers (minor)** Repairs cost double.
Broad Beam (minor) -2" of Top Speed
***Cramped Quarters (minor)** lose 10% (round up) Passenger space (at least 1 passenger lost).
Crooked Keel (minor) -1 to Navigation Rolls.
Deep Draft (minor) -1 to avoid running aground.
Flimsy Masts/Oars (minor) -1" acceleration.
***Haunted (minor)** magic used to aid the ship is -1, magic used to harm the ship is +1.
Leaky Hull (minor) -2 Toughness.
***Old (major)** Careening costs 50% more and take 50% longer.
Sluggish (minor) -1" of speed.
Small Rudder (minor) -1 Handling.
***Tight Holds (minor or major)** -1 cargo space (minor) or -2 cargo spaces (major).
Unhandy (major) -1 to ALL boating rolls made with this ship.
Vermin (major) Lose 2d6 in provisions every day.
Warped Rudder (minor) Aces cannot use their abilities with this ship.