

# 50 Fathoms

## A Savage Worlds Setting



### Ship Types

#### *Skiff/Dingy*

Masts 0

These small rowboats are common throughout the Thousand Isles. Villagers use them for fishing, to travel to nearby islands, or to haul cargo from one end of an island to another. Skiffs, usually equipped with a small sail, often act as messengers or used by rich travelers. Both ships are often carried on larger ships to travel to land and back.

**Acceleration:** 1 (2 Sail)

**Top Speed:** 2 (4 Sail)

**Travel Speed:** 1

**Handling:** 0

**Cost:** \$500 - \$1000

**Notes:** Uses oars or very small sail.

**Toughness:** 10 (2)

**Crew:** 1 + 6

**Cargo Holds:** 1

**Guns:** 0



#### *Sloop/Cutter*

Masts 1

Sloops are small vessels that can offer a good compromise for speed while still using some firepower. They are favored by smugglers as they can easily slip up rivers and channels where larger ships cannot pursue. Cutters are fore-aft rigged sloops, as opposed to the basic square-rigged Sloops.

**Acceleration:** 4

**Top Speed:** 10

**Travel Speed:** 3

**Handling:** +1

**Cost:** \$18,000

**Notes:** Sails upwind well; very fast acceleration; can be manned by a single skilled sailor; 2 heavy, hulled cannons, 2 light deck cannons.

**Toughness:** 13 (2)

**Crew:** 1 + 10

**Cargo Holds:** 4

**Guns:** 4 (up to 8)



### *Corvete*

Masts 2

Similar to a sloop, but slightly larger, Corvettes are the next step up. Unlike Sloops, however, they require a bit more crew to keep them sailing effectively. They carry a lot more firepower and cargo, serving as scout ships and quick traders.

**Acceleration:** 3

**Top Speed:** 10

**Travel Speed:** 3

**Handling:** +2

**Cost:** \$25,000

**Toughness:** 14 (2)

**Crew:** 4 + 12

**Cargo Holds:** 6

**Guns:** 6 (up to 10)

**Notes:** Usually fore-aft rigged like a Schooner; very maneuverable; lightly armored; 4 heavy hulled cannons, 2 light deck cannons.



### *Brig/Brigantine*

Masts 2

Brigs are slightly larger than Sloops and usually have two masts that are square-rigged. They are the lifeline of the survivors, carrying goods from one end of Caribdis to the other. Because of pirates and other terrors are so common, most brigs man a full compliment of marines to protect their cargo. Although simple, their thicker, wider hulls allow for more firepower, cargo, and especially protection. Being square-rigged, however, they need a much larger crew than smaller Sloops and Corvettes.

**Acceleration:** 3

**Top Speed:** 10

**Travel Speed:** 3

**Handling:** 0

**Cost:** \$30,000

**Toughness:** 16 (3)

**Crew:** 12 + 20

**Cargo Holds:** 8

**Guns:** 10 (up to 14)

**Notes:** Always square-rigged sails; common all around Caribdis; 6 heavy hulled cannons, 4 light deck cannons.



### *Galley/Longship*

Masts 2

Galleys are long, open ships used primarily in the Mediterranean of Earth and among the Kieran Empire of Caribdus. Galleys have sails, but are propelled by oars when becalmed or in combat. The Kieran Empires use of slaves has kept these ships popular in the east of Caribdus.

**Acceleration:** 2 (1 Sail only)

**Toughness:** 18 (4)

**Top Speed:** 8 (6 Sail only)

**Crew:** 4 Sails/24 Oars + 12

**Travel Speed:** 3 (2 Sail only)

**Cargo Holds:** 4

**Handling:** +1 (-1 Sail only)

**Guns:** 4 (up to 6)

**Cost:** \$25,000

**Notes:** Has both sails and oars; Ram (4 AP, ½ on ramming); 4 light deck cannon (mounted forward).



### *Kieran Galley of War*

Masts 3

The Kieran Empire's "blackships" are some of the most fearsome hunters of the seas. They patrol the coasts of Kiera looking for pirates or smugglers attempting to evade the empire's heavy harbor tithes. Their captains are known for their ruthlessness – both to their crew and slaves, as well as pirates.

Kieran Galleys of War are used for amphibious landings as well due to their long, shallow hulls. Each ship carries a small compliment of marines armed with long muskets and clad in black and gold mail. They often have their cannons mounted forward as their captains tend to drive their ships straight toward their foes.

**Acceleration:** 3 (2 Sail only)

**Toughness:** 20 (6)

**Top Speed:** 10 (8 Sail only)

**Crew:** 8 Sails/40 Oars + 12 Marines

**Travel Speed:** 3 (2 Sail only)

**Cargo Holds:** 4

**Handling:** +1 (-2 Sail only)

**Guns:** 6 (up to 10)

**Cost:** \$70,000

**Notes:** Has both sails and oars; Ram (5 AP, ½ on ramming); 4 light deck cannon (mounted forward), 2 heavy hulled cannons.



## *Junk*

Masts 3

Chinese junks are converted cargo ships outfitted for war. They can man a fair number of guns, but aren't as tough as vessels crafted from the start to survive enemy fire.

They sport a variety of sizes, masts, and riggings, but the most common on Caribdus are three-masters with square sails.

**Acceleration:** 2

**Top Speed:** 10

**Travel Speed:** 3

**Handling:** -1

**Cost:** \$60,000

**Notes:** 8 heavy hull cannons

**Toughness:** 17 (3)

**Crew:** 12 + 36

**Cargo Holds:** 10

**Guns:** 8 (up to 14)



## *Frigate*

Masts 3

Frigates are larger than brigs and tend to dedicate more room for firepower than cargo space. These are the typical vessels of war though they serve a variety of purposes throughout the Thousand Isles.

**Acceleration:** 2

**Top Speed:** 10

**Travel Speed:** 3

**Handling:** 0

**Cost:** \$50,000

**Notes:** Often Square-rigged workhorse; suitable for war/trade; massive cargo space; 6 heavy deck cannons, 8 heavy hull cannons

**Toughness:** 18 (4)

**Crew:** 16 + 24

**Cargo Holds:** 12

**Guns:** 14 (up to 20)



### *Schooner*

Masts 3

Becoming more popular toward the end of Age of the Sail back on Earth, Schooners are a faster, more maneuverable alternative to Frigates. Fore-aft rigging allows for a much smaller crew than Frigate, helping to lessen the need for more provisions on longer voyages. Schooners are longer and thinner, however, reducing available cargo and firepower spaces.

**Acceleration:** 4

**Top Speed:** 12

**Travel Speed:** 3

**Handling:** +1

**Cost:** \$45,000

**Toughness:** 17 (2)

**Crew:** 6 + 12

**Cargo Holds:** 8

**Guns:** 8 (up to 14)

**Notes:** Fore-aft rigged sails allow; complements smaller crews; 2 light deck cannons, 6 heavy hulled cannons



### *Bermuda Schooner*

Masts 4

This latest incarnation of the Schooner features more masts and a sleek, streamlined body giving it the fastest pace on the open seas. Though expensive, these valuable ships can shave days off of a long journey if guided by a skilled captain.

**Acceleration:** 3

**Top Speed:** 12

**Travel Speed:** 4

**Handling:** 0

**Cost:** \$80,000

**Toughness:** 18 (2)

**Crew:** 8 + 16

**Cargo Holds:** 10

**Guns:** 10 (up to 16)

**Notes:** Fore-aft rigged sail allow speed and maneuverability; easy rigs complement smaller crews; fastest ship on the seas; 2 light deck cannons, 6 heavy hulled cannons



### *Galleon/Barque/Clipper*

Masts 4

Galleons ruled the waves for nearly three centuries on Earth, and come in a wide variety of sizes and designs. These ships all have one thing in common: they are huge, often having 3 or more decks, usually have one or two banks of cannons in their hulls, and have large castles mounted fore and aft so that their defenders can fire on enemy crews from above.

**Acceleration:** 2

**Top Speed:** 12

**Travel Speed:** 3

**Handling:** -2

**Cost:** \$125,000

**Toughness:** 20 (4)

**Crew:** 30 + 40

**Cargo Holds:** 16

**Guns:** 24 (up to 36)

**Notes:** Square-rigged and fore-aft sails; true beast of the seas; 4 light deck guns, 4 heavy deck cannons, 16 heavy hulled cannons



### *Man-of-War/Ship of the Line*

Masts 5

There are very few of these 19<sup>th</sup> century warships on Caribdus. Only the most famous pirates and one hero control such powerhouses: Black Beard and the “Hero of the High Seas,” British Admiral Nelson Duckworth.

**Acceleration:** 2

**Top Speed:** 12

**Travel Speed:** 3

**Handling:** -3

**Cost:** \$500,000

**Toughness:** 24 (4)

**Crew:** 80 + 100

**Cargo Holds:** 18

**Guns:** 32 (up to 48)

**Notes:** Square-rigged; multi-gun decked; 6 light deck cannons, 6 heavy deck cannons, 20 heavy hulled cannons.



### Design and Notes by Derek Shackleton:

For those of you already familiar with the ships in *50 Fathoms*, I would like to explain a couple of choices I took liberty on for this ship guide. After looking at countless websites, I felt there was a lot of inaccuracy in the original write-ups for the ships. I am also a big fan of the *Pirates* game by Wizkids. Their ships have ignited much interest for me in cataloguing the ships of Caribdus and are the basis for the pictures here. Though I am by no means a sailor or historian, I felt that some corrections, adjustments, and general tweaking were necessary. The following is a summary of my changes:

1. **The Skiff** -The Skiff was not an accurate representation in history. By most accounts online, a skiff wasn't much different from a Dingy. I also felt that though the Dingy/Rowboat was necessary for the setting, I thought that they might be combined to reflect the variety of small fishing vessels that have been used for centuries.
2. **The Sloop** - Because of #1, I decided that the sloop would be a single-mast ship, and the basic starter ship for the world of Caribdus. Sloops and Cutters online were all basically single mast ships and it just fit. Just to mention, the Sloop would be the class of ship found in the Maiden Voyage.
3. **The Galley Decision** -The Galleys and the Kieran Galley of war was a big decision for me. I feel that the Kieran Empire is represented best as a true slave-using society, and the concept of an oar-driven galley fits in great for this idea. The Empire would of course use other kinds of ships for other purposes, imagining a slave-driven warship cutting through the waters, head cannon blasting away with it's mighty ram on target just sounded cool to me.
4. **Brigs Vs. Frigates** – Though in the text, brigs are the fighters and frigate the cargo ships, after reading a lot online I decided to swap the two. The *Pirates* ships also greatly influenced this decision based on the number of guns I saw on the ships.
5. **Galleons** - Though there are such differing opinions on the class of a ship, I decided that a Galleon, Barque, and a Clipper (which might have more fore-aft sails) could all belong to the same category, basically.
6. **Schooners** – After reading online and being influenced by *Pirates*, I felt the Schooner needed a home on Caribdus. Though I couldn't find this as totally accurate, I decided that fore-aft rig ships would be more maneuverable and faster than square-rigs, but more lightly armed and have less space, and needing less crew. I like them.
7. **Cargo, Crew, Guns, Cost** – Overall, I have increased the amount of Cargo, Crew, and Guns found on almost every ship. I just felt that, as written, so many Cargo spaces are dedicated to Provisions, Ammunition, or even more Cannons. The ships seemed too small both historically, and for the fun factor that trading come bring in *50 Fathoms*.

