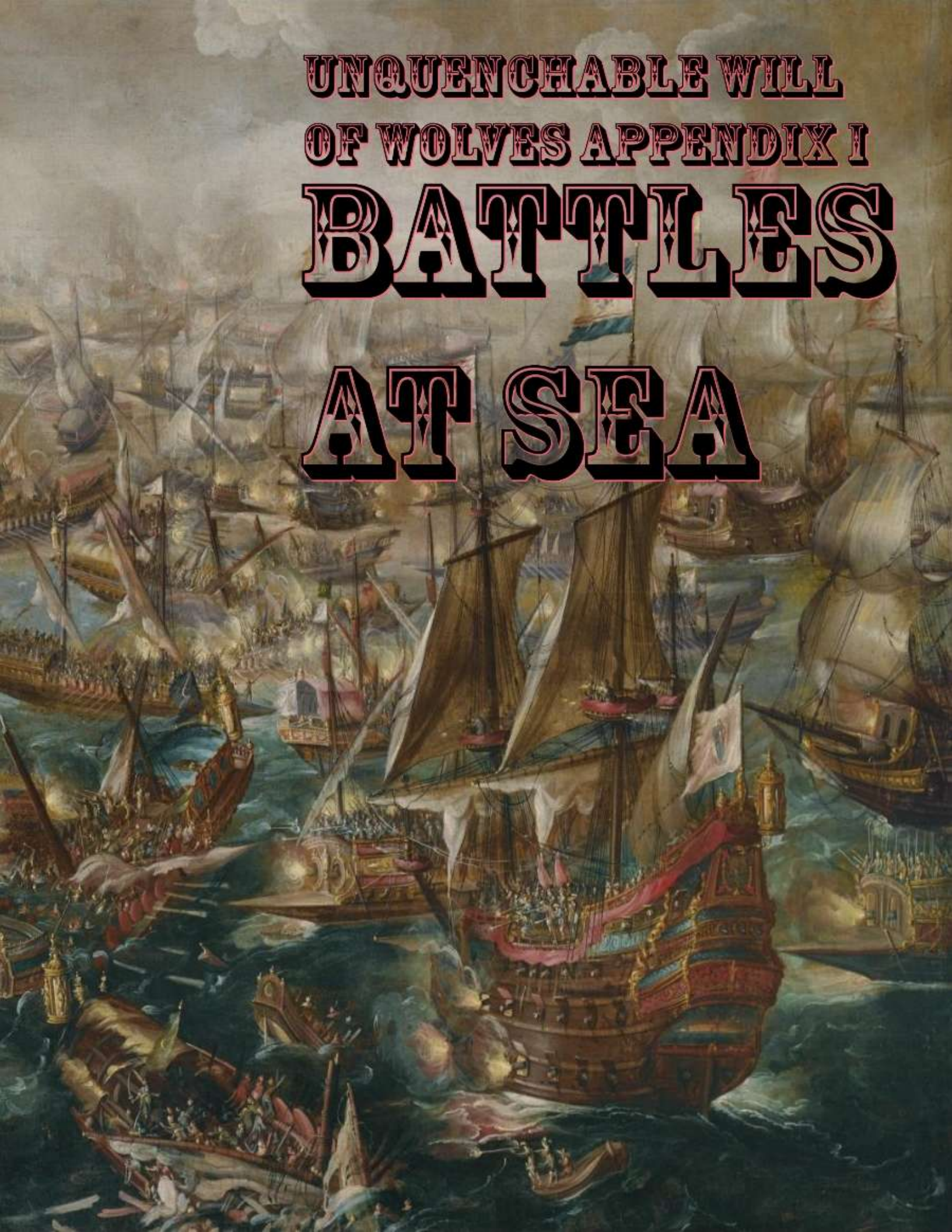


UNQUENCHABLE WILL
OF WOLVES APPENDIX I
BATTLES
AT SEA



APPENDIX I: BATTLES AT SEA

The Shrike Delta offers a lot of opportunities for naval engagements & ship-based combats. Breaking down the diversity of encounters to just a few basic systems will serve better than creating elaborate rules to acknowledge every possible situation. That is – the rules presented here are intentionally scanty – they give guidelines to help perform the encounters you wish to establish at sea without giving too much prescription on how to manage every nuance & detail. This is the Game of the North way.

Ship based combats will have a few distinct flavors which will likely meld & mix in the course of play. Each of these is presented with its own mechanical distinctions – so that the organization of these battles is a matter of different scales occurring simultaneously. Combat between Ships, Combat between people aboard Ships, Combat between Ships & Land based Fortifications, Combat between Ships & Ship-Sized Monsters.

Ship vs. Ship & Ship vs. Monster –

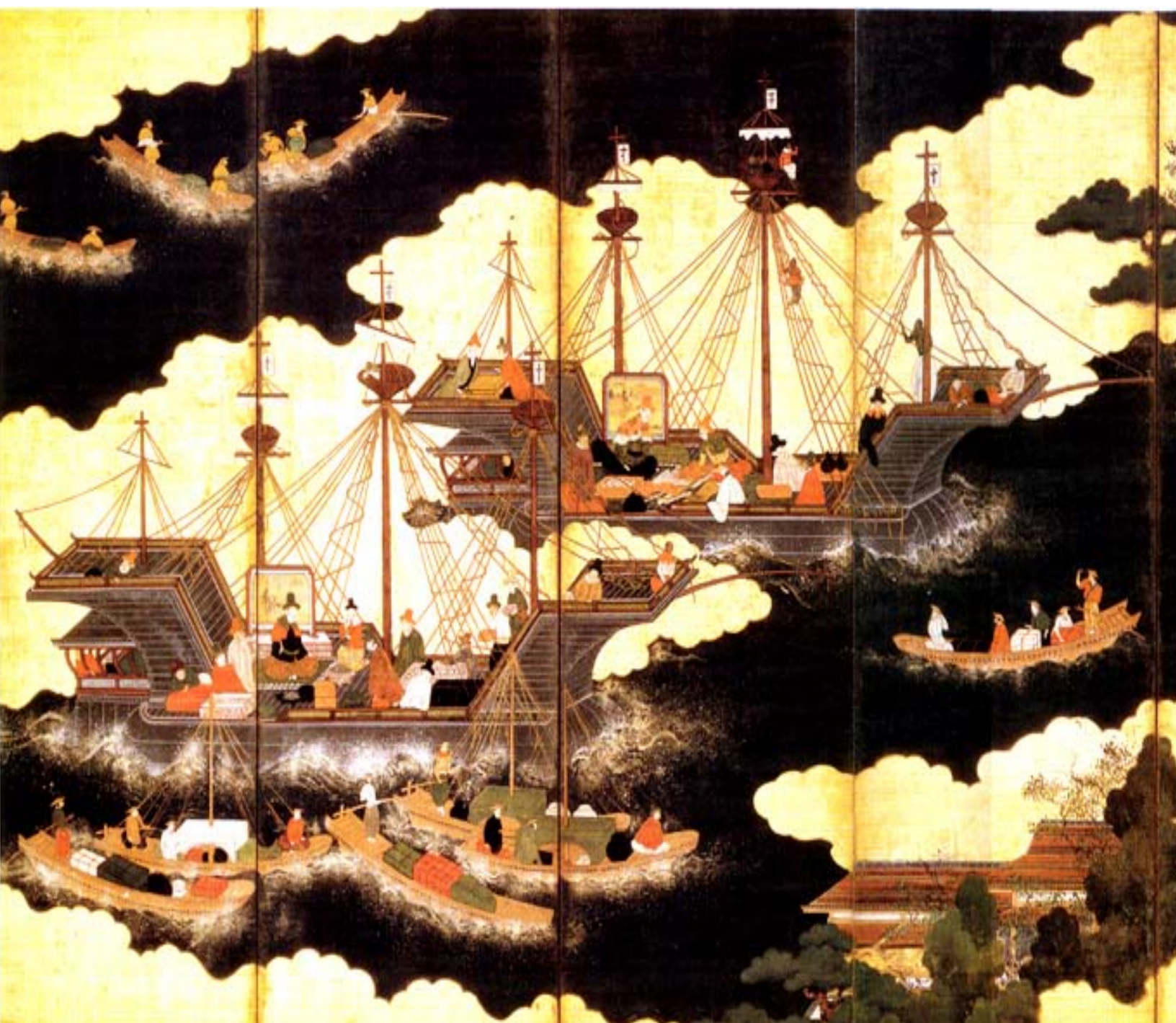
- Ships are statistically configured like Monsters. They have speeds, attack modifiers & may potentially have maneuvers & tricks. A Ship's HD is determined by its size. Its speed is set by its number of sails and modified by its weight – so a ship with greater HD is slower. The HD type for a ship is d12 but that can be increased by making the ship of stronger materials – either at the expense of money or speed – depending on the value of the materials or the quantity.
 - ⤴ Each step up in HD either increases the cost of the ship by double or it reduces the speed by 2.
- Attacks – A ship can have a number of attacks based upon its armaments – a given ship can have a number of armaments equal to its number of masts – a 3 masted ship can have 2 banks of guns & a ram, for example. Adding another armament decreases the speed of the ship by 2. Ships can be armed according to their size – very large ships can have more & larger armaments. Ship weapons deal damage based upon their size –
 - ⤴ 1-4 HD ships deal d6 damage to a ship per attack
 - ⤴ 5-9 HD ships deal 2d6.
 - ⤴ Larger ships deal 3d6. This damage is what is dealt to a ship or fortification.
 - ⤴ All ship damage dice explode – that is, on the maximum result on the damage die the die is rolled again and added to the damage total. Each die rolled for damage explodes in this way. So a result of 3,4,6 on the dice would add another d6 roll to the total.
 - ⤴ Ships are poorly equipped to attack individuals or monsters that aren't extremely large. To-hit rolls by a ship against individuals are all at -5.

Armaments –

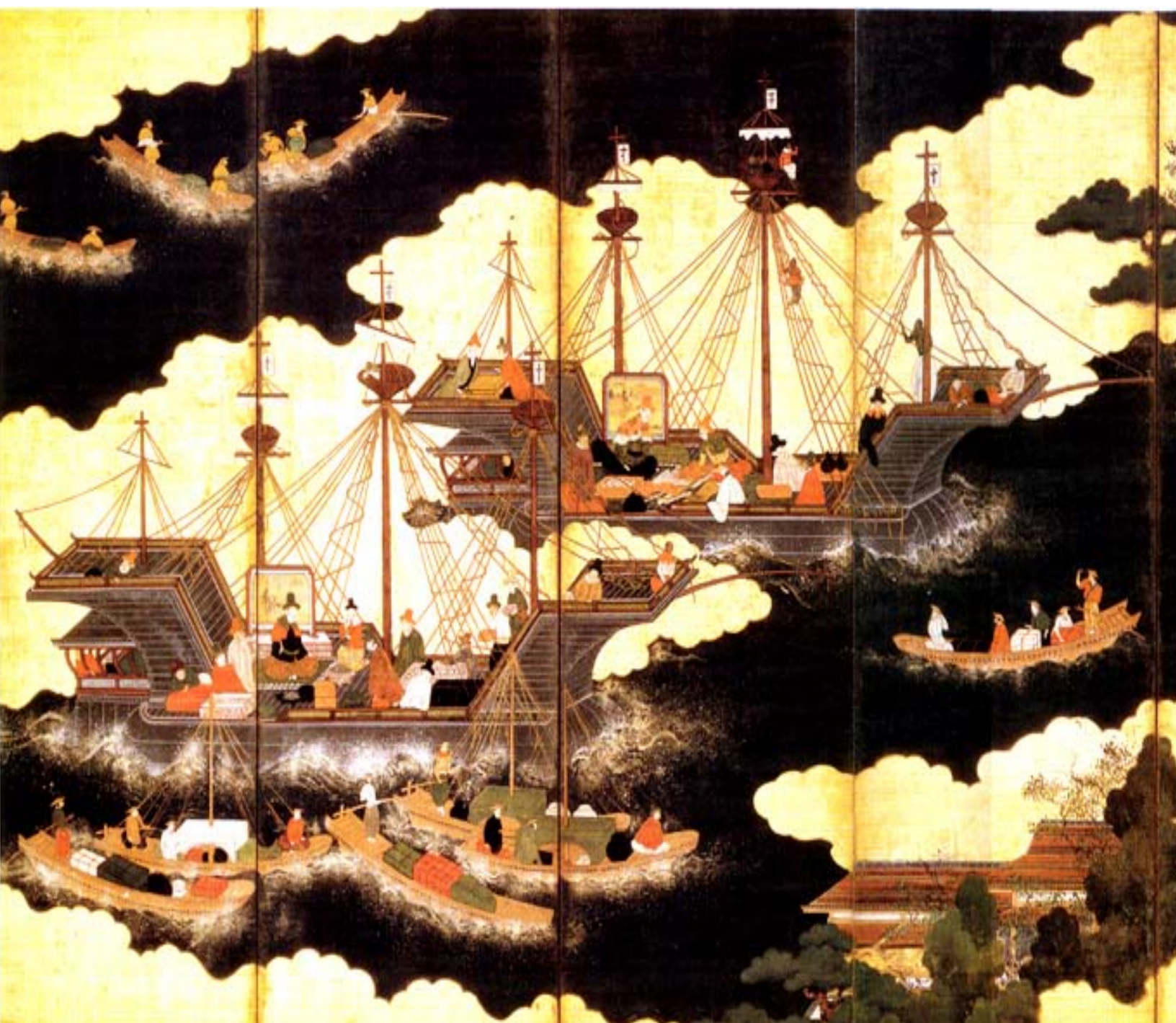
- Rams & Marines require close-contact – a ship must be in ‘melee range’ with another ship for these attacks to work. Rams deal damage which may destroy a ship – marines have a chance to capture a ship but may be used to deal damage as well. A contingent of marines is expected to be proportional in size to the size of the ship – hence they deal damage as weapons. Should a ship be entirely, or mostly defeated by marines alone it may be captured instead of destroyed.
- Guns can fire only on the sides barring a special maneuver or modification to the ship. They can be fired on both sides or just one but they deal damage to everything that is parallel to the ship in an arc up to the ship’s HD in spaces. Should the ship attack multiple opposed vessels, it rolls these attacks against all the ships individually but resolves damage only once.
- Ballistae & Catapults fire at a single target. Each of these is usually mounted on a pivot near the front or rear of the ship so they have wide arcs of fire & a range in spaces equal to the ship’s HD. These weapons have the virtue of being able to deliver special types of payloads – such as fired pitch or smoke bombs. Should these weapons add such effects they deal less, or no direct damage – based upon the type of ammunition used. These types of attacks are considered maneuvers & must be designed individually.



- A Trebuchet can be mounted only on the largest of ships. It deals damage to structures on land. These weapons are extremely difficult to use against other ships – inflicting a penalty of -5 to their attacks against non-stationary objects.
- The damage dealt by armaments can be increased by die type – from d6's to d8's & etc... Each increase doubles the cost of the ship.
- Rowers increase the speed of the ship & allow the ship to travel without wind. They also allow the ship to maneuver more ably.
- Sailing ships require wind & based upon the wind and number of sails they may move in arcs or in zig-zags.
- Ships with rowers may move in straight lines & may increase their speed in straight lines briefly – usually for pursuit or ramming - by double the number of banks of rowers for a round.
- When there is no wind a ship with rowers may move a number of spaces equal to its rowers on each of the ship's turns.



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Direction & Facing –

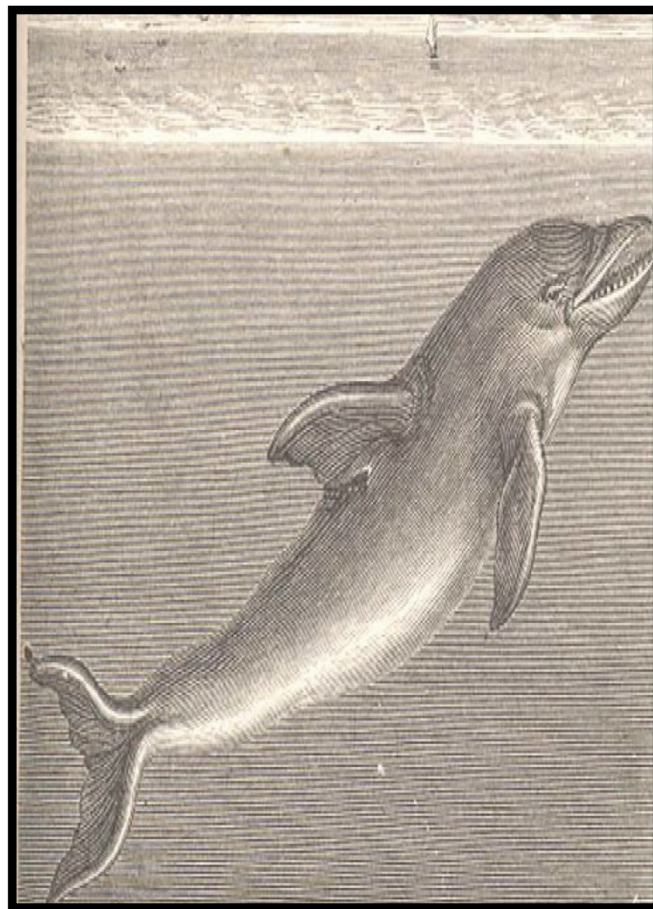
- Ships under sail must move with the wind – which is largely determined by the Referee.
- The direction of the wind should be stated at the start of a naval skirmish with the understanding that a ship under sail may move only in an arc roughly in the direction the wind blows – or in a zig-zag roughly in the direction opposite the wind. In the former case the ship's speed can be increased by up to 5 spaces per round or decreased to 0 – based on the wind's speed.
- Sailing upwind by tacking halves straight-line movement by causing the ship to have to tack port & starboard in a serpentine fashion.

Other characteristics of ships parallel those of Monsters in the following ways:

- **Morale** – This is the amount of damage the ship can endure before it begins to sink. Sinking ships must make a Saving Throw each round. Upon failing the save the ship begins to sink (rolling on the sinking ship table).
- **Skills** – Ships may be stealthy, after a fashion and may be capable of feats of deception – such tricks use the Skills roll to resolve.
- **Stats** – When tasked with a competitive roll the stats of the ship are tested.
- **Command** – This represents the ease of the ship to command. Larger, more complicated ships are harder to command.
- **AC** – how tough & evasive the ship is.
- **Attack Mod** – the bonus the ship gets with To-Hit rolls.
- **Treasure** – This is the ship's value- how much it costs & a guideline of what it is worth for sale.
- **Crew** – The Crew is a number associated with the ship which indicates the minimum number of people required to operate the ship.
 - ⤴ **The Base Crew** is what's needed to give the ship its base stats.
 - ⤴ **A Skeleton Crew** is half that number and reduces to-hit & speed by half each & reduces the Initiative to 5.
 - ⤴ **A Fully Crewed** ship adds 5 to the initiative of the ship.
 - ⤴ **A Well Crewed** ship adds 10 to the initiative.
 - ⤴ Crewed ships that have rowers increase their speed by 2 for Fully Crewed & 3 for Well Crewed
- **The Size of a Ship's HD** is modified by the size of the crew.
 - ⤴ Skeleton= d6
 - ⤴ Base = d8
 - ⤴ Full = d10
 - ⤴ Well = d12

WEATHER CONDITIONS & TRAVEL MODIFICATIONS

Condition	Sailing	Tacking	Rowing
Favorable Breeze	1x	.5x	1x
Favorable Wind	1.5x	.5x	1x
Favorable Gale	2x	.5x	1x
Unfavorable Breeze	0x	1x	1x
Unfavorable Wind	0x	1.5x	1x
Unfavorable Gale	0x	2x	1x
Favorable Storm	2.5x	0x	.5x
Unfavorable Storm	0x	2.5x	.5x
Favorable Calm	.5x	0x	1x
Unfavorable Calm	0x	.5x	1x



➤ Frigates

- ★ 5-10 HD
- ★ Speed (18 - HD>5)
- ★ Base Facilities - 3 masts - Square Sails
- ★ Available Armaments = Rams, Guns, Ballistae, Catapult, Trebuchet, Marines
- ★ Base Crew - 40



➤ Barquentines

- * 4-8 HD
- * Speed (19 – HD>4)
- * Base Facilities 2 masts – Square Sails –
- * Available Armaments = Ram, Guns, Ballistae, Catapult, Marines
- * Base Crew - 35



➤ Brigs

- * 4-10 HD
- * Speed (18 –HD>4)
- * Base Facilities - 3 Masts 2 square 1 lateen
- * Available Armaments = Rams, Guns, Ballistae, Marines
- * Base Crew - 30



➤ Brigantines

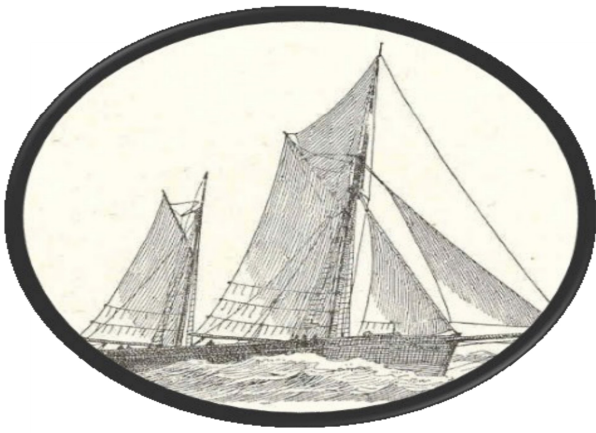
- * 3-8 HD
- * Speed (17 – HD>3)
- * Base Facilities – 2 Masts 1 square rigged, one lateen rigged
- * Available Armaments - Rams, Guns, Ballistae, Marines
- * Base Crew - 35



➤ Schooners

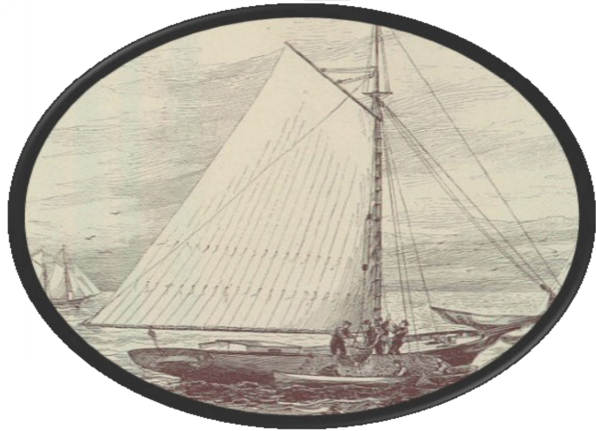
- *
- * 2-6 HD
- * Speed (18 – HD>2)
- * Base Facilities – 2 Masts 1 square rigged one lateen rigged
- * Available Armaments = Rams, Guns, Ballistae, Marines
- * Base Crew - 3





➤ Ketches

- ✧ 1-4 HD
- ✧ Speed (16 – HD>1)
- ✧ Base Facilities – 2 Masts 1 square rigged, lateen rigged
- ✧ Armaments = Guns, Marines
- ✧ Base Crew - 3



➤ Sloops

- ✧ 1-4 HD
- ✧ Speed (17-HD>1)
- ✧ Base Facilities – 1 mast
- ✧ Available Armaments = Marines
- ✧ Base Crew - 2



➤ Longships

- ✧ 2-7 HD
- ✧ Speed (13 – HD>2)
- ✧ Base Facilities - 1 mast & rowers
- ✧ Available Armaments = Rams, Marines
- ✧ Base Crew - 12



▲ Galleys

- ✧ 2-15 HD
- ✧ Speed (13-HD>2)
- ✧ Base Facilities – 1 masts & 1 row of rowers
- ✧ Armaments = Rams, Guns, Catapult, Ballistae, Trebuchet, Marines
- ✧ Base Crew - 24

Qualities – These are attributes that the Ship has that modify its main statistics. Each Quality adds 1000 Sp to the price of the ship.

- ✱ Crow's Nest – Increase skill by 1
- ✱ Double Hulled – increase HD type by 1 step
- ✱ Forecastle – Increase AC & To-Hit by 1 each
- ✱ Mast – Adds another Mast & Sail Increase all sailing speeds by 1
- ✱ Moonraker – Increase Sail Speed by 1 (requires Skysail)
- ✱ Officer's Quarters – increase Command score by 1
- ✱ Poop Deck / Aft Castle – Increase AC & To-Hit by 1 each
- ✱ Quarter Deck – increase Command score by 1
- ✱ Rowers – Adds another row of rowers increases rowed speed by 1
- ✱ Royal Sail – Increase Sail Speed by 1 (requires Topgallant Sail)
- ✱ Ship's Wheel – Increase Tacking speed by 2
- ✱ Skysail -Increase Sail Speed by 1 (requires Royal Sail)
- ✱ Swing Keel – Increase Forward & Tacking speed by 2
- ✱ Topgallant Sail – Increase Sail speed by 2
- ✱ Chase Gun – A Bow mounted gun that can fire in forward arcs for d6
- ✱ Sea Anchor – A long-chain anchor that allows a ship to 'park' at sea
- ✱ Gun Deck – Increase gun damage by d6 and reduce speed by 2 per deck
- ✱ Bridge Deck – Increase Command score & AC by 1, decrease speed by 1
- ✱ Berth Deck – Increases the damage done by Marines by 1d6
- ✱ Beakhead – Increases Command & Sail speed by 1 – disallows rams



Maneuvers

- ▲ A ship innately receives a number of maneuvers equal to its HD.
- ▲ Maneuvers require a successful **Command Check** to carry out. Unlike PC Maneuvers ships require coordination – and so a command check must be made to execute the maneuver.
- ▲ A ship's maneuvers succeed if the Command Check exceeds the ship's **Saves** statistic.
- ▲ Command Checks are made using the **Captain's Parley Dice** modified by any bonuses or penalties applied by the ship. Another officer may roll in the captain's place should they be more up to the task of battlefield commands.
- ▲ Should the command fail – the maneuver is not properly executed and no benefit comes of it & the ship's action is wasted.
- ▲ Failed maneuvers involving movement will move the ship half the maneuver's intended distance but in a random direction.
- ▲ If the result of the Command Roll is negative – the ship has failed at its maneuver badly enough that it is damaged. On a negative result the ship takes HP damage equal to the negative result.
- ▲ Adverse conditions can affect the Command Roll – heavy weather, darkness & so on all modify the command roll by changing the Captain's Parley Dice down or up a die size.



Archetypal Maneuvers –

- ▲ **Ramming Speed** – Move the ship's entire rowing speed and attempt a ram attack for double damage.
- ▲ **Shanties** – Increase the command score of the ship by 2 for a day.
- ▲ **Bail Out** – The ship can shake off a Swamped effect – ignoring that result.
- ▲ **Crossing the T** – Increase AC by 4 & reduce To-Hit by 4 – can't be targeted by enemy guns (except chase guns).
- ▲ **Stopping the Tide** – When near to land & in favorable tide the ship may move at double its normal speed.
- ▲ **Chain Shot** – Make an attack that deals no damage but reduces the enemy ship's speed by 50% as it wrecks the rigging & sails. Ineffective against ships not under sail.
- ▲ **Clear the Decks** – the ship's guns can be loaded with grapeshot & target an enemy ship's crew. The guns deal no damage to the ship, but full damage to any crew above decks.
- ▲ **Broadside** – The ship maneuvers up close to an opponent ship to fire a fusillade and enact a boarding action. Both guns and marines attack as part of this maneuver and both deal an additional die of damage. Your ship's AC is reduced by 4 to the ship you are Broadsideing.
- ▲ **Batten** – The ship is allowed a second save vs. weather conditions for the duration of a combat when this action is taken. No marines may attack in this case.
- ▲ **Overrun** – The ship rams & then over-runs a smaller ship. This maneuver can be used by a ship against any smaller ship during a ram attack. The target ship must save or be Swamped.
- ▲ **Cutting Out** – An attack by a smaller ship against a larger one. Should the smaller ship succeed on a Skill check to sneak nearby – it can close and its Marines may attack – dealing double damage.

Many more maneuvers can be described which require more than one ship to carry out. In the case of such a maneuver – requiring the participation of multiple vessels – each captain must make their own Command Roll – the aggregate result of each is the result of the maneuver – as an example regard:

- ▲ **Line of Battle** – The 4 ships of the fleet line up and pass in an arc, firing as they go. Each captain makes their command roll and on a successful check the ship fires its guns & deals an extra die of damage in its firing arc. On a failed roll the ship misses its mark & on a badly failed roll the ship inflicts friendly fire- dealing the damage to all of the ships in the Line of Battle.

Personal Scale & Ship Scale Actions

Heretofore we've discussed the Ship on a Ship Vs. Ship Scale – how it contends with other ships and large monsters. Naturally a ship is a vehicle for PCs and so some thought must be given to their role in naval engagements.

- The ship-to-ship initiative order is on a larger scale – in terms of the amount of relative time it occupies. Each initiative turn that a ship takes is equivalent to a complete round for the PCs, including NPCs.

For instance – The Bark *Venomous Snake* is attempting to elude the Galley *Fortunate Enterprise* which is manned in part by the player characters. *Venomous Snake* goes on initiative turns 10 and 5 while *Fortunate Enterprise* goes on turns 15, 10 & 5. On 15 *Fortunate Enterprise* closes with *Venomous Snake*. On turn 10 *Venomous Snake* & *Fortunate Enterprise* would both go – however on that same turn, because the ships are in close distance a second initiative is resolved between the NPCs on *Venomous Snake* & the PCs on *Fortunate Enterprise*. The entire round of turns is resolved for all the PCs & NPCs – then the ships resolve their actions for the Ship's turn. On Ship's Turn 5 the PC's are able to take a full Round of Turns once again.

- When ships are not engaged so that PCs can interact with one another in detail – PCs have their own, usual, initiative which follows the turns of the ship.

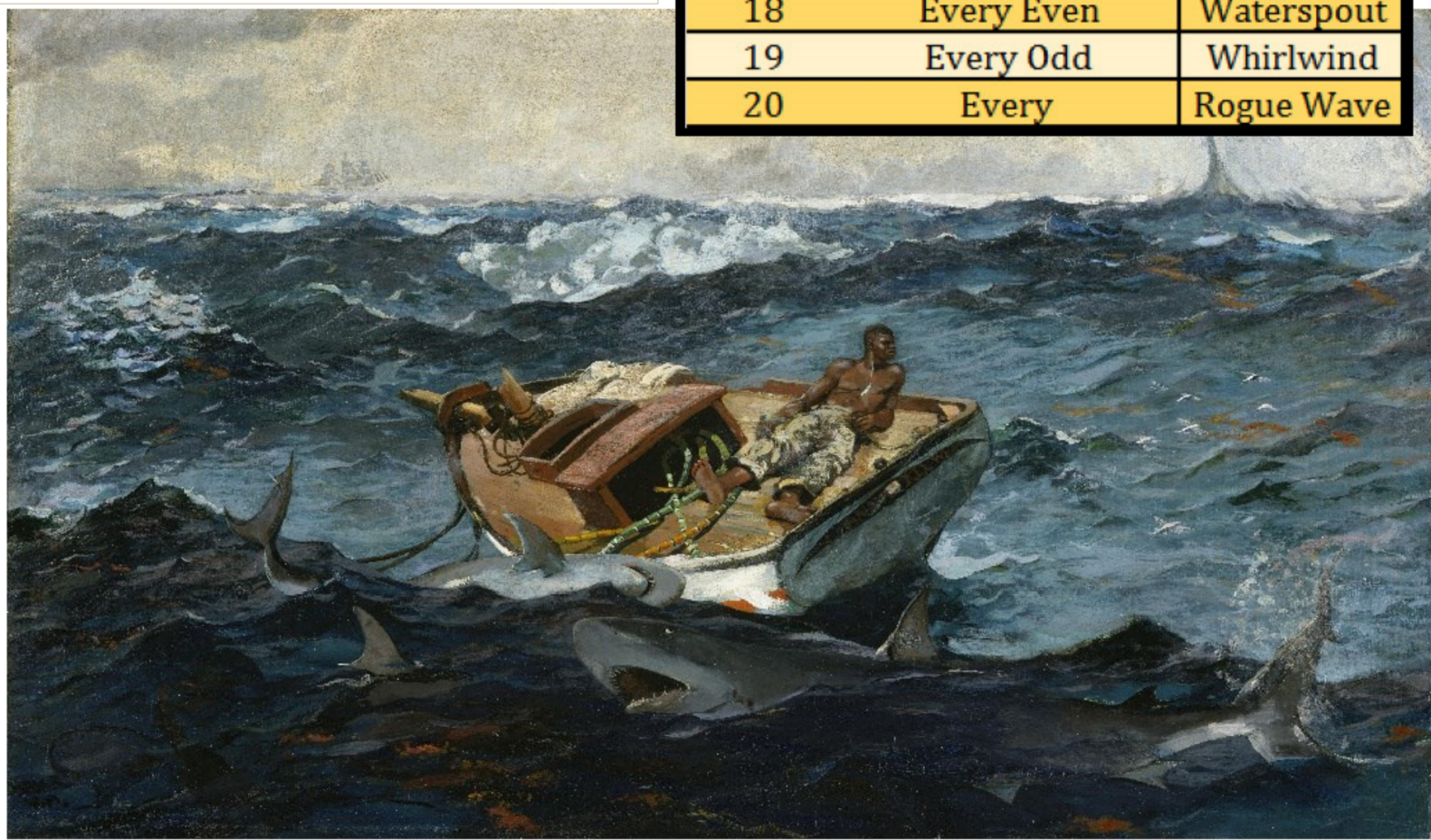
For instance – if **Bron the Overlord** is aboard *Fortunate Enterprise* he rolls his initiative when the ships resolve their initiative. Bron gets a result of 21 and so acts on initiative turns 21, 11 and 1 on the naval scale – but on initiative pass 10 – in the example above – Bron rolls a personal scale initiative with the result of 17 – so Bron takes actions on initiative turns 17 & 7 both of which are resolved during the Naval Scale initiative turn 10.

- PC scale ship combat & complications – The referee is encouraged to add to the chaos & difficulty of events at sea by generating randomized circumstances to increase the challenge & fun of these combats.
- PC scale attacks can damage ships – this damage is scaled down to reflect the relative inability of a lone individual to damage a large structure weapons deal damage based on their size alone – d6 weapons deal 1 point – d8 weapons deal 2 points – d10 weapons deal 3 points etc... Damage added by magic or high statistics adds to this damage at the rate of 1 per additional 5 points they deal. (e.g.: Seven-Names deals d6+6 damage with his magic knife – this deals 2 points to a ship)
- Ship speed outside of engagements/encounters on the largest scale map for your campaign will be based upon its own speed & conditions.

- Wind is either favorable or unfavorable – meaning it is blowing in the direction preferred or opposite that direction. Favorable winds allow the ship to move its sail speed – unfavorable winds allow it to move its tack speed. In either case the ship can always move at its row speed.
- Daily movement of the ship is its relevant speed divided by 5, rounded down. Ships do not enter the engaged scale of conflict until they are both in the same hex.
- Wind Speed modifies the speed of sailing ships and it can both increase & decrease the rate of a ship.
- Heavy weather can trouble the movement of any ship irrespective of its mode of power. Occurs

COMPLICATIONS FROM SHIP-BASED ENCOUNTERS

d4-d20	Occurs on Turns	Effects
1	1	Drift
2	5	Swell
3	10	Gust
4	15	Calm
5	20	Roll
6	25	Wave Crests
7	30	Spin
8	1,5	Wind Shift
9	1,10	Grounding
10	5, 10	Swamping
11	10,15	Flooding
12	15,20	Heave
13	20,25,30	Heel
14	15,20,25,30	Whitecaps
15	10,15,20,25,30	Beam Sea
16	5,10,15,20,25,30	Death Roll
17	Every 5th	Broach
18	Every Even	Waterspout
19	Every Odd	Whirlwind
20	Every	Rogue Wave



CONDITIONAL EFFECTS FOR SHIPS

Condition	Engaged	Movement At Sea
Drift	All ships move 1 space in the same direction	Ships drift one hex in a randomly determined direction - above any other movement achieved.
Swell	Those aboard can only move half their speed	Rowed ships move at half speed. All ships must Save or those aboard suffer d6 sickened effects.
Gust	Ships all move d4 spaces in the same direction	Sailing ships move at 2x speed but randomly. All ships must save or take d6 damage.
Becalmed	All sailing speeds are halved	Sailing & Tacking ships move at half speed. Rowed ships increase speed by 1.
Roll	Ships have their decks tipped. Save or fall.	Ships must Save. On a failed save crew above decks must save vs. Paralysis or be thrown over.
Heave	Ship rises & falls. Save or fall off.	Ships must Save. On a failed save the ship becomes Swamped & crew take d6 damage.
Spin	Ships rotate in the same direction.	Tacking ships move at normal speed, all others have their rate halved.
Wind Shift	Ships spin & gust	Sailing & Tacking ships roll d4 - on an odd result that amount is added to speed. Even results are deducted.
Grounding	Ships stop & take damage	A grounded ship takes damage equal to its relevant speed statistic.
Swamping	Ship movement is halved	Swamped ships move at half rate & must Save or suffer a d6 defeated result.
Flooding	Ship is Swamped & Rolls	All ships do not move & must roll d8 defeated result.
Wave Crests	Ships heave & drift	Ships must save. Anchored ships spin & Swamp if they fail their save.
Heel	Ship leans to its side save or fall off.	People above decks must pass a d20 DEX check to remain aboard if the ship fails a save.
Whitecaps	Both Drift & Swell	The sickened effect suffered by those aboard is d8 instead of d6
Beam Sea	Both Heave & Roll	If the ship fails its save all below decks take 2d6 and all above decks must save vs. Paralysis or be thrown over
Death Roll	Both Spin & Roll	If the ship fails its save this result persists for another round.
Broach	Both Heave & Spin	On a successful save the ship can break free of all results, on a failed save the ship suffers a d6 defeat.
Waterspout	Spin, Drift & Swamping	Water spouts from the depths & pitches the ship into a spiraling lurch.
Whirlwind	Drift, Gust & Heel	On a failed save the ship's sail speeds are all reduced by half until repairs can be effected.
Rogue Wave	Drift, Swell, Roll & Swamping	If the ship fails a save everyone aboard must save vs. Paralysis or be thrown overboard.

Ships & Damage & Recovery

Ships that take damage in excess of their HP maximum must roll on the Defeated status table. Rolling on this table is slightly different than is ordinary for such tables. When a ship is reduced to 0 HP or below whoever rolls for the ship must roll d6 and add to this the amount of damage the ship has sustained in excess of its HP. *For instance if a ship with 12 HP takes 15 points of damage the roll would be d6+3.* The result of this check is the ship's disposition following its defeat.

Should the result of this defeat check exceed 20 – the effects roll over – so if the total result is 24 – the effects of the result of 4 and of 20 are both applied.

DEFEATED STATUS FOR SHIPS		
d4-d20	Component	Effect
1	Sail / Oars	Disabled
2	Rigging	Damaged
3	Mast	Ruined
4	Weapon	Disabled
5	Deck	Damaged
6	Cabin	Ruined
7	Bow	Disabled
8	Stern	Damaged
9	Hull	Ruined
10	Sail / Oars	Destroyed
11	Rigging	Ruined
12	Mast	Destroyed
13	Weapon	Disabled
14	Deck	Destroyed
15	Cabin	Damaged
16	Bow	Ruined
17	Stern	Damaged
18	Hull	Disabled
19	Roll Twice	Destroyed
20	Roll Thrice	Destroyed

Damage to **Oars** or **Sails** precludes the use of these for propelling the boat. Each of these results makes one of these unusable. If a ship has three ranks of rowers – for instance – then one of its ranks is inactive – not both.

Damage to **Rigging** makes the ship unnavigable – it cannot be sailed in any direction intentionally and drifts with the current – unless it is rowed.

Damage to a **Mast** eliminates all the sails on that mast as well as any crow's nest & similar.

Damage to a **Weapon** makes that weapon unusable.

Damage to a **Deck** eliminates any benefits the deck would provide – it also reduces the ship's **Command** by 2.

Damage to the **Cabin** prevents characters aboard the ship to lose any benefit of shelter.

Damage to the **Bow & Stern** cause the ship to begin to sink. In these cases the ship will sink completely in a number of minutes equal to its maximum HP.

Damage to the **Hull** causes the ship to sink very quickly. In this case the ship sinks completely in a number of seconds equal to its maximum HP.

Disabled components require a d20 Stat check & a round of activity on the part of a character to restore to functionality. E.g.: a PC could patch the leak in the Bow, with a successful STR check & a round spent hammering in a seal.

Damaged components require 2 different d20 Stat checks & an hour of activity on the part of at least 2 characters to restore function.

Ruined components are restored only with the assiduous application of materials – including spare parts, tools and effort – and Time. A ruined component can be fixed only with a successful d20 Stat check. It can be restored to functionality in 12 hours. *Without tools or materials a ruined component cannot be repaired.*

Destroyed components are utterly wrecked & not recoverable. They must be replaced and cannot be repaired.

Repairs to ships require parts & time & effort. Characters aboard ships may make d20 stat checks & consume materials to restore a ship's HP. Most ships carry enough materials to restore half of their HP maximum. Some ships carry more. In particular – warships not used for cargo tend to carry materials sufficient to repair up to twice their maximum HP when sailing far from port to do battle.

Cargo, Weight & Displacement

These aspects of a ship's dimensions are left vague & largely unaddressed. The details are sketched out below – but are left intentionally incomplete to offer Referees & Players the opportunity to fill in these blanks in a way that is satisfactory to them.

- As noted above a ship can carry facilities to repair itself up to twice their HP. In such a case the ship cannot carry any commercial cargo.
- All ships have stores sufficient to maintain their crews for 2 months at sea. A long ranging ship may carry up to double this amount – in which case the ship cannot carry any commercial cargo.
- Ships may carry commercial cargo. A ship can carry a number of tons equal to the base crew statistic. Ships may carry up to twice that amount – in which case they cannot carry any extra provisions or repair materials.
- Ships may carry passengers equal to their base crew value. They may carry up to twice that number but in that case cannot carry commercial cargo.

So as a baseline – all ships have stores for 2 months at sea, enough materials to restore $\frac{1}{2}$ its maximum HP, passengers equal to the crew statistic and cargo equal to the crew statistic in tons. These quantities can be switched around doubling here and halving there. Each individual voyage is its own separate concern & the logistics of the ship's comportment must be configured before each embarkation.

In all cases – outfitting & preparing a ship requires money. A ship at port must pay One Quarter its total value when embarking on a new mission in order to have a full complement of stores, trade goods, crew, provisions, materials & ammunition.

Ships that are under-provisioned must save each week at sea & on a failed save suffer the Defeated condition – as crew attrition & mechanical failure take their toll.



Ships versus Monsters

Monsters and ships can combat one another – and some monsters are quite adept at fighting ships. Which monsters? You'll know them when you see them. That's the short answer – the long answer is pretty much any monster that could realistically sink a ship using its native attacks. Monsters that are on a smaller scale deal damage to ships just like PC characters – with a point or two of damage inflicted based on the die size used to resolve normal attacks. In this way a very determined shark, for instance, could sink a ship all on its own – dealing a point or two of damage on each of its turns.

Larger monsters – and again – you'll know them when you see them – are adept at using their attacks in variable milieus. As an example The Beast of Cormorant Isle is certainly large enough to fight a ship, even a fleet of them – its attacks against ships deal 3d6 damage – but those same attacks against a person would deal the same amount of damage because the Beast is capable of fighting on multiple scales with its innate attacks.

Likewise a ship can attack & deal damage normally to a creature that has that reciprocal scale. Ship attacks vs. monsters likely exclude Marines – but a maneuver could conceivably be invented that would allow Marines to 'board' and subdue a huge monster.

Ships versus Boats

A Ship is a boat that carries other boats. That is – a ship must have a dinghy or a sloop or some other type of oar boat aboard – or else it is technically a boat. Some particularly large Frigates or Galleys may carry longboats, and possibly multiples of each. Even the smallest of Sloops may carry a canoe or a raft of some kind in order to effect an escape.

In general a boat is not armed, it lacks any type of sail-based locomotion & it has only the supplies that characters bring aboard. A boat will offer no protection against weather & it will certainly suffer mightily against the ocean's worst efforts. And yet, the boat may be all that lies between a PC and watery death.

A ship will have enough boats to evacuate its officers – at least. Ships can carry a number of boats equal to one quarter the ship's HD. While a boat always has a single HD – larger ships may mount yet larger escape vessels – Even Sloops or Longboats – provided their combined HD doesn't exceed $\frac{1}{4}$ the Ship's HD.

Boats can be added to the ship – and each HD above the baseline of $\frac{1}{4}$ the Ship's total reduces the speed of the ship on a 1:1 basis.

For example – the Galley *Blessing of Hell* has 20 HD and is immense. It mounts 5 HD worth of boats & its designer chooses to divide this up between 3 Longboats of 3 HD each for a total of 6 – the excess HD beyond *Blessing's* 5HD threshold reduces *Blessing of Hell's* speed by 1. This reduction applies to all speeds.

Class

Ketch

Cost

9000

Ship's Name

Caprice

Crew

Well

Initiative

15

HD

6d8

Saves

19

Speed

HP

42

Skills

2

Forward

32

AC

12

Stats

13

Tacking

16

Command

Sinking

2

-2

To-Hit

+2

Rowing

4

Armaments

Qualities

Maneuvers

Guns d6

Double-Hulled: Increase HD type

Fine Materials: +2 Stats

Silent Running: Successful Command check increases Skills by 4 for 1 hour

Derring-Do: Individuals aboard the ship may board an opposing ship up to 3 spaces distant as they swing from the high swaying mast.

Class

Galley

Cost

33000

Ship's Name

Black Scorpion

Crew

Base

Initiative

10

HD

6

Saves

18

Speed

HP

48

Skills

0

Forward

II

AC

13

Stats

9

Tacking

-2

Sinking

4

Command

-6

To-Hit

+2

Rowing

9

Armaments

Qualities

Maneuvers

Catapult 2d6

Ram 3d6

Marines 2d6

Ballistae 2d6

Reinforced Ram: +1d6 Ram damage

Archers: Marines attack at range

Slaves: +2 Rowing Speed

Ramming Speed: Ship moves 2x its rowing speed & deals 2x damage to a target & takes 1/2 the damage itself.

Burning Pitch: Command vs. AC – on hit the opposing ship is on fire, taking d6 on every 5th turn.

Class

Frigate

Crew

Base

Cost

1250

Ship's Name

Initiative

15

HD

5

Saves

15

Speed

HP

60

Skills

0

Forward

18

AC

10

Stats

12

Tacking

9

Command

Rowing

1

Sinking

10

-4

To-Hit

+3

Armaments

Qualities

Maneuvers

--	--	--

Class

Barquentine

Cost

1000

Ship's Name

Crew

Base

Initiative

15

HD

4

Saves

16

Speed

HP

48

Skills

0

Forward

19

AC

11

Stats

11

Tacking

10

Command

Sinking

8

-3

To-Hit

+3

Rowing

2

Armaments

Qualities

Maneuvers

Class

Brig

Crew

Base

Cost

1000

Ship's Name

Initiative

10

HD

4

Saves

16

Speed

HP

48

Skills

0

Forward

18

AC

11

Stats

11

Tacking

9

Command

Sinking

8

-3

To-Hit

+3

Rowing

2

Armaments

Qualities

Maneuvers

--	--	--

Class

Brigantine

Crew

Base

Cost

750

Ship's Name

Initiative

10

HD

3

Saves

17

Speed

HP

36

Skills

0

Forward

17

AC

10

Stats

10

Tacking

8

Command

Sinking

6

-3

To-Hit

+3

Rowing

2

Armaments

Qualities

Maneuvers

--	--	--

Class

Schooner

Cost

500

Ship's Name

Crew

Base

Initiative

5

HD

2

Saves

18

Speed

HP

24

Skills

0

Forward

18

AC

11

Stats

9

Tacking

9

Command

Sinking

4

-2

To-Hit

+2

Rowing

2

Armaments

Qualities

Maneuvers

Class

Ketch

Crew

Base

Cost

250

Ship's Name

Initiative

5

HD

1

Saves

10

Speed

HP

12

Skills

0

Forward

16

AC

11

Stats

8

Tacking

8

Command

Sinking

2

-2

To-Hit

+2

Rowing

2

Armaments

Qualities

Maneuvers

--	--	--

Class

Schooner

Cost

500

Ship's Name

Crew

Base

Initiative

5

HD

2

Saves

18

Speed

HP

24

Skills

0

Forward

18

AC

11

Stats

9

Tacking

9

Command

Sinking

4

-2

To-Hit

+2

Rowing

2

Armaments

Qualities

Maneuvers

Class

Sloop

Crew

Base

Cost

250

Ship's Name

Initiative

5

HD

1

Saves

10

Speed

HP

12

Skills

0

Forward

17

AC

11

Stats

8

Tacking

8

Command

Sinking

2

-1

To-Hit

+2

Rowing

2

Armaments

Qualities

Maneuvers

--	--	--

Class

Longship

Crew

Base

Cost

500

Ship's Name

Initiative

10

HD

2

Saves

18

Speed

HP

24

Skills

0

Forward

13

AC

12

Stats

9

Tacking

0

Command

Sinking

4

-3

To-Hit

+3

Rowing

8

Armaments

Qualities

Maneuvers

--	--	--

Class

Galley

Crew

Base

Cost

500

Ship's Name

Initiative

10

HD

2

Saves

18

Speed

HP

24

Skills

0

Forward

13

AC

11

Stats

9

Tacking

0

Command

Sinking

4

-6

To-Hit

+2

Rowing

9

Armaments

Qualities

Maneuvers



Class

Boat

Crew

Base

Cost

250

Ship's Name

Initiative

5

HD

1

Saves

10

Speed

HP

12

Skills

1

Forward

0

AC

13

Stats

8

Tacking

0

Command

Sinking

2

To-Hit

+1

Rowing

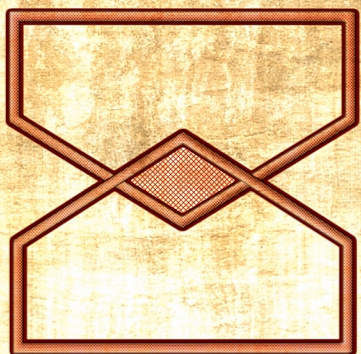
3

Armaments

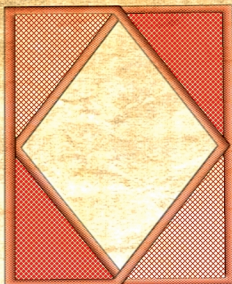
Qualities

Maneuvers

Class



Cost



Ship's Name

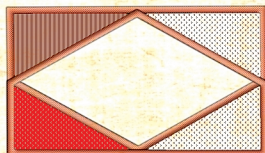


Crew

Initiative



HD

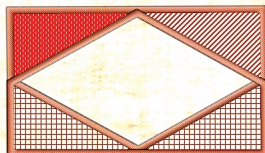


Saves



Speed

HP



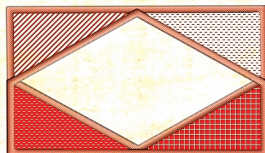
Skills



Forward



AC



Stats



Tacking



Command

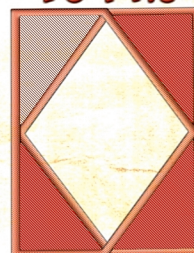
Rowing



Sinking



To-Hit



Armaments

Qualities

Maneuvers



A Hull of		
1	Elvish	Oak
2	Dwarvish	Elm
3	Human	Yew
4	Foreign	Pine
5	Goblin	Wood
6	Orcish	Bark
7	Halfling	Leaf
8	Demonic	Larch
9	Angelic	Hemlock
10	Fiendish	Redwood
11	Serpentine	Walnut
12	Elemental	Cherry
13	Ancestral	Grass
14	Hereditary	Paper
15	Seraphic	Seed
16	Congressional	Wicker
17	Empyrean	Cypress
18	Cyclopean	Maple
19	Imperial	Camphor
20	Revolutionary	Elder

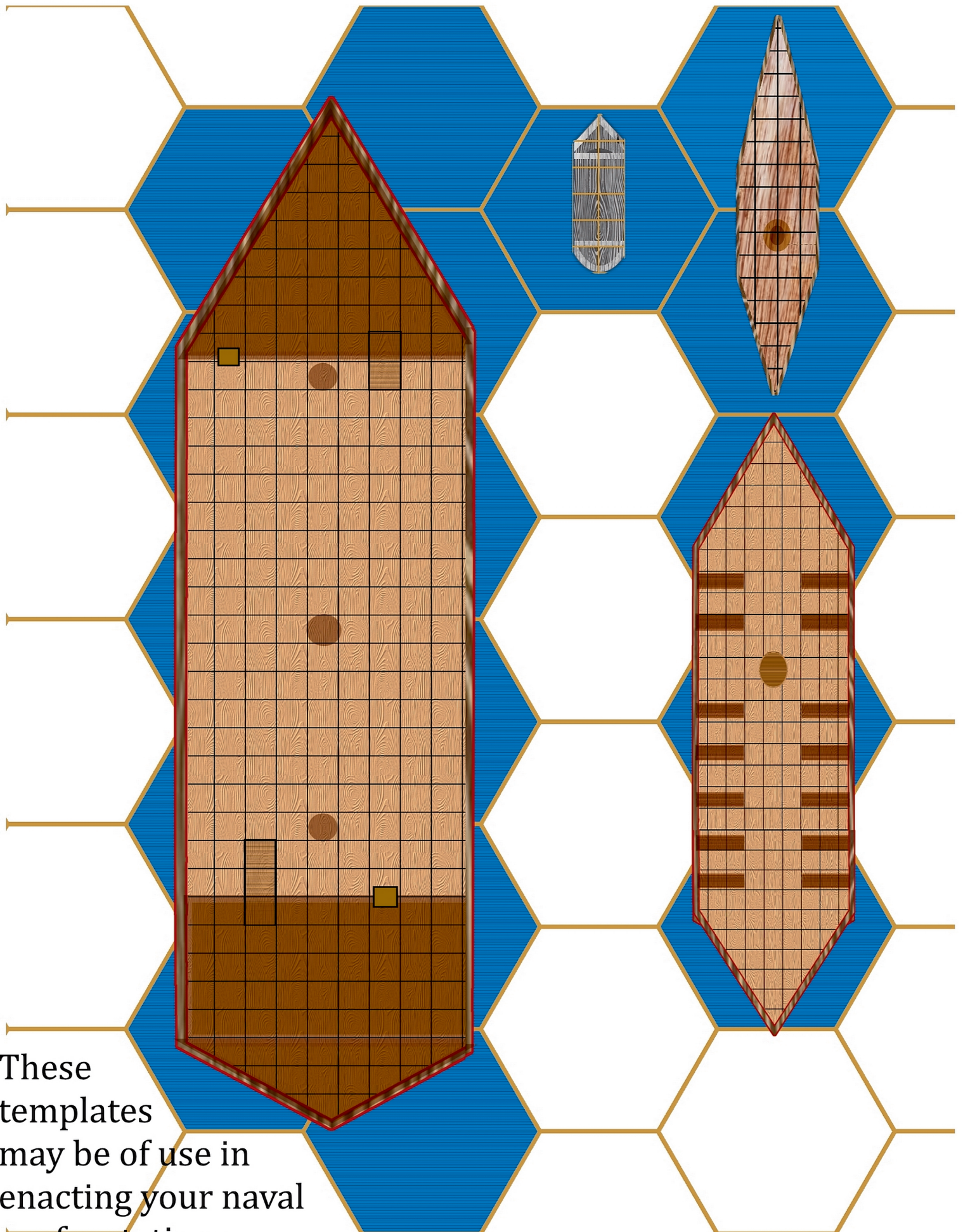
And Masts of		
1	Worthy	Oak
2	Extravagant	Elm
3	Yearning	Yew
4	Heavy	Pine
5	Ample	Wood
6	Blameless	Bark
7	Cautious	Leaf
8	Dubious	Larch
9	Elegant	Hemlock
10	Feeble	Redwood
11	Grim	Steel
12	Honest	Bronze
13	Implacable	Copper
14	Majestic	Electrum
15	Sturdy	Tin
16	Lost	Orichalcum
17	Memorable	Cobalt
18	Forthright	Aluminum
19	Ostentatious	Bismuth
20	Exotic	Vanadium

Sails of		
1	Green	Tartan
2	Dusty	Argyle
3	Colorful	Harlequin
4	Shining	Tweed
5	Glimmering	Pinstripe
6	Yellow	Houndstooth
7	Purple	Polkadot
8	White	Plaid
9	Carmine	Gingham
10	Cyan	Quilted
11	Orange	Striped
12	Azure	Broadcloth
13	Verdigris	Woven
14	Gray	Canvas
15	Luminous	Beaded
16	Fulligin	Cotton
17	Red	Denim
18	Blue	Corduroy
19	Verdant	Poplin
20	Black	Gabardine

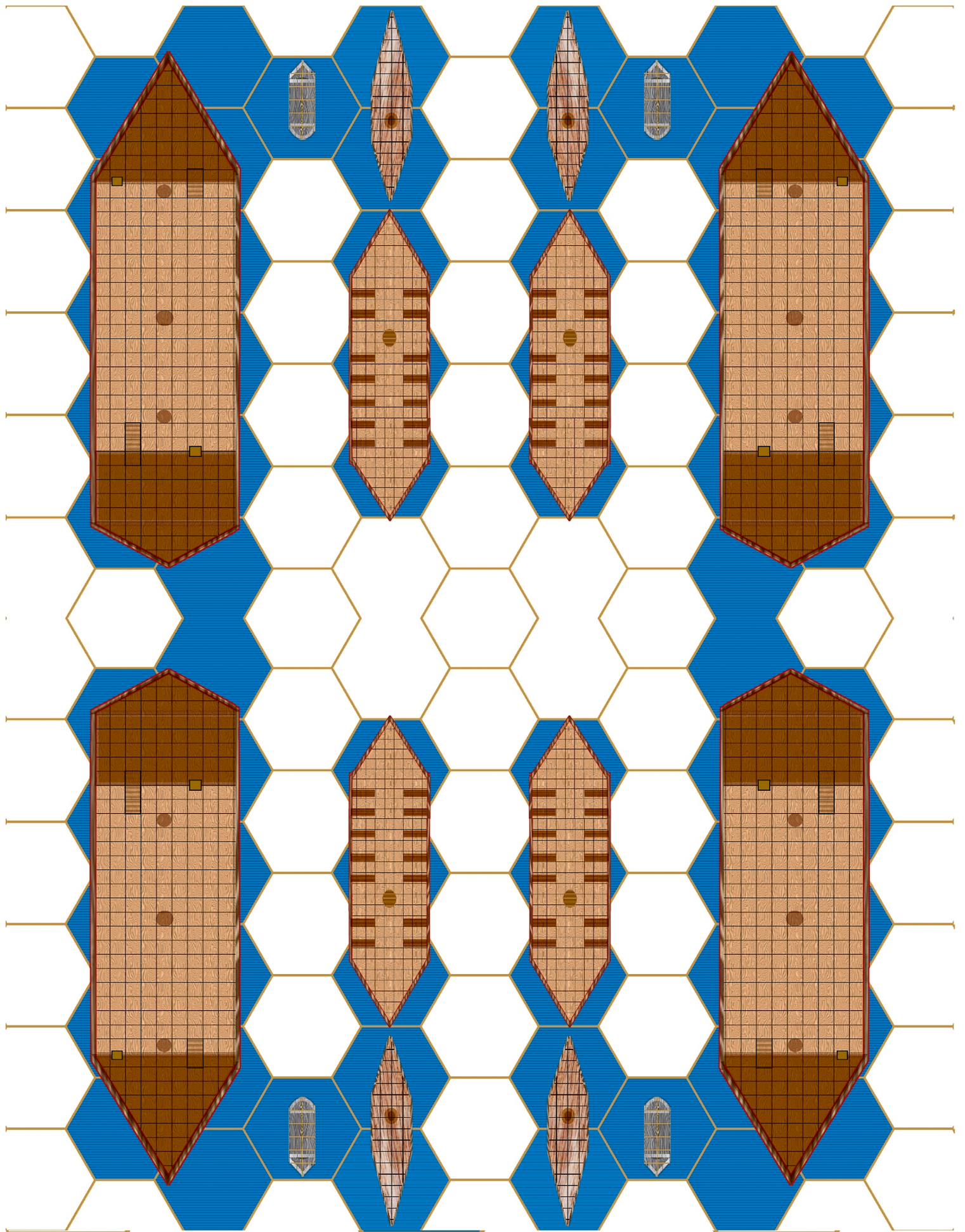
Weapons of		
1	Seraphic	Ash
2	Congressional	Iron
3	Empyrean	Steel
4	Cyclopean	Bronze
5	Imperial	Copper
6	Revolutionary	Electrum
7	Federal	Tin
8	Pagan	Orichalcum
9	Reptilian	Cobalt
10	Canine	Aluminum
11	Feline	Bismuth
12	Avian	Vanadium
13	Piscine	Titanium
14	Hermetic	Manganese
15	Magical	Molybdenum
16	Fey	Zinc
17	Noble	Nickle
18	Ducal	Chrome
19	Regal	Lead
20	Barbaric	Adamantium

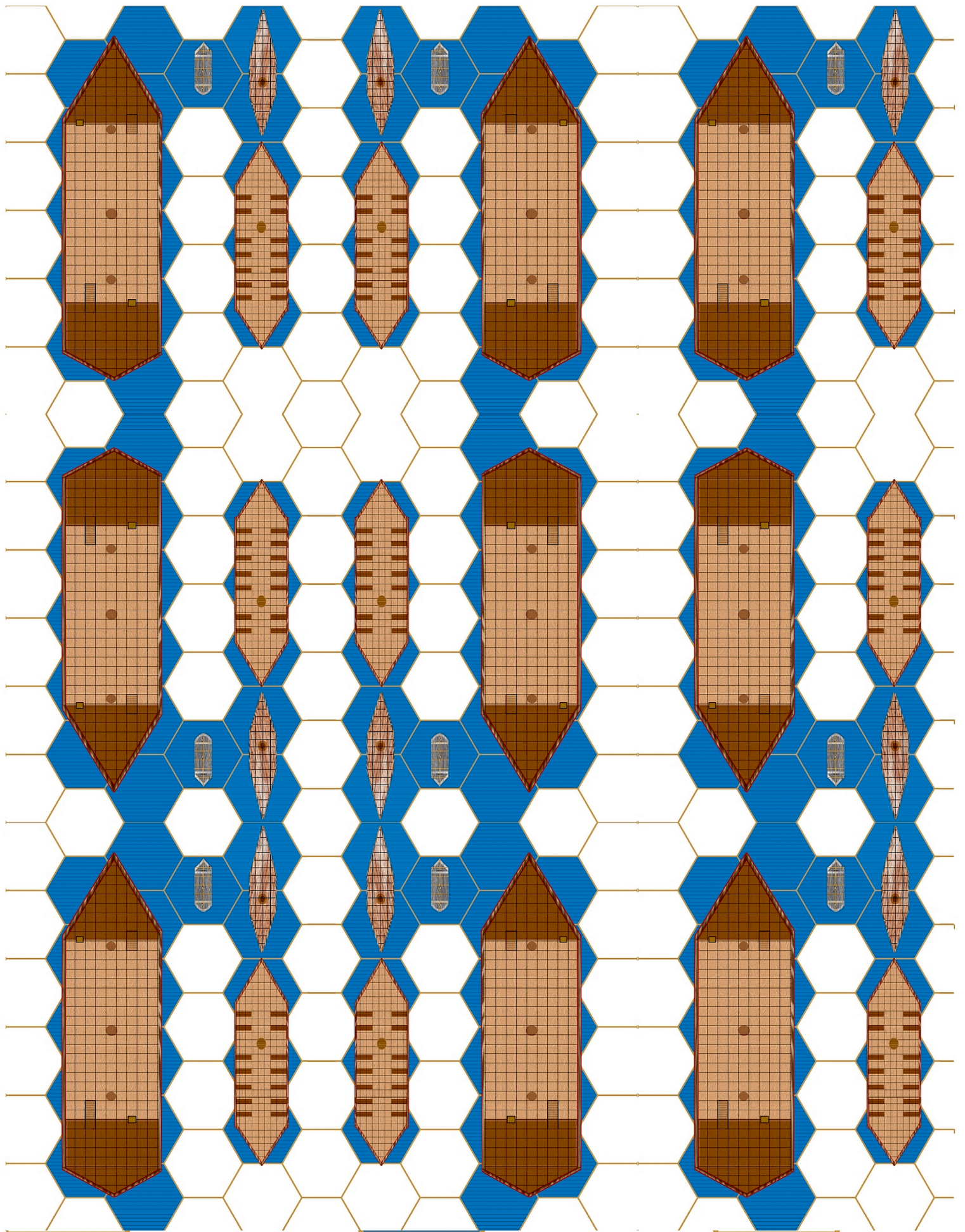
And a Crew Both		
1	Sly	Blameless
2	Easy	Cautious
3	Zealous	Dubious
4	Scrupulous	Elegant
5	Surreal	Feeble
6	Satisfactory	Grim
7	Sadistic	Honest
8	Secondhand	Implacable
9	Cowardly	Jocund
10	Despicable	Wise
11	Curious	Lost
12	Worldly	Memorable
13	Terrible	Neighborly
14	Martial	Ostentatious
15	Subtle	Private
16	Stern	Quizzical
17	Sophisticated	Robust
18	Great	Stupendous
19	Dominant	Treasured
20	Tough	Utilitarian

You can add interest & uniqueness to ships as they appear by adding randomly generated descriptions. For every trait simply roll 2 d20 and consult both columns.



These
templates
may be of use in
enacting your naval
confrontations.





Naval Scale

*Fortunate
Enterprise*

*Venomous
Snake*

*Bron the
Overlord*

21

15

11

10

10

5

5

1

Example of Naval & Personal Scale Initiative

Personal Scale 10

*Bron the
Overlord*

*NPC
Pirate*

17

19

7

9

Personal Scale 5

*Bron the
Overlord*

*NPC
Pirate*

22

15

12

5

2

