Ship Combat

▶ Roll **2d6** for **Current Weather**.

2	**Stormy.** All checks **DISADV**
3-4	**Windy.** Navigate with **DISADV**
5-9	**Normal.**
10-11	**Fog.** Distant attacks impossible.
12	**No wind**. Sails are useless.

▶ Roll for **Initiative** *(add Ship Speed)*

Morale (for enemy crews only)

▶ At half HP or death of Captain, crew makes a DC 15 WIS or flees.

Pursuit (one ship chasing another)

▶ Each side rolls a d20 *(add Ship Speed)*
  ★ Best 2 out of 3 decides outcome

Sinking

▶ At 0 HP, ship sinks in 1d6 rounds.

▶ 1d6 to determine fate of each crawler:

1	Pulled down w/ ship and drown
2	Cling to flotsam, lose 1d6 HP, roll again tomorrow w/ **DISADV**
3	Alive, but roll again tomorrow
4	A **Brine Hag** bargains for your life
5	Wash ashore in 1d4 days
6	Blessed by **Great Plimpus**, arrive miraculously on shore at full HP

Distance Levels (between ships)

  ★ **Close** = Can easily jump onto
  ★ **Near** = Can easily swim to normally
  ★ **Far** = Can easily see on clear day
  ★ **Distant** = Can barely see on clear day

Crew Actions (replaces PC action)

MOVEMENT. (choose **Propel** or **Maneuver**)

Propel *(to change distance levels)*
  ★ All crew must choose **Movement**
  ★ **Large Ships**. Takes 1 round
    (e.g. to move from Distant to Far)
  ★ **Small Ships**. Takes 3 rounds
    (e.g. to move from Distant to Far)

Maneuver *(to point fixed weapons)*
  ★ Roll a d20 + Ship Agility:
    » Fire from 1 side: DC 9
    » Fire from 2 adjacent sides: DC 15
  ★ Weapons are not positioned to fire until successful Maneuver
  ★ If neither ship has moved since last success, no maneuver needed
  ★ Two can choose this action for **ADV**

WEAPON. (choose **Load** or **Fire**)

Load *(for loadable weapons)***:**
  ★ Requires one action
  ★ Can load after firing to prepare for next round

Fire *(only after Maneuver)***:**
  ★ Loaded weapons fire 1x per round
  ★ See **Weapons Table** to determine appropriate Stat to use *(e.g. use crawler's DEX to fire cannon)*
  ★ Ammo determines effect/damage
  ★ If attempting to fire at upper range, roll with **DISADV** *(e.g. try to fire cannon at Distant ship)*

REPAIR. *Patch, bail, etc.*
  ★ Each crawler, 2x per day
  ★ DC 12 STR or DEX to repair 1d6 Hull Points each round

SHIP & WEAPON STATS

Definitions

▶ **AC**. Armor Class

▶ **HP**. Hull Points

▶ **Speed**. Used for initiative only

▶ **Slots**. Number of weapons that can be added

▶ **Crew**. Minimum crew / maximum occupancy.

▶ **Agility**. Larger ships offer more options but are harder to maneuver.

▶ **Propulsion**. Affects movement and maneuverability.
  ★ **Legs**. Same as crawler's walking speed
  ★ **Oars**. Half speed in all weather
  ★ **Sails**. Only moves with wind

▶ **Size**. Width and length in feet.

SMALL (BY COST)									
Type	**AC**	**HP**	**Speed**	**Slots**	**Crew**	**Agility**	**Propulsion**	**Size (ft)**	**Cost**
Funball*	9	5	0	0	1/1	+3	Legs	10 (sphere)	30
Raft	10	5	1	0	1/4	+1	Oars	5 x 10	40
Rowboat	12	10	1	0	1/2	+2	Oars	5 x 10	200
Paddleboat†	12	10	2	1†	1/6	+0	Legs	10 x 20	300

* Giant transparent sphere like a hamster ball
† Rear ballista only

LARGE (BY COST)									
Type	**AC**	**HP**	**Speed**	**Slots**	**Crew**	**Agility**	**Propulsion**	**Size (ft)**	**Cost**
Sailboat	14	40	8	2	2/8	-1	Sails	10 x 30	400
Schooner	14	50	6	4	2/10	-2	Sails	10 x 40	500
Sloop	15	60	4	6	4/12	-3	Sails	20 x 60	700
Galleon	15	70	2	8	6/40	-4	Oars, Sail	20 x 80	1000

Fixed Weapon Placement (limited by Slots stat of ship)

Port and Starboard: Large ships can have up to 2 per side, but Galleons can have up to 3.
Bow and Stern: Large ships can have only 1 weapon each for bow or stern.

WEAPONS (BY COST)					
Weapon	**Range***	**Loadable**	**Fixed**	**Stat**	**Cost**
Large Grappling Hook	Close	No	No	STR	10
Fishing Nets	Close	No	No	STR	10
Boarding Planks	Close	No	No	STR	20
Ballista	Up to Distant	Yes	Yes	DEX	125
Catapult	Near/Far	Yes	Yes	DEX	200
Trebuchet	Near/Far	Yes	Yes	DEX	200
Cannon	Up to Distant	Yes	Yes	DEX	300
Dragon in a Cage	Dragon Stats	Dragon Stats	Yes	WIS	GM decides

* *If using exact distances: **Close** = 5 feet, **Near** = 30 feet, **Far** = 200 feet, **Distant** = 1,000 feet*

AMMUNITION (BY COST)			
Ammo	**Effect and Hull Damage**	**Appropriate For**	**Cost**
Basket of Rats	Opens on impact, releases **Swarm of Rats**	Catapult, Trebuchet	10
Bag of Bats	Opens on impact, releases **Swarm of Bats**	Catapult, Trebuchet	10
Ball of Flammable Oil	Crew has **DISADV** on all Crew Actions for 1d4 rounds	Catapult, Trebuchet	20
Smoke Screen Bomb	**ADV** on hiding, **DISADV** on sight-related checks	Catapult, Trebuchet	20
Arrows (20)	1d4 damage	Ballista	20
Flammable Arrows (20)	1d4 damage + 1d4 damage each round from fire until extinguished with water	Ballista	40
Cannonballs (10)	2d4 damage	Cannon, Catapult, Trebuchet	60
Frostbolts (20)	1d6 damage + DC 12 CON or frozen 1d4 rounds	Ballista	80
Holy Water Barrel	2d6 damage to all Undead within Near of impact	Catapult, Trebuchet	200
Fluorescent Fire	Near-sized area burns 1d8 rounds, floats on water, cannot be extinguished with water, 2d6 damage each round	Catapult, Trebuchet	200