

# BOATS AND SHIPS

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Ship/Boat Type	Crew Required	Feet Per Round		Miles Per Day		Cargo (lbs.)	Base Dodge	Structural Hit Points	Cost	Size (l x w)
		Sailing	Rowing	Sailing	Rowing					
Boat, River	10	-	60	-	36	3,000	9	20-45	2,000 sc	20 to 30 x 10
Boat, Sailing	1	120	-	72	-	2,000	8	20-45	1,000 sc	20 to 40 x 10
Canoe	1	-	60	-	18	600	12	5-10	30 sc	15 to 18 x 3
Galley, Large	250	120	90	72	18	4,000	7	95-120	16,000 sc	120-150 x 15-20
Galley, Small	100	150	90	90	18	2,000	8	75-100	6,000 sc	60-100 x 10-15
Galley, War	400	120	60	72	12	6,000	7	125-150	32,500 sc	120-180 x 20-30
Lifeboat	1	-	30	-	18	1,500	9	12-18	400 sc	20 x 4-5
Longship	75	150	90	90	18	4,000	8	65-80	8,500 sc	60-80 x 10-15
Raft	1	-	30	-	12	5/ sq ft	8	5/ sq ft	5 cc/sq ft	40 x 40 max
Sailing Ship, Large	70	120	-	72	-	30,000	7	125-180	11,000 sc	100-150 x 25-30
Sailing Ship, Small	12	150	-	90	-	10,000	8	65-80	3,500 sc	60-80 x 20-30
Sailing Ship, Transport	12	120	-	72	-	30,000	7	125-180	15,000 sc	100-150 x 25-30

**Crew Required;** This is the optimal crew size. Vessels may operate with less crew but may incur penalties. Crews of 1 need 100% of the crew to be effective.

Distance Travelled will be affected by current and wind conditions. Currents can increase or reduce distance travelled depending on strength. Mild currents add or subtract 1d4 + 3 feet or miles, moderate currents 1d6 + 4 and strong currents 1d8 + 5. See the chart below for wind condition factors.

## Wind Conditions for Sailing Vessels

<u>2d6 roll</u>	<u>Movement Adjustment</u>	<u>Winds</u>
2-4	Normal	Normal
5	No Sailing	No Winds
6	2/3	Slightly Unfavorable
7	1/2	Unfavorable
8	1/3	Greatly Unfavorable
9	+1/3	Lightly Favorable
10	+1/2	Moderately Favorable
11	2x *	Extremely Favorable
12	3x **	Fierce Winds

\* 10% chance of taking on water (galleys 20%)

\*\* 20% chance of taking on water (galleys 35%) Ship may travel in a random direction.

**Cargo;** Extra passengers may be taken on at -200 lbs of cargo per extra passenger.

**Base Dodge;** Dodge may be adjusted by speed or piloting skill.

**Structural Hit Points;** Amount of damage needed to breach the hull of a boat or ship. This damage may be from a single or multiple attacks. Boats and ships can take 4 times their Structural hit points before becoming useless and adrift. Ship crew can repair ship damage using Trade, carpenter or Trade, shipwright as a Healing skill. Only half the damage sustained by a ship can be repaired on the water. Proper facilities are needed to complete repairs.

### **Armaments;**

#### Catapults-

Area of Effect; Fire: 10ft square, solid missile: 5 ft square

Damage; 3d8 from solid missiles or 1d8 damage + 2d6 fire damage

Range; 200' - 450' / 451' - 600' / 601' - 900'

Rate of Fire; 1/5 rounds with a crew of 4, 1/8 rounds with a crew of 3, 1/10 rounds with a crew of 2

20 catapult shots weigh 200 pounds

#### Rams-

Damage; 1d4 x 10 to larger ships and 1d6+4 x 10 to same size or smaller ships.

Only galleys and sailing ships may be equipped with a Ram.