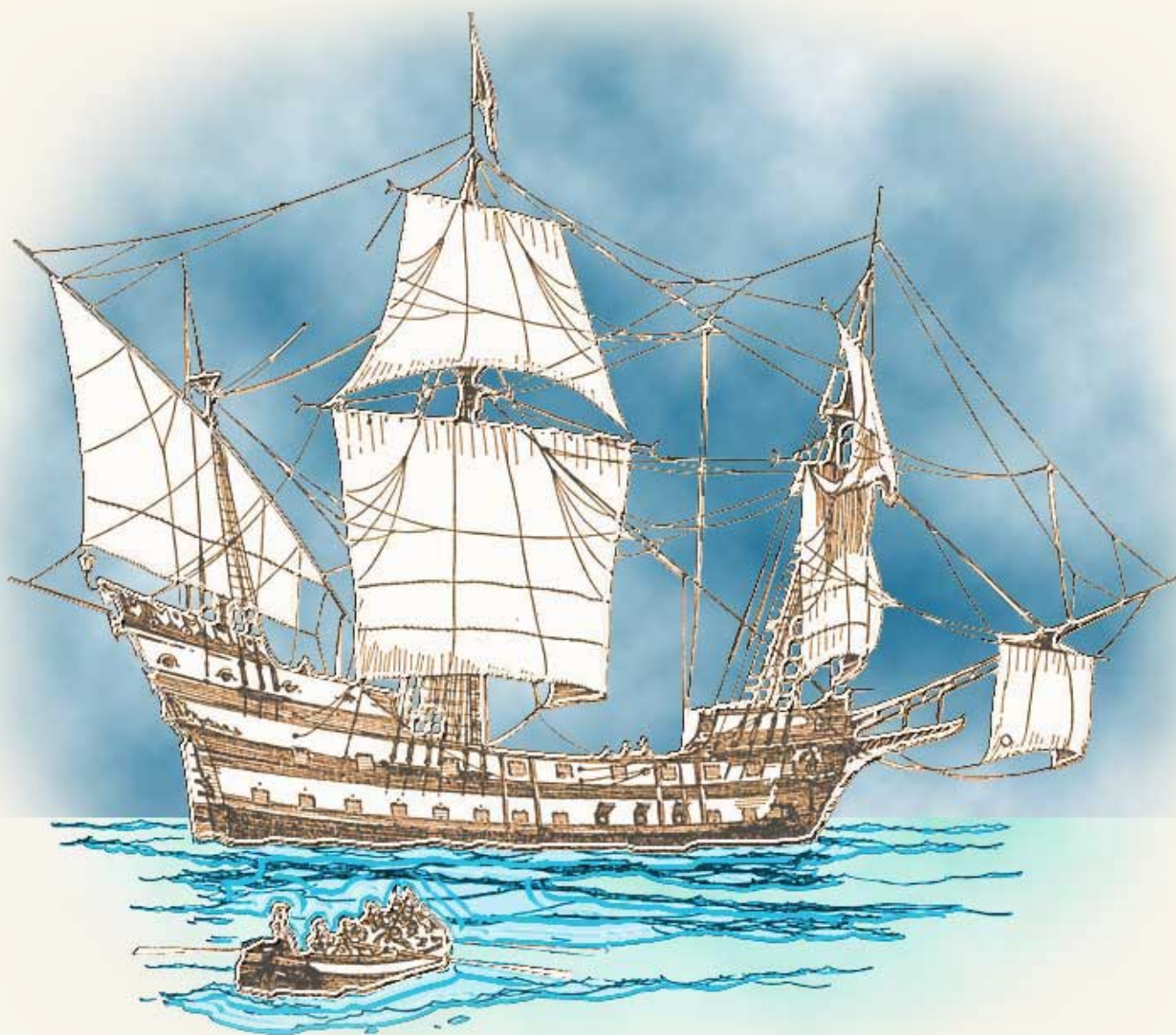


Fantasy Ships of the High Seas



Margaret S & Ramsey Lundock

Avalon Games





Fantasy Ships of the High Seas

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Deck Plan layout by Robert Hemminger

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"Your boarding was successful, you're on the treasure ship. What's your next move?"

"Take over the ship! Quick run to the front!"

"No, the treasure's going to be inside somewhere, find some stairs."

"Wait, let's capture the Captain, he'll know. He's probably up in the ropes on the sails."

"I ought to flog you all through the fleet, then keel-haul you, for pure ignorance."



Introduction

Ships and adventure games, it sounds like a perfect match, but unless players and GM's know their ballast from their flying jibs it can become a titanic disaster.

Ship to ship combat is one of the most difficult scenarios to keep moving because of the complexities of navigation, onboard logistics and even vocabulary. A basic understanding of these things will keep the game moving and the action alive.

You don't have to know how to reef the skysail or tie a standing Turk's head, but a few terms will help you get around the ship.

Above deck: Up in the riggings

Aft: Back

Below deck: Beneath the main deck. The size and make of the ship determine how many decks there are.

Bow: Fore part of the ship

Fore: front

Knot: A ship's speed is measured in knots, 1 nautical mile per hour. A nautical mile is 1.15 statute miles, 100 feet per minute, ten feet per round. Never say knots per hour, or you'll be branded a land lubber for sure. Knot is not an abbreviation for nautical mile, it is derived from the practice of running out a knotted line to determine

ship speed.

Port: Left

Starboard: Right

Stern: most aft part of the ship

Most ships are organized along the similar lines, so are most crews. The sailors of a ship have common quarters in the forecabin, in the forward part of the ship. Crew members in training to be officers are quartered at midship - hence the name "midshipmen". The surgeon's quarters are also abaft midship (behind midship), below deck. The officers' quarters are aft. Often the Captain's day room will have a bank of windows across the stern. The highest ranking officers have private quarters, but they are small. The First Officer may have a cabin big enough for a hammock and a sea chest, with a cheese cloth curtain for a door.

The upper most full deck is the main deck. There is often a raised deck at the aft of the ship. This is the poop deck, or aft deck, generally reserved for officers. The wheel is located on the main deck just in front of the aft deck. The next deck down is the gun deck (of weapons deck if you're dealing in a campaign without gun powder). A large ship may have up to three gun decks. Decks below the gun deck are mostly for stowage. The heavier the cargo, the lower it is stowed. This helps with the balance of the ship.

Ships' crews are organized in similar manners whether they are military or civilian. There are four officers who are responsible for the running of



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the ship.

Captain: The person in charge of the ship is the captain. This person may have lower military rank, but onboard ship they are referred to as Captain (e.i. Captain Blye of the Bounty, actually held the rank of Lieutenant during that infamous voyage.)

First Officer: also referred to as First Lieutenant or First Mate. The First Mate passes on orders given by the Captain. The First Mate is second in command, if the Captain is killed or disabled, the First Mate takes over command. A large ship may have more than one Lieutenant. The next most senior Lieutenant (in the navy this is determined by date of commission) is the second Lieutenant, and so on down the chain command.

Sailing Master: The Sailing Master runs the ship. The Master passes down orders given by the Captain. It is the Master's responsibility to make sure the sails are properly rigged, and that the ship is on the correct heading.

Boatswain: also referred to as Bosun. The Boatswain makes sure orders handed down from the Captain, Lieutenants, and Sailing Master are carried out. The Boatswain organizes crew or messes to fulfill orders. The Boatswain is also in charge of discipline. Other officers can include Gunners, War Mages, and Surgeons.

There are hundreds of classes and sizes of ships. We will detail 5 which can be adapted to most campaigns. These five are; the Elven Clipper, the Human Frigate, the Dwarven Galleon, the Orc Galley and the Gnomish Steamship.

Ships have seven statistics: Handling, Speed, Hit Points, Armor Class, and the Fortitude, Reflex, and Will save modifiers. (see table below)

Handling - Handling is how difficult it is to control the ship. This modifier is applied to all checks to maneuver the ship (positive numbers are harder to control.) These checks are made against Sailing, a Profession skill. Usually this check will be made by the helmsman, or the PC giving the orders. Characters in the rigging may also make checks to assist this action, but only if there is some way to coordinate their efforts.

If two ships have the same goal in maneuvering (like coming along side) then that is the outcome. If the ships have opposite goals, each helmsman, or PC, makes a sailing roll, and the one with the better roll, after all modifiers wins.

In addition to the Handling, the following modifiers are also applied.

Ally ships outnumber opponents +1 per ship (up to +3)

Opponent ships outnumber allies -1 per ship (up to -3)

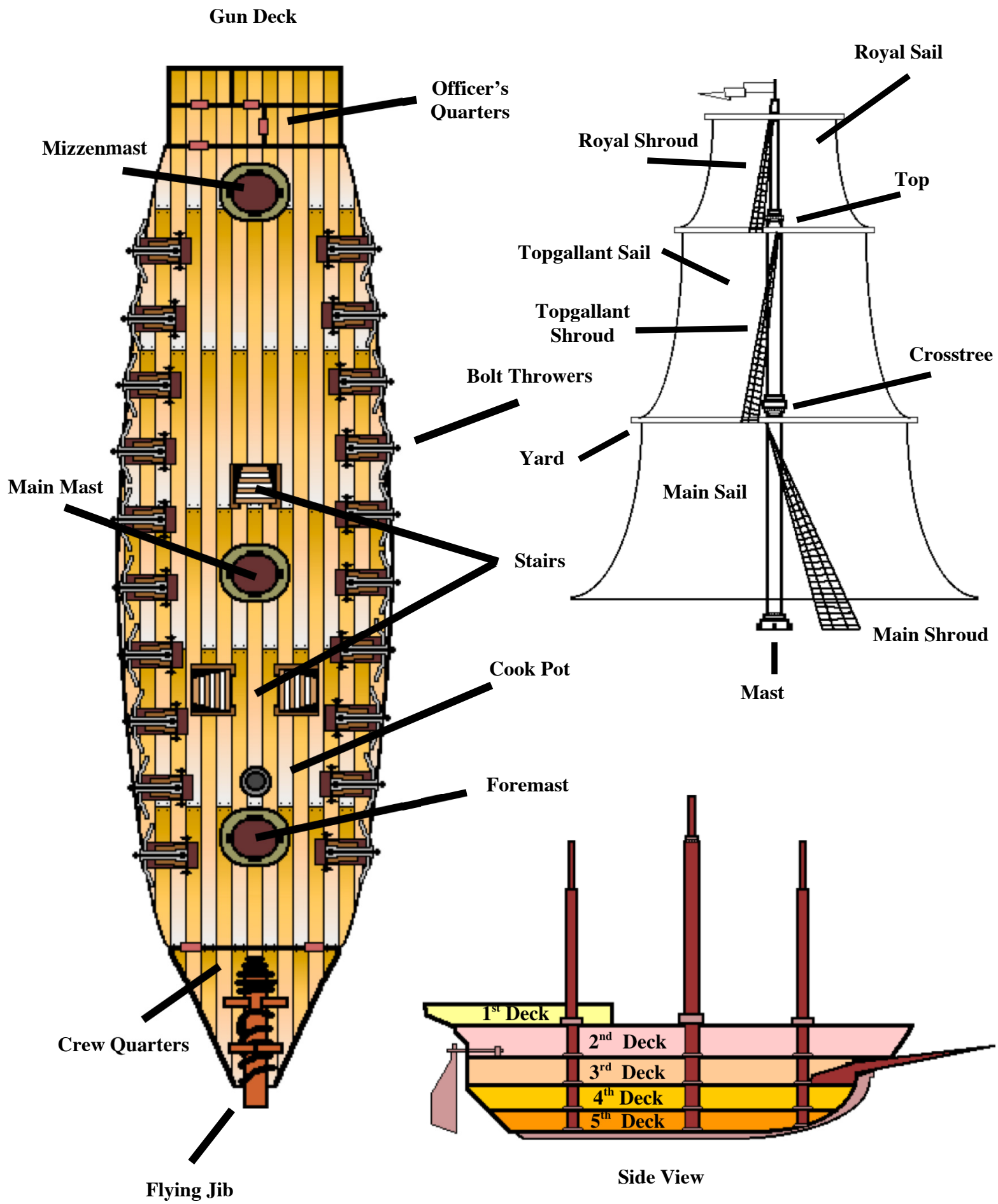
Ship has lost 50% of hit points -2

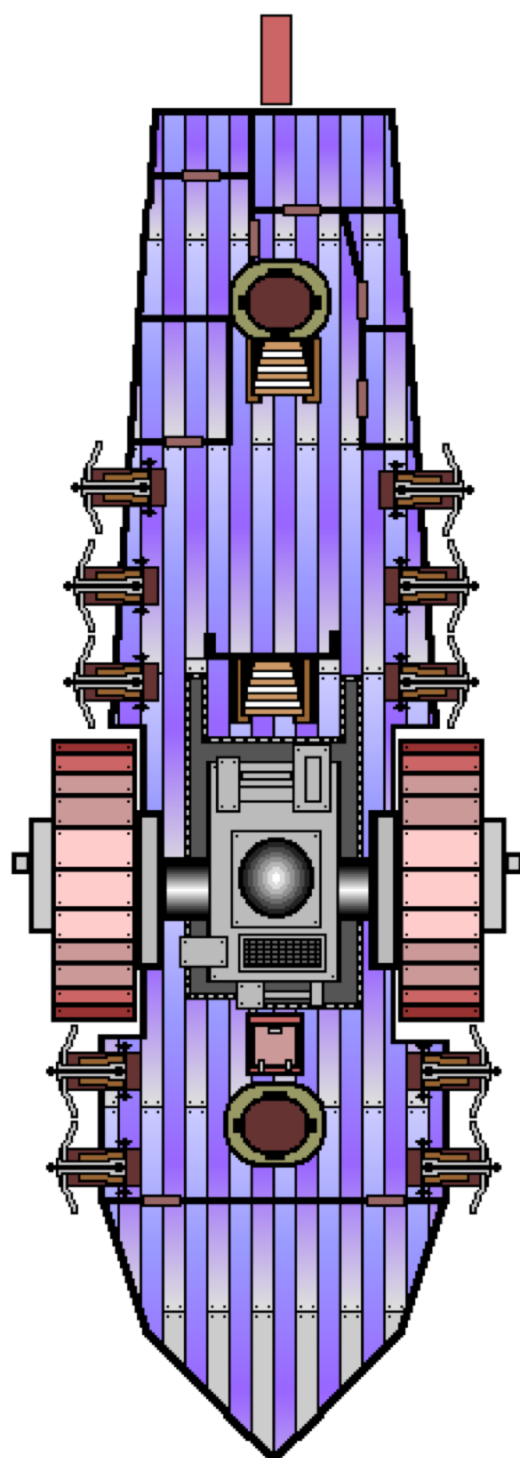
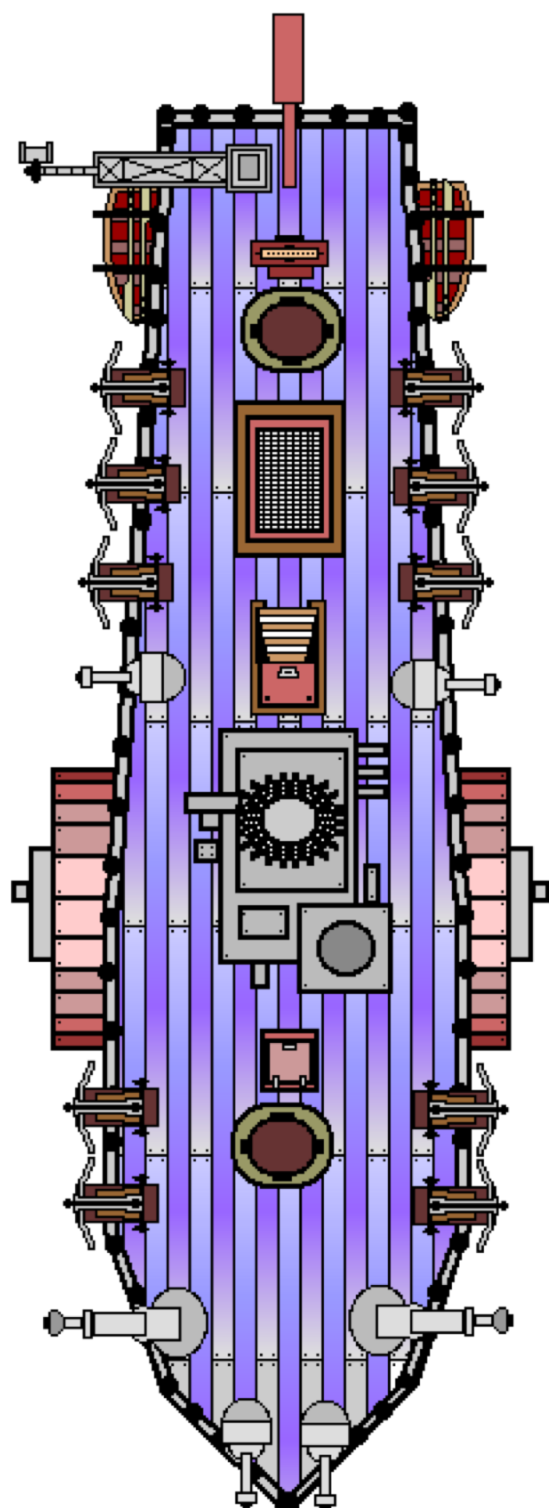


If one ship is attempting to break off engagement and flee, the faster ship gets a +1 per knot difference in speed.

	Handling	Speed	Hit points	AC	Reflex	Fortitude	Will
Clipper	+1	13	400	12	+4	+4	+4
Frigate	0	10	450	12	+1	+1	+1
Galleon	-1	8	400	10	0	+2	+1
Galley	+2	8	200	12	0	0	0
Steam Ship	0*	7*	500*	15*	+1*	+1*	+1*

*this is one gnomish ship at one time, due to the constant modifications gnomes make to their vessels, no two ships are exactly alike, and even a single ship will change over time.





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Arcanum

An exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters. Now with four great expansions.

Board Games

Avalon makes some great board games, great games at a great price. Arcanum, Mystic Adventures, Dragon Lords and Junkyard Wars are but a few of our great titles.

Battle Tiles

Battle Tiles, Avalon Games, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Avalon Clip Art

Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

Character Portraits

Need a fast picture of what your character looks like. These professional, full color works will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get 'em.

Mini-Games

Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

Worlds of Wonder

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

Worlds of Wonder Expansions

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

Arcana

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek

Avalon's Monthly game magazine, inside you will find tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.

**Avalon is a proud participant of Kiva,
making loans that change lives.**



loans that
change lives

S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and rocs, or blast off into the cold hard future with space marines and aliens.



Strength 3

Speed 8 / 1

Movement 4

Adrenal 4

Will 4

Health



Weapons and Armor

Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

Special Abilities

- Savage Blow (Attack, 3)**
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- Command (Move, 2)**
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- Shatter Shield (Attack, 1)**
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.
Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.



Spirit Tiger





Wolf



Night Stalker



Major Glory



Lamia



Kir



Sie



Gyea

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.



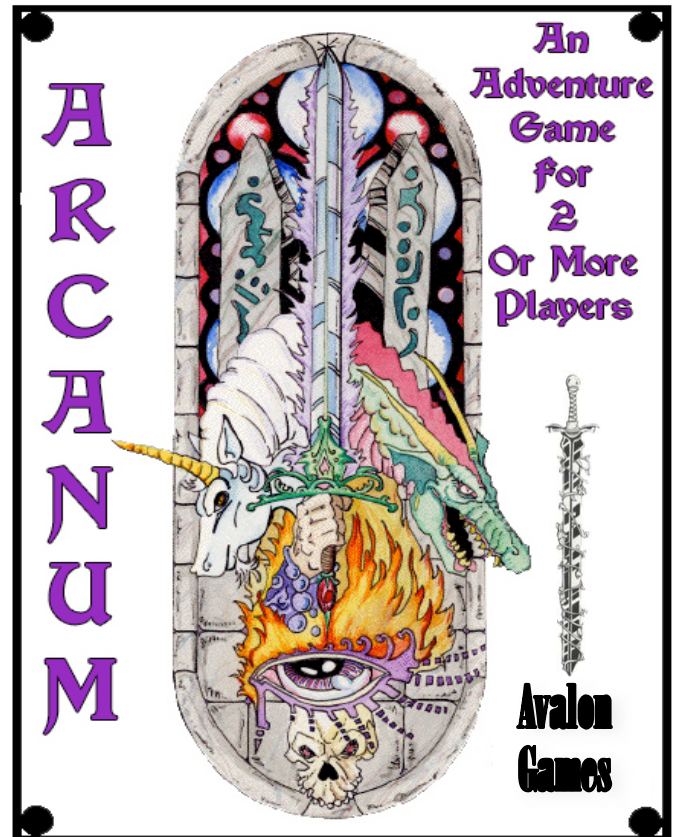
If you liked this game, then try one of Avalon Game's great games, such as
Arcanum

(Click [here](#) to visit this products page at RPGNow)

Your training in the great halls of magic is now over, the years of hard work and difficult study finally coming to an end. Tomorrow you will begin your long journey, one each graduate of the tower must take, a journey of adventure, danger and riches. You will need all your skills to survive this quest, but you are ready, for your magic is strong and your will is like iron.

Arcanum is a simple to play, but complex game of adventure and magic, a game where players seek out the destiny of their character as they travel about the many magical lands on a unique game board. Players will need to achieve a set of victory conditions if they wish to win the game, conditions that they have set for themselves before the game even begins. Encounter monsters, dangers and companions to aid you in your quest, and along the way you may even join other players as you each try to achieve some great deed. That or you may find that you have to battle these players as they seek to steal from you all your gathered magic and riches. Allies can turn into enemies with a blink of the eye, so you must walk your path with caution.

Arcanum uses a unique system of "Chips" to resolve all conflicts, so no dice are ever used. This creates a game where luck has no place in the final outcome, but rather your skills at thinking ahead and planning determining whether you will win the game or not.



***Arcanum comes with 15 fully illustrated, full color map tiles.**

***16 full color, stand up character counters, each an illustrated portrait of a different character.**

***Over 80 spells, from four different fields of magic.**

***Over 100 other game cards, each offering information on quests, treasures, equipment, companions and more.**

***A fully illustrated rules book of over 30 pages full of charts, rules and information on how to play the game.**

***Player charts, handouts and other game aids to make the experience a faster, smoother game.**